

THE RAG'NAROK

LANDS OF NIGHTMARE

BEYOND THE NATURAL BORDERS TO THE WEST LIE MYSTERIOUS LANDS WHERE HORROR AND BEAUTY REPLACE ONE ANOTHER IN THE BLINK OF AN EYE. TO THE NORTH, THE ELVES' ETERNAL FOREST IS TORN IN THREE: THREE TERRITORIES AND THREE RIVERS WHERE DESTINY, LIGHT AND DARKNESS HAVE FOUGHT FOREVER. TO THE SOUTH, THE FORTRESS OF KAÏBER WATCHES OVER THE NARROW BORDER THAT SEPARATES DAY FROM NIGHT. IN THIS TWILIGHT AREA, THE WAR BETWEEN THE CHAMPIONS OF VIRTUE AND THE PRINCES OF VICE SEEMS NEVER-ENDING.

CARRIED BY THE WINGS OF DEATH, THE RAG'NAROK HAS FOLLOWED THE ELVES' RIVERS AND CROSSED THE BEHEMOTH MOUNTAINS. A WIND OF FURY HAS TRANSFORMED THE WESTERN REGIONS INTO LANDS OF NIGHTMARE. THE AGE-OLD EQUILIBRIUM HAS BEEN SHAKEN!

The Rag'narok is raging on all fronts (see *Cry Havoc* Vol. 14, 15 and 16). This issue explores one of them and will be supplemented by other articles. Each of these fronts evolves in parallel with the others. Together these articles provide an overview of the wars unleashed on Aarklash.

The Rag'narok's political maneuvers and battles caused permanent upheaval in this region. The wars that raged for centuries had become increasingly violent. The precarious balance between Destiny, Light and Darkness was over. In the Lands of Nightmare, war respected no law and predators of Darkness roamed free.

The Tree-Spirit is the first to experience the consequences of the Rag'narok in this region. The camps of the orcs of the Behemoth were located at the edges of the battlefields where the Ram and Lion had been fighting for the control of Kaïber Pass.

ALLIANCES

THE PATHS OF DESTINY

Caught between Light and Darkness, Destiny fought desperately to escape the Lands of Nightmare. This effort was in vain: once a peaceful sanctuary, the area became a victim of the Rag'narok. Hiding was useless: war was inevitable. The enraged Tree Spirit and Scarab marched to war.

During the early stages of the Rag'narok, the conflict takes on such proportions that the orcs are caught up in the chaos: Acheronians and Barhans unleash their fury on the orcs' lands, with no thought to collateral damage. Loyal to Destiny, the orcs refuse to take sides and retreat as the battles took ground. Finally, with their backs to the Howler's Pass, they are forced to fight to protect their hunting grounds. The retaliation is immediate: the regiments of Light and Darkness are ordered to exterminate any orc they see. Some Lion officers disobey and spare them, however, the respite did not last long.

This article provides details on events that took place between 1003 and 1008 in the region that spans the Forest of Quithayran to the Barony of Acheron. These isolated regions of Aarklash were battlefields for the armies of the Ram, the Dragon and the Scarab. Many other peoples joined in the battles, in particular the Tree-Spirit, the Hyena and the Lion.



After the battle of Nelrid-Thól (see *Cry Havoc* Vol. 8), when the orcs simultaneously fought Ram and Lion detachments, Chief Vijkhal the Brave realized that the Tree-Spirit's fate was sealed. The oracles of Elokani, the spirit of the wind, confirm his fears. In 1004, he chose a new destiny for his tribe: the orcs abandon the Behemoth and start on a long march to Avaggdu where the Eagle's flying fortress has just run aground after a violent airborne battle (see *Cry Havoc* Vol. 14). The path of exile is littered with traps: the Ram prevents any potential retreat and the Lion refuses passage to the orcs. The Tree-Spirit engage in countless battles before being able to join the Eagle in 1005 (see *Cry Havoc* 16).



The wars of the past have torn the Eternal Forest and the elven sanctuaries into three territories. Each is tied to a principle: the original elves, the Daikinee, followed their Destiny in Quithayran under the flag of the Scarab; the Cynwäll elves, tied to the Dragon and Light, went into exile in Lanever; the Akkyshan elves, repugnant offspring of Darkness united under the symbol of the Spider, took over Ashinân (see *Rag'narok*).

The Scarab is intimately tied to the Forest of Quithayran: elves age if they leave this sanctuary and its wild beauty. The Daikinee's destiny is tied to that of

the fayrees who live there and to the natural riches of the forest that guarantees their complete autonomy. For this reason, the Scarab has passionately protected its kingdom for centuries.

Struck by Scaëlin's curse (see *Rag'narok*), the Daikinee refused to admit that this ancient curse turned their eternal youth into a slow agony. Proud of their instincts and vitality, they didn't feel the *Rag'narok* had anything to do with them and refused to become involved.

However, the gods decided otherwise: between 1000 and 1005, many Daikinee are incarnated. These divine champions, most of them unaware of their destiny, unite Quithayran marauders into a real army able to engage in combat outside of the forest. The rate of incarnations reaches its apex in 1003 when new events radically change the Scarab's isolationist attitude.

In the spring, the Ram sends its hordes to the Ynkarð, the river that separates Ashinân from Quithayran. The Daikinee face legions of living dead led by the Houses of Lazarian and Tanit. Darkness has tainted the river's water. The forest itself has slowly changed into a nightmarish sight, making Ashinân look like a paradise. Horrified by this, many elves and fayrees leave their isolation and launch assaults. Others, closely connected to the forest, fall victim to Darkness' corruption just like the trees.

During this period, the Daikinee receive the unexpected support of the Impure, the half-elves pirates of the Ynkarð. The historical disputes between the Hyena and the Scarab are forgotten in light of this common threat. However, the Daikinee nobility refuses to negotiate with half-breeds. In Laureken, the capital, they sabotage the meeting meant to seal the alliance between the two peoples, turning it into a massacre.

The Hyena and Scarab then fight on separate sides

until winter, when Destiny's nations invite the Daikinee to participate in secret negotiations (see *Cry Havoc* 14). Despite the promise it made to support the forces of the Jackal, the Scarab had difficulties finding allies to fight the corruption that infected it. The Hyena only cares about destruction and the stubborn Boar maintains its position. Only the Eagle and Wolf answer their call.

A short time later, the Hyena betrays Destiny and joins Darkness. The Impure immediately declare war upon the Daikinee, no mercy is to be expected.

In 1004, the alliance of Light comes into play during the battles of the Ynkarð. The Cynwäll elves, supported by a handful of dragons, travel upriver aboard war ships. Nuahm falls into their hands after a short battle. The Daikinee, already engaged by the fiends of Darkness, can not prevent the Cynwäll from digging foundations for a vast fortress on their land. Although the Dragon declares that it only wants to prevent Darkness from stealing Quithayran's riches, such interference angers the Scarab. The Daikinee commit countless acts of sabotage.



Between 1004 and 1005, Darkness' pressure starts to wane thanks to both armies' counter-offensives. But peace does not return: the Daikinee guerilla warfare against the Cynwäll "invader" intensifies. The Dragon officially declares war on the Scarab and attempts to annex Quithayran under the pretext of protecting its magical resources. The ensuing conflict is extremely violent, but does not last: in 1006, the Ram launches new attacks throughout Aarklash via Portals of Darkness, the Gates of Hell (see *Cry Havoc* Vol. 16).

From 1003 to 1008, the Scarab has great difficulty escaping the enclave it has always used as protection. Surrounded by its enemies, it attempts to multiply its contacts outside. The Daikinee faithful and magicians dive ever further into the Elemental Kingdoms searching for a cure to the evil infecting their sanctuary. They then realize that Aarklash is not the *Rag'narok*'s only battlefield and that war is tearing apart all of Creation. They realize it is crucial to protect the Elemental Kingdoms. In 1006, the Scarab's cause takes on a new form: to prevent Light and Darkness from destroying Air, Water, Fire and Earth.

THE MEANDERS OF DARKNESS

In the summer of 1003, the devourer, Velrys, travels to Laureken, the capital of Quithayran, hoping to conclude the alliance between the Hyena and the Scarab against the Ram. The half-elf magician has no idea that his decision is influenced by his saber, Fury of the Ynkarð: the weapon, enchanted by the immortal serpent that protects the river, tempers the Hyena's influence over his existence. With the Fury of the Ynkarð in his possession, Velrys controls his destiny. Although he is considered a cruel and pitiless being, he sincerely wants to protect the forest and fight for a worthy cause.

His father, Morgar, disapproves of this decision, but encourages his eldest son to forge his own existence, although he has him escorted by a column of Impure under the leadership of his younger son, Scruple.

The Daikinee nobility prepares a catastrophic welcome for the Impure. The Daikinee lords feared that the half-elves might convince the king to change their centuries-old traditions, the basis of their power. The Hyena's emissary and his escort are treated with the greatest disdain and are not allowed to meet the king.

The humiliation and abuse is too much for the Impure; when an elf orders Velrys to return the Fury of the Ynkarð to the Daikinee, the true defenders of the river, Scruple intervenes and slashes a number of elven lords. The fight soon descends into a bloodbath.

The devourers have the upper hand in the first minutes of the battle, but are driven back by reinforcements under Maneös' command. After a few heated exchanges with the champion of the Scarab warriors, Velrys and Scruple manage to escape, albeit without even getting a glimpse of the king.



The anger and sorrow caused by the Daikinee's disdain will haunt the prince of the Impure forever. This episode has dramatic consequences for Aarklash: the story of the battle of Laureken told by the Impure reaches the ears of all the devourers and leads to their betrayal. In the winter of the same year, Velrys in person goes before the Counsel of Darkness and seals an alliance between the Hyena and the Meanders of Darkness. In doing so, the prince of the Impure ends the somber corruption of

the Ynkarð. He in fact negotiates the full retreat of the Ram's hordes up to the shores of the Leák-Shear, closer to the territory of Light. The Impure replace the Ram on the shores of the Ynkarð and show no mercy towards the Daikinee people who had rejected them.

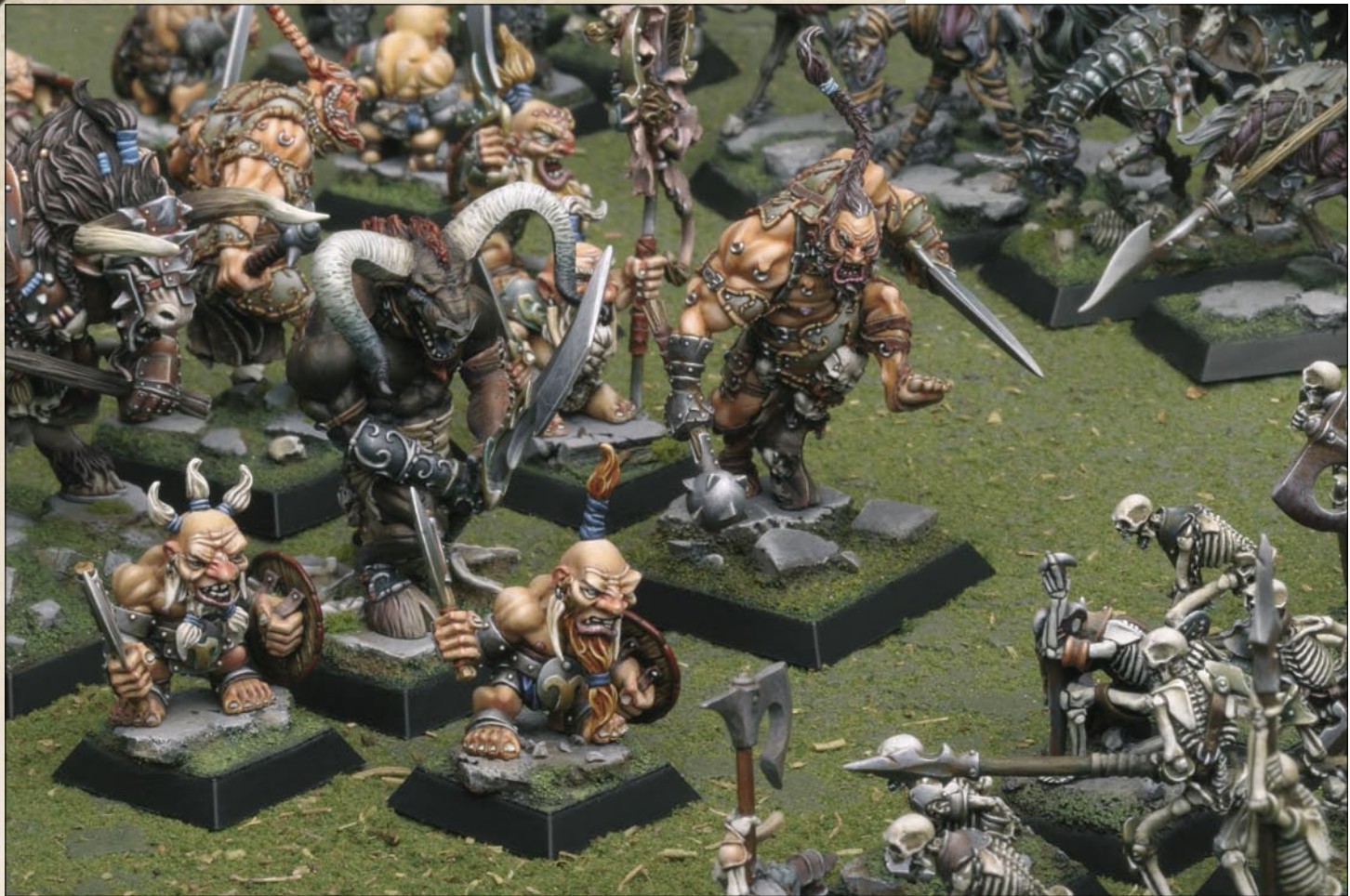
After the defeat of Acheron in 1001, during the second battle of Kaiber (see *The Fault of Kaiber*), everyone thought these people would be one of the first to disappear in the Rag'narok. A serious misjudgment: the Ram cannot die; for it is Death.

Between 1001 and 1006, the Limbos of Acheron works in the background and orchestrates many plots. Machiavellian architects of countless battles, the lords of the dead secretly organize their allies' operations throughout Aarklash. Feigning a lack of numbers, the Ram barely sends a few regiments to help its allies. But necromancers are present on every front. After every battle they animate the fallen bodies, slowly building an army of the dead. The Ram's revenge has begun.

In parallel, the Obscure of Acheron send agents into their enemies' ranks, in particular those of the Griffin and Lion, to sow corruption and vice.

Finally, the Acheronians simultaneously launch several massive campaigns far from their borders to distance themselves from the forces of Light and the fortress of Kaiber.





In 1001, the House of Sarlath's flying fortress crosses the Behemoth range on its way to Avagddu. It inflicts a stunning defeat on the heroes of Kaïber who attempt to stop it at the Gorge of the Dragon (see *Cry Havoc* Vol. 6). Asura de Sarlath then unleashes the molochs' power over a vast area running from the Behemoth to Tar-Haez. In 1004, he confronts the Concord of the Eagle in the skies of Avagddu: the battle of the flying fortresses becomes a new chapter of the Rag'narok and is the starting point for the convergence of all peoples to the North of the continent.

In 1003, the Houses of Lazarian and Tanit deploy their troops along the Ynkarö river with extensive military support from the Spider. The magic secrets they discover in the Scarab's sanctuary and the corruption they sow would have reversed the course of the Rag'narok in this region, if not for the unexpected alliance of the Hyena and the Scarab. How-



ever, Darkness' plans prevents landorias Lazarian and Selith Tanit from creating a dominion so far away from Acheron's influence: in the summer, Feyd Mantis orders the redeployment of some of their troops on the shores of the Leäk-Shear to harass the Dragon. When the Hyena joins Darkness in 1004, the Ram can then fully focus on its new enemy and prevent its military influence from extending across the region for any length of time.

These military maneuvers in the North of the continent, as well as in the Eastern lands (see *Cry Havoc*, Vol. 14 and 16), distract the alliance of Light. Believing the Ram is no longer a threat; its generals make a mistake when they abandon the fortress of Kaïber. Only the Cynwäll remain to defend it, along with a few Lion regiments. In early 1004, these regiments are distracted by the exodus of the Behemoth orcs to the lands of Alahan (see *Cry Havoc* Vol. 16). The Obscure start preparing to fall upon Kaïber.

However, in 1005 the Dragon surprises the Ram by deploying the Aurean army, a legion of constructs once created by the Sphinx. With surprising audacity the Dragon launch the offensive. Within a few days, this tireless army marches over the two hundred kilometers that separate Kaïber from the City of Acheron. The Fathers of Acheron immediately send legions from the Houses of Brisis, Hestia and Vanth

to stop the inexorable progress of this army that knows no hunger, no thirst, and no fear. The siege of Acheron lasts a few months: the two armies engage in a choreography of offensives and counter-offensives around the City of Acheron and the neighboring ashen plains.

These events lead to the second phase of the Ram's plan. The Obscure hurry their collection of resources. In the summer of 1006, the Fathers of Acheron open Portals of Darkness throughout Aarklash (see *Cry Havoc* Vol. 16): these "Gates of Hell" vomit forth infernal hordes that spread chaos and destruction behind the lines of Destiny and Light. Akkylannie, however, is somewhat spared. The devourers, drunk on carnage, have executed most of the Ram's emissaries who fought with them during the Internal Crusade (see *Cry Havoc* Vol. 16), so that the rituals to open the portals cannot be performed.

In just a few hours, the Obscure have established bridgeheads everywhere else. The first Gates of Hell are opened near Kallienne, the Lion's capital, and Kaïber, the bastion of Light. While Feyd Mantis, Armariel de Brisis and the Almighty Crâne fight on the Lion's territory (see *Cry Havoc* Vol. 16, Kaïan Draghost, Rhea de Brisis and Kain the Scourge massacred the defenders of Kaïber. The reinforcements from Daneran and Lanever are pushed back; the regiments of constructs stationed on the lands of Ache-

ron are surrounded and destroyed. Soon, Acheron's standard flies over the fortress.

Acheron, confined up until that point to the natural prison of the Behemoth, is free to strike wherever it wants. The Ram has opened the gates of hell on Aarklash.

THE WAYS OF LIGHT

During the first stages of the Rag'narok, the alliance of Light entrusted the wise Dragon, perched on the heights of the mountains of Lanever, with the mission of protecting the Western regions of Aarklash. After the Dawn ritual (see *Rag'narok*), the other members of the alliance had their hands full with the armies of Darkness ravaging over the Western lands.

This task was a real challenge for the Dragon. It had fewer fighters than most nations of Light. Even if it could count on the power of the dragons and the endurance of the constructs inherited from the Elders, this explosive situation required smooth handling. The Dragon could not count on the support of any allies in this remote part of the continent, not even from Cadwallon as it sought to protect its neutrality in these conflicts at all costs.

In the beginning of 1003 the Cynwäll impassively watches the Ram's assaults on the shores of the Ynkarð. But their concentration wavers as the months roll by: Darkness slowly takes over their ancestral forest. When the Ram moves its hordes over the shores

of the Leák-Shear to the borders of Lanever, the Dragon explodes in anger and launches preventive strikes of amazing efficiency.

The situation becomes critical during the last months of 1003 and the first months of 1004 when the devourers side with Darkness and turn against their former Daikinee allies. The Ram regroup and increases its maneuvers. The Dragon is not able to prevent the Acheronians from raiding and pillaging its lands. On the border, minor conflicts turned into a full-blown war. The Dragon then awakes from its reverie and initiates a number of massive operations.

The first objective was to build a fortress in Nuahm, on the shores of the Ynkarð, to contain Darkness' corruption. The Cynwäll know the Daikinee are unable to contain the Ram. In light of the emergency the Dragon deploys its troops in Quithayran without consulting the Scarab. However, the generals of Lanever misjudged the situation: this area is more favorable to ambushes than organized fighting. Additionally, the Daikinee see the arrival of their "saviors" as an invasion.

Trouble ensues: with their metal armor, the Republic's warriors have difficulties moving through the forest. On top of that, the Daikinee and the devourers are masters of guerilla warfare: the construction site of the fortress of Nuahm suffers countless acts of sabotage, including the murder of the general

in charge of operations. In 1006, after the fall of Kaiber, the Dragon completely abandons its construction plans.

Although it appears to have been a disaster, the Dragon's actions did have a beneficial effect: they gave the Scarab time to organize a real army to face the threat of the Rag'narok. The elves, whether bound to Destiny or Light, are still the protectors of the Eternal Forest.



The objective of the Dragon's second operation is to discover the secrets of the Elders concealed within its lands and sanctuaries. Thanks to the discoveries of Mehöl the collector, and the revelations of Kulden, guardian of the Sphinx inhabiting Mehöl's mind (see *Cry Havoc* Vol. 5 and 6), Cynwäll science makes great progress. Under the leadership of Anhareg, construct technology is progressing at amazing speed.

Anhareg's discoveries enable the Republic of Lanever to considerably reinforce its army in 1005 thanks to the addition of thousands of antique constructs: the Aurean phalanxes. The Dragon can now move on to its third project, the most aggressive and the most ambitious: the destruction of the Ram. The reports of strategists from the alliance of Light barely mattered: from the battles of Leák-Shear the Cynwäll have been sensing that the Obscure are a greater threat than previously thought. Their doubts are confirmed when their secret services discover that the reports in question were fabricated by agents of Acheron.

A portion of the Aurean phalanxes moves forward, supported by the heliasts and squadrons of dragons. It moves to Kaiber and, in 1005, marches on to the Cursed Barony. It easily crosses the plains of ashes and surprises the Ram's army in its capital.

The siege of Acheron only lasts a few months: the destruction of the constructs sent to Acheron and the fall of Kaiber in 1006 start a new chapter in the Rag'narok on the Lands of Nightmare.

Light remains hopeful, however. The Elders' secrets have been revealed when Mehöl ended his search in 1007. When he returns to his people, a child of the Sphinx accompanies him.





- The battles of the Rag'narok
- 1 - Dragon's Gorge
 - 2 - Nemkan
 - 3 - Ynkarô
 - 4 - Leák-Shear
 - 5 - Laureken
 - 6 - Nuahm
 - 7 - Acheron
 - 8 - Kaïber
 - 9 - Gate of Hell

MER DE SÖL

CHRONOLOGY

1000 Dawn ritual , beginning of the Rag'Narok (see <i>Rag'Narok</i>)
1001 Second battle of Kaiber (see <i>The Fault of Kaiber</i>) Battle of the Dragon's Gorge (see <i>Cry Havoc</i> Vol. 6)
1002 Battle of Nemkan
1003	Spring..... Ritual of Destiny, arrival of the fortress of the Faathi (see <i>Cry Havoc</i> Vol. 10) Deployment of Acheronian troops on the Ynkarô Battle of the Ynkarô Summer..... Deployment of the Acheronians on the Leâk-Shear Battle of Laureken Winter..... War council of the Paths of Destiny War council of the Meanders of Darkness
1004 Exile of the orcs of the Behemoth Battle of the flying fortresses Battle of Nuahm
1005 Siege of Acheron
1006 The Gates of Hell Third battle of Kaiber End of the siege of Acheron
1008 Return of Mehöl with the Sphinx child Treaty of Cadwallon



THE BATTLES

THE BATTLE OF NEMKAN (Tree-Spirit against Lion)

The battle of Nemkan in 1002 took place in the mountains of the Behemoth and remained unheard of for a long time. An army of Kaiber veterans, supported by Griffin templars, marches towards the Nemkan Pass. Its mission is to destroy an Acheronian outpost erected by the House of Sarlath and spotted a few days earlier by scouts. Yet no one returns alive. However, reconnaissance reveals that the outpost has in fact been destroyed. The truth is unveiled a few months later after a tracker of the Behemoth is captured: the orcs patiently awaited the outcome of the battle, and then killed the victors. The area around Nemkan was hunting grounds vital to the orcs. Barhan historians describe the battle of Nemkan as the first conflict between the Lion and Tree-Spirit.

THE GARDEN OF FLESH (Acheron against Scarab)

When they deploy their hordes on the western shores of the Ynkarô in the spring of 1003, the members of Acheron's House Lazarian do not immediately appear to be hostile. A Daikinee patrol even stumbles across landorias Lazarian, the father of the house himself, conversing with a small assembly of fayrees. The sentries are horrified, they flee and return sometime later with a rapidly constituted army. The necromancer has obviously disappeared, but Darkness has distorted nature all around. The forest has become a garden of flesh, pulsating and macabre. The Daikinee see thousands more horrors before they are able to commit the unforgivable crime: unable to pull the flowers of evil from the ground, they set the forest on fire.



THE BATTLE OF THE YNKARÔ (Acheron against Hyena and Scarab)

On the Ynkarô, in the first months of 1003, the Ram and the tacit alliance between the Hyena and Scarab engage in a number of conflicts. One of them, the battle of the Ynkarô, is particularly important. During the battle more than two hundred warriors and a dozen ships fight on the river and its shores. The alliance of Destiny wins a glorious victory.

THE BATTLE OF LAUREKEN (Hyena against Scarab)

The devourers of the revelation of the Impure attempts to negotiate an alliance with the Daikinee in the City of Laureken, the capital of Quithayran. This alliance could have led to a decisive victory over the Ram and end the corruption ravaging the forest. Destiny, unfortunately, decide otherwise: the Daikinee lords, frightened by the prospect of losing their privileges, conspire and anger the Impure. The Hyena turn against the Scarab and fall into Darkness.

THE BATTLE OF NUAHM (Dragon against Scarab)

The Daikinee live in harmony with nature and never built many cities. One of them, Nuahm, is a gigantic camp on the river Ynkarð. The proximity of Ashinân and the presence of the Impure nourish the warlike traditions of this cosmopolitan city. Nuahm's defenders are nevertheless surprised when dragons and Cynwäll war ships sail the river and point their canons at them in the early months of 1004.



Resistance is organized, but the courage of the warriors of Nuahm is powerless against the artillery fire and dragons' breath. The Daikinee retreat into the forest. Soon, the piers of Nuahm tremble under the disciplined marching of Lanever's army squadrons. On that day, the Dragon's victory is easy, but it triggers an extremely long and costly conflict.

THE SIEGE OF ACHERON (Ram against Dragon)

In 1005, the Dragon guesses the Ram's strategy and launches a surprise attack, catching the Obscure off guard: the Cynwäll send their new army of constructs against the Ram's capital, Acheron. These mechanical warriors easily cross the nightmarish land, polluted by diseases that had previously stopped any living attacker.

Acheron, the City of the Dead, is already in ruins. Battles ensue around the walls protecting the remaining buildings: the cathedral of Salaüel, castle Mantis and the siege of the Order of the Ram. The conflict

goes on a number of months, with neither side ever really gaining the upper hand. The constructs move freely over these desolated lands, but the Dark strongholds are impregnable. On land, the constructs are endlessly confronted with the armies of dead the necromancers keep reanimating using Dark magic. In the skies, the dragons face the deadly molochs and many other winged abominations that emerge from the Abyss. Evil and vice reign everywhere.

The siege of Acheron ends brutally in 1006 with the opening of the Gates of Hell. The Ram takes Kaiber by surprise and the Dragon's mechanical army by the rear, destroying it.

THE THIRD BATTLE OF KAIBER (Ram against Dragon)

Summer of 1006, the birthday of Feyd Mantis, the divine baron. Gathered in the cathedral of Salaüel, the Fathers of Acheron begin the ritual of the Gates of Hell, which allows them to open the Portals of Darkness anywhere a Ram mystic can be found.

A few hours later, Gates of Hell open throughout Aarklash, causing indescribable chaos. Kaian Draghost, leading the army of the dead to the Rag'narok, opens a black pit just a few meters behind the fortress of Kaiber. The surprise is immediate and thor-

ough. The battle does not take place under the ramparts, but in the hallways; there are fewer Kaiber guards since Light has redeployed its regiments on all the fronts of the Rag'narok. They resist with all their heart, fearing total destruction.

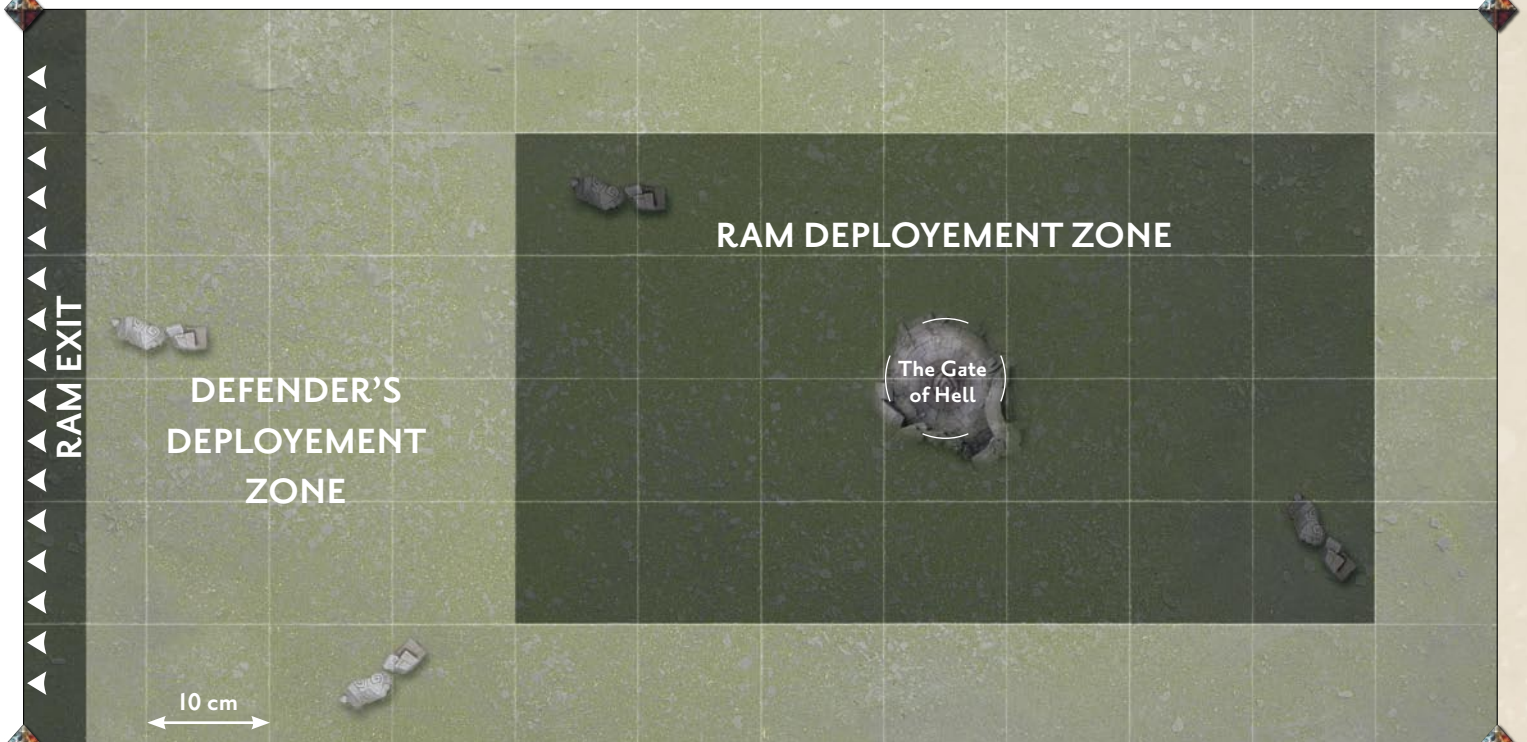
The first reinforcements from Daneran led by Baron Dragan d'Orianthe and Aldenys the Quiet arrive as the battle comes to an end. Ironically, they are pushed back to the foot of the ramparts, just like they had pushed back the Ram's hordes for years.

The Dragon regiments fighting in the City of Acheron since 1005 are summoned to fall back. The Ram's trap is closing in on them. Only the fastest troops, in particular the dragons led by Syd de Kaiber, escape the stranglehold; the others are massacred by their pursuers or torn to bits by the cannons of Kaiber that have been turned against their former owners.

At the end of the battle, several of the lords of the dead demand to be given the command of the defeated fortress. But Kaian Draghost decides to grant it to a general who seeks no reward and whose loyalty to the Ram is without question: Kaïn the Scourge, who, leading his black paladins, inflicted considerable losses on the warriors of Light. This event marks the birth of the House of the Scourge, to whom the Fathers of Acheron presents the keys to Kaiber.



THE GATE OF HELL



From 1006 till the end of the Rag'narok, the Ram opened countless Portals of Darkness, first on Aark-lash, then throughout Creation. These Gates of Hell allowed it to strike wherever it wanted and to capture remote regions in minimal time. Most nations therefore immediately executed all practitioners of the dark lore, without granting them a trial.

The Gate of Hell simulates the invasion of a Ram army arriving through a Portal of Darkness. This scenario opposes one of the Ram's armies to any other army.

SITUATION

The battlefield is a rectangular area measuring 120 cm x 60 cm, divided into three deployment zones (see map). A 10 cm radius disk (AT-43 template size, for example), placed in the Ram deployment zone, represents the Gate of Hell from which the army of the dead escape.

The players can place terrain elements wherever they wish in turn, the youngest goes first. No terrain element can be deployed within 20 cm of the Gate of Hell.

COMPOSITION OF THE ARMIES

The Gate of Hell opposes two armies worth 2000 A.P. each.

- The attacking player controls the Ram army, which includes at least one incarnated Character and the mystic (magician or faithful) who allowed the gate to be opened. It can be the same fighter;
- The defending player controls the army that attempts to push the invasion back. This army must include at least one incarnate Character.

DEPLOYMENT

The deployment of the Gate of Hell is subject to specific rules.

During the deployment phase, each player deploys any two of his units in accordance with the deployment rules. The Ram's units are deployed 30 cm or less from the Gate of Hell. One of them includes the mystic who allowed the gate to be opened: the Ram player points them out to his opponent.

Before each tactical phase, each player may choose a unit in his army that has not yet been deployed. He places it on the battlefield, within charging range of an enemy unit if he wishes, but out of contact with any enemy miniature.

- The Ram player places the selected unit on the Gate of Hell;
- The defender player places the selected unit 5 cm or less from the edge of his deployment zone.

OBJECTIVES AND VICTORY

Each side earns victory points (VP) in accordance with the objectives it successfully achieves:

- Ram Player
 - For each Enemy unit destroyed: 1 VP
 - For each Ram unit that successfully exits the battlefield through the "Ram Exit" edge: 5 VP
- Defending player
 - For each Ram unit destroyed: 1 VP
 - For each Ram Incarnate eliminated: 2 VP
 - When the mystic who allowed the gate to be opened is destroyed: + 5 VP

The winner is the player with the most victory points at the end of the game. If the players have the same number of points, the game ends in a tie.

GAME PERIOD

Three rounds after the one during which the last unit was deployed.