



THE CHRONICLES OF THE WORLD OF RACKHAM

# GREY! HAVIC!



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## NEW EDITIONS

**F**or the sake of consistency and balance, certain changes have been made to the following cards. These changes are official and will be included on the next reprints of these products.

## SUMMARY OF THE CHANGES

## The Obscure Houses of Acheron

## The Houses of Acheron

The following text cancels out and replaces the one on the explanatory card.

Each House of Acheron is designated by a card that bears its name. A fighter of Acheron can be bound to only one House at a time. The name of the House is added to his rank and printed on his reference card. In *CONFRONTATION* only one House can be chosen and all Acheron fighters in the army must be bound to it. In *RAG'NAREK* an Acheron army can be made up of bound fighters and fighters free of bonds. It can include several Houses. One House can be chosen for every even incomplete 1000 A.P. in the army. With the exception of Characters, fighters in a same Unit must either all be bound to the same House or all be free of any bonds.

A Character of Acheron can be bound to any House if none is mentioned in his rank. If one is mentioned, then he can be bound to a different House than the one indicated as a replacement. In this case the Character changes name and becomes a different Character who doesn't benefit from the original Character's exclusive advantages (reserved artefacts, "Blood brother" and "Personal enemy" abilities). A non-Character Acheron fighter whose rank includes a House cannot be deployed in an army bound to a different House. Unless noted otherwise, an Acheron army that is not bound to any House can use any profile included in this supplement.

**Father/Mother:** The supreme head of the obscure House.

**House/X (Y):** The cost in A.P. indicated by Y of each House capacity must be added to the cost of each fighter bound to the designated House.

The attribution of such a capacity is free for fighters whose rank, as printed on their reference card, indicates the name of the concerned House.

**Solo/X (Y):** These capacities are optional and can be attributed to certain types of fighters bound to the House. In this case the cost in A.P. indicated by Y is added to theirs. A fighter can have several "Solo" capacities, but each one only once (unless noted otherwise). In *RAG'NAREK* all fighters in a same Unit (except Independents) must have the same "Solo/X" capacities.

The capacities of a House of Acheron are exclusive to it. The additional costs don't modify the number of Wounds and of dice in *RAG'NAREK*.



## Sarlah

**"Paradox" capacity:** The player can choose one of his paradox dice before the resolution of a test of an enemy fighter/Unit, or of a friendly fighter/Unit endowed with this capacity.

## Lazarian

**"Charnel" capacity:** The Mutagenic/X points acquired thanks to this capacity cannot be attributed to FEAR.

**"Resurrection" capacity:** The difficulty of Regeneration tests made for the Lazarian and for friendly Lazarian fighters/Units located even partially within 15 cm or less of him is reduced by 1 point (minimum: 3).

## The Beyerman

## Evil Eye

This miracle must be called before the Tactical Roll and can be called in hand-to-hand combat.





## Devourer Master of Carnage

### The Path of Perfection

The following text cancels out and replaces the one on the explanatory card.

Once per round, when it's his turn to act during a magic phase, a master of carnage can transform all or some of his gems of Water into "fury points" (1 gem = 2 fury points). He can then transmit these to a friendly fighter in base-to-base contact with him and who is equipped with one of the types of chains described below.

A fighter can receive fury points from only one master of carnage per round. If he does not spend them, then from one round to the next the fighter can accumulate a maximum number of fury points equal to his ATT as printed on his reference card. A master of carnage cannot produce fury points for himself, but he can receive them from another friendly master of carnage in base-to-base contact with him.

A fighter can unleash his accumulated fury right before a specific roll of the die. The kind of roll affected by this power depends on the chains that the fighter has.

- Chains of Cruelty, of Carnage or of Destiny: ATT or DEF.
- Chains of Affliction, of Ferocity or of Bitterness: INI or STR.
- Chains of Calamity, of Hecatombe or of Apocalypse: ATT or DEF or STR.

STR can thus be increased before a Damage Roll.

All fury points are spent at once. The result of the chosen roll is increased by an equal number of points. A result of "1" on the die nevertheless remains a failure.

## Griffin Inquisitor I

### Merin's Justice

The following text cancels out and replaces the one on the card. This spell can now be used in RAG'NAROK.

**Path:** Redemption.

**Difficulty:** 8.

**Area of effect:** One enemy fighter.

**Range:** Contact.

**Duration:** Instantaneous.

**Frequency:** 1

If the incantation is successful, then the following effects apply.

In *CONFRONTATION* the target's Wound level becomes equal to the inquisitor's and the latter's improves by one degree. (For example, a "Serious" Wound becomes a "Light" one.) "STUNNED" is not a Wound.

In *RAG'NAROK* the target suffers a Damage Roll in column -1/0 if the inquisitor is not wounded, in column 1/2 if he is missing one Wound level, and so on while moving one column to the right for every Wound level lost by the inquisitor (only the Wound levels missing when the roll is made are taken into account). If this Damage Roll inflicts the target with at least one Wound, then the inquisitor heals by one Wound level.

This spell cannot be cast on a target whose Wounds are worse than the inquisitor's (in *CONFRONTATION*) or who has suffered more Wounds than him (in *RAG'NAROK*).

**Intensity:** 2

**17 A.P.**





## Fianna Totem Bearer

### The Totem of the Maírae

The following text cancels out and replaces the one on the card.

This artefact can only be given to a fianna totem bearer. Each army can have only one copy of it. It can be used only once per game. The player selects one of the following effects.

**Siobhan:** 1d6 is rolled for every friendly Sessairs within 10 cm or less/in the Unit of the fianna totem bearer (depending on the game). On a result of "4" or more the fighter's Wound level improves by one degree.

**Fiann:** ATT + 1 and DEF + 1 until the end of the round for all friendly Sessairs within 10 cm or less/in the Unit of the fianna totem bearer.

**Neraidh:** 1d6 is rolled for every enemy fighter/Unit fully within 10 cm or less of the fianna totem bearer. On a result of "4" or more the fighter suffers a Damage Roll (STR 0).

### Wave of Fear

The following text cancels out and replaces the one on the card. This spell can now be used in RAG'NAROK.

**Path:** Redemption

**Difficulty:** Free

**Area of effect:** Special

**Range:** Special

**Duration:** Until end of round

**Frequency:** 1

In *CONFRONTATION* this spell is to be cast during the movement phase at the end of the inquisitor's movement. It affects all enemy fighters within 5 cm or less of him.

In *RAG'NAROK* it is to be cast during the hand-to-hand combat phase, after splitting the fray in which the inquisitor is involved. It affects all enemy fighters involved in the same combat as the inquisitor.

The fighters affected by this spell, with the exception of those with FEAR and those immune to fear, must immediately make a Courage test with a difficulty equal to the one chosen for the incantation.

Any fighter who fails this test becomes subject to the effects of fear. The opponents who successfully pass this test and those who didn't have to pass it are STUNNED (in *CONFRONTATION*). In *RAG'NAROK* they suffer a -1 on their INI, ATT and DEF Rolls until the end of the round.

**Intensity:** 2

**5 A.P.**

## The Babayagreb

### Illusion of the God Rat

The following text cancels out and replaces the one on the card. This spell can now be used in RAG'NAROK.

If the incantation is successful, then a Courage test with a difficulty of 3 must be made for the enemy fighters/Units located even partially within 50 cm or less of the magician.

Every gem of Fire spent by the magician after the successful incantation increases the Courage test's difficulty by 1 point (maximum: +6, meaning a total of 9).

Illusion of the God Rat can only be cast by goblin magicians. This spell has no effect on magicians.





# SUMMONED FIGHTERS



**C**ertain spells and miracles (or even artefacts) allow fighters to be summoned onto the battlefield. These creatures are subject to the following rules that now apply to all summoned fighters, even if the card of the summoning spell or miracle specifies that the fighter can or must be placed into contact with an opponent.

## PLACEMENT

When a fighter is summoned onto the battlefield, his miniature cannot be placed into direct contact with an enemy miniature. If this rule cannot be respected due to the configuration of the terrain, then the fighter cannot be summoned.

## ACTIVATION

Fighters placed onto the battlefield once they have been summoned or resuscitated cannot carry out any actions in this same phase. However, they can act in the usual way starting in the hand-to-hand combat phase following their appearance.

## Summoned fighters and reference cards

Unless mentioned otherwise on the summoning card, the summoned fighters are represented by their summoner's reference card.

## CENTRELLING SUMMONED FIGHTERS

Having these supernatural beings appear is not enough; they also have to be controlled and subjugated. To represent this, a fighter can control only a limited number of summoned creatures at a time. This number depends on the summoner's rank and on the creature's force.

When summoning a fighter, the player must calculate the sum of the force values of the fighters who are already under the summoner's control. If the summoning of the new fighter would cause the authorised limit to be surpassed, then it cannot be carried out.

## Limit of the controllable force

A fighter's **force** value is not printed on his reference card. It is defined depending on the fighter's Size.

Small and Normal Size	Force 2
Large Size	Force 2
Very Large Size "Enormous"	Force 3
Very Large Size "Colossal"	Force 4
Very Large Size "Gigantic"	Force 5





The sum of the force values of the creatures summoned by a fighter cannot surpass a certain limit determined by the latter's rank:

- Rank 1: 2
- Rank 2: 4
- Rank 3: 8
- Rank 4: 16

This amount is increased by 1 point if the summoner is a Character.

**Example:** Being an Adept Character (Rank 2), the Gorgon can control a total force of 5. She has the "Morbid puppet invocation" and "Summoning of Darkness" spells. A puppet has a force of 1 and an Elemental a force of 2; the Gorgon can therefore control either 5 puppets or 3 puppets and an Elemental of Darkness.

## Death of the summoner

Unless mentioned otherwise on the summoning card, summoned fighters remain in play even if the fighter who summoned them is eliminated. In this case the latter's reference card continues to represent them.

**Please note:** On some cards the terms "invoke" and "invocation" are used instead of "summon" and "summoning." The aforementioned rules apply just as well to these cards.



## Resizing minifigures according to bases

BASE	TYPE OF BASE
Square "1"	Infantry
Rectangle	Cavalry
Square "1.5"	Fighter of Large Size or Creature
Square "2"	Large Creature



A fighter on a cavalry base must always charge using the front of his base. However, he can engage up to two fighters on infantry bases by being positioned in base-to-base contact with them using one of his flanks.

Cf. RAG'NAROK rulesbook, 8.1.3.1, p.83.



# REVENGE!

**T**he following scenarios are made to be played one after the other and form a whole story. The campaign rules can therefore be used (see NEMESIS, p. 17).

This story takes place several months after the neutralisation of laboratory S.O.28 (see *Cry Havoc*, volume 2). The Instructions section sometimes imposes one or several miniatures out of respect for the evolution of the game's universe. It is nevertheless possible to play these missions with or without these fighters.

Furthermore, the "Reservoir" tile supplied with volume 3 of *Cry Havoc* can also be used. In this case it represents a shortcut or an alternative route to carry out the mission. It can be removed from the mission map if you don't have it.

Everything was calm in the laboratory. In the half-light Misericord and her men advanced quickly towards the heart of the complex in order to avoid any threats.

The door opened silently. They entered the command room. Lights were turned on... Hell closed in upon them!

\*\*\*

Ambrosius put down the report. The mission was a failure; Mirà was dead. How would he announce this to her father? In a few hours he would in turn enter a laboratory, and his men needed him. Merin willing, the venerable would return from this mission and write a letter to Thurbar in order to inform him of his adoptive daughter's death. It wasn't rare that men lost their lives during a mission, and this was a familiar source of anguish for the venerable. In a few months he would enter the laboratory where Misericord's faction perished. There was nothing left that could be done for them and life had to go on.

He sent for esquire Phidias de Basarac and prepared his words.

\*\*\*

Since its creation the Lodge of Hod has been specialised in rapid actions and infiltration, which leads its members to expose themselves to danger much more than other Griffins. This means a heightened risk of falling into enemy hands. Misericord was aware of this and it wasn't the first time that she was captured. Yet never had she been held prisoner for such a long time. Since several days she was being interrogated, and as the days went by she came to the sad conclusion that she would never be rescued. Held in chains, she faced Ysis the Viper with dignity while the master torturer prepared his instruments. How long would she be able to remain silent? Misericord prayed Merin again to give her the strength to resist...

\*\*\*

In her apartment the Red Lioness reread the missive that had just been delivered. Phidias's request was unusual and tinged with despair. The young man was asking her to go to one of the laboratories of the Hybrid Project in order to confirm Misericord's death. The Red Lioness obviously understood the true meaning of this letter hidden behind its words. The esquire was hoping that the woman with the blue hair was still alive and that the Barhan heroine would save her.

The Red Lioness put down the parchment and remained silent for many minutes, and then she took her decision. In the past the Lodge of Hod had come to the aid of the Lions of Alahan, and now was the time to repay this debt.

\*\*\*

After many days of travel the small squad led by the Red Lioness reached the place indicated by Phidias. Hidden on the steepest flank of a mountain, the laboratory's entrance was a place that was tricky to get to and entering it required a considerable effort to be made. Without saying a word, the Lions entered, leaving behind them Lahn's warm light. Darkness engulfed them.

\*\*\*

Food... They were hungry, very hungry. Since the previous day a small troop of ghouls led by Chagall had been following the Lions. They were waiting for the right moment to attack, when their prey weren't on their guard. The Dog of Darkness's mouth watered at the thought of sinking his fangs into the flesh of these humans, of feeling their blood flow down his throat. Their cries of pain would be the most beautiful of melodies while he ate them alive.

## BREAK DOWN THE WALLS!

This campaign's scenarios introduce a new, grey-coloured "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.



# REVENGE!

## I. LIBERATION

To the Red Lioness and her men it was now obvious that they weren't alone in this place. The carefully hidden traces confirmed this feeling. This laboratory was a trap that was ready to close in on those careless enough.

Maybe Misericord was still alive. One of the reapers cautiously opened a trapdoor and revealed a rusty ladder. The Red Lioness signalled her men; from now on not a single word would be uttered until further order.



### OBJECTIVES

The **Griffin** player must deploy the Red Lioness and at least one reaper of Alahan (see *Cry Havoc*, vol. 2) in order to free his troops, among which is the renowned Misericord. When the latter is rescued, the game ends.

The **Scorpion** player must prevent the Griffins from carrying out their mission.

### INSTRUCTIONS

The **Griffin** player must include the Red Lioness and at least one reaper of Alahan in his choice of troops. He cannot deploy Misericord (who is represented by a "counter"). The Red Lioness and the reaper(s) of Alahan are placed in the zone indicated on the map. The other troops are deployed in the areas reserved to them.

The **Scorpion** player deploys his troops in the indicated areas. They cannot be of a class higher than 2.

**Objective counter 1** marks the spot where Misericord is being held prisoner. To free her and end the game, one of the Griffin player's miniatures must spend an entire round standing on the square without being moved and without being in base-to-base contact with an enemy.

### COMBAT GROUP COMPOSITION

	GRIFFIN	SCORPION
RANK TOTAL	8	9
NO. OF WARRIORS	6	8

### TRAPS

One Trap counter must be included among the four Event counters used in the game.

### SPECIAL RULES

The Scorpion fighters have the zone under surveillance and are subject to the following rules.

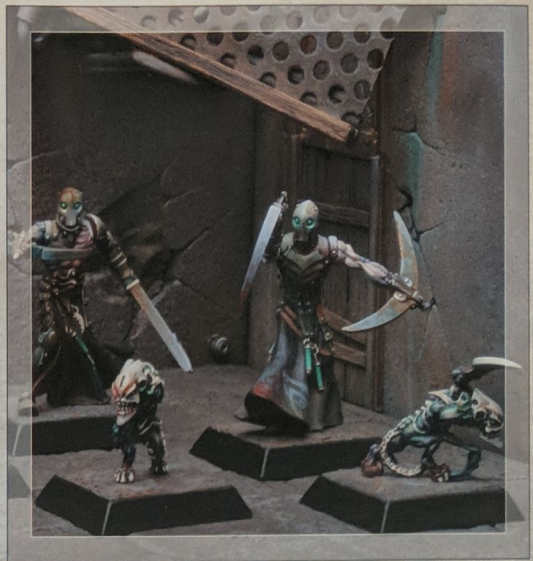
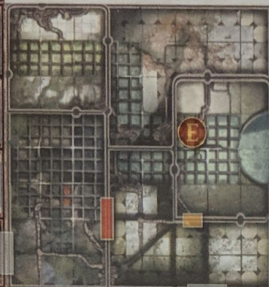
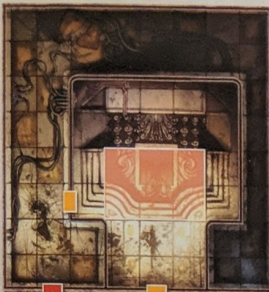
- At the beginning of the activation phase they each get an activation counter. As soon as a Griffin miniature enters the game tile, the Scorpion(s) present in this same part of the laboratory automatically detect(s) him. Only fighters who have detected an enemy can interact with the latter.
- A Scorpion who has detected an enemy can move to a neighbouring tile to **sound the alarm**. To do so he must be placed in Moving or Defensive Combat mode. The other Scorpions present on this new tile are then considered to have also detected the same enemy. A Scorpion who hasn't detected an enemy yet is automatically in Defensive Combat and cannot move.

At the start of the game the Griffin player assigns an activation counter to each of his fighters (Lions and Griffins). However, he can only move the miniatures that represent fighters who are free. In order to be able to benefit from an action mode, a fighter must first have been liberated.

To **liberate the prisoners**, the Red Lioness or a reaper of Alahan must move over or stop on **Objective counter 2**. As long as they haven't been freed, the Griffins cannot be targeted by an enemy action (Offensive Combat or Firing or Move .

- If the **Scorpion player wins** the game, then the Griffin player can no longer deploy Misericord until the end of this campaign.
- If the **Griffin player wins** the game, then during mission 4, *Escalation*, Misericord counts as a miniature of Rank 1 when building the squad. (She nevertheless remains of Rank 2 when game effects are concerned.)





Griffin deployment zone



Scorpion deployment zone



Lion deployment zone



Doors



Passages



Destroyable walls



Events



Objectives



Fallen rocks



Pillars





# REVENGE!

## II. HOSTILITY

Standing in front of a huge cloning tank, Ysis gazed at the creature held in a state of artificial sleep. The Carniris's strength was terrifying. She was drawn to this clone like a moth is drawn to a light.

A rumble caught the Viper's attention. The laboratory was awakening. Soon the tanks would spew forth their payloads of uncontrollable clones, thus foiling Ysis's plans. The trap set for the fugitive risked turning against the alchemists of Dirz. Ysis had to act before it was too late! Without losing an instant she left the room followed by several of her men.

### OBJECTIVES

To activate an Objective a miniature must spend an entire round on its square without moving and without being in base-to-base contact with an enemy.

The squad led by Ysis the Viper must reach **Objective 2** as quickly as possible and then activate it in order to condemn certain parts of the laboratory and thus prevent the spread of the clones.

The clones coming out of the laboratory's tanks must reach **Objective 1** and activate it so that further tanks produce their load of clones.

### INSTRUCTIONS

The two players confront each other by using Scorpion miniatures. One plays the Old Scorpions who have just woken up, and the other plays the troops led by the Viper. The Scorpion fighters are distributed between the two groups according to the list published in *Cry Havoc*, volume 3. The player controlling Ysis's group must include her in his ranks.

The game ends as soon as one of the players has activated his Objective.

### COMBAT GROUP COMPOSITION

	OLD SCORPIONS	YSIS'S SCORPIONS
RANK TOTAL	7	7
NO. OF WARRIORS	6	6

### TRAPS



A "Gas" trap and a "Firebomb" trap are included among the six Event counters used in this game.



### SPECIAL RULES

The rules of the "Heart of the laboratory" and "Storage tanks" objective rooms are used.

- If the player controlling Ysis the Viper's forces wins, then no other player can deploy more than two pests of flesh per mission until the end of the campaign.
- If the player controlling the Old Scorpions wins, then the NV of one of his hybrids is increased by one point until the end of this campaign. This fighter must be chosen when the combat groups are built at the start of the game. He must be pointed out to the opposing player.



YSIS  
entry

DIRZ  
entry





# REVENGE!

## III. DESTRUCTION

*It smelled good, so good. Fresh blood and flesh... All the things that he needed.*

*Famished, Chagall and his ghouls roamed the complex's corridors. Several times they broke gestation tanks open to remove the "food" held inside them. All sorts of machines were humming around them. The laboratory was trying to repel these scraggy predators as if it were a being with a mind of its own.*

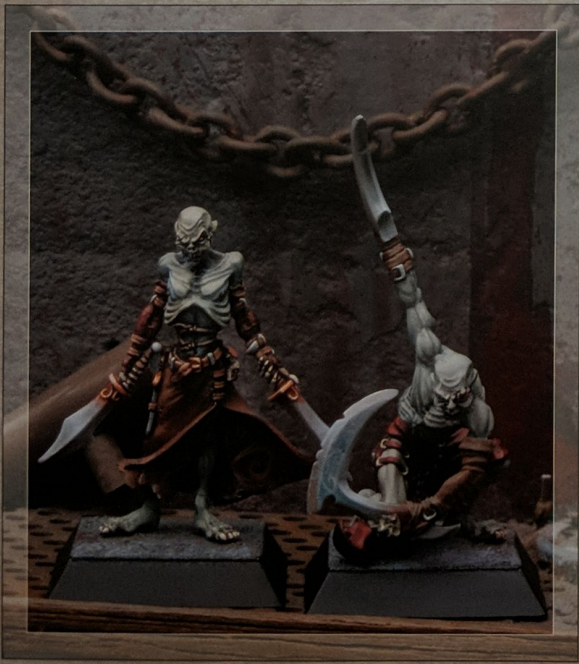
*The ghouls of the Dog of Darkness finally had the chance to eat to their fill. They were determined to make the most of it. Numerous creatures now prowled in these corridors, and each one represented a feast that was just waiting to be consumed.*

Chagall and his ghouls can be played in this mission. The player controlling them is called the Acheron player.

### OBJECTIVE

The **Acheron player** must gather food. To do so he just has to end a movement on one of the Objective counters (no matter which one). Once this is done, the counter concerned is removed from the game board.

As soon as he has picked up at least three Objective counters, the Acheron player may decide to retreat. To do so he must bring his miniatures back into his deployment zone. Once these conditions have been met he may attempt to flee. In this case he rolls **Id10** at the end of the



round and must get a result that is less than the number of collected Objective counters +3. This difficulty cannot be modified using Action cards.

• **If this test is passed**, then the ghouls flee. The Acheron player wins the game.

• **If it is failed**, then the Acheron player may attempt this test again at the end of the following round if his fighters are still in their deployment zone.

If all Scorpion fighters are dead, then this test is useless: the Acheron player has won the game.

### INSTRUCTIONS

The troop controlled by the Acheron player must include Chagall and three ghouls.

The Scorpion player's troops represent the faction of Old Scorpions. If the player controlling has successfully carried out mission 2, then the modifiers of the "Hostility" mission are applied.

### COMBAT GROUP COMPOSITION

	ACHERON	SCORPIONS
RANK TOTAL	5	5
NO. OF WARRIORS	4	5

### TRAPS



A "Gas," a "Paralyser," and a "Mine" trap counter are included among the seven Event counters used in this game.

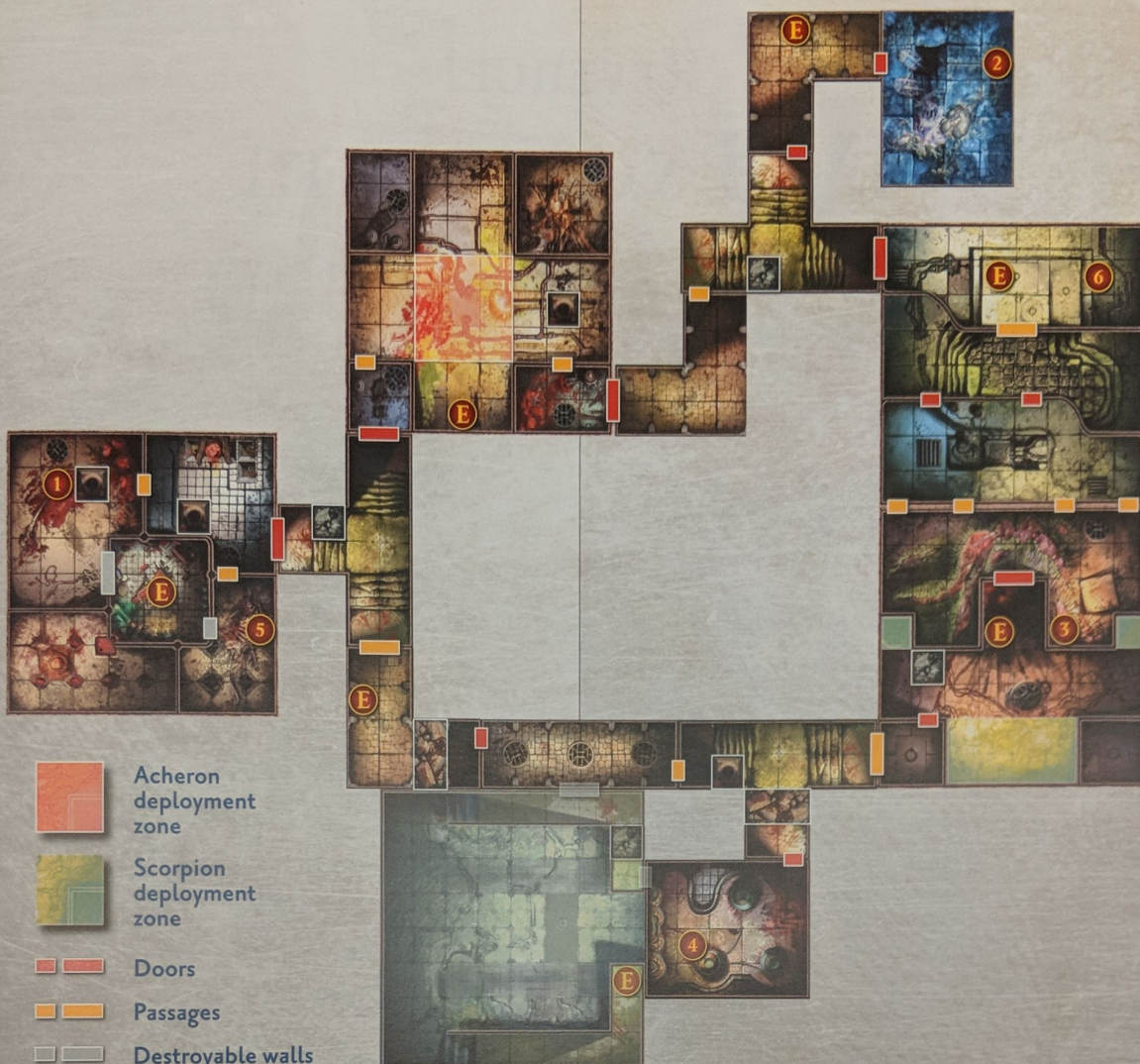
### SPECIAL RULES

Every time he activates an Objective, the Acheron player picking it up wins a +1 in the SL of his Natural Rolls until the end of the mission (maximum: SL +3).

• **If the Acheron player wins the game**, then he may choose to increase or diminish the laboratory's lighting. The range of vision is modified accordingly (maximum: 2 squares) until the end of the campaign.

• **If the Scorpion player wins the game**, then his fighters acquire the "Eye of the Lynx/1" aptitude for the next mission.





-  Acheron deployment zone
-  Scorpion deployment zone
-  Doors
-  Passages
-  Destroyable walls
-  Events
-   Objectives
-   Objectives
-   Objectives
-  Fallen rocks
-  Pillars





# REVENGE!

## IV. ESCALATION



Though she refused to admit it, Misericord was extremely tried by her weeks of captivity. Yet the bad treatment she suffered hadn't broken her desire to carry out her mission. It had even strengthened her thirst for vengeance! Ysis would pay a hundredfold what she had made her endure!

The Red Lioness and her fighters advanced quickly, letting any Scorpions that were unlucky enough to cross their path feel the sharp edges of their swords. This laboratory had to be cleansed for once and for all.

\*\*\*

One storey further below, Ysis was pondering the situation while standing in front of an imposing control panel. Little by little she realised that there was nothing she could do: the laboratory was going to collapse. The explosions and the damage suffered by the machinery had weakened the complex's metallic structure. The trap she had set to capture Sasia Samaris was a failure; her master would be furious. It wasn't much of a consolation, but the information she had gleaned from her prisoner would surely give Athan Zakhil an advantage over the Lodge of Hod.

Yet first she had to destroy this laboratory and get out of it alive. Ysis put her mask back on and loaded her crossbow. Then she readied her henchmen for an encounter that was now unavoidable.

\*\*\*

The laboratory was suffering and passed this feeling on to every one of its children. The clones, freed from their gestation tanks, felt this pain deep within themselves. They were ready to do anything to make it stop. Their thirst for blood was stronger than ever. The hunt had begun and the intruders had to be destroyed.

\*\*\*

Chagall sniffed the air and growled in discontentment. The prey was more and more numerous. It was getting nearer. Pleasant at first, their necrotised flesh didn't satisfy the ghouls very much and the Lions' trace was lost among the alchemical odours. Pushed on by their instincts, the Dog of Darkness and his ghouls continued on towards the exit of the complex.

This mission is made for two to four players. The specifics bound to the number of players are described in the special rules.

### OBJECTIVES & INSTRUCTIONS

The two gaming surfaces on the following pages must be set up next to each other. They represent the laboratory's two levels that are connected to each other by Objective counters 1 and 4.

### COMBAT GROUP COMPOSITION

#### FOR TWO PLAYERS

The **Scorpion** player controls both the Old and the New Scorpions. These two factions must nevertheless be given separate activation sequences.

The **Griffin** player controls two squads of the Lodge of Hod that must also both be given their own activation sequence.

	OLD SCORPIONS	NEW SCORPIONS
RANK TOTAL	6	6
NO. OF WARRIORS	5	6

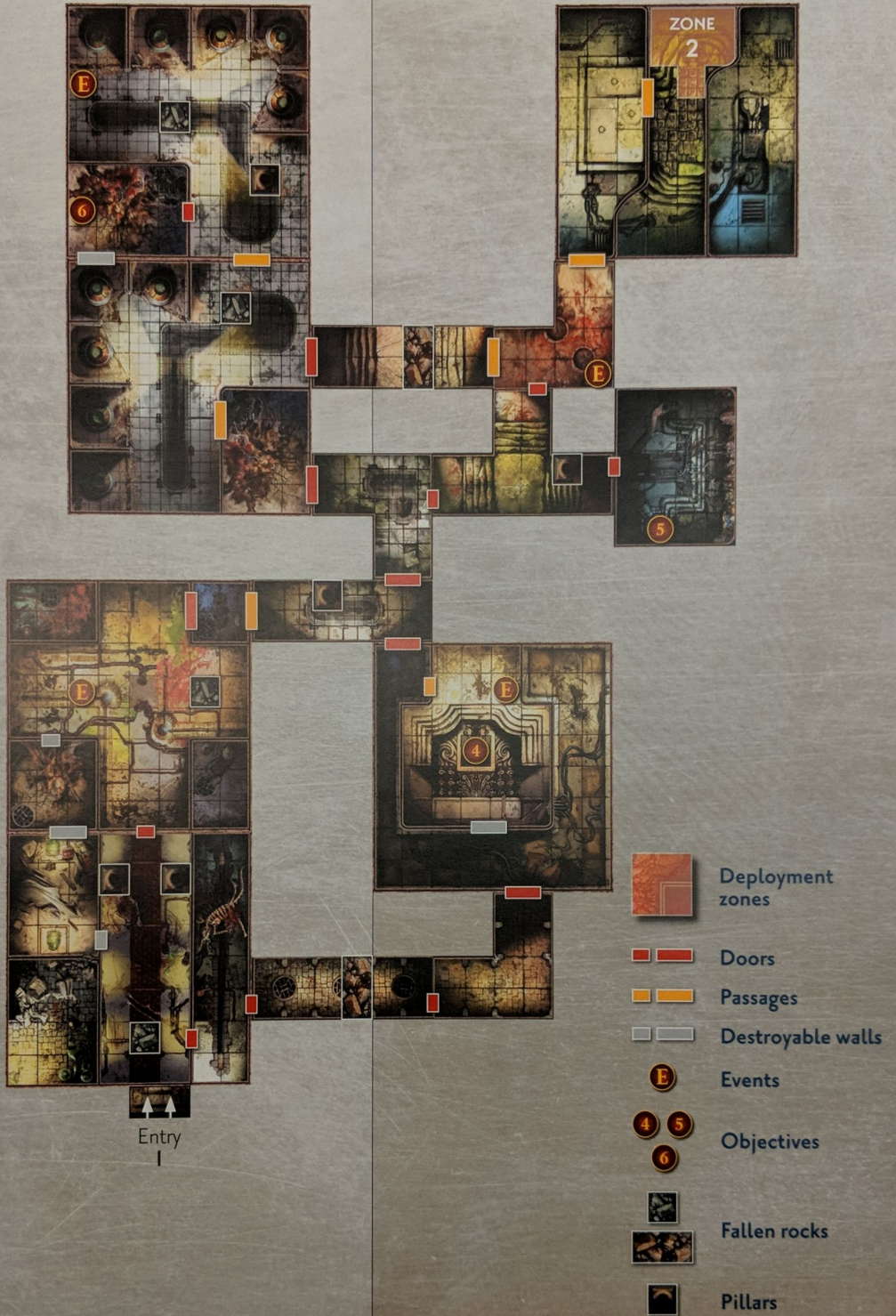
	GRIFFIN 1	GRIFFIN 2
RANK TOTAL	5	6
NO. OF WARRIORS	7	5

The Old Scorpions are deployed using entry 1 and the New Scorpions in zone 4.

The first squad of the Lodge of Hod is deployed in zone 2 and the second one in zone 3.



# BASEMENT LEVEL 1





## BASEMENT LEVEL 2



 Deployment zones  
 Doors  
 Passages  
 Destroyable walls  
 Events  
 Objectives  
 Objectives  
 Objectives

 Fallen rocks  
 Pillars

### FOR THREE PLAYERS

	NEW SCORPIONS	OLD SCORPIONS	LODGE OF HOD
RANK TOTAL	6	12	7
NO. OF WARRIORS	6	10	5

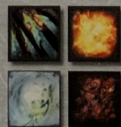
The New Scorpions are deployed in zone 3, the Lodge of Hod using entry 1, and the Old Scorpions in zones 2 and 4. The Old Scorpions player confronts two opponents.

### FOR FOUR PLAYERS

	NEW SCORPIONS	ANCIENS SCORPIONS	LODGE OF HOD
RANK TOTAL	6	6	6
NO. OF WARRIORS	5	6	5

The New Scorpions are deployed in zone 4, the Old Scorpions in zone 2, and the Lodge of Hod using entry 1. The fourth player controls the Acheronians. His combat group is made up of Chagall and three ghouls, and is deployed in zone 3.

### TRAPS



A "Paralyser," a "Firebomb," a "Gas," and a "Purulent carnage" trap counter are included among the eight Event counters used in this game.

### SPECIAL RULES

To move from one level to the other the fighter must use the squares marked by Objective counters 1 and 4. Changing game boards needs a Movement point to be spent. It is impossible to change game boards if the square of arrival is occupied by another miniature, be it friend or foe.

It is possible to combat a fighter who is standing on the square of arrival. The two fighters are then considered to be touching each other, but they each suffer a -1 on the SL of all their Offensive Combat, Firing and Defensive Combat rolls.





A miniature on a large base (2 x 2 squares) cannot move from one level to the other. Its morphology doesn't allow it to use the staircase. However, it can be placed on one of the squares marked by an Objective counter to ensure its "protection."

The following rules apply no matter how many players there are. The beginning and the end of a round must happen at the same time on both game boards. For example, if the players on the basement level I end their round ahead of those on level 2, then they must wait for the latter to also end their round before starting a new one.

The Event cards apply to both levels, no matter which game tile they were drawn on.

## OBJECTIVES

When a fighter ends his movement on **Objective counter 6**, he automatically uses the first aid kit located there. He thus heals one of his wounds.

When a fighter ends his movement on **Objective counter 5**, then the switch located there can be used, in which case at the beginning of the following round the lighting provided by the lights in basement level 2 is dimmed. The lines of sight are therefore reduced by three squares. If someone activates the switch again, then at the beginning of the next round the lighting returns to the intensity that it was at in accordance with the rules of the previous mission.

If a fighter ends his movement on **Objective counter 3**, then he automatically uses the serum located there. His NV then increases by one point. In return he loses the ability to use the "Firing" mode.

If a fighter ends his movement on **Objective counter 2**, then he can choose to block the laboratory's drainage pipes. At the beginning of the following round, water floods basement level I. The Movement rate of all fighters located at this level is reduced by one point until the end of the game. This switch can be activated again in a later round to make the flood water level rise, in which case the Movement rates are reduced by 2 points. Activating the switch a third time has no effect. As soon as a fighter moves to basement level 2 his Movement rate returns to normal.

## VICTORY CONDITIONS

In this mission each player has several ways to win it. The first one is to eliminate all enemy fighters. The second one is revealed at the end of the game.

**At the beginning of the game**, after the squads have been formed, each player writes down the mission objective that he will try to carry out among those described below. If he succeeds, then he wins the victory points bound to it.

**Elimination/3:** Eliminate the fighter of the highest rank in the enemy camp. If several fighters meet this criteria, then one of them must be selected and his name written down on the paper.

**Cleansing/5:** Secure one of the two basement levels. The basement level to be cleansed must be selected at the beginning of the game and written down on the paper. At the end of the game, if there are no enemy fighters present in the chosen basement, then the objective has been reached.

**Security/3:** Preserve one's troops. At the end of the game, if the enemy is outnumbered, then the objective has been reached.

**Sacrifice/6:** Lose one's last fighter during round 5. Managing to do so lets one win the game.

**Lucky/3:** If the player hasn't rolled a single "natural 10" by the end of the game, then the objective has been reached.

**Unlucky/3:** If the player hasn't rolled a single "natural 1" by the end of the game, then the objective has been reached.

Each player adds up his victory points at the end of the eighth round (end of the game). An eliminated fighter is worth a number of victory points equal to his class +1. The player adds all the wounds inflicted on his opponents and adds any bonuses given for having reached his objective.



# REVENGE!

## V. FRATRICIDE



"The passage is blocked. Let's find a different way to get out of here!" exclaimed Misericord.

All around them the machines threatened to explode. Without losing a second the group started walking again at a fast pace while one of the reapers moved ahead to scout.

An explosion was heard in the distance, followed by loud roars. The metallic beams were giving way with a creaking sound and sliced the conduits.

The reaper of Alahan returned faster than he had left, his face wearing a serious expression.

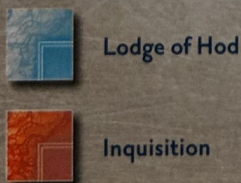
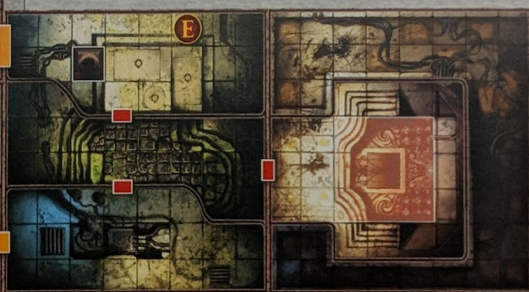
"There's another exit, but the Inquisition is standing between it and us!"







\*\*\*

Meanwhile Ysis finally managed to get out of this hellhole. Weakened and accompanied by very few survivors, she discovered with horror a menacing shadow rising over her.

Within moments the last survivors were executed by biopsists, and Ysis was flattened by the one she had come to capture, Sasia Samaris.

"Dawn is on the horizon. We must leave. Take the gene samples and bring the Viper along; I'm sure that Athan Zakhil will be thrilled to negotiate her liberation," sniggered the Rose of the Desert.



-  Doors
-  Passages
-  Destroyable walls
-  Event
-  Fallen rocks
-  Pillars





## OBJECTIVES

The Lodge of Hod and the Inquisition confront each other for the first time. Only one camp can survive. The game ends as soon as the last fighter of one of the two camps is eliminated.

## INSTRUCTIONS

The **Lodge of Hod** player must deploy the Red Lioness and/or Misericord. The **Inquisition** player must deploy at least one Griffin inquisitor.

## COMBAT GROUP COMPOSITION

	LODGE OF HOD	INQUISITION
RANK TOTAL	8	8
NO. OF WARRIORS	6	7

## TRAPS

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

## SPECIAL RULES

At the beginning of each round the player who won the Activation Roll rolls 1d10. On a “natural 1” or “natural 10” several pipes explode. All fighters whose miniatures are on the game board are inflicted with one Wound.

*With a final effort the survivors opened the door and pulled themselves out of the laboratory. Inside, the machines were exploding one after the other. Whole levels were collapsing, making the whole mountain shake.*

*Once again Merin had protected his children and allowed them to carry out their mission. Silently the Red Lioness and Misericord made their way on their return journey. The Barhan's mind was calm, but the Akkylanian's was clouded by the desire for vengeance. Ysis had escaped her, but the party wasn't over yet. Sooner or later the Viper would have to pay for what she did to her.*



# OF FIRE AND OF BLOOD

"In conclusion, venerable, it seems that this laboratory has considerable strategic significance in the Hybrid Project, and it is of utmost importance that we take control of it."

The venerable eyed the young knight of Hod up and down. A certain feverishness revealed that he was leaving something out.

"But? Young knight..."

"But our minelayers report a high concentration of clones inside this cesspool."

"This won't be the first time that we will have to struggle against these abominations, knight."

"Of course, venerable, but there could be hundreds of them!"

This lack of faith dismayed Ambrosius.

"So what, young fool. Do you think that we are only a handful to serve the lodge?"

## OBJECTIVES

For each camp there are two ways to carry out this mission:

- By eliminating all enemy fighters.
- By controlling four of the laboratory's six Objective counters.



## INSTRUCTIONS

This mission requires a high number of fighters in each squad. Instead of using activation counters, it is suggested to use an order sheet on which all the fighters and their order of activation are listed.

## COMBAT GROUP COMPOSITION

	GIFFINS	SCORPIONS
RANK TOTAL	20	20
NO. OF WARRIORS	20	25

## TRAPS

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

## SPECIAL RULES

Fighting without thinking is not the only way to conquer this laboratory. There are certain strategic locations whose control gives the camp controlling it an advantage. Each of these locations is represented by an Objective counter:

- 1. Ventilation controller
- 2. Energy regulator
- 3. Gestation tanks controller
- 4. Lighting controller
- 5. Access lock
- 6. Omnimancer's control panel

These Objective counters can be activated like Event counters. The player activating one removes the Objective counter from the board and immediately draws an Event/Army card that he can use right away (if the text on the card allows this).





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



ARMY: *The Vanguard of the Temple*

ALLIANCE: *The Ways of Light*

COMMANDER-IN-CHIEF: *Temple Commander*

LEADERSHIP: *10 cm*

RANK: *2*

DIS: *9*



UNIT	FIGHTERS	RANK	SIZE				WOUNDS	COMBAT DICE			LDERSHP (cm)		NOTES (Abilities, Equipment, + other cards)	No.	A.P.			
GR 1	Archos, Templar Commander	EL (2)	10	6	6/9	7/10	●●●●●●●●	XX	-	7	-	9	10	-	C	Fanaticism, Bravery, War-Fury, Fencer, + Seal of the Temple (S.A.P.)	1	125
	griffin templars	EL (2)	10	3	3/4	4/9	●●●●●●●●	XX	-	3	-	5	-	-	C	Fanaticism, Bravery, War-Fury.	24	480
GR 2	Abel the Ill-tempered	Devout (1)	10	4	4/7	5/7	●●●●●●●●	XX	-	4+2	-	6+2	10	-	C	Fanaticism, Faithful of Merin/loom, Warrior-monk, Fierce, + Chastisement (S.A.P.)	1	66
	griffin musician	Rg (1)	10	2	2/3	3/5	●●●●●●●●	XX	-	2	-	5	10	-	C	Fanaticism.	1	15
	griffin icon-bearer	Rg (1)	10	2	2/3	3/5	●●●●●●●●	XX	-	3	-	4	10	-	C	Fanaticism.	1	16
GR 3	Veterans of the Crusades	Rg (1)	10	2	2/6	3/8	●●●●●●●●	XX	-	3	-	4	-	-	C	Fanaticism, Fierce, Mace.	19	342
	The Priestess of Steel (2nd)	Devout (1)	10	3	3/4	4/8	●●●●●●●●	XX	-	5	-	7	10	-	C	Fanaticism, Faithful of Merin/loom, Sacred armour, + Subversion + Ardent con.	1	107
	griffin musician	Rg (1)	10	2	2/3	3/5	●●●●●●●●	XX	-	2	-	5	10	-	C	Fanaticism.	1	15
GR 4	griffin icon-bearer	Rg (1)	10	2	2/3	3/5	●●●●●●●●	XX	-	3	-	4	10	-	C	Fanaticism.	1	16
	Veterans of the Crusades	Rg (1)	10	2	2/6	3/8	●●●●●●●●	XX	-	3	-	4	-	-	C	Fanaticism, Fierce, Mace.	18	324
	Veteran of the Crusades (Leader)	Rg (1)	10	2	2/6	3/8	●●●●●●●●	XX	-	4	-	5	0	-	C	Fanaticism, Fierce, Mace.	1	28
GR 5	griffin fusilliers	Rg (1)	10	2	1/6	3/2	●●●●●●●●	XX	-	2	-	4	-	-	C	Fanaticism, Rifle (STR 6) 25/50/75.	5	152
	griffin fusillier (Leader)	Rg (1)	10	2	1/6	3/2	●●●●●●●●	XX	-	3	-	5	0	-	C	Fanaticism, Rifle (STR 6) 25/50/75.	1	29
	griffin fusillier	Rg (1)	10	2	1/6	3/2	●●●●●●●●	XX	-	2	-	4	-	-	C	Fanaticism, Rifle (STR 6) 25/50/75.	5	152
GR 6	griffin fusillier (Leader)	Rg (1)	10	2	1/6	3/2	●●●●●●●●	XX	-	3	-	5	0	-	C	Fanaticism, Rifle (STR 6) 25/50/75.	1	29
	Thallion rider (Leader)	EL (2)	20	4	4/6	4/7	●●●●●●●●	XX	-	7	-	7	0	-	C	Fanaticism, Instinctive Firing, Scout, Loyal//, Pistol (STR 6) 15/25/30.	1	52
	Thallion rider (Leader)	EL (2)	20	4	4/6	4/7	●●●●●●●●	XX	-	7	-	7	0	-	C	Fanaticism, Instinctive Firing, Scout, Loyal//, Pistol (STR 6) 15/25/30.	1	52

BAG-NAROK

PLAYER: .....

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TOTAL 89 2000



ARMY: *The pack of the Silver Eye*

ALLIANCE: *The Paths of Destiny*

DIS: *6*

COMMANDER-IN-CHIEF: *Bashkar, pack leader*

LEADERSHIP: *15* cm RANK: *2*



UNIT	FIGHTERS	RANK	SIZE	COMBAT DICE	WOUNDS	COMBAT DICE	LEADERSHIP (cm)	NOTES (Abilities, Equipment, + other cards)	No.	A.P.
WF 1	Bashkar, pack leader	EL (2)	15	6	7/13	6/8	15	Born killer, Leadership/15, Hard-boiled, Implacable/1.	1	170
	Guardian of the runes (Leader)	Devout (1)	15	4	4/8	4/7	0	Born killer, Thaumaturgist, Possessed, Faithful of Yllia/15, Warrior-monk, + Yllia's breastplate (10).	1	73
	Predators of blood	EL (2)	15	4	6/12	5/8	-	Born killer, Hard-boiled.	9	522
WF 2	Grave guardian	SP (2)	15	4	5/9	4/5	-	Born killer, Leap, Immunity/Fear, Banel Wolfen zombie, Counter-attack.	3	135
	Grave guardian (Leader)	SP (2)	15	4	5/9	4/5	-	Born killer, Leap, Immunity/Fear, Banel Wolfen zombie, Counter-attack.	1	55
WF 3	Great fangs	RG (1)	15	4	5/10	3/6	-	Born killer.	10	320
	Guardian of the runes (Leader)	Devout (1)	15	4	4/8	4/7	0	Born killer, Thaumaturgist, Possessed, Faithful of Yllia/15, Warrior-monk, + Yllia's breastplate.	1	73
WF 4	Ophyr the Guardian	Adept (2)	15	7	5/6	4/9	5	Born killer, Hard-boiled, Adept of Water, Air/Whispers, Shamanism, + Veil of Fog, + Wind of discord (ritual)	1	208
	Familiars of Water	JRR (1)	10	5	3/2	4/3	-	Devotion/3.	2	30
WF 5	Great fangs	RG (1)	15	4	5/10	3/6	-	Born killer.	4	128
	Great fangs (Leader)	RG (1)	15	4	5/10	3/6	-	Born killer.	1	42
WF 6	Wolfen lone wolf	Innate (1)	15	3	4/8	4/6	1	Born killer, Hard-boiled, Parrish, Innate of Water, Lamentations, Warrior-mage, + Rapidity.	1	67
	Wolfen lone wolf (Leader)	Innate (1)	15	3	4/8	4/6	1	Born killer, Hard-boiled, Parrish, Innate of Water, Lamentations, Warrior-mage, + Rapidity.	1	77
WF 6	Wolfen sentinels	VE (1)	12.5	3	3/6	4/6	-	Born killer, Harassment, Light artillery, Crossbow STR 12 20/40/60.	1	44
	Wolfen sentinels (Leader)	VE (1)	12.5	3	3/6	4/6	-	Born killer, Harassment, Light artillery, Crossbow STR 12 20/40/60.	1	54



# CENTRELLING AN OBJECTIVE

**T**he outcome of many a battle has depended on the taking of a crucial strategic objective. Conquering and holding a hill, a building or a bridge are very often the stakes of encounters during which dozens of warriors sacrifice their lives to gain just a few metres of ground.

The notion of controlling one or several objectives appears in the victory conditions of various scenarios. Here is how to apply this notion during a game of *CONFRONTATION* or of *RAG'NAROK*.

Controlling an objective depends on two parameters: the number of fighters within vicinity of the objective (the Numbers) and the value of these fighters (the Strength).

## STRENGTH

Strength is equal to the sum of the A.P. values of a camp's fighters who are present within the objective's perimeter of control. All spells, miracles and artefacts are included in this total. However, the fighters suffer a penalty of -5 in their value for every degree of Wounds they are inflicted with.

**A CONFRONTATION example:** A Khor warrior counts for 21 points in the calculation of his camp's Strength. If his Wound level is "Serious," then this counts as two degrees of Wounds. His value would therefore be reduced by 10 and become 11.



## PERIMETER OF CONTROL

Each objective has a perimeter of control, meaning a zone in which the fighters must be located in order to be considered close enough to the objective to take part in its conquest.

To determine which camp is in control of a given objective, the Numbers and the Strength of the troops within the perimeter of control must be calculated.

## NUMBERS

A camp's Numbers is based on how many of the camp's fighters are present within the given zone at a given moment.

The value bound to the fighters to calculate the Numbers varies depending on their size.

- Small or Normal Size: 1
- Large Size: 2
- Very Large Size: 3

Certain abilities also act as modifiers:

- Colossal: +1
- Gigantic: +2

**A RAG'NAROK example:** A great fang counts for 32 points in the calculation of his camp's Strength. If he has lost one Wound level, then he only counts for 27.

## Special cases

Fighters who are fleeing or flying (at altitude Level 1 or 2) are not taken into account when calculating a camp's Numbers and Strength.

Summoned fighters are taken into account when calculating a camp's Numbers and Strength, unless they were summoned during the round in which these calculations are made.

## CONTROL

An objective is controlled by a camp if its Numbers and Strength are both strictly greater than those of its opponent. Any other situation is an equivalence around the concerned objective.

## Special cases

A same fighter cannot be taken into account for the occupation and/or control of several zones. If a fighter is straddling the perimeters of control of several objectives, then the player he belongs to decides for which one he will be taken into account.



# THE HORDE OF DUN-SCAITH

**T**he horde of Dun-Scaith was born of the alliance between a pack of Wolfen Devourers commanded by the war chief Ranghor and a group of Drones led by a former named Tyramòn.

## HOW TO JOIN THIS HERDE?

Any Drune or Devourer fighter, including Characters, can join the horde of Dun-Scaith for an individual additional cost of 1 A.P. (2 A.P. for Characters). The A.P. value of the fighters and Characters of the horde of Dun-Scaith provided with this issue of *Cry Havoc* already take this additional cost into account; hence it does not have to be increased.

Some fighters (or types of fighters), who are listed below, cannot join the horde of Dun-Scaith.

### Devourer war chiefs

*Ranghor is so full of himself and so obsessed with power that he would never accept to give up his authority and submit himself to another war chief.*

No Devourer Characters with the "Leadership/X" ability **and** a DIS greater than 4 can join the horde of Dun-Scaith. This rule also applies when the ability was acquired thanks to an artefact or the status of Leader (and if the Discipline rate was increased).

### Devourer half-elves

*A tyrannical and extremist chief, Ranghor is convinced that only the Wolfen may boast to be following the way of the Beast. In his eyes the other peoples who claim to be following the precepts of Vile-Tis are nothing more than impostors unworthy of wearing the ritual chains. For this reason Ranghor has always refused to fight alongside the Impure; he has even made himself guilty of the murder of several of them.*

The horde of Dun-Scaith cannot include any non-Wolfen Devourer fighters or Characters.

### Eclipsantes

*Ranghor's warriors live apart from the other Devourers and their females don't follow the teachings of the eclipsantes. The lethal she-wolves nevertheless remain formidable opponents who are just as cruel and dangerous as their sistren.*



Eclipsantes cannot join the horde of Dun-Scaith. However, their miniatures can be played using the lethal she-wolf profile provided with this issue of *Cry Havoc*.

### Drune war chiefs

*Tyramòn has been entrusted with a mission by Aggoth, the lord of the formors. Due to this he would never give the command of his troops to anyone else but another former, and especially not to a human.*

No non-formor Drune Characters with Leadership/X **and** a DIS greater than 5 can join the horde of Dun-Scaith. This rule also applies when the ability was acquired thanks to an artefact or the status of Leader (and if the Discipline rate was increased). Hence, Drac Mac Syrò is forbidden.

### Drune warriors

*Tyramòn demands that the wyrd lords of Drun-Aeryfh send him their best warriors to lead the onslaughts on the Templar Commandery of the North.*

No Drune fighters with a value lower than 17 A.P. (including the additional cost bound to joining the horde) may join Tyramòn's army. The Kelt warriors are therefore forbidden.





## ARMY COMPOSITION

An army of the horde of Dun-Scaith must conform to the following rules.

All of the army's fighters must be bound to the horde of Dun-Scaith, with a few exceptions: Elementals, familiars and Immortals may join an army of the horde of Dun-Scaith in the usual way. However, they are not considered to be part of it. Their cost in A.P. is not increased and they are not affected by the special rules of the horde of Dun-Scaith.

- At least 40%\* of the army's value in A.P. must be made up of Devourers.
- At least 40%\* of the army's value in A.P. must be made up of Drones.
- The remaining 20%\* can be made up freely of Drones, Devourers, familiars, Elementals and Immortals. Yet one of the two camps, Drones or Devourers, must form a relative majority, even by just one A.P.
- No Allies or Mercenaries coming from other peoples can join this army.
- Only Immortals of Darkness can be included in this army. No Immortals of Destiny are allowed, even if the army is made up mainly of Devourers.
- The fighters of the horde of Dun-Scaith cannot join a different army, not even one of their own people.

\* The cost of artefacts, spells, miracles and other improvements are included in these percentages.

## IN CONFRONTATION

The Tactical Roll must be made using the highest DIS among the people that forms the majority.

## IN RAG'NAREK

The Commander-in-Chief must come from the people that forms the majority.

If the Devourers form the majority, then the army must be commanded by Ranghor.

If the Drones form the majority, then the army must be commanded by Tÿramòn or by a former with Leadership/X and a DIS of at least 7 on his reference card.

## SPECIAL RULES

### Leadership

The two armies are considered to be Allied (the minority army is the majority army's Ally). All rules concerning leadership apply in the usual way.

### Sanguinary fury

*The horde of Dun-Scaith's warriors are so bloodthirsty that they never stop fighting until they have exterminated all of their opponents.*

The fighters of the horde of Dun-Scaith, be they Drones or Devourers, are not allowed to disengage voluntarily. They can only do so if they are forced to by a game effect.

In return, any opponent who tries to disengage (voluntarily or not) from a combat against a member of the horde sees the difficulty of his Disengagement Roll increased by 2 points. This rule applies to regular disengagement and disengagement by force. On the other hand, it does not apply if the fighter benefits from an effect that allows him to disengage automatically.

### Emulation of the horde

Depending on the people that forms the majority, the fighters of the minority people benefit from certain advantages.

### If the army includes a majority of Devourers

Galvanised by the presence of the Wolfen Devourers, all Drune fighters with COU benefit from a +1 on the final result of their Courage Rolls (a result of "1" remains a failure).

Those who have FEAR see this characteristic increase by 1 point when they charge.

Fighters with War cry/X see the value bound to this ability increase by 1 point.



## If the army includes a majority of Drunes

If the Devourers form a minority, then their feeling of superiority over humans pushes them to impress their allies with their ferocity in combat. All Devourers of the horde of Dun-Scaith benefit from a +1 in Strength during the round in which they have charged. This bonus is bound to the state of fury into which they throw themselves; it therefore remains valid for the whole round, even against enemies that the Devourers haven't charged.

## Tyramèn

Tyramèn is a fighter of Normal Size. Though his talent as a magician is limited, he is a member of the caste of the Mighty. He can benefit from all the demonic auras reserved to this caste (see below), as well as from those presented on the Demonic Auras cards supplied with the former fiends. Instead of the auras described on these cards he can acquire one of the following ones.

**Aura of the Powerful/4 A.P.:** Only a former Mighty can acquire this aura. His mana reserve's maximum is increased by 2 points. Furthermore, he always recovers an additional gem of Darkness during the mana recovery phase, even if he gets a result of "1" on his roll or if a game effect prevents him from making his Mana Recovery Roll.

**Aura of Negation/3 A.P.:** Only a former Mighty can acquire this aura. He benefits from a +1 on the final result of all his attempts to counter a spell (a result of "1" remains a failure). Moreover, the difficulty of countering the spells he casts is increased by 1 point.

## Masters of carnage

*The soul snatchers of the Drune necropolis have shown the Devourer magicians how to use their talents to prevent the soul of their dead from being called back among the gods who they so despise. Thus, the Devourers of the horde of Dun-Scaith now embalm their deceased brethren and bring them back to life when the time of war comes.*

Just like soul snatchers can be accompanied by Drune wraiths, masters of carnage can be accompanied by Devourer wraiths.

Devourer wraiths have the profile of a Wolfen zombie (with a choice among the three that exist). These fighters are equipped with Chains of Calamity. (This equipment is considered to be printed on their reference card.)

Like Drune wraiths, Devourer wraiths lose the use of Regeneration/X if no friendly master of carnage is present on the battlefield (in *СѢНФРѢНН-НѢН*) or in their Unit (in *РѢГ'НѢРѢК*). They recover this ability as soon as a master of carnage of their camp returns to the battlefield (in *СѢНФРѢНН-НѢН*) or to their Unit (in *РѢГ'НѢРѢК*).

Yet the Devourers haven't acquired the Drunes' level of mastery in this domain and only two Devourer wraiths can join the army for every master of carnage in it. Similarly, the masters of carnage don't have the faculty to regenerate thanks to the wraiths as do the soul snatchers. And finally, in no way can the "Resurrection of the wraiths" spell target a Devourer wraith.

The masters of carnage of the horde of Dun-Scaith nevertheless keep their "The path of perfection" special capacity.

## Death of the Commander-in-Chief in РѢГ'НѢРѢК

If the Commander-in-Chief should happen to die and Tyramèn and/or Ranghor are still on the battlefield, then one of them automatically takes on this role **without suffering the usual penalties** (all of the advantages of this status apply).

If neither of these Characters is alive, then the new Commander-in-Chief must be chosen according to the regular rules on the death of the Commander-in-Chief. He does not have to be chosen among the people that forms the majority in the army.





# THE COLONY OF EPHORATH

**T**he Colony of Ephorath unites the most emblematic fighters of the demonic clan. When the King of the Abyss calls his henchmen to war, no one questions his orders. The following rules increase this clan's gaming potential.

Asturath the Destroyer is a cyclops of Mid-Nor. Being such, he benefits from the "Eye of the Abyss" special capacity.

## HOW TO JOIN THE COLONY OF EPHORATH?

The following fighters can become members of this clan by paying an additional cost in A.P. depending on the type of trooper. The dwarves of Mid-Nor thus bound to the Colony of Ephorath benefit from all the special rules specific to this clan. Furthermore, some can be endowed with exceptional aptitudes.

- The **warriors of the Abyss** of the Colony of Ephorath form the King of the Abyss's personal guard. As long as he is within 15 cm or less of Yh-Karas (*CONFRONTATION*), or in the same Unit as him (*RAG'NAROK*), a warrior of the Abyss of the Colony of Ephorath benefits from the "Fierce" ability.  
In *RAG'NAROK* this ability replaces the "Ultimate attack" capacity of the "Possessed" ability. Furthermore, when Yh-Karas is commanding a Unit of warriors of the Abyss of the Colony of Ephorath, he transmits his DIS to them without any penalty due to the difference in rank.
- The **fire-spitters of Mid-Nor** can benefit from a special rule if the clan is at a whole (see The Demonic Castles).
- The **prowlors of the Abyss** can benefit from a special rule if the clan is at a whole (see The Eyes of the Demon).
- If Ezalyth, the Queen of the Damned, is part of the army, then the **masters of puppets** can be given a Doll of Darkness for an additional cost of 2 A.P. each. This artefact lets them share the Queen of the Damned's talent. As long as a friendly master of puppets with a Doll of Darkness is within 15 cm or less of Ezalyth, he benefits from a +1 on the final result of all his Power Rolls.
- The **Warrior-monks** of the Colony of Ephorath are not collectors of Mid-Nor. They are called "disciples of the Ymsur" and benefit from the "Blessing of the Ymsur" capacity instead of the one described on the "Despot's Eviscerators" card.

**ATTENTION!** In no way can a same fighter be bound to two different colonies.



## HOW TO JOIN THE COLONY OF EPHORATH?

TROOPS	VALUE
Warrior of the Abyss	+2 Δ.P.
Fire-spitter of Mid-Nor	+0 Δ.P.
Prowler of the Abyss	+0 Δ.P.
Sentinel of Mid-Nor	+0 Δ.P.
Sentinel of the Abyss	+0 Δ.P.
Cyclops of Mid-Nor	+0 Δ.P.
Master of puppets	+0 Δ.P. (+2 Δ.P. for every Doll of Darkness if Ezalyth is present)
Collector of Mid-Nor	+6 Δ.P.



## COMPOSITION OF ALTERNATIVE ARMIES

Like all clans, that of the Colony of Ephorath benefits from certain rules when it is at a whole. The composition mentioned on the clan box for it to be at a whole is as follows:

- Yh-Karas, the King of the Abyss
- Ezalyth, the Queen of the Damned
- Ysilthan, the Bishop of the Ymsur
- 1 Knight of Ruin
- 1 Castle of Desolation
- 4 Skinners of Mid-Nor

With the integration of new fighters, the Colony of Ephorath is considered to be **at a whole** if the following conditions are met.

- The army includes at least one Character of the Colony of Ephorath (Yh-Karas, Ezalyth, Ysilthan or Asturath) for every full 200 A.P. in it. This obligation no longer applies once the four Characters of this clan have joined the army.

- In *CONFRONTATION* all of the army's fighters, without exceptions, must be members of the Colony of Ephorath. This includes the new fighters who can join the clan.

- In *RAG'NAROK* at least 50% of the army's A.P. value must be bound to the Colony of Ephorath (including spells, miracles and artefacts). This includes the new fighters who can join the clan. The Commander-in-Chief doesn't necessarily have to be a member of the Colony of Ephorath, but at least one of the clan's Characters with Leadership/X must be included (even if this ability is provided by Leader status or an artefact).



## BLESSING OF THE YMSUR

At the beginning of every divination phase, after having calculated the disciple of the Ymsur's T.F., the player controlling him can designate a friendly Mid-Nor fighter with *Passed* located within 15 cm or less of the Warrior-mank. No line of sight is required and the disciple can designate himself.

In *RAG'NAROK* the use of this capacity may not cause the creation of an Independent. The targeted miniature must therefore already be an Independent or all of the Unit's members must be affected. (This implies the presence of several disciples of the Ymsur if the Unit includes several members.)

Harrendaus tentacles grow on the designated fighter, who acquires the "Additional limb" ability until the end of the round. If, in addition, the disciple sacrifices two T.F. points, then the target also acquires *Counter-attack* until the end of the round.

These conditions must only be met if the player wishes to play the Colony of Ephorath at a whole. Fighters of this colony can be played without it being at a whole. In all cases the following rules apply in *RAG'NAROK*.

- The Colony of Ephorath's troops are not considered to be of the same type as equivalent ones who are not bound to the colony.

**Example:** *Warriors of the Abyss of the Colony of Ephorath cannot form a Unit with other "normal" warriors of the Abyss.*

- Independents of the Colony of Ephorath can join Units that are not bound to this clan. "Normal" Independents can join Units of the Colony of Ephorath.

- The Colony of Ephorath's troops can benefit from the leadership of commanders who are not bound to this clan. "Normal" troops can benefit from the leadership of commanders of the Colony of Ephorath.



## SPECIAL RULES

When the Colony of Ephorath is **at a whole**, then the following special rules apply.

### Possession of Ephorath

At the beginning of the game, before making the Tactical Roll, one of the clan's members is chosen to be the host of the demon Ephorath's spirit. From then on, before each new Tactical Roll, this spirit can either remain with its current host or take possession of a different fighter of the clan standing within 10 cm or less of the first one.

As long as the host is under Ephorath's control, his INI, ATT, STR, DEF and RES are each increased by one point.

If the host is killed, then the spirit immediately possesses another fighter of the Colony of Ephorath (at the Mid-Nor player's choice) standing within 10 cm or less of the one who was killed. If there is no potential host within range, then the bodiless spirit leaves the battlefield for good to return to the Realm of Darkness.

### The Eyes of the Demen

In RAG'NAROK the knights of ruin can become Leaders of any Unit bound to the Colony of Ephorath. The special capacity described on the

"Knights of Ruin" card then applies to the whole Unit as long as the knight of ruin is part of it.

If a knight of ruin is made Leader of a Unit of prowlers of the Abyss, then he can be given the "Leap" ability for an additional 2 A.P.

The prowlers of the Abyss in a Unit with a knight of ruin Leader can acquire the "Scout" ability at an additional cost of 6 A.P. each. For this ability's effects to be able to be applied, all of the Unit's prowlers of the Abyss must acquire it.

In CONFRONTATION, for every knight of ruin present in the army, one prowler of the Abyss can be given the "Scout" ability for an additional 6 A.P.

### The Demonic Castles

In RAG'NAROK the castles of desolation can join any Unit of fire-spitters of Mid-Nor. They are then considered to be Independents. A castle of desolation can be made Leader of a Unit of fire-spitters of Mid-Nor. In this case the whole Unit is considered to have a 360° field of vision and all its members can determine their lines of sight as if they were of Normal Size.

## CONFRONTATION

### 12 MINIATURES FOR 299 A.P.

- Yh-Karas, King of the Abyss (115 A.P.)
- 1 knight of ruin (27 A.P.)
- 1 castle of desolation (39 A.P.)
- 4 skimmers of Mid-Nor (40 A.P.)
- 3 warriors of the Abyss (36 A.P.)
- 2 sentinels of Mid-Nor (42 A.P.)

### 16 MINIATURES FOR 497 A.P.

- Yh-Karas, King of the Abyss (115 A.P.) with the "Scimitar of the Abyss" artefact (8 A.P.)
- 1 knight of ruin (27 A.P.)
- 1 castle of desolation (39 A.P.)
- 4 skimmers of Mid-Nor (40 A.P.)
- 3 warriors of the Abyss (36 A.P.)
- 3 sentinels of Mid-Nor (63 A.P.)
- Ezalyth, Queen of the Damned (95 A.P.) with the "Laceration of wounds" spell (12 A.P.)
- 2 prowlers of the Abyss (62 A.P.)

## RAG'NAREK

### 32 MINIATURES FOR 997 A.P.

#### COMMANDER-IN-CHIEF: YH-KARAS, KING OF THE ABYSS

In this army list all fighters are bound to the Colony of Ephorath.

#### Unit 1

- Yh-Karas, King of the Abyss (115 A.P.)
- 10 warriors of the Abyss (120 A.P.)

#### Unit 2

- Ezalyth, Queen of the Damned (95 A.P.) with the "Heir of the hydra" spell (8 A.P.)
- Ysilthan, the Bishop of the Ymsur (56 A.P.) equipped with the "Crosier of the Ymsur" artefact (12 A.P.) and with the "Merciless fervour" communion (28 A.P.)
- 1 collector of Mid-Nor (31 A.P.)
- 4 skimmers of Mid-Nor (40 A.P.)

#### Unit 3

- 1 knight of ruin (Leader) (37 A.P.) with the "Leap" ability (+2 A.P.)
- 2 prowlers of the Abyss (62 A.P.)

#### Unit 4

- 1 castle of desolation (Leader) (49 A.P.)
- 2 fire-spitters of Mid-Nor (58 A.P.)

#### Unit 5

- 6 sentinels of Mid-Nor of which one is Leader (136 A.P.)

#### Unit 6

- Asturath the Destroyer (148 A.P.)



# RAG'NAREK

## 60 MINIATURES FOR 1499 A.P.

COMMANDER-IN-CHIEF: YH-KARAS, KING OF THE ABYSS

In this army list most of the fighters are bound to the Colony of Ephorath. A part of the army is made up of other Mid-Nor troops.

### HOST OF THE COLONY OF EPHORATH

#### Unit 1

- Yh-Karas, King of the Abyss (115 A.P.) with the "Scimitar of the Abyss" artefact (8 A.P.)
- 11 warriors of the Abyss (132 A.P.)

#### Unit 2

- Ezalyth, Queen of the Damned (95 A.P.) with the "Heir of the hydra" spell (8 A.P.) and a cyclopean doll (10 A.P.)
- Ysilthan, the Bishop of the Ymsur (56 A.P.) equipped with the "Crosier of the Ymsur" artefact (12 A.P.) and with the "Merciless fervour" communion (28 A.P.)
- 1 collector of Mid-Nor (31 A.P.)
- 8 skimmers of Mid-Nor (80 A.P.)

#### Unit 3

- 1 knight of ruin (Leader) (37 A.P.) with the "Leap" ability (+2 A.P.)
- 4 prowlers of the Abyss (124 A.P.) with the "Scout" ability thanks to the knight of ruin (24 A.P.)

#### Unit 4

- 1 castle of desolation (Leader) (49 A.P.)
- 2 fire-spitters of Mid-Nor (58 A.P.)

#### Unit 5

- 9 sentinels of Mid-Nor of which one is Leader (199 A.P.)

#### Unit 6

- Asturath the Destroyer (148 A.P.)

### AKARANSETH'S HOST

#### Unit 7

- Akaranseth (Leader) (99 A.P.) with a cyclopean doll (10 A.P.)
- 8 scourge bearers (144 A.P.)
- 1 collector of Mid-Nor (25 A.P.) with the "Resurrection of the possessed" miracle (5 A.P.)



## 62 MINIATURES FOR 1999 A.P.

COMMANDER-IN-CHIEF: YH-SABAHAL

In this huge army list, command is given to Yh-Sabahal, the Living Legend of Mid-Nor in person.

### YH-SABAHAL'S HOST

#### Unit 1

- Yh-Sabahal (320 A.P.) with the "Sefhrà the Demonic" artefact (30 A.P.) and a scourge doll (18 A.P.)
- 3 demonic satyrs (54 A.P.)

#### Unit 2

- Akaranseth (Leader) (99 A.P.) with a cyclopean doll (10 A.P.)
- 8 scourge bearers (144 A.P.)
- 1 collector of Mid-Nor (25 A.P.) with the "Resurrection of the possessed" miracle (5 A.P.)

#### Unit 3

- 6 reapers of Mid-Nor (78 A.P.)

### HOST OF THE COLONY OF EPHORATH

#### Unit 3

- Yh-Karas, King of the Abyss (115 A.P.) with the "Scimitar of the Abyss" artefact (8 A.P.)
- 11 warriors of the Abyss (132 A.P.)

#### Unit 4

- Ezalyth, Queen of the Damned (95 A.P.) with the "Heir of the hydra" spell (8 A.P.) and a cyclopean doll (10 A.P.)
- Ysilthan, the Bishop of the Ymsur (56 A.P.), equipped with the "Crosier of the Ymsur" artefact (12 A.P.) and with the "Merciless fervour" communion (28 A.P.)
- 1 collector of Mid-Nor (31 A.P.)
- 8 skimmers of Mid-Nor (80 A.P.)

#### Unit 5

- 1 knight of ruin (Leader) (37 A.P.) with the "Leap" ability (+2 A.P.)
- 4 prowlers of the Abyss (124 A.P.) with the "Scout" ability thanks to the knight of ruin (24 A.P.)

#### Unit 6

- 1 castle of desolation (Leader) (49 A.P.)
- 2 fire-spitters of Mid-Nor (58 A.P.)

#### Unit 7

- 9 sentinels of Mid-Nor of which one is Leader (199 A.P.)

#### Unit 8

- Asturath the Destroyer (148 A.P.)





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