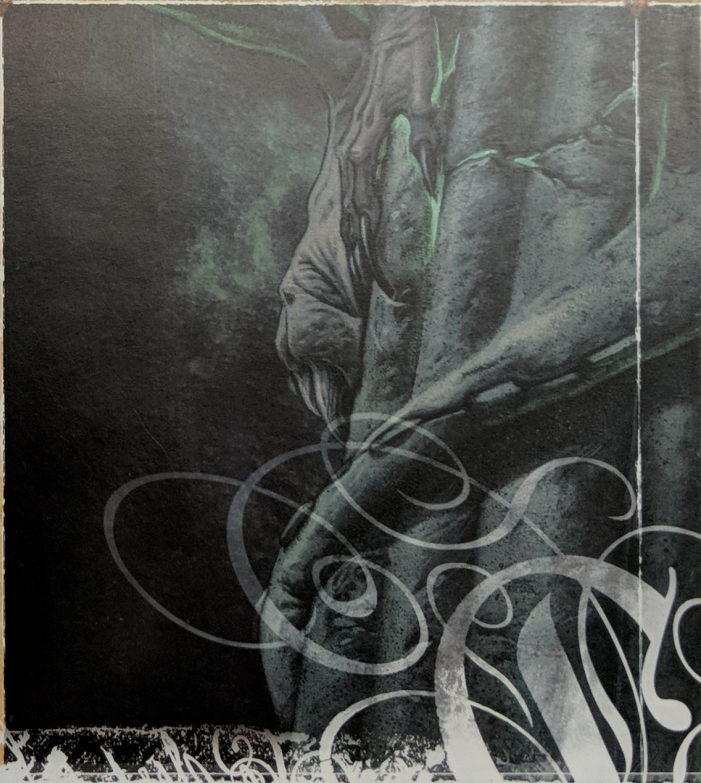




THE CHRONICLES OF THE WORLD OF RACKHAM

WRY HAVIC!

2	OFFICIAL MISSIONS: 4 TH PARIS OPEN
4	S'ERUM, OPHIDIAN SYDION: MISSIONS
18	INCARNATION ADVENTURE: S'ERUM, OPHIDIAN SYDION
27	RULES: TACTIC CARDS IN RAG'NAROK
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THE CLONE HUNT

"Fascinating! These laboratories, which were buried under the desert sands for centuries, manage to produce stronger clones than those of the best installations of Shamir. I need one of these Nemeses or an aberration. Once it has been captured, I'll study the clone, I'll dissect it and reproduce it. Then I'll be... invincible!"

An anonymous true-born

OBJECTIVES

The **New Scorpion** player must capture a clone of Rank 3 or higher reserved to the Old Scorpions.

The **Old Scorpion** player must eliminate all enemy fighters.

If neither of the two players manages to reach his objective, then the game is a draw.

INSTRUCTIONS

This mission pits Scorpions against each other. It uses some of the Multiplayer mode rules (see *Cry Havoc*, vol. 3). Each player forms his combat group by using the *Every Man for Himself: Fighter Distribution table* (the Scorpion column). Furthermore, the Old Scorpion player must choose at least one clone of Rank 3 or higher among those reserved to him.

SELECTING COMBAT GROUPS

	OLD SCORPIONS	NEW SCORPIONS
RANK TOTAL	8	9
NO. OF FIGHTERS	8	9

TRAPS

Include two randomly chosen Trap counters among the seven Event counters used in this game.

SPECIAL RULES

In order to capture his target, the New Scorpion player must avoid eliminating it and must bring its Natural Value down to 1 point. Once this is done, there are three possibilities:

- The game tile on which the target is located doesn't have any other Old Scorpions. In this case the miniature is captured and the game is over. This condition can be checked at any time in the round.









- The target is in base-to-base contact with a New Scorpion fighter at the beginning of a round. The target is then vulnerable to the capturing material carried by the New Scorpions and it cannot be included in the activation sequence. It cannot move or benefit from any mode.

- If neither of these two cases applies, then the target is played in the usual way. However, it remains vulnerable to the aforementioned rules during the following rounds.

In the second case the target can be moved by New Scorpion fighters. At their respective activation phases they can, if they are in base-to-base contact with the target, move it at the same time as themselves using their Movement value while considering that each square counts for twice as many squares as it normally would. The target and its "guardian" cannot move diagonally, yet the "guardian" can nevertheless open doors in the usual way.



-  New Scorpion deployment zone
-  Old Scorpion deployment zone
-  Doors
-  Passages
-  Events
-  Fallen rocks



THE PRICE OF BLOOD

I. BLEEDY REVENGE

Animated by Anger, S'Erum hunted the members of the Lodge of Hod for several months. He killed eight of them and enslaved three others who were now obeying his orders blindly. These templars once fought those of his species. Now having them at his service was a sweet form of revenge.

Thanks to skilful manipulating and a few payoffs, S'Erum managed to discover the Akkylannians' next target. He then moved ahead of the lodge's members and found the laboratory of the Hybrid Project. In it several Syhars were taking the machines apart. Out of respect for their alliance, the ophidian didn't eradicate them.

The leader of the expedition, a biopsist named Tebnen Saïn, showed great interest in the sydion's desire for vengeance and offered him his help to develop a plan of action. The Serpent wished to switch the cloning tanks back on. In exchange, S'Erum promised to meet the one who had created Tebnen, Sasia Samaris.

When the men of the Lodge of Hod enter the laboratory, they would find a lot more than just ruins...



Objective 2 marks the spot where the bombs' trigger is located. If a fighter is on this counter at the beginning of his activation, then he can decide to make one or several bombs explode.

If a bomb is still being carried by its bearer when it explodes, then he is killed and a natural roll is made for each miniature located within three squares or less of him. Failing this roll inflicts two Wounds. Success causes only one Wound. A perfect success means that the fighter isn't wounded at all.

If the bomb that explodes was placed on Objective 1, then the laboratory is destroyed: the game ends and the Griffin player wins.

If the bearer of a bomb is killed, then a counter is placed on the square where he died. The bomb cannot be moved or transported, but it can still explode with the same effects as if it were still being carried.

If a bearer explodes on Objective counter 1 before having been able to place his bomb, then this counter is destroyed and the laboratory remains intact. In this case the Scorpion player wins the game.

OBJECTIVES

The **Griffin** player must set a bomb to destroy the laboratory.

The **Scorpion** player must eliminate all enemy miniatures.

INSTRUCTIONS

Objective 1 marks the spot where the bomb must be placed for maximum efficiency. At the beginning of the game the Griffin player selects three of his miniatures. Each of these is carrying an explosive charge. If one of the bearers spends a whole round on Objective counter 1 without being in base-to-base contact with an enemy miniature, then he can place his bomb.

BREAK DOWN THE WALLS!

This campaign's scenarios introduce a new, grey-colored "counter" which indicates the parts of the laboratory's walls that have become weak enough by the passing of time to be able to be destroyed by an **Offensive Combat** action.

This wall is destroyed by being inflicted with one Wound. Replace this "counter" with a **SIMPLE PASSAGE**.

This wall is destroyed by being inflicted with two Wounds. Replace this "counter" with a **DOUBLE PASSAGE**.

SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
RANK TOTAL	7	7
NO. OF WARRIORS	7	6

TRAPS

One Trap counter is included among the four Event counters used in this game.

SPECIAL RULES

S'Erum must be played with the Scorpions.



THE PRICE OF BLOOD

II. THE PRICE OF HATRED

Athan Zakhil was enraged by the new affront that 29P195, better known as Sasia Samaris, had made him suffer. The renegade had just abducted his personal assassin, and if this came out into the open, the consequences would be terrible.

Zakhil mentally ordered the Dasyatis protecting him to get up. Around him his assistants and slaves stopped breathing, terrorised by this monster of flesh and steel. With heavy footsteps he left the room and went to the huge cloning tanks in which his creations were born.

A small man with a partially burnt face walked up to his master. His eyes betrayed no fear, only deep veneration for the one who had made him the man he now was, who had offered him a second chance, and who had let him flee Akkylannie.

"Iberian, how are we proceeding?" boomed Athan Zakhil's cavernous voice.

"We have had a few problems, master. The original strain has proven to be unusable and we had to modify it to..."

"When will it be ready?"

"In a few weeks, master, two months at the most. Creating a duplicant is a laborious task, especially when having to meet your demands."

"You disappoint me, Iberian; make sure that this never happens again."

Without saying another word, Zakhil turned his attention away from the man and walked towards a glass wall behind which a woman was nearing the end of her gestation. 1D198 was the perfect copy of Sasia Samaris, yet she would be stronger and not have the ability to use magic. She would be the way 29P195 was supposed to be: docile and devoted to her creator.

Unfortunately he would have to wait several months before she is fully operational. Until then Zakhil would have to do everything possible to put an end to Sasia Samaris's rebellion before others join her. For the moment the top priority was to organise a mission to get back Ysis.

Several hundreds of kilometres away, Sasia Samaris was having a conversation with her singular guest. Though he was several heads taller than her, the ophidian didn't seem to impress the Syhar very much.

"So you think that he'll try to free her using force?" asked S'Erum.

"Athan Zakhil will refuse to pay the ransom that I have asked for. He'll send his troops to the meeting place to get her back and capture me. If I fall into his hands, then everything we have struggled for would be lost."

"That's why you need me," hissed S'Erum with satisfaction. "I'll lead your troops and we'll defeat the forces of the one who created you."

"Yes. What do you ask for in return?"

"You're direct, I like that. For the moment you don't have anything that interests me, so let's just say that you'll owe me a service..."

"That's fine with me."

She was most probably playing with fire, but this alliance was necessary. While Athan Zakhil's forces would be striking at the wrong place, Sasia Samaris would be winning the precious time she needed to set up the second phase of her plan.

Several days later in a laboratory of the Hybrid Project.

Ysis was rotting in a humid cell for too long now. Her hatred for the Rose of the Desert was only equalled by her fear of her master's reaction the next time she stood before him. Failure, like incompetence, was severely punished in his laboratory.

In the distance an explosion was heard. The fight for her liberation had just begun and she couldn't do anything else but wait.

OBJECTIVES

The player controlling the **liberation** squad must recover Ysis the Viper and eliminate at least half of the enemy fighters.

The player controlling the **Rose of the Desert's** fighters must prevent the Viper's liberation.

INSTRUCTIONS

Objective 3 marks the spot where Ysis is held captive. If a fighter of the liberation squad is touching her at the beginning of his activation, then he may attempt to free her. To do so, a natural roll of SL + 2 must be made. In this case the fighter cannot attempt any other action in this round and is considered to be in Defensive Combat.

If Ysis is liberated and at least half of the enemy fighters (in numbers) have been eliminated, then the liberation squad wins the game.

SELECTING COMBAT GROUPS

	LIBERATION	ROSE OF THE DESERT
RANK TOTAL	8	8
NO. OF WARRIORS	8	7

TRAPS

One "Purulent carnage" counter, one "Paralyser" counter, and one "Mine" counter are included among the six Event counters used in this game.

SPECIAL RULES

S'Erum can only join the Rose of the Desert's combat group.






The rules on the Torture Chamber do not apply.

Objective 1 is the laboratory's control panel. A fighter standing on it at the beginning of his activation can open or close the doors of his choice in the laboratory. Doors that were destroyed using the "Titan" aptitude cannot be closed again.

If a fighter ends his movement on **Objective 2**, he acquires +1 on the SL of his Offensive Combat actions. This bonus is kept until another fighter ends his movement on this counter. Only one fighter may benefit from this bonus at a time.

Objective 4 allows a fighter to try to acquire a new Mutation. If a fighter with the "Mutation/X" aptitude ends his movement on this counter, then *IdIO* is rolled. On a result of "1" to "5," draw a Mutation card and give it to the fighter in question. On a result of "6" to "10" the fighter suffers a Wound. The same fighter can try to benefit from this effect only once per game. He cannot surpass his maximum number of Mutations by this means.

Example: A Hybrid (Mutation/1) already has a Mutation, which was given to him at the beginning of the game. This fighter therefore cannot try to activate Objective 4.

-  Rose of the Desert deployment zone
-  Liberation deployment zone
-  Doors
-  Passages
-  Events
-  Objectives
-  Fallen rocks
-  Pillars



THE DAWNING OF WRATH

ACT I. INFORMATION

The neutralisation of a laboratory of the Hybrid Project sometimes has strange surprises in store. What we discovered that day had consequences that none of us would have ever suspected. This is my story, a short part of my life that is filled with suffering and sacrifice.

Today, as I'm about to leave to join my ancestors, those carefree years spent with the Lodge of Hod seem so far away.

I was young and we had just discovered a strange Syhar complex on the west coast of Syharhalna. At that time we didn't know anything about the Hybrid Project and each mission was a new adventure. I was an anonymous fighter among many others, motivated, idealistic, and proud to be a minelayer.

The door had given way easily and revealed a dark corridor covered with a thick layer of dust. This complex had been sealed off a very long time ago. The odour and the lack of light were oppressive and I didn't feel at ease.

"So, what do we do? Do we blow everything up and get out of here? Frankly, I don't feel like hanging around this place. It seems like the heretics abandoned this lab before my mother even conceived me! We have a mission to carry out, and this isn't part of it!"

"For the moment we won't blow anything up," a knight answered me in a tone that didn't allow a retort. "We're going in to explore this place and then we'll decide. Any objections?"

"..."

"Good. We'll advance in close formation."

No one felt like contradicting him. We pulled our scarves over our mouths to avoid inhaling the dust. Without saying a word, many of us were wondering what alchemical residues were still floating in the air.

When the Griffins forced the laboratory door, this triggered its defence mechanisms. The small amount of energy that remained in the eternal gems had immediately reactivated the alchemical tanks.

The first clones thus produced were immediately destroyed to supply fuel to power other machines. Within several minutes, metal came back to life. The intruders had to be eliminated and the prisoner protected, such was this laboratory's mission.

The first level's gates were then opened and thousands of litres of brackish water flowed into the corridors...

OBJECTIVES

The **Griffin** player must gather the Objective counters symbolising the information needed for the next missions. If the Griffin player eliminates all of his opponent's fighters, then he is considered to have gathered both Objectives.

The **Scorpion** player must prevent his opponent from carrying out his mission. If the Griffin player doesn't manage to gather at least one Objective counter, then the Scorpion player is victorious.



INSTRUCTIONS

Objective counters 1 and 2 represent information that is vital for the Griffins' mission. If a Griffin ends his movement on one of these counters without being in base-to-base contact with an enemy fighter, he can gather this Objective. His "Offensive Combat" and "Defensive Combat" values are reduced by two points each as long as he is carrying this counter. These penalties are cumulative if both Objective counters are carried by the same fighter.






The carrier cannot let go of this information on his own. If he is killed, then the Objective(s) is (are) left on the last square he was standing on. Scorpion fighters cannot end their movement on an Objective counter. Once he has gathered one or several Objective counters, the Griffin player can decide to retreat. To do so, he must have his fighters leave the laboratory (by using its entrance). Once he has managed to get out his carrier or carriers, he can announce that he'll try to exploit the gathered data. He then rolls as many d10 as he has gathered Objective counters and must get a result of "7" or less on at least one of the dice. Whatever the result may be, the game then ends.

- If the data exploitation test is passed, then the Griffin player wins.
- If the data exploitation test is failed, then it's a draw.



SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
RANK TOTAL	7	6
NO. OF WARRIORS	6	6

-  Scorpion deployment zone
-  Doors
-  Passages
-  Events
-  Objectives

TRAPS

One Trap counter is included among the 3 Event counters used in this game.

SPECIAL RULES

The rules on the Nemesis objective rooms are not used in this mission.

The water flooding the place makes it hard to move around. At the beginning of each miniature's activation the player controlling it rolls 1d10. On a result of "9" or "10" this fighters Movement value is divided by two (rounded up to the higher integer) until the end of his activation.



THE DAWNING OF WRATH

ACT II. THE FIRST LOCK

"We're going back down!" ordered the knight.

"That's madness! Did you see what's crawling around down there? I can understand why the Syhars sealed this place off. Don't you think there have been enough deaths? We blow up the entrance, we inform the lodge, and we gather a strike force to cleanse this..."

"That's enough," interrupted the knight. "This information confirms my hunches. There's something in this lab and we're going to find out what it is. All we have to do is open two locks and then fight our way to the suspension room. We've already seen worse than that! It'll be a stroll in the park compared to extracting prisoners from Drune territory!"

"I've warned you. In any case if things don't go well I'm going to blow this whole place up."

"Warn the men. Let's go, and we're not going to give any quarter."

"As usual..."

I would never have admitted it in front of the others, but this laboratory terrified me. I had the impression we were being watched and that it reacted to our actions. I was dying to destroy everything and get over with this mission.

The intruders were back. The laboratory felt their presence in Sector H. They weren't to be allowed to advance any further. The prisoner had to be protected. The clones were closing in on the threat.



OBJECTIVES

The **Griffin** player must open the first lock to hope to discover a secret hidden in the depths of this laboratory.

The **Scorpion** player must strike hard in order to stop his opponent. To do so, he must destroy the only way there is to leave this level.

INSTRUCTIONS

Objective 3 marks the position of the first lock. It cannot be neutralised and no fighter controlled by the Scorpion player can end his movement on it.

To activate this counter a Griffin fighter must be standing on it while in Defensive Combat. A non-modifiable natural roll is made at the beginning of his next activation.

- If this test is passed, then the lock is opened: the game immediately ends.
- If this test is failed, then it can be attempted again for this fighter (if he still meets the conditions listed above) with a +2 on the SL of the new roll of the die. This bonus is not cumulative, no matter how often the same fighter tries to open the lock.

Objective 1 marks the position of the access to the upper level. No miniature can end its movement on it. The Scorpion player must bring one of his fighters into base-to-base contact with this counter and inflict it with a Wound in Offensive Combat. Once this is done, the game immediately ends.

- If the lock is opened, then the Griffin player wins.
- If Objective 1 is destroyed, then the Scorpion player wins.

SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
RANK TOTAL	8	8
NO. OF WARRIORS	7	7

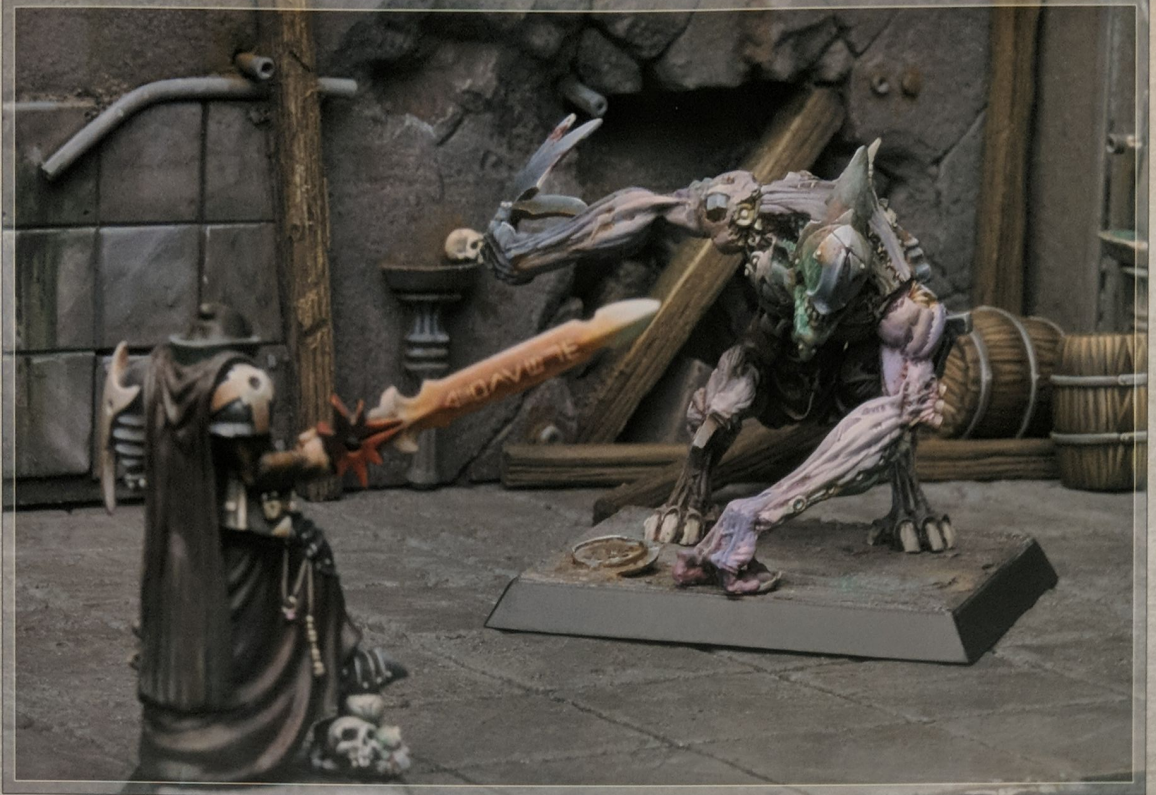
TRAPS

One Trap counter is included among the 3 Event counters used in this game.

SPECIAL RULES

The regular rules on the Nemesis objective rooms are not used in this mission.

The **Objective 2** placed in the armoury indicates a reserve of material. When a fighter ends his movement on it, he automatically acquires a +1




on all his natural rolls. This effect ends as soon as a different fighter ends his movement on this same counter. Only one miniature can benefit from this bonus at a time.




 Griffin deployment zone

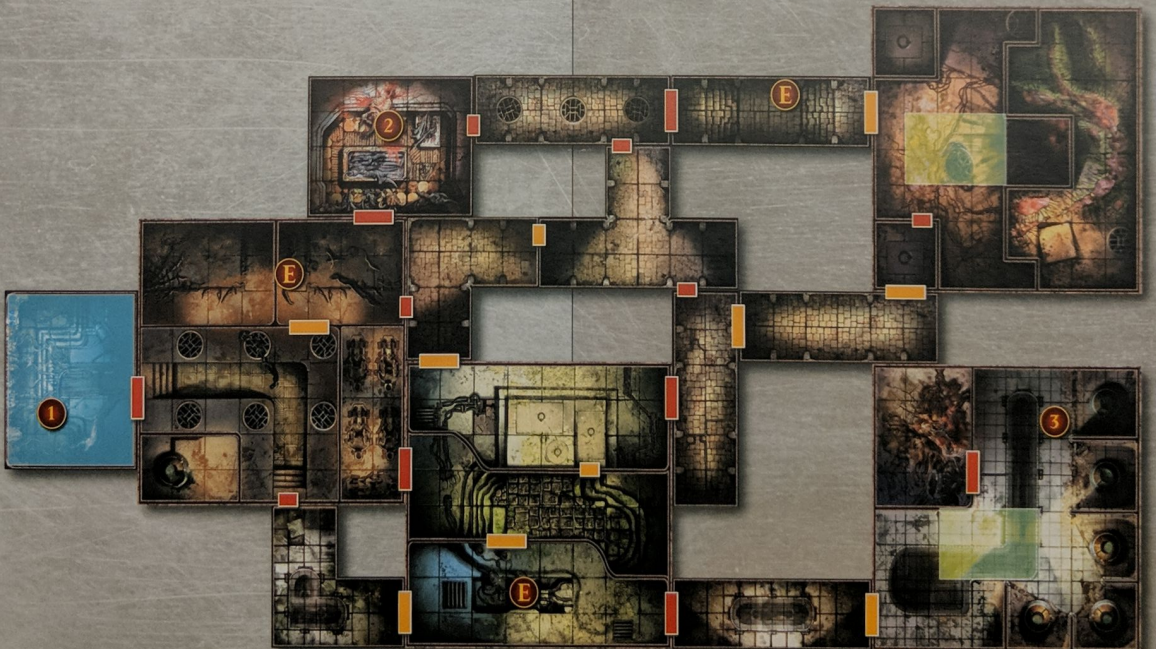
 Scorpion deployment zone

 Doors

 Passages

 Events

   Objectives



THE DAWNING OF WRATH

ACT III. THE SECOND LOCK

"We're all going to die!" I exclaimed. "When I think that I could be living it easy at home."

"OK, we got the message. There's no use in draining our morale. We have a job to do and we're going to do it! There's only one lock left! We're not going to give up when we're so close to our goal. All the better if this place is crawling with clones. We're armed to the teeth and have loads of ammo, so since we don't have a choice, we might as well have some fun. If it moves, just shoot until it stops moving!"

"Ah, I thought you were never going to say that."

Without saying another word the knight wiped the blade of his sword and started walking again. What had we gotten ourselves into? He had told me that he had discovered some terrifying information, but refused to tell me more about it. I hadn't asked him either, but I knew that things were serious. The last time that I had seen him wipe his blade with such insistence was when he had announced that we were going to have to intervene in Drune territory without firing a shot...

They were still advancing; his children hadn't managed to stop them. More had to be produced before they found out how to reach the prisoner. She was still sleeping and must not be awakened. She was precious; she was the laboratory's only reason to be. The intruders had to die so that the machines could go back to sleep. The time to wake up hadn't come yet.

OBJECTIVES

The **Griffin** player must open the second lock to be able to reach the lower level.

The **Scorpion** player must prevent the enemy troops from advancing by destroying the second lock.

INSTRUCTIONS

Objective 2 marks the position of the second lock. To activate or neutralise it, a fighter must be placed onto it in Defensive Combat. A non-modifiable natural roll is then made for this fighter at the beginning of his activation.

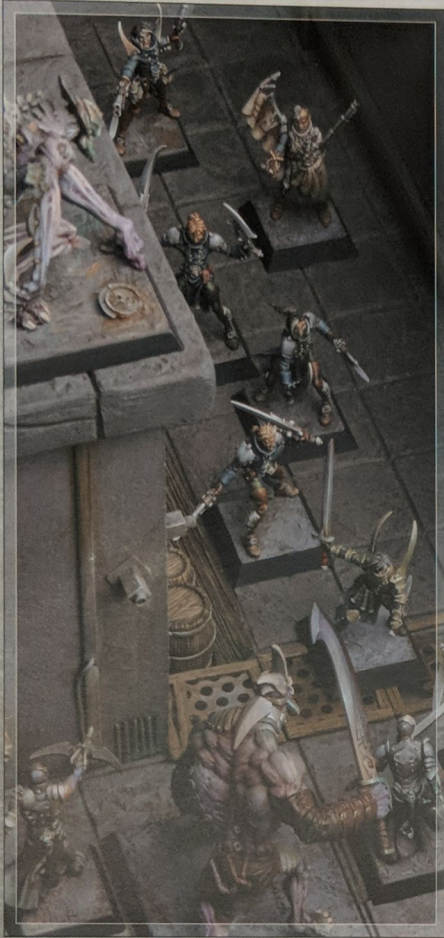
- If this test is passed, then the lock is opened or blocked as chosen by the player controlling the miniature. The game then immediately ends.
- If the test is failed, then it can be attempted again for this fighter (if he still meets the conditions listed above) with a +2 on the SL of the new roll of the die. This bonus is not cumulative, no matter how often the same fighter tries to open or block the lock.

If the lock is opened, then the Griffin player wins. If it is blocked, then the Scorpion player wins.



SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
RANK TOTAL	6	6
NO. OF WARRIORS	6	7



TRAPS

One Trap counter is included among the 3 Event counters used in this game.

SPECIAL RULES

The regular rules on the Nemesis objective rooms are not used in this mission.

The Objective 1 placed in the armory indicates a reserve of material. When a fighter ends his movement on it, he automatically acquires a +1 on all his natural rolls. This effect ends as soon as a different fighter ends his movement on this same counter. Only one miniature can benefit from this bonus at a time.



THE DAWNING OF WRATH

ACT IV. PASSAGE



"Now what do we do?" a purifier asked me while standing before the knight's lifeless body.

"We move on! He gave his life for this mission, so we'll finish it! We're going to make them bleed and see if this vermin has any guts. If an angel of destruction is needed, then it'll be me! This place is going to explode and it's going to hurt bad!"

Kneeling next to the corpse of the one who had been my friend, I said a short prayer to Merin. Death was awaiting us all, yet I was determined to let him wait for a long time, for I was still young.

"Rest in peace, my brother."

The passage was open and all we had to do was reach it.

"We're going to rush in here, exterminate everything we meet, and then get the hell out as fast as we can!"

The locks were open. The prisoner was defenceless and the room was going to be invaded. She wouldn't be able to defend herself if they managed to get through!

The clones heard the call and started moving towards the passage. Several of them could feel the laboratory's frustration and roared in anger, prodded on by a strong thirst for blood.

OBJECTIVES

The last lock is open and so is the passage leading to the complex's last level. The **Griffins** must reach it as quickly as possible to discover what is hidden there.

The **Scorpions** must reach this level in order to prepare its defence. What is sleeping there must not fall into the hands of the Akkylannians.

INSTRUCTIONS

Objective I marks the position of a trapdoor leading to the lower level. Using it proves to be particularly difficult and requires coordinated action by the fighters.

To win this game, one of the two players must have all his live fighters in the room where Objective I is placed (and not just on the game tile on which this room is located) at the end of a round, starting from the third round onwards. Also, not a single of his opponent's miniatures may be in this room for the victory conditions to be met.

SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
RANK TOTAL	7	8
NO. OF WARRIORS	7	6

TRAPS

One Trap counter is included among the 4 Event counters used in this game.

SPECIAL RULES

Every time a fighter draws an Event card, the player controlling him rolls 1d10.

1-4: The player draws an Action card.

6-7: Nothing happens.

8-10: The opponent draws an Action card.



Event



Objective



Griffin
deployment
zone



Scorpion
deployment
zone



Doors



Passages



THE DAWNING OF WRATH

ACT V. SANCTUARY

"An ophidian?"

Dumbstruck, I checked the information found in a room near the passage.

"Aren't they all dead?" asked a purifier.

"I guess not. By Merin! We have a problem. If I blow everything up, Masselius will skin me alive. But I really don't feel like confronting this vermin."

"Should we retreat?"

"Of course not! We're going in and will force it to follow us. If she resists, even just a little, then we'll riddle her with bullets until there's more metal than flesh in her body!"

The men around me were divided between fear and curiosity at having to face such a creature. This would surely never happen again...

I had lost a friend, a brother-in-arms, and someone would have to pay for this. My name is Ogius Talden and on that day I swore that it would become synonymous with terror for those who had created the monstrosities that we had been fighting for the past few hours.

They had entered the sanctuary. They had reached the centre of this level and were now surrounding her. The laboratory no longer knew what to do. The prisoner was too weak to be awakened and she mustn't fall into the intruders' hands.

The clones were now the last rampart, the last protection for the ophidian.



OBJECTIVES

What the Lodge of Hod has discovered is of capital importance. The ophidian sleeping within these walls must be captured and brought back to Akkylannie.

The **Griffins** must open the doors leading to the room where the ophidian is sleeping to neutralise her before getting her out.

The **Scorpions** must eliminate their enemies and prevent them from carrying out their mission.

INSTRUCTIONS

The doors leading to the tile on which **Objective 2** (which marks the ophidian's position) is located are closed and can only be opened using the opening mechanism (**Objective 1**).

If a Griffin ends his movement on Objective 1 without being in base-to-base contact with an enemy, then he can activate the opening mechanism. Once this is done, the doors leading to the tile on which Objective 2 is located can be opened in the usual way.

Objective 1 can be activated only once per game.

If, at the end of a round, a Griffin fighter is on Objective 2 without being in base-to-base contact with an enemy, then the game immediately ends and the Griffin player is victorious.

SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
RANK TOTAL	7	8
NO. OF WARRIORS	6	6

TRAPS

Two Trap counters are included among the 4 Event counters used in this game.

SPECIAL RULES

Objectives 3 and **4** mark the positions of poison reserves. Only the Scorpion player can send a fighter to activate these two counters. To do so, the fighter must end his movement on the counter without being in base-to-base contact with an enemy. Each of these counters can be activated only once per game.

When one of these counters is activated, the poison held in the reserve enters the laboratory's ventilation system. All Griffin fighters must make a natural roll. Those who fail this roll are inflicted with a Wound. A critical failure means the fighter is inflicted with 2 Wounds.

Event

Objectives

Scorpion deployment zone

Griffin deployment zone

Doors

Passages



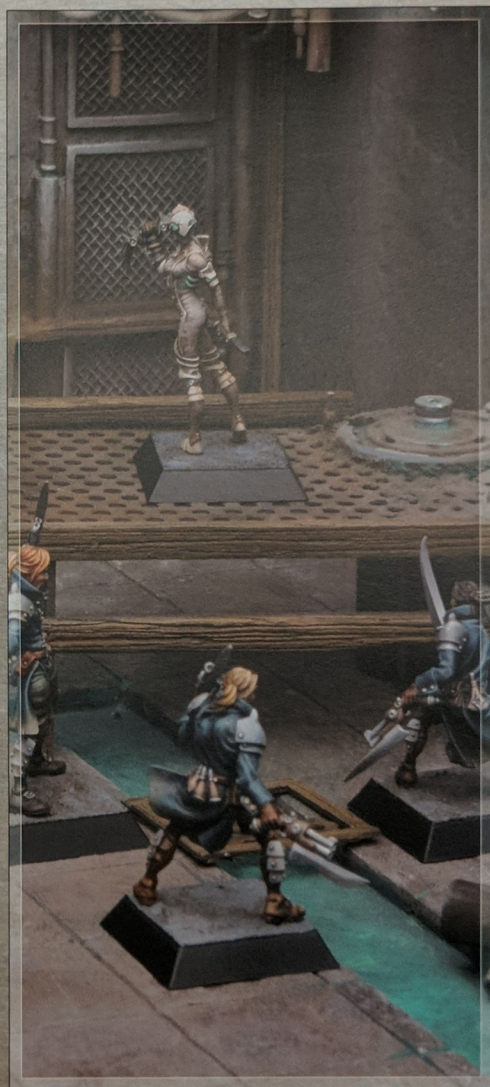

We had found her; there she was, gigantic and superb. She was asleep, filled with alchemical substances, unaware of the combats that had been fought around her. Without knowing it, we had neutralised a laboratory of the Hybrid Project, the first one in my career.

The ophidian was captured and we never saw her again. I was soon given command of a squad of purifiers and only many years later did I learn of the existence of the Hybrid Project's laboratories.

My squad has been exterminated and now the Inquisition is at the doors of this laboratory. All my life I have fought against the Hybrid Project and have sacrificed so much for this struggle, and now it's time for it to grant me a death that is worthy of my existence. I have switched on one of the machines to bring to life a monster, my last opponent.

The tank will soon open up and I will fight my final battle. The Inquisition won't get me alive."

After having written these few lines, Ogius Talden burned them, thus offering his past to Merin. Without fear he then faced the aberration that was coming out of the incubator.



FOUNDATION

S'Erum, the main character in the new novel by William Hawk, *The Ashes of Wrath*, and the first ophidian miniature to join the battlefields of the Rag'narok, is the hero of this Adventure. We invite you here to follow his peregrinations after his departure from Cadwallon. This former sydion no longer obeys the laws of the Ophidian Alliance and now roams Aarklash on a path that is his own.

The Cynwäll's heart stopped beating after six hours of uninterrupted torture. S'Erum's reptilian body was shaken by a spasm of vexation. His whole being expressed the disgust he felt in front of this so fragile and miserable creature. In death, the elf's face kept the traces of the abuse inflicted by the *enskēm*, forever frozen in a mask of pain. The ophidian didn't feel any kind of satisfaction. The Cynwäll's pathetic efforts to resist the mental stranglehold had only delayed the unavoidable while increasing his suffering.

The room in which they were reeked of fear and blood. Soon the foul stench of death and rot would fill the place. S'Erum let out a hiss of anger and two of his slaves quickly removed the corpse while another one lit a censer. The smell of incense slowly calmed the Tainted-one's anger, allowing him to think again with serenity.

Before his body was broken by the *enskēm*'s cruel caresses, the elf had given S'Erum the information he wanted. The ophidian now knew that Syd de Käiber was in Laroq, having been called back to his birthplace by the Guide. If he was free or a prisoner there didn't matter very much. Unless he attempted a suicide attack on the fortress of the Dragons, the hero of Light was untouchable for the moment. Yet the ophidian didn't feel any bitterness. He knew that sooner or later fate would make him cross paths with his Shadow. Until then he would have to prepare himself for this final confrontation, perfect his mastery of weapons, and learn to control the Anger boiling inside him.

There were other ways of keeping S'Erdh's memory alive than by slaying his nemesis... The Prime Watcher had wanted to found a sanctuary, a refuge for the warriors of the Serpentine, yet the Patriarchs had decided otherwise. S'Erum wished to take this project up for himself. He envisioned a place free of the *mnemosian* laws, a nest where the Tainted-ones could gather, a fortress dominated by instinct and Darkness. The former sydion now knew that the Patriarchs could no longer do anything to stop him. And he had just discovered the perfect place to found his sanctuary.

The Cynwäll had spoken a lot while under torture. While his mind was wavering under the ophidian's manipulations, he had revealed various pieces of information of which some were very valuable. One such piece had particularly caught S'Erum's attention. In his delirium the elf had mentioned the existence of a monastery in Lanever, in the foothills of the Behemoth Mountains. And he had clearly specified that this retreat was built above the lair of Ahmatys, a dragon.

Like all ophidians, S'Erum knew the legend of this old companion of Vortiris who, at the dawning of time, had opposed the one who had defied the power of the gods. Their fratricidal struggle was a violent clash of claws against scales. Vortiris proved himself to be the stronger one.

Mortally wounded, Ahmatys had used his last strength to fly away and ended up succumbing to his wounds, hidden from the eyes of the world. The tomb of a dragon... There wasn't a more symbolic place to found a sanctuary. What a provocation it would be to build one's nest at the heart of Cynwäll territory! S'Erum smiled while imagining the Patriarchs' reaction when they hear of his project. It would then already be too late to stop him. To possess and corrupt a cradle of Light was his mad dream and project. The former sydion slowly felt exaltation flooding him at this thought. Vice was screaming inside him, louder than ever. The time had come for him to gather soldiers and attack.

EXPERIENCE POINTS

This epic is an invitation to mix the various games of the Rackham range of products, be it Confrontation, Rag'Narok or Hybrid. For your Adventurer to make the most of these different episodes, here are complementary Incarnation rules that explain how to win experience points in Rag'Narok or in Hybrid in addition to those provided in the scenario.

Rag'Narok

- Losses inflicted on the enemy by the Adventurer: 10% of the total A.P. value of the eliminated fighters, rounded up.
- For every "6" rolled on a Damage roll by the Adventurer against an enemy: +2 points.
- Losses inflicted by the enemy on the Adventurer's army: -1% of the A.P. value of the eliminated troops, rounded up.
- For every "6" suffered by the Adventurer on a Damage roll: -1 point.

The Adventurer player can stake an experience card during a game of Rag'Narok if this game's rules allow him to perform the exploit.

Hybrid

- For every enemy fighter eliminated by the Adventurer: +3 points x the miniature's Rank value.
- For every successful mission: +5 points
- For every loss in the Adventurer's camp: -1 point x the miniature's Rank value.



Foundation tells the story in three stages of the attempt to build an ophidian sanctuary at the borders of Lanever, the republic of the Cynwäll elves. The Founder is no other than S'Erum, a former sydion of the Alliance who is now a legendary figure among the Tainted.

These scenarios don't follow the usual format of the Adventure mode. They aren't designed as a succession of acts, but as a series of decisive events that are part of a bigger saga.

Episode 1 must be played as the prologue to this campaign, yet nothing forces the Adventurer player to play Episode 2 right afterwards. On the contrary, living new Adventures, leading troops into combat in *Rag'Narok*, or carrying out missions in the *Hybrid* format (such as *The Price of Blood* on page 4) allow you to win the experience points needed to fulfil S'Erum's destiny (see box to the left).

Episode 3 concludes this epic. The triumph or the failure of the sanctuary of the Tainted depends on its outcome. The victory conditions are particularly tough to meet, and only the Adventurer player can decide when his hero and his warriors are ready to confront the ire of the dragons of Lanever.

This quest also differs from the usual Adventure mode scenarios due to the fact that it doesn't have a Mentor, a Shadow or an Elixir. Yet S'Erum's

Shadow is known; he is Syd de Kaiber. However, the gods haven't deemed the time right for their encounter yet.

The Adventurer player must choose S'Erum to be this Adventure's Character, but the origins of the fighters accompanying him are left up to him while respecting the rules explained on the "S'Erum, ophidian sydion" explanatory card. The Adventurer player can therefore deploy troops allied to the ophidian army: mercenaries, alchemists of Dirz, the Limbo of Acheron, and, at an additional cost of 10 A.P. (added to his Adventurer's profile), Drones or dwarves of Mid-Nor.

For contextual reasons the premise of these scenarios is that S'Erum is opposed to the Cynwälls in his attempt to found a sanctuary. We will therefore be speaking of the "Cynwäll player" to designate the opponent. It is nevertheless very easy to adapt this Adventure to any other people, be it bound to Light or any other Principle.

If he wishes, the Cynwäll player can enlist a Character of his choice in his army as an Adventurer, with the exception of Syd de Kaiber. This Character follows all the rules of the Incarnation supplement, but cannot be considered to be S'Erum's Shadow, just as the latter cannot be his Shadow. Neither of the two players benefits from any particular advantages by eliminating the enemy Adventurer.



FUNDATION

EPISODE I: THE SERPENT'S CLUTCH

S'Erum inspected the diverse troops standing around him: slaves subjugated by the *enskëm's* magic; Tainted ophidians attracted by his aura; several mercenaries, soldiers of Obscurity living only for death and pillaging. A shiver of pride ran down the Serpent's long, sinuous body on seeing this army. He, a former *sydion*, had become a war chief. And soon he would be a Founder, if Darkness granted him victory...

Several leagues away rose the Behemoth Mountains and, hidden in their massive shadows, was his target, the Cynwäll refuge, the lair of the dragon.

His plan was a simple one: rush at the monastery and take advantage of the surprise effect to slaughter all its inhabitants. S'Erum organised his troops in such a way that they encircle the sanctuary like a snake coils around its prey and then strangles it by constriction.

The ophidian lifted his *vorpal* sword to the sky and all his warriors simultaneously began marching to battle.

Game: Confrontation.

Duration: 6 rounds.

THE BATTLEFIELD

A 120 x 60 cm table representing a wooded and rocky landscape. In the Cynwäll player's camp, place a circular element of the scenery with a diameter of 25 cm representing the Slab of Meditation of the equanimous monastery.

SPECIAL RULES

Surprise attack: In order to make up for their being outnumbered, the Adventurer player's troops hope to benefit from the surprise effect to annihilate their enemies. Once deployment is finished the Adventurer player can activate half (in A.P.) of his fighters.

In the first round the Cynwäll player participates in the usual way in the frays in which he is engaged and is allowed to censure miracles and use counter-magic. Except for his Scouts, his troops cannot move, fire, launch an assault, or use mystical powers.

If the Cynwäll player has Scouts, then he can take turns with his opponent to activate them. A Tactical roll isn't required for this round: the Adventurer player is the first one to play and his opponent cannot use any Refusals.

The surprise attack round isn't counted in the maximum duration of this scenario.

Cynwäll sanctuary: The monastery built on the tomb of a dragon is protected by the essence of Light itself and violently reacts to the intrusion of Darkness. The Slab of Meditation is not a nexus, yet it nevertheless has the following capacities: Hostile/Darkness and Sanctuary.

THE FORCES PRESENT

Adventurer: 300 A.P. S'Erum must be the only Character in this army.

Cynwälls: 400 A.P.



DEPLOYMENT

Adventurer: The Adventurer player's troops are placed on the battlefield according to the Outflanking deployment.

Cynwälls: The Cynwäll player's miniatures must be placed on the element of the scenery representing the Slab of Meditation or at a maximum of 10 cm from it. Fighters with the "Scout" ability must also be deployed within these limits.

OBJECTIVES

Adventurer: The Adventurer player must take over the Cynwäll sanctuary. He must take control of the Slab of Meditation following the rules explained in the Gaming Aids of *Cry Havoc*, volume 4, or in the third edition of *Confrontation*. He must also prevent his opponent from reaching his objective.

Cynwälls: The Cynwäll player must have a minimum of 200 A.P. of his own troops (including magic objects, spells and miracles) leave the table by the edge of the battlefield opposite to his deployment zone. The value of each wounded miniature is reduced according to its state of injury: -5 A.P. for a Serious Wound and -10 A.P. for a Critical Wound. Fleeing troops are not counted in this total.

EXPERIENCE

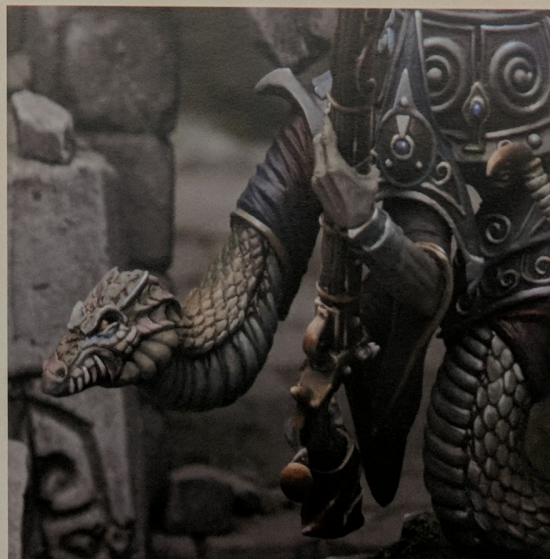
For every miniature with POW or Aspects eliminated by the Adventurer: +1 point.

For every full 50 A.P. of enemy miniatures that have managed to leave by the edge of the battlefield: -2 points.

Victory: The monastery has come under the yoke of the ophidians. S'Erum will be able to found his own sanctuary. He gains the "Leadership/15" ability until the end of this Adventure.

Defeat: If the Adventurer player doesn't manage to take control of the sanctuary, then he immediately can attempt to play this episode again. However, he then no longer benefits from the effects of the "Surprise attack" special rule.

The Adventurer player can continue this Adventure if he manages to take over the sanctuary but lets his enemies flee, in which case the Cynwäll player can then deploy an additional 100 A.P. in Episode 3.



EPISODE 2: THE NEST OF DARKNESS

FOUNDATION



Coiled up in his eyzom, S'Erum was dreaming about the present situation and the future. His fighters had entered the place after their victory and had taken full control. With the help of slaves they had turned the equanimous monastery into a true ophidian lair. Several halls now held pools and a cavern had even been transformed into an arena. There the warriors could measure their strength in the art of constriction. Instinct reigned as master in the former temple of Noesis.

S'Erum had installed his quarters in the tomb of the dragon itself. His eyzom had been made by a Tainted craftsman using the creature's gigantic bones. Profaning Ahmatys's tomb in such a way gave him a strangely warm feeling, as if he were making the dragon's power his own.

New fighters had joined him, making his Tainted army grow little by little. But what had made the Founder the happiest was the unexpected arrival of a Mother. The ophidian female, gnawed at by Envy, had come to be with her children, called by the mysterious bond that links a mother to her brood. The heritage of Vice was ensured; the sanctuary now held its first eggs...

A panic-stricken slave suddenly barged in and interrupted the sydion's thoughts.

"Master, intruders have invaded the domain!"

The eggs! His instinct jumped to attention like a cry of alarm. The nest had to be protected at all costs.

Game: *Confrontation.*

Duration: 6 rounds.

THE BATTLEFIELD

The battlefield is a closed area: a gigantic cavern measuring 75 x 75 cm. Place many rocky obstacles on the battlefield to simulate the stalagmites and stalactites that fill the cave.

There are four 5 cm wide entrances to the cave, one at the middle of each edge of the battlefield.

Draw a circle with a diameter of 20 cm at the centre of the battlefield to represent the ophidians' nest. The Cynwäll player places three infantry base-sized counters inside this circle at a distance of at least 10 cm from each other. The Adventurer player then places four identical counters on the rest of the terrain. Each counter must be more than 20 cm from one of the four entrances and more than 15 cm from another counter. They represent the eggs that the Cynwälls are trying to destroy.

SPECIAL RULES

Caverns: Due to the underground nature of the battlefield, the effects of the "Flight" and "Scout" abilities do not apply.

Infiltration: The Cynwäll troops have silently entered the sanctuary and have fanned out into the network of tunnels and caves to find the nest. They therefore don't all arrive at the same time, just like the defenders.

Starting in the second round, new fighters enter the game for a total value of 50 A.P. per round. One can keep A.P. for a later round, but only a maximum of 75 A.P. can enter the game per round. All fighters designated by the same reference card must enter the game during the same round.

A player's troops all enter using only one entrance per round. The winner of the Tactical roll is the first to choose the entrance his troops will use. He can also decide to let his opponent choose first. The miniatures begin their movement at the edge of the chosen entrance.

It is forbidden to block an entrance by placing one's troops there.

FORCES PRESENT

Ophidians: Special. The Adventurer begins the game with S'Erum accompanied by three ophidian slaves. He must choose an additional 250 A.P.

Cynwälls: 350 P.A.

DEPLOYMENT

Adventurer player: S'Erum (equipped either with 18 or his vorpal sword) and the three slaves are placed in the heart of the ophidian nest.

Cynwäll player: The Cynwäll player only deploys 100 A.P. (a leeway of 5 A.P. is allowed if it is for a single miniature). He must place his troops within less than 5 cm of the entrance chosen by the Adventurer player.

OBJECTIVES

Cynwäll player: He must destroy at least four eggs (RES 7; 4 S.P.; Vulnerable; Small Size) to win the game. It is not possible to make a pursuit movement after having destroyed an egg or to engage an egg following a pursuit movement.

Adventurer player: The Adventurer must do everything he can to prevent the Cynwälls from destroying the precious eggs.

EXPERIENCE

For every egg destroyed by the Cynwälls: -2 points.

If all enemy fighters have been eliminated by the end of the game: +5 points.

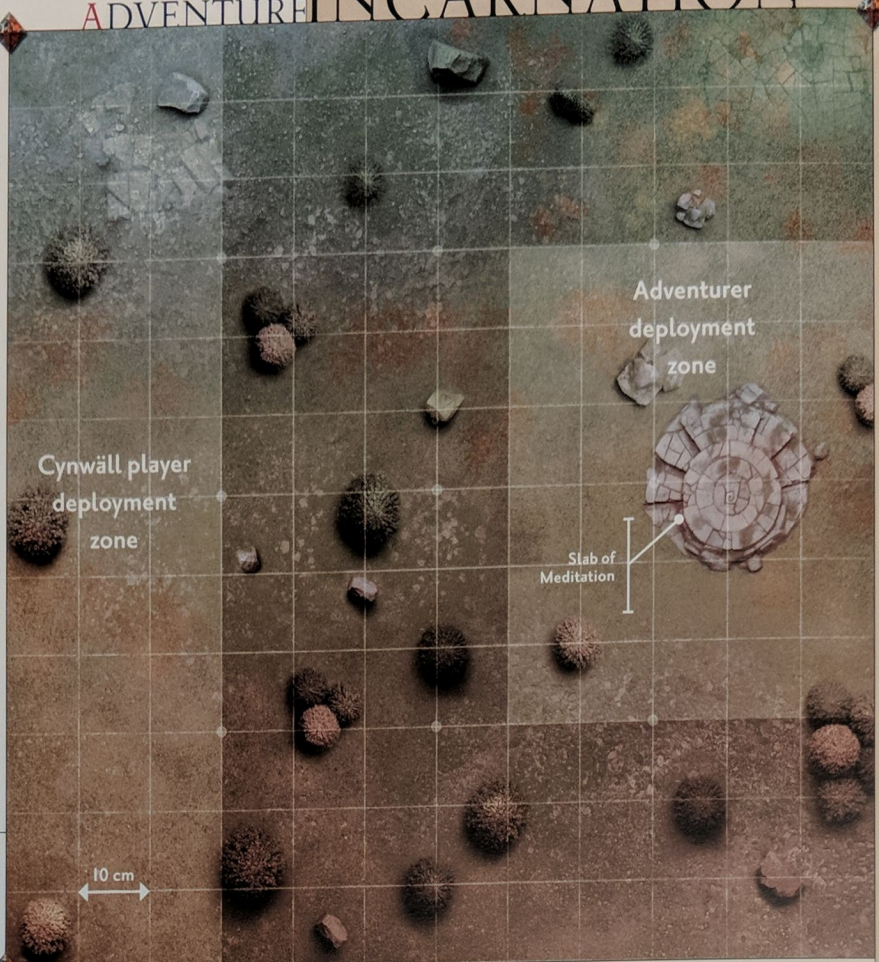
Victory: S'Erum has managed to save most of the eggs and thus preserve the sanctuary's future. In Episode 3 the Adventurer player can deploy all his fighters who are on a Creature base with a reduction in their cost in A.P. equal to the number of eggs saved.

Defeat: Weakened and demoralised by this attack, the Adventurer player's troops suffer a loss of one point in Discipline during Episode 3. Fighters without Discipline suffer RES -1 during Episode 3.



EPISODE 3:
THE DRAGEN'S
FLAME

FOUNDATION



Lying in a pool, S'Erum was meditating while a slave cleaned his many wounds. The ophidian had changed. He had fought a lot lately and had become a true war chief. He no longer had anything in common with the former sydion whose authority rested upon his status of executor of the mnemosian laws. What his warriors now respected in him was his strength, his aura of leadership, and the *Anger* that animated him. He had shed his skin.

Every day his sanctuary welcomed more fighters, which again proved that remaining hidden in the sidelines as advocated by the Patriarchs was meaningless. The Rag'narok announced the age of Vice and of engagement. Despite this, S'Erum was still worried. The sanctuary was still fragile and at the mercy of the forces of Light's assaults. He had to find a way to protect his fortress.

The slave suddenly stopped washing him. Annoyed, the ophidian was about to punish him for his lack of attention when he noticed the presence of an intruder. He quickly grabbed his vorpal sword lying at the edge of the pool.

The stranger came forward into the light. She was wearing a long, white, almost transparent toga tailored from several sloughs, which contrasted with the ophidian black of her scales. S'Erum recognised her by her scent, which was both dangerous and enchanting.

"S'Ynaqia..."

He had known the ophidian female in another life, when he was still a sydion and hunted those who broke the laws of the Alliance. She had been one of his rare failures. S'Ynaqia was a renegade psyche who preferred using her magic for her own pleasure rather than to satisfy the Patriarchs' intrigues. S'Erum understood why his senses hadn't warned him earlier of

the intruder's presence: S'Ynaqia was a mistress of dissimulation.

"What are you doing here?" he asked slowly, almost menacingly.

The ophidian female came even closer to him and answered with a lascivious spasm.

"I'm bringing you power."

"Explain yourself."

"I know the ritual that can enchant this sanctuary. I can stoke the power of the dragon that is slumbering in this place."

S'Erum barely managed to hide his excitement. Vice suddenly rose in him. Placing his sanctuary under a dragon's protection was an idea that seduced him. Yet there was still a point that remained to be made clear.

"And what is the price of your help?"

"All I want is to share the authority over this place with you..."

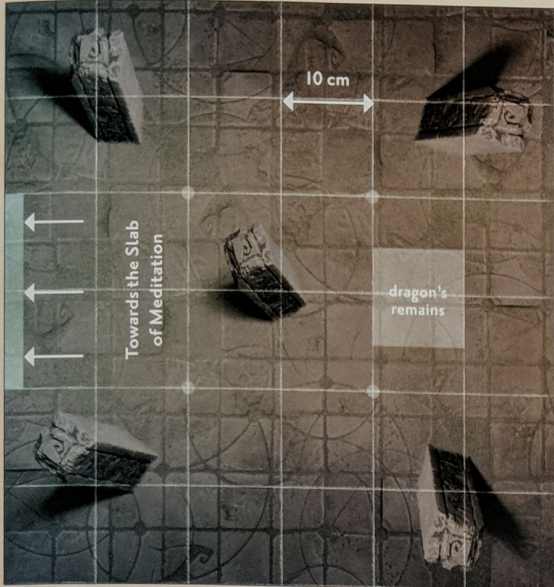
There was a moment of silence and then a laugh shook S'Erum's serpentine body, thus sealing their pact.

The Cynwäll army positioned itself in the plain. The elves were far more numerous than the ophidian soldiers. Lanever had decided to destroy the stain that Ahmatys's sanctuary had become.

Yet S'Erum knew that he and his warriors would hold out until the end. They would have to give S'Ynaqia enough time to finish her ritual.

Game: Rag'narok/Confrontation

Duration: 8 rounds.



THE BATTLEFIELD

The battle is fought simultaneously on two battlefields.

- A 120 x 120 cm square representing a plain is devoted to Rag'Narok. The setting representing the equanimous monastery of the first scenario is placed as shown on the map.
- A 60 x 60 cm room enclosed by columns is the terrain for *Confrontation*. The important elements of the scenery for this battlefield are the five columns (5 x 5 cm each) and the dragon's remains. The latter can be represented by placing counters into a 10 x 10 cm square or by using an element of this size that looks like the creature's skeleton.

SPECIAL RULES

Two fronts: The game is played on two separate battlefields and combines the games of *Confrontation* and *Rag'Narok*. The encounters take place simultaneously on two tables, but they aren't isolated from each other and miniatures can move from one to the other.

This scenario can be played in teams, where each player of a camp takes care of only one of the two game formats and tries to coordinate his actions with those of his team mate.

In each round the players must make two Discipline rolls, one for *Rag'Narok* and the other for *Confrontation*. The value used must be one of a miniature located on the concerned battlefield.

The combats are played in the usual order of game rounds, one table after the other. The two players start by carrying out all of the actions of one round of *Rag'Narok*, and then take care of the activation in *Confrontation*.

At the end of a round of *Rag'Narok*, a Unit that isn't engaged in combat and which has at least one member standing on the Slab of Meditation can move to the *Confrontation* table. The maximum number of miniatures in the same Unit that can move from one table to the other in a round is equal to the maximum limit of miniatures represented by a single reference card. (Example: 3 selsÿm veterans, 2 Construct warriors, 1 synchronime, etc.)

Exceptionally, a Unit can be divided at this moment by succeeding a Discipline roll with a difficulty of 6. This manoeuvre must nevertheless follow the usual rules on Unit division. The miniatures that have changed

AWAKENING OF THE DRAGON



6

PATH: Reserved to S'Ynaqia.

DIFFICULTY: 10

AREA OF EFFECT: Special.

RANGE: Spécial.

DURATION: Special.

FREQUENCY: 1.

S'Ynaqia must be within the dragon's remains' perimeter to be able to cast this spell. If the incantation is successful, then all friendly and enemy magicians located within 10 cm or less of this zone can spend gems to speed up or counter the awakening. A magician can spend gems for this at the beginning of each game phase if he isn't engaged in hand-to-hand combat.

- Each gem spent by a friendly magician lets a counter be placed next to the remains.
- Each gem spent by an enemy magician lets one counter be removed from the reserve (minimum: zero counters).

The dragon's power is awakened as soon as the reserve reaches 20 counters. The spell cannot be cast again and the counter reserve can no longer be modified.

All ophidian fighters in the magician's camp who are on the battlefield benefit from +1 in INI, ATT and DEF. If they are wounded, then they heal by one Wound level.

INTENSITY: 0

0 A.P.

tables are activated in the following round of *Confrontation* and begin their movement at the entrance shown on the map. If the entrance is blocked by the presence of enemy miniatures, then it is impossible to move from one table to the other.

To move from the *Confrontation* table to the *Rag'Narok* battlefield, the miniature must go through the entrance during its movement. It then appears anywhere on the Slab of Meditation (before the attribution of Orders), but cannot be placed into base-to-base contact with an enemy miniature. Because a trooper cannot form a Unit on his own, he cannot do anything before joining a Unit of his camp. He is automatically destroyed if he is attacked and flees from a fear-inspiring miniature.

Game effects that don't have an equivalent in one of the two game systems cannot be used as long as the miniature is on the concerned table. This also counts for a Leader's leadership in *Confrontation*. These effects nevertheless remain active and can be used again if the miniature changes tables again.

Wounded fighters who move from one game format to the other must use the following conversions.

Rag'Narok > Confrontation

- 1 Wound level = Light Wound for Characters, Serious Wound for troopers
- 2 Wound levels = Serious Wound
- 3 Wound levels or + = Critical Wound

Confrontation > Rag'Narok

- Light Wound > roll 1d6 (this roll cannot be modified in any way): on a result of "5" or "6", no Wound level, or else 1



- **Serious Wound** > roll 1d6 (this roll cannot be modified in any way): on a result of “5” or “6”, 1 Wound level, or else 2
- **Critical Wound** > 3 Wound levels
A miniature is immediately removed from the battlefield if it doesn't have the necessary Wound levels available.

Awakening of the dragon: The ophidians are trying to create a nexus by drawing from the last magic energies of Ahmatys's remains. At the beginning of this scenario S'Ynaqia is busy starting a ritual that will let her awaken the dragon's soul.

The magician and her ritual are added at no cost to the Adventurer player's army. The ritual's characteristics are detailed in the box on the previous page.

FORCES PRESENT

Adventurer: 1000 A.P. The Adventurer player can use up to 30% of this amount to form S'Ynaqia's personal guard (this Character is included for free in the ophidian player's army).

Cynwälls: 1500 A.P. The Cynwäll player can designate up to 150 A.P. of his fighters to be the vanguard that has managed to enter the dragon's lair. The miniatures in this group that don't have the “Scout” ability see their A.P. value increased by 5 points for a trooper and by 10 for a Character. No Characters with POW can be part of this vanguard.

DEPLOYMENT

Confrontation

Adventurer: The Adventurer player's troops can be placed anywhere on the battlefield at a distance from the nearest enemy fighter that is greater than the enemy fighter's MOV.

Cynwälls: All of the Cynwäll player's miniatures must be placed within less than 10 cm of the entrance, even those with the “Scout” ability.

For Rag'Narok the deployment zones are indicated on the map.

OBJECTIVES

Adventurer:

- Completing the Awakening of the Dragon ritual: +5 victory points
- Keeping control of his deployment zone: +2 victory points
- Eliminating the enemy Commander-in-chief: +2 victory points

Cynwälls:

- Eliminating S'Erum: +3 victory points

- Eliminating S'Ynaqia: +3 victory points before completion of the ritual, +1 after it
- Controlling the Adventurer's deployment zone: +3 victory points

The winner is the player who has won the most victory points at the end of the game. If the two players are tied or if the higher total of victory points isn't more than 4, then it is considered a draw and the game has to be played again.

EXPERIENCE

Victory: Thanks to this victory the sanctuary of Ahmatys now appears to be a faction that has to be counted with, and S'Erum's name enters the pantheon of heroes of Darkness.

From now on the Adventurer player can apply the effects of the “Sanctuary of Ahmatys” explanatory card.

Defeat: S'Erum's destiny ends here in blood and bitterness. If the ophidian is still alive, then he loses all his experience cards. He cannot play this episode again.

SANCTUARY : AHMATYS

At the borders of Cynwäll territory, the sanctuary of Ahmatys is at war with its elven neighbours. Moreover, it is famous for being a hotbed of Vice. Founded on a dragon's tomb, its mystical energy has been corrupted by Darkness and now protects the ophidian warriors.

FOUNDER: S'Erum. If he is bound to this sanctuary, then S'Erum gets Leadership/15.

SANCTUARY/DAGON'S FLAME (3 A.P.): All enemy spells/rituals or miracles/communions whose designated target is a fighter bound to this sanctuary see their difficulty increased by one point.

SOLO/ANGER (SPECIAL): This capacity can be given to any ophidian of Large Size bound to this sanctuary who doesn't have POW or Aspects. Its cost in A.P. is equal to the INI printed on the fighter's card. He acquires War Fury.

SOLO/SCALES OF AHMATYS (4 A.P.): This capacity can be given to any ophidian fighter of Large Size bound to this sanctuary. Its cost is 8 A.P. for Characters. The fighter acquires sacred armour/Immunity (Exceptional wounds).

TACTICS

Tactics represent various states that can be associated to a Unit. Adopting a tactic means choosing to give privilege to one aspect of combat to the detriment of the others.

Tactics are materialised by cards on which certain symbols are printed representing the characteristics found on fighters' reference cards. Each of these symbols has a positive or negative value that acts as a modifier for the concerned characteristic.

Each one has conditions for its use that are explained on the card. A player can attempt to have one of his Units adopt a tactic as soon as the conditions described on the card are met. Whatever the case may be, a Tactic card is always placed face down on the table next to the Unit that is trying to use it. The Tactic cards that are to be played "right after the distribution of Orders" are therefore chosen and placed face down by each player for his army. Once all cards have been placed, they are revealed and the tests are made one by one in any order. Once a Tactic card has been placed in this way it is impossible to renounce it.

All revealed tactics must be attempted. Adopting a tactic requires a characteristic test to be passed. The value to be tested and the test's difficulty vary depending on the chosen tactic.

The characteristic to be taken into account for the test is that of the troops that form the Unit, and not that of any Independents who may be accompanying them. If a Unit is made up only of Independents, then the lowest value in the concerned characteristic among its members is used for this test.

A Tactic card cannot be played if it causes one of the characteristics of one of the targeted Unit's members to become less than 0. A Unit is subject to a tactic's effects only for the duration of the round during which it was adopted.

As for all states not represented by a card, a Unit can adopt only one tactic at a time.

The same Unit can attempt to adopt only one tactic per round, even if it fails the required test.

If a Unit that has adopted a tactic becomes subject to a state (such as Disorganisation, Control or Rout), then the tactic's effects cease to apply. However, **Valour does not cancel the effects of a tactic.**

A tactic's effects are printed on its card in the shape of modifiers that must be applied to the characteristics of all the concerned Unit's members.

War machines cannot adopt tactics.



A Unit that adopts the "Protection" tactic loses one point in ATT and gains one point in RES until the end of the round.

Δ TACTICAL CHOICE

In order to preserve the balance of the game, each *Rag'Narak* player must have a copy of the tactic cards that he wishes to use on his army. However, it can be agreed upon in advance that:

- These cards will not be used during the game;
- These cards will be dealt out freely before the game or at the start of each round;
- These cards will be dealt out at random before the game or at the start of each round.

These choices are to be made depending on the armies that are confronting each other. What more, they can be restricted by a scenario.

A PACK FROM CADWALLON



The Howling Pack unites the four Incarnates who originally founded it, as well as the profiles of Wolfen fighters who are typical of this pack. However, ever since it was founded, the Howling Pack's reputation has never stopped growing and other warriors now regularly come to lend their services to Agyar and his companions.

HOW TO JOIN THE HOWLING PACK ?

All Wolfen fighters, be they Characters or not, who have the "Pariah" ability can become members of the Howling Pack and thus benefit from the special rules bound to this clan.

Two alternative profile cards bound to the Howling Pack are supplied with this issue of *Cry Havoc* : howling repentants and howling predators.

And finally, the fighters listed further below can join the Howling Pack. This sometimes implicates an additional cost in A.P. whose amount varies depending on the type of trooper.

The Wolfen thus affiliated to the Howling Pack benefit from all the special rules bound to this clan. What more, some are endowed with exceptional aptitudes under certain conditions.

Attention! *Wolfen who are already affiliated to a different pack cannot join the Howling Pack.*

Wolfen prowlers

Wolfen prowlers can join the Howling Pack without their cost being modified. They then acquire the "Pariah" ability. The prowlers affiliated to this pack from Cadwallon can take howling hunters to be apprentices.

Wolfen crossbowmen

Wolfen crossbowmen, whatever their type, and Wolfen sentinels can join the Howling Pack without their cost being modified. They then acquire the "Pariah" ability.

ALTERNATIVE ARMY

Like all clans, that of the Howling Pack benefits from certain rules when it is at a whole. The original composition for the clan to be at a whole is as follows:

- Agyar the Unyielding
- Saphyr, Wolfen lonewolf
- Lykai the Freed
- Kaëliss the Silent

With the integration of new fighters, the Howling Pack's composition can be modified at the player's choosing while still remaining to be considered "at a whole." The following restriction must be respected:



- The army must include at least one of the Howling Pack's original Characters* for every full 300 A.P. This obligation no longer applies once all four of the clan's Characters have joined the army.
- In *Confrontation* all of the army's fighters, without any exceptions, must be part of the Howling Pack.
- In *Rag'Narok* at least 50% of the army's A.P. value must be affiliated to the Howling Pack (including spells, miracles and artefacts). The Commander-in-Chief must also be bound to the Howling Pack.

SPECIAL RULES

When the clan is at a whole, the following special rules apply.

Refuge of the pariahs

The percentage of Wolfen repentants in the army is no longer limited.

The Maalivatë

Kaëliiss the Silent is not considered to be an Ally. He can join the army as if he were a Wolfen.

Elcculf financing

Thanks to the immense wealth of the Guild of Goldsmiths, the cost in A.P. of each Character bound to the Howling Pack is reduced by 10% (rounded up to the higher integer). This reduction also applies to all their cards whose use is subject to a cost in A.P., and it does not affect a fighter's number of Wound levels and combat dice in *Rag'Narok*.

*. The First or Second Incarnations of Agyar, Lykai, Saphyr and Kaëliiss.

THE SEAL OF THE GOLDSMITHS

When the Guild of Goldsmiths sends the Howling Pack to take part in an important battle, then Grand Master Darehvan entrusts his seal to Agyar. More than a symbol of authority, this object is a magic artefact that considerably increases Agyar's leadership qualities.

The Seal of the Goldsmiths can only be given to Agyar, and this only if he is chosen to be his army's Commander-in-Chief in *Rag'Narok*. He then acquires the "Leadership/15" ability and his DIS is increased by one point. The 10% reduction due to the "Elcculf financing" rule also applies to the cost of the Seal.

12 A.P.

Ferocity

In combat the members of the Howling Pack rival with each other in ferocity. At the beginning of each round, before the Tactical roll, a non-Character fighter of the Howling Pack can be chosen for every even incomplete 100 A.P. of fighters bound to the Howling Pack in the army who are still in play. The chosen fighters acquire Implacable/1 until the end of the round. If the fighter already has this ability, then his Implacable/X value is increased by one point. His Implacable/X value cannot become greater than 2 in this way.

In *Rag'Narok* the chosen troops must be in the same Unit. If this is not possible, then the chosen fighters must all be Independents.



BLADES AND MERCENARIES



The following rules complement the article *The Guild of Blades* presented in the *Universe* section of this issue of *Cry Havoc*. They accompany the four following reference cards: *Cynwäll* quarterstaffer, orphan of Avagddu, fury of Avagddu, and fire support goblin.

GENERAL RULES

Fighters of Cadwallon are affiliated either to the **militia** or to one of the **guilds** that reign over the City of Thieves. They can be played in two ways.

As an army of Cadwallon

If a major part of the army is of Cadwallon, then any fighter of Cadwallon can be enlisted, may his rank include "Militia" or the name of any guild. An army of Cadwallon cannot include Allies. It can nevertheless hire

Mercenaries in accordance with the conditions explained in the rules. In this type of army the Mercenary fighters of Cadwallon are assimilated to the militia.

As Allies

To play fighters of Cadwallon as Allies in a different army, their guild of origin must be defined. It must be able to be allied to the main army. An army can call on only one guild to be an Ally and at least one fighter bound to this guild must be enlisted. The rest of the troops of Cadwallon can then be chosen among the fighters of the chosen guild or among those of the militia.

No matter in which way these fighters are played, the rules on army constitution in *Confrontation* and in *Rag'Narok* apply as usual.

The Guild of Blades

Alliances: All peoples.

Primary element: Fire.

Forbidden elements: Light and Darkness.

ORPHANS AND FURIES OF AVAGDDU

An army cannot include a fury of Avagddu in its ranks when it is built. In *Rag'Narok* it is not possible to make Units of orphans of Avagddu. They are considered to be Independents and must be integrated into existing Units.

The orphans and furies of Avagddu do not benefit from the effects that affect spasm warriors.

The furies of Avagddu

A d6 is rolled every time an orphan of Avagddu suffers a Damage roll. This test is called the "transformation roll."

- On a result of , or , nothing happens.
- On a result of , or , the orphan of Avagddu turns into a fury of Avagddu until the end of the game. Her miniature and her profile are replaced accordingly. The fury is in the same state of Wounds as the orphan she replaces and benefits from the magic effects that she was under. She can then no longer make transformation rolls. If the result is or , then the Damage roll is also ignored. This result is considered to be a successful Survival Instinct test.

WARRIERS OF THE BLADES

The Guild of Blades is more than a mercenary army; it's an institution. Its interventions have reversed the course of hundreds of battles that have marked the history of Aarklash. Enriched by this so particular culture, the fighters of the Guild of Blades have access to the following game effects.

Special capacities

The "solo" indication refers to certain game effects that may have an influence on the "solo" capacities. The cost in A.P. indicated after the name of each capacity is added to that of the fighter it is given to. This does not modify the number of Wounds and of combat dice in Rag'Narok.

"So, big guy, you wanna join the Guild of Blades? Show me your weapon. Show me your hands. Right... C'mon over here. You just have to sign some paperwork and then you'll be on your way to fortune!"

Solo/Guild blade (1 A.P.): This capacity can be given to any fighter with the "Mercenary" ability on his reference card. He then loses this ability.

The name of his people of origin is removed from his Rank and is replaced by "of Cadwallon."

The indication "Guild of Blades" is added to his Rank. The fighter is bound to this guild and cannot be part of any other faction (Wolfen pack, House of Acheron, etc.).

"Milord, I don't like knowing this mercenary so near to you."

"I prefer those who serve the cause of my gold to those who pretend to serve that of my judgement. Now leave."

Solo/Confirmed mercenary (2 A.P.): This capacity can be given to any fighter bound to the Guild of Blades (be this on his reference card or thanks to the "Guild blade" capacity). He loses the advantages provided by the "Leadership/X" ability if he has it. He cannot acquire it. However, he benefits from the Leadership of all commanders, no matter their



LEADERS AND CHARACTERS

For the reference profiles supplied with this issue of *CRY HAVOC* to represent the individuals described in the article *THE GUILD OF BLADES* (page 30), they just have to be given the "Leadership/O" ability (+10 Δ.P.). They then became Leaders in ΡΑΓ'ΝΑΡΟΚ, but not Characters (for this they would have to be given the "Incarnation" ability following the rules described in the *INCARNATION* supplement).

people of origin. Pariah commanders **are included** in this rule.

In Rag'Narok, a "confirmed mercenary" does not benefit from the rules on luminous and dark stranglehold. He can be included in any Unit of his adopted army as an Independent if he has at least one of the following qualities: Character status; the "Assassin," "Warrior-mage," or "Warrior-monk" ability.

"And Drac Mac Syrö never yielded to the magicians' evil spells?"

"Haha! What do you think? He also had one or two tricks in store for them. Let me tell you a good one..."

Solo/Sly blade (10 A.P.): This capacity can be given to any Character bound to the Guild of Blades (on his reference card or thanks to the "Guild blade" capacity). Its use can be announced once per game at the moment that an opponent announces the incantation of a spell or the calling of a miracle. Two d6 are then rolled. If the sum of their results is of 6 or higher, then the designated spell/miracle cannot be used until the following round.

This capacity cannot be used on communions or rituals.

Blade of Saranne

In the hall where the masters of the Blades gather hang the portraits of the heroes who have made the guild's history. Among them is that of Saranne, a crafty woman with a reputation of being elusive.

Saranne was the bearer of the arcanum of Fortune of Vanius's tarot. Once per year, when she went to the Guild of Blades to pick up her gold, Saranne gave an enchanted weapon to the masters. Sometimes it was a Wolfen reaper, sometimes a chimerical sceptre or even a crossbow stolen from a Syhar assassin. These artefacts soaked with destructive energy were then given the name of "blades of Saranne."

The Guild of Blades owns 21 blades of Saranne. It is said that the trickstress disappeared near the banks of the Ynkarò while on her way to Cadwallon with her daughter Malice and her 22nd blade.

This artefact can be given to any Character bound to the Guild of Blades (on his reference card or thanks to the "Guild blade" capacity). The fighter acquires the "Bravery" and "Bane/X" abilities (where "X" designates one of the following peoples: Cynwälls, Griffins, Lions, Kelts, Sphinxes, Acheron, Akkyshans, Mid-Nor, ophidians, Scorpions, Daiknees, Devourers, goblins, dwarves, orcs, or Wolfen).

13 A.P.

OPHIDIAN SLAVE

My master smoozes you to heaven for sleep...

Movement: 7 points. Gear: Staff, Egyptian.
Equipment: Ophidian weapon / +2 in Offensive Combat.
Abilities: Possessed / I.
Abomination / S.

GOBLIN SHICOBH

Equipment: Weapon.
Abilities: Fearless, Rapidly.
Rare: Immovable per unit.
Abilities: Cannot acquire.
Reinforcement.
Race: Goblin Special, Uraken.

REPENTANT GREAT FANG

I'm going to devour you... slowly.

Equipment: Weapon, Antenna.
Abilities: Born like.
Patriot.
Race: Wolfen Irregular.
Howling Pack.

ORPHAN OF AAGDDU

You don't know who you're dealing with...

Equipment: Weapon.
Abilities: Wolfen Irregular.
Race: Orphan of Aagddu.
Guild of Assassins.

FURY OF AAGDDU

May the goddess of mercy be with you!

Equipment: Weapon.
Abilities: Wolfen Irregular.
Race: Orphan of Aagddu.
Guild of Assassins.

THE MIRAGYRE

When a Cynwall is equipped with a helanthic overshield is also equipped with the miragyre, then the value of his range weapons reference can be modified as follows:

Helanthic overshield and miragyre / STR 6, range 30, 50, 80.

In Configuration 1 the list of this object's power is to be increased by the player as soon as the fighter equipped with it is activated. He can then no longer use the rapid recharging and attack. The STR of the list when he dies when with his helanthic overshield during the next long phase is then increased by 2 points.

In Configuration 2 the miragyre can be reduced by 2 points after the tactical roll. As soon as this option is chosen, the fighter can no longer use the rapid recharging and attack. The STR of the list when he dies when with his helanthic overshield during the next long phase is then increased by 2 points.

The miragyre is a magic object assigned to Cynwall Characters endowed with AIM. It has no effect on any other range weapons but helanthic overshields.

FIRE SUPPORT GOBLIN

Fire on all!

Equipment: Weapon, Antenna.
Abilities: Immovable, Born like, Ready to die.
Race: Wolfen Irregular of Cadaveria.
Guild of Assassins.

CYNWALL QUARTERSTAFFER

Looking for trouble in the shadows.

Equipment: Weapon, Antenna.
Abilities: Immovable, Born like, Ready to die.
Race: Wolfen Irregular of Cadaveria.
Guild of Assassins.

THE GOBLIN SHICOBHS

The goblins who act as the judge of honour under the banner of the blood of Dooker often have many purposes behind them. Some with their intentions strong when faced with such a goal are sometimes abandoned in the middle of the night by mysterious magical powers. It is then in a state of confusion or in a state of panic on the island of Zoukhu. They are forced to flee out of fear. After many years of wandering the helanthic overshield becomes stronger, stronger, and stronger as they find their way.

In Configuration 1 a goblin might escape the helanthic overshield under the influence of fear. If this should happen, then the goblin is left in the state of the battlefield where he should have fled.

In Configuration 2 a goblin who flees from the battlefield is not able to be chosen for the player's army. The player who has automatically won the next phase (last of his range) then wins the game thanks to Reinforcement. If the player chooses not to do so, then the goblins are definitely eliminated. Only one goblin at a time can be set aside in this way thanks to this ability. The additional goblins are definitely eliminated.

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S'YNAQIA, RENEGADE PSYCHE

Equipment: Weapon, Antenna.
Abilities: Immovable, Born like, Ready to die.
Race: Wolfen Irregular of Cadaveria.
Guild of Assassins.

HOWLING PREDATOR

The howling pack.

Equipment: Weapon, Antenna.
Abilities: Immovable, Born like, Ready to die.
Race: Wolfen Irregular of Cadaveria.
Guild of Assassins.

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