

VOLUME 08



WIRY HAYVIC!

THE CHRONICLES OF THE WORLD OF RACKHAM



RACKHAM COLOR

Discover the colors of your armies!
Learn to paint the orcs of the Behemoth.

DOGS OF WAR

Choosing the right troops for your free company.
Army-by-army tips and examples.

TITAN

Tarascus: Characteristics
and titanic capacities of the first Titan.

RAG'NAROK

The Rag'Narok versions of
the new abilities in *Confrontation 3*.

AARKLASH

The secrets of the army of the Beast revealed / The Sessairs get organized for
the survival of their people / Cadwallon: The schemes of the Usurers..
...

5 EXCLUSIVE CARDS



THE ORCS OF THE BEHEMOTH prayed with all their soul that the Raq'narok never reach them and spare the tree-spirit, the memory of the world. Alas, nothing escapes the avidity of war and every day Darkness creeps ever higher into the mountains. The protect its children, the tree-spirit, in its great wisdom, has split in two and has reincarnated the immortal soul of the prophet Kamahru in the veins of sacred wood. Armed with thunder-rock, Grakkha is his champion and the protector of the sanctuary of the Behemoths.

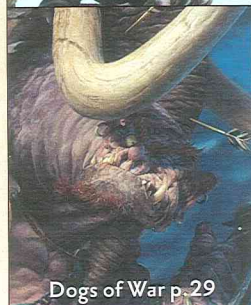
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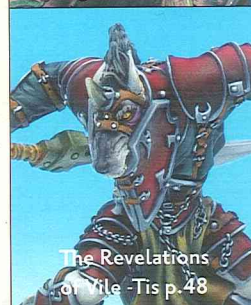
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PUBLISHING DIRECTOR: Jean Bey.
EDITORIAL PROJECT MANAGER: Philippe Chartier.
EDITOR-IN-CHIEF: Sébastien Célerin.
PRODUCTION MANAGER: Nicolas Hutter.
GRAPHIC DESIGN & INFOGRAPHY: Franck Achard, Mathieu Harlaut.
LAYOUT: Gwendal Geoffroy and Goulven Quentel.
PICTURE RESEARCHER: Gwendal Geoffroy.
ASSISTANT EDITOR: Ivo Garcia.
TEXTS: Jean Bey, Arnaud Cuidet, Gwendal Geoffroy, Martin Grandbarbe, Nicolas Raoult and Jérôme Rigal.
HAVE CONTRIBUTED TO THIS ISSUE: Patrice Crespy, Jean-Baptiste Lullien and the Guilde du Dragon Rouge.
ILLUSTRATIONS : Paul Bonner, Gary Chalk, Nicolas Fructus, Édouard Guiton, Florent Maudoux and Paolo Parente.
COVER ILLUSTRATION: Édouard Guiton and Paolo Parente.
MINIATURE SCULPTING: Benoît Cosse, Yannick Fusier, Mauro Gnani, Sean Green, Nicolas N'Guyen, Stéphane NGuyen Van Gioi, Juan Navarro Perez, Olivier Nkweti Lafitte, Elfried Perochon and Stéphane Simon.
RACKHAM PAINTERS: Vincent Fontaine, Martin Grandbarbe, Guillaume Hémerly, Jérôme Otremba and Vincent Proust.
FREELANCE PAINTERS: Frédéric Bisseux, Sébastien Picque.
SCENERY: Vincent Fontaine.
PHOTOGRAPHY: Jean-Baptiste Guiton.
TRANSLATION: Peter Patzak.

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RACKHAM
 44, rue de Lagny, 93 100 Montreuil-sous-Bois, FRANCE
 Tel: + 33. (0) 1.55 86 89 20. Fax: + 33. (0) 1.55 86 89 25
 www.rackham.fr www.rackham-store.com
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CAUTION!
 Some articles in this issue mention accessories that must be handled extremely carefully: the modelling knife with which one can cut oneself, the cyanoacrylate glue that bonds very quickly... We recommend that the youngest players and collectors only do the following activities under adult supervision and always carefully read and follow the instructions supplied with this material.

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CARDS

Tomb raider (Cadwallon)
 Pale (Cadwallon)
 Jester (Cadwallon)
 The Athanor (legendary artifact)
 Stuff (mercenary-ogre artifact)

These cards may not be sold separately from Cry Havoc !.

STUFF

A mercenary staff always be prepared. Whenever the card is necessary and the equipment is ready for his mission. And when one is all almost three meters tall ogre weighing more than 200 kilos, one can carry quite a lot. This way of more or less cards, cards to equip itself in the player.

The use of this card is to be understood before every tactical roll for every fight (unless Stuff). This is only possible if the fighter is free of all equipments. The player then rolls 1d6 and refers to the table below. The roll accords the mercenary ability or equipment used the end of the round.

10) Dispassion
 9) The Ogre's Path
 8) Sacred armor

Rag'Narok is. Only one die is to be rolled for each Unit with one or several mercenary staffs. The result applied to all of the Unit's mercenary ogre.

Only mercenary ogres can be given Stuff, even if they don't have "mercenary staffs". There can be several copies of this card in the same army.

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editorial

The noise of the clash of weapons can already be heard everywhere. *Dogs of War* is here. It's time to give it a try!

This summer will be the occasion to take full advantage of *Dogs of War*. This issue of *Cry Havoc* provides an army-by-army study of the rules to follow in order to build a free company that is competitive right from the start, and lets you try them out with two brand new missions!

In the **Universe** part of this issue, *Cry Havoc* gives a better look at the factions of the Devourers of Vile-tis, the barbarians of the grassy plains of *Δναφδδου*, and the guild of Usurers. Those who enjoy short stories will be thrilled by the account of an incursion led masterfully by a band of horned raiders, and by another one of a battle fought in the snowy peaks of the Behemoth Mountains.

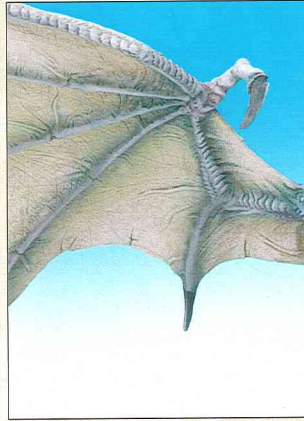
He may be RACKHAM's first miniature out of resin, he still wants to stretch his legs on the battlefields of the *Ραφ'ναρακ*. The happy owners of the first Titan of *Δarklash*, the terrifying tarascus, will be pleased to know that they now have several scenarios devoted to their creature that they can propose to their opponents.

Enjoy, and play on!



CYNWÄLL ELVES

CYNWÄLL DRAGON



CYBO 01

The icy silence of the Behemoth Mountains was suddenly broken by a roar of terrifying strength. A dragon, one of the eternal lords of the peaks, unfolded his majestic wings and flew off into the clear blue heavens. He went to join his allies, the Cynwäll elves, in the battles of the Rag'narok.

An exceptional miniature, the Cynwäll dragon has a majestic and terrifying aura. It is a must-have in every collector's display as well as a devastating creature on the battlefield. It can breathe its legendary flames in hand-to-hand combat and its presence strengthens the Cynwäll troops fighting by its side.

THIS BOX INCLUDES:

1 MINIATURE AND 2 CARDS: CYNWÄLL DRAGON (REFERENCE CARD), THE CYNWÄLL DRAGONS (EXPLANATORY CARD).

CYNWÄLL DRAGON
RANK: CYNWÄLL CREATURE
175 A.P.



LIEL 06



PALADINS OF ALAHAN 3

THIS BLISTER INCLUDES 3 MINIATURES AND 2 CARDS:
 PALADIN OF ALAHAN (REFERENCE CARD),
 THE PALADINS OF ALAHAN (EXPLANATORY CARD).

RANK: LION ELITE.
 25 A.P.

The paladins embody the Kingdom of Alahan's ardent desire for justice. Loyal to the Barhan ideals, they travel the roads and march with the armies to provide help to the oppressed and battle the minions of Darkness. Countless bandits have attacked the paladins with the hope of stealing their sacred weapons, the inalterable attribute of their caste. Never have they succeeded in doing so. (...)

The paladins of Alahan have been given a new sculpture and a slightly improved profile (DEF 4). They are provided with a card explaining how they can become champions of justice (Resolution/I) or champions of virtue (Cure/5).

(...) In reality it isn't the paladin's weapon that is sacred, but rather his soul. In his hands any weapon regains its shine and becomes able to flatten the most powerful of opponents with a single blow. Some paladins have learned to use this power as an instrument of healing. The touch of one of these champions of virtue can then cure deadly wounds.

The paladins of Alahan have been given a new sculpture and a slightly improved profile (DEF 4). They are provided with a card explaining how they can become champions of justice (Resolution/I) or champions of virtue (Cure/5).



LIEL 07



PALADINS OF ALAHAN 4

THIS BLISTER INCLUDES 3 MINIATURES AND 2 CARDS:
 PALADIN OF ALAHAN (REFERENCE CARD),
 THE PALADINS OF ALAHAN (EXPLANATORY CARD).

RANK: LION ELITE.
 25 A.P.



NMCR 02



CHTHONIAN LARVA 1

1 MINIATURE AND 2 CARDS:
 CHTHONIAN LARVA (REFERENCE CARD),
 THE CHTHONIAN LARVAE (EXPLANATORY CARD).

RANK: CREATURE OF MID-NOR
 54 A.P.

The Wolfen warrior was wallowing in his own blood. Pushed by an instinct that was stronger than death, he refused to die. A few meters away, collectors of the Despot were cutting up the corpses of other Wolfen. The army of Mid-Nor was slowly moving toward the forest of the Red Oaks, determined to exterminate the children of Yllia. Worm-like creatures suddenly appeared from the loose ground and joined the horde. (...)

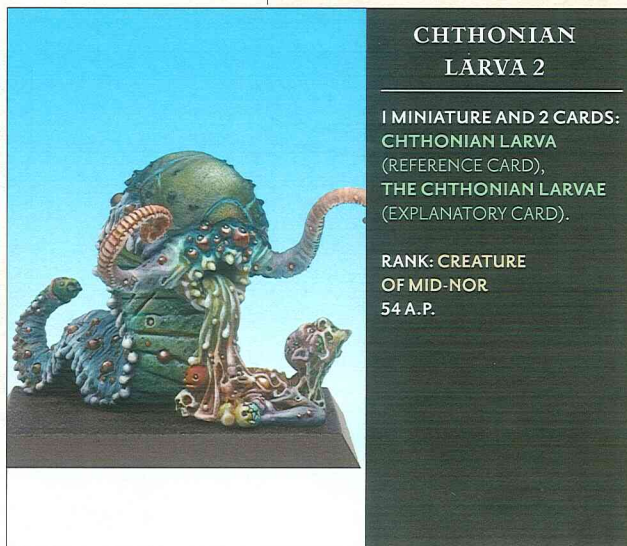
Endowed with Regeneration/5, Cure/4 and a capacity that allows them to resuscitate dwarves of Mid-Nor located within 10 cm or less of them, the chthonian larvae provide priceless support for the possessed fighters placed under their worrisome protection. Should a courageous champion dare defy them, these evil creatures also have STR 8 and RES II.

(...) Under the Wolfen's disbelieving and appalled gaze, the possessed gave their dead and their wounded to the disgusting larvae that either swallowed them up or covered them with a nauseating fluid. After several minutes these monsters gave birth to reanimated corpses and the injuries of the wounded dwarves were healed. The Wolfen retched. Blind rage increased his strength tenfold. He grabbed his broken scythe and suddenly got up. He couldn't let such creatures soil the territory of his pack.

Endowed with Regeneration/5, Cure/4 and a capacity that allows them to resuscitate dwarves of Mid-Nor located within 10 cm or less of them, the chthonian larvae provide priceless support for the possessed fighters placed under their worrisome protection. Should a courageous champion dare defy them, these evil creatures also have STR 8 and RES II.



NMCR 03



CHTHONIAN LARVA 2

1 MINIATURE AND 2 CARDS:
 CHTHONIAN LARVA (REFERENCE CARD),
 THE CHTHONIAN LARVAE (EXPLANATORY CARD).

RANK: CREATURE OF MID-NOR
 54 A.P.



MEEL 01



MERCENARY OFFICER

THIS BLISTER CONTAINS 1 MINIATURE AND 2 CARDS: MERCENARY OFFICER (REFERENCE CARD), CONCORD OF MERCENARIES (ARTIFACT, 12 A.P.).

RANK: CADWALLON ELITE 30 A.P.

I have been in the business for five years now and I have heard about your army, Milord. In the past they said that it was strong, that it instilled fear and imposed law and order... Your law and order. Nowadays I hear that all that's left of your army is old men and children. Rebellion is rumbling at your palace gates and you are looking for dogs of war such as me. Do you know the price of victory? Of my victory?

Mercenaries do not benefit from the leadership of their host army's Commanders. Mercenary officers correct this inconvenience with their "Leadership/10" ability. They also have well-balanced characteristics (INI 4, ATT/STR 5/6, DEF/RES 4/6) and a pistol (STR 6, range 10-15-20). They make excellent captains for companies in *Dogs of War*. These officers are supplied with Concord of Mercenaries, an artifact that gives the "Resolution/X" ability to all Mercenaries within their leadership range.



ORAR 01



THE ORCISH HORDES

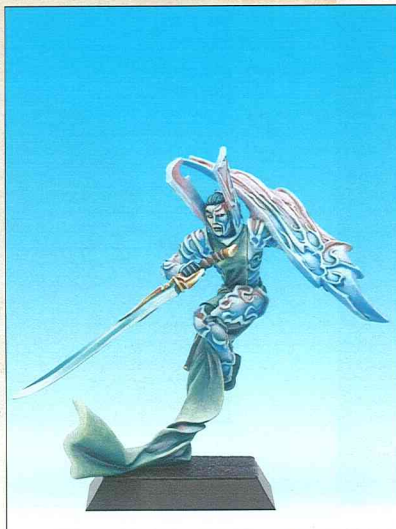
16 CARDS: ILLUSTRATED CARD, THE ORCISH HORDES (EXPLANATORY CARD), THE THUNDER RIDERS (EXPLANATORY CARD), THE TORCHES OF GERIKÁN (EXPLANATORY CARD), THE LONG SUN (EXPLANATORY CARD), THE SARKÁI NOMADS (EXPLANATORY CARD), THE VULTURE'S CLAWS (EXPLANATORY CARD), JACKAL'S LAIR (EXPLANATORY CARD), THE ARMY OF THE TWO SUNS (EXPLANATORY CARD), INCENDIARY ORC (REFERENCE CARD), GUARDIAN OF JACKAL (REFERENCE CARD), TARRUN, SON OF UMRAN KAL (REFERENCE CARD), KAL SHADAR, AMOK SLAYER (REFERENCE CARD), MOKORO SEED (SPELL, 15 A.P.), FUR OF THE WILD BEAST (ARTIFACT OF VARIABLE VALUE), TRIBAL TATTOO (ARTIFACT, 2 A.P.)

The Orcish Hordes pack of cards allows armies of the orcs of Bran-Ô-Kor to be customized according to the specificities and special capacities of one of the seven provided hordes. Some highlight the army's emblematic fighters, such as the brontops riders, while others give privilege to the use of magic or abilities that one wouldn't expect from a warrior people.

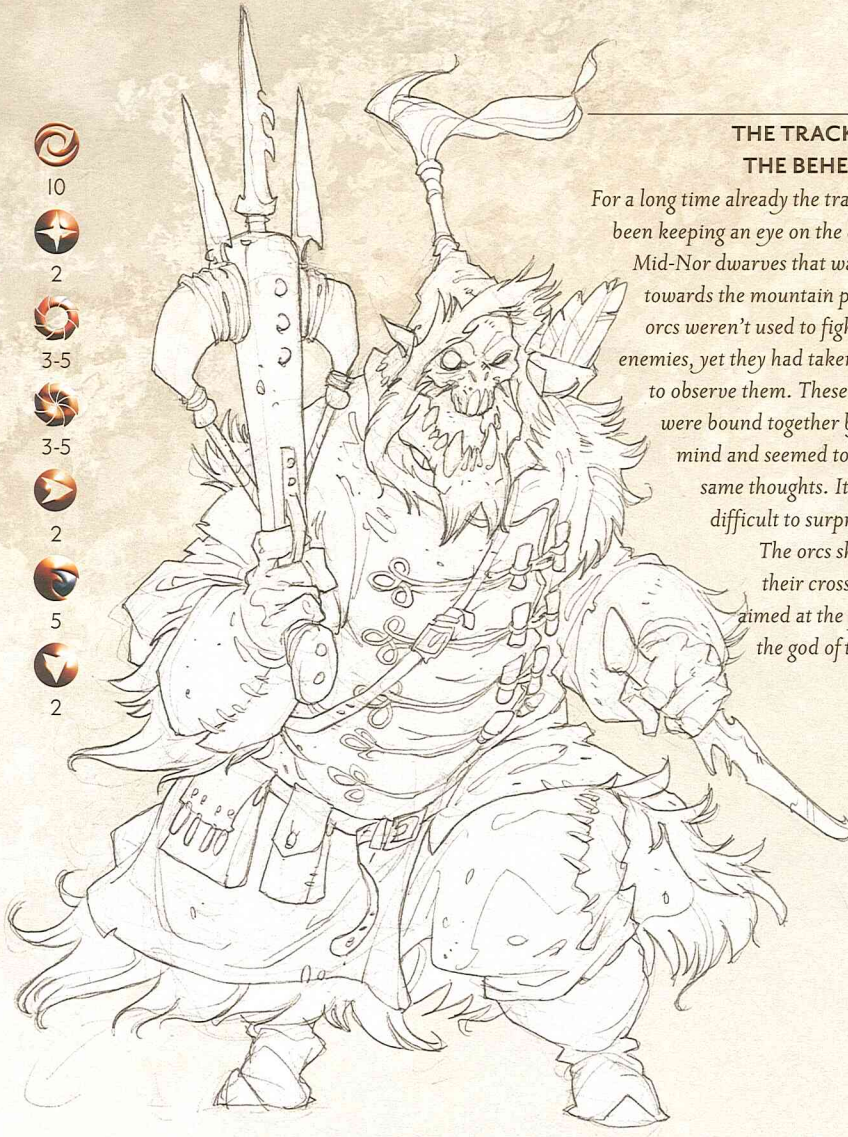
PREVIEW JUNE

CYNWÁLL KHIDARÿMS

The khidarÿms are the personal guard of the Guide, the supreme leader of the Republic of Lanever. These exceptional warriors embody the perfection of the Cynwáll art of war: an incredibly strong mind, a body trained in the strictest of discipline and a combat style unrivalled on Aarklash. Those they protect must not die.

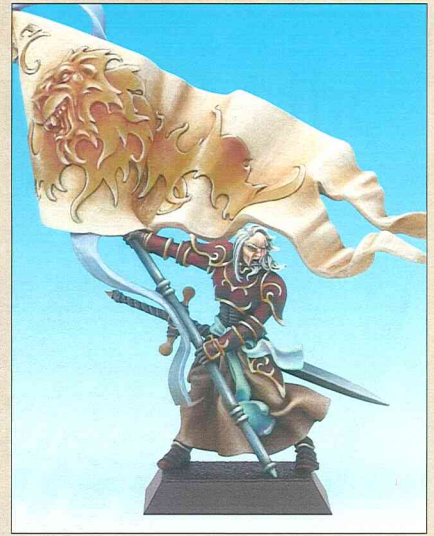


-  10
-  2
-  3-5
-  3-5
-  2
-  5
-  2



THE TRACKERS OF THE BEHEMOTHS

For a long time already the trackers had been keeping an eye on the column of Mid-Nor dwarves that was moving towards the mountain peaks. The orcs weren't used to fighting such enemies, yet they had taken the time to observe them. These monsters were bound together by a single mind and seemed to share the same thoughts. It would be difficult to surprise them. The orcs shouldered their crossbows and aimed at the faithful of the god of the Abyss.

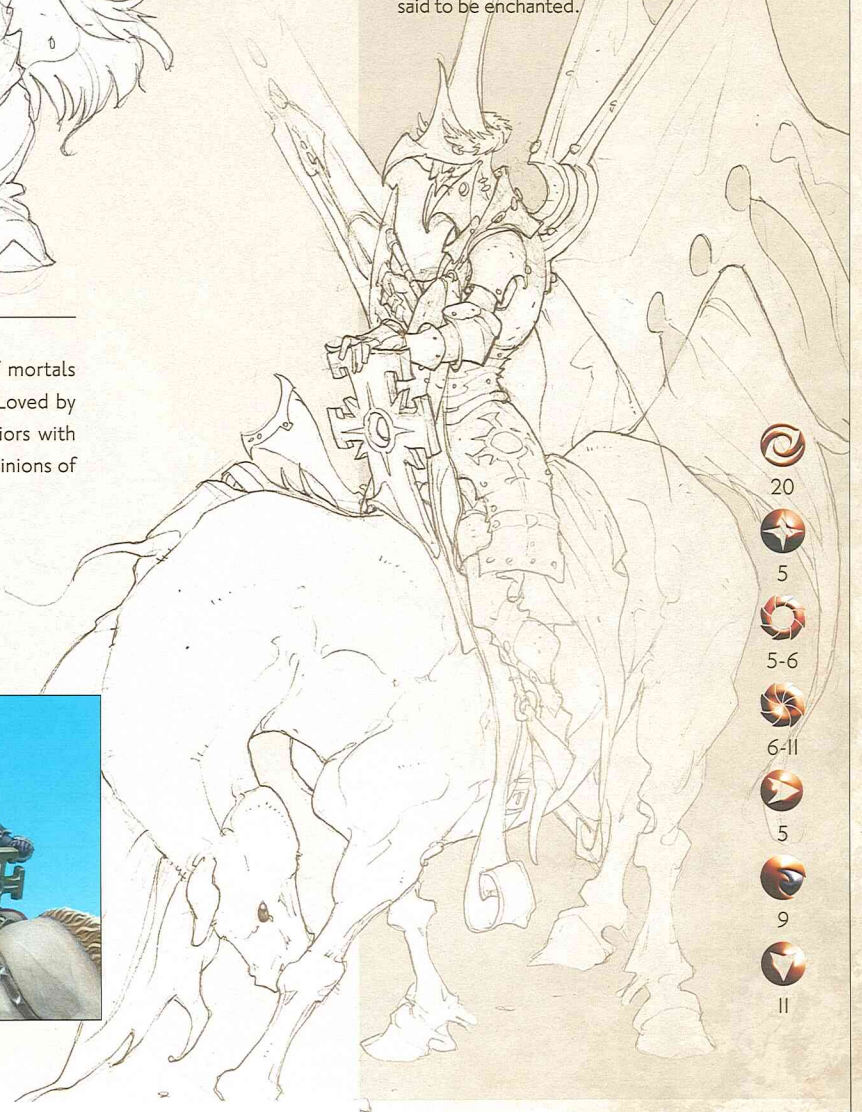
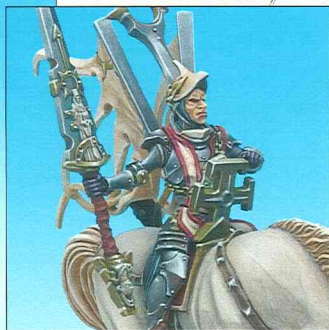


STANDARD-BEARER OF THE LION

Oriazur is the name of the Kingdom of Alahan's standard. Wielded by the brave, this famous symbol of royal authority over the armies of the Lion has been the object of countless attacks in its long history, yet never has it fallen into the hands of the enemy. The warriors protecting it would give their lives to carry on this tradition and benefit from the powers granted by this standard, which is said to be enchanted.

CARDINAL AERTH

In Akkylannie there is an illustrious champion on who the laws of mortals have no grasp: Cardinal Aerth, the prelate-general of the armies. Loved by Merin, the only god, this man of war and of faith inspires his warriors with incomparable passion when leading them into combat against the minions of Darkness.



-  20
-  5
-  5-6
-  6-11
-  5
-  9
-  11

Reversible gaming tiles for all Miniatures Games and Tactical RPG.



Outdoor tiles: Recto-Day/Verso-Night.
Indoor tiles: Different scenery on each side.
Scale of a square: 2.5 x 2.5 cm.

DISCOVER CADWALLON

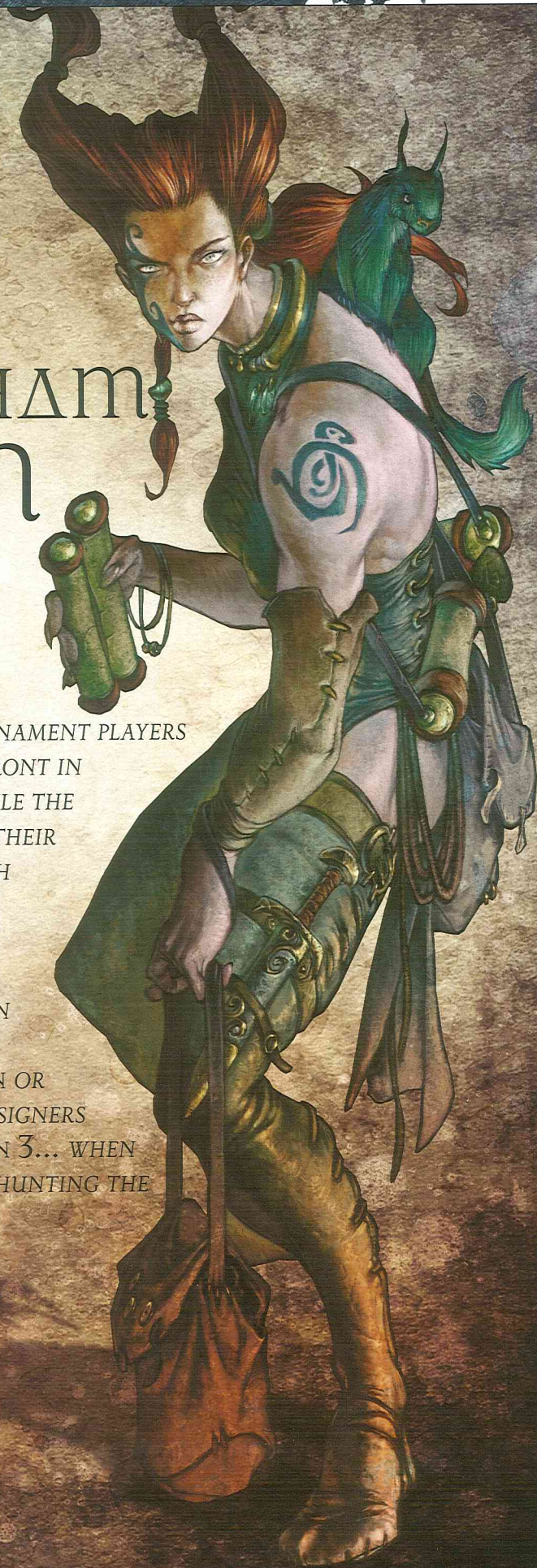


The Tactical RPG
for 28 mm miniatures.

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2006 RACKHAM OPEN

THIS YEAR THE TOURNAMENT PLAYERS WERE ABLE TO CONFRONT IN FEVERISH JOUSTS WHILE THE VISITORS TRIED OUT THEIR PAINTING SKILLS WITH THE RACKHAM COLOR RANGE OF PAINTS, DISCUSSED OUR SCIENCE-FICTION GAME (AT-43), PLAYED CADWALLON OR CHALLENGED THE DESIGNERS OF CONFRONTATION 3... WHEN THEY WEREN'T BUSY HUNTING THE TARASCUS!



THE TOURNAMENTS

RACKHAM's Event & Tournament team, the *Guilde du Dragon Rouge*, isn't only there to be the link between the associations of RACKHAM game enthusiasts. It also sets the official tournament rules and manages the national and international rankings for *Confrontation* and *Rag'Narok*.

Laurent Nialon, Xavier Giacomini and Frédéric Jacquot, the *Guilde's* three representatives, made sure that the Paris Open's jousts went smoothly. The scenarios and official rules used at this event are available at <http://perso.wanadoo.fr/-GDR-/>.

“EVERYTHING IS
UNDER CONTROL!”

—THE GUILDE DU DRAGON
ROUGE AT THE PARIS OPEN

Between each game the good atmosphere was present. Nobody will forget the friendly rivalry between certain clubs (especially those from Brittany?), as well as the “warm-up rounds” between players of enemy armies of *Aarklash*.



**CONFRONTATION :
THE WINNER'S ARMY**

Antoine Soule's army of Lions of Alahan is bound to the barony of Kallienne.

- Migail the Selenite endowed with Solo/Royal blood, Chimerical glaive and a Minor pendant of mirages 80 A.P.
- Mounted musician of the Lion 72 A.P.
- Mounted knight of the Lion 64 A.P.
- 2 royal guardsmen 86 A.P.
- 6 guards of Alahan (STR +2) 72 A.P.
- 2 sparklings 24 A.P.

Strategic value 398 A.P.

This rather versatile list has good strike force thanks to the two horsemen. Their high mobility (MOV 20) gives them an undeniable strategic advantage, especially when charging (STR 15 when charging. Warhorse.)

The royal guardsmen strengthen this strike force thanks to their sacred weapons and armor (not to mention their "Bravery," "Hard-boiled," and "Fanaticism" abilities). The six guards of Alahan provide indispensable support against attempts to overwhelm them by more numerous armies.

The two sparklings have an important strategic role. Their "Flight" ability allows them to avoid a good number of enemies, and, especially, to attack targets from above. The Elementals can also isolate specific opponents by doing dive attacks.

Migail the Selenite's "Solo" capacity lets him transmit his Courage (COU 6) to his companions in arms. Thanks to this and to the "Bravery" ability, this army avoids going into rout in most cases.

What more, chimerical glaive strengthens Migail's attacks, thus making this magician a formidable foe. And his pendant of mirages protects him from shots.

The mounted musician of the Lion is an excellent strategic choice. His high Discipline (DIS 8) provides the Selenite with good odds of winning the Tactical rolls.



CONFRONTATION

The rounds organized by Xavier Giacomini gathered 178 participants, of which about 10% weren't French players! The Paris Open's reputation thus seems to have drawn foreign gamers.

Let's hope that there will be even more of them next year.

The scenarios played for the *Confrontation* tournament were:

- **Saturday:** *The Firestarters, Escort and Take Positions.*
- **Sunday:** *The Three Bridges, Dumb Horse and Timber.*

This tournament's participants were able to witness the strong comeback made by the armies of Bran-Ô-Kor, the Lions of Alahan and the Mid-Nor dwarves. All players used painted armies, often with original color schemes.

The three best players of the consecutive rounds of the fifth *Paris Open* are:

Gold medal: Antoine Soule with an army of Lions of Alahan

Silver medal: Hieu Bieu Luu with an army of the alchemists of Dirz

Bronze medal: Nicolas Tissier with an army of the living-dead of Acheron



RAG'NAREK

The battles organized by Frédéric Jacquot gathered 33 participants.

- **Saturday:** *Crossroads and Emissary*
- **Sunday:** *Oasis and Secret Mission*

The Meanders of Darkness were well ahead of the other armies on Saturday, yet only one of them climbed onto the podium on Sunday.

The three best players of the consecutive rounds of the fifth Paris Open:

Gold medal: José Labouret with an army of the Lodge of Hod under the orders of the renown Templar Commander Sered.

Silver medal: Mikaël Domergue with an army of the House of Sarlath guided by Asura himself.

Bronze medal: Davy De Demo with an army of the barony of Luishana commanded by Dragan d'Orianthe.



RAG'NAROK: THE WINNER'S ARMY

José Labouret's army of the Griffins of Akkylannie bound to the Lodge of Hod.

UNIT GR 01 : 709 A.P.

- Sered, Templar Commander with Crusade/Brotherhood of Hod, the "Emblem of felicity" and "Kelgar'sashes" artifacts, the "Veneration" virtue, the "Obscure flame" spell, the "Chant of the invisible," "Burning of the infidels" and "Absolute dogma" miracles, as well as the "Wrath of the otherworld," "Subversion" and "Morning mist" communions.
- 1 Griffin magistrate with Brotherhood of Hod and Sentence of the condemned
- 1 Griffin magistrate with the "Brotherhood of Hod" crusade capacity
- 12 Griffin fusiliers with the "Brotherhood of Hod" crusade capacity, the "Solo/Vanguard" capacity and Consecration

UNIT GR 02 : 102 A.P.

- Griffin fusilier with the "Brotherhood of Hod" crusade capacity, the "Solo/Vanguard" capacity and Leader status
- 3 Griffin fusiliers with Brotherhood of Hod and Solo/Vanguard

UNIT GR 03 : 161 A.P.

- 7 Griffin fusiliers with Brotherhood of Hod and Solo/Vanguard

UNIT GR 04 : 88 A.P.

- Garell the Redeemer with the "Brotherhood of Hod" crusade capacity

UNIT GR 05 : 103 P.A.

- 1 legionary of repentance (Leader) with Brotherhood of Hod and Solo/Vanguard
- 4 legionaries of repentance with Brotherhood of Hod, Solo/Vanguard and Consecration

UNIT GR 06 : 225 A.P.

- 1 thallion rider (judge) with Brotherhood of Hod and Leader status
- 4 thallion riders (judge) with the "Brotherhood of Hod" crusade capacity

UNIT GR 07 : 139 A.P.

- 1 thallion rider (executioner) with Brotherhood of Hod and Leader status
- 2 thallion riders (executioner) with Brotherhood of Hod

UNIT GR 08 : 472 A.P.

- Eschelius the Ardent with Brotherhood of Hod, the "Blade of Last Judgment" and "Arcavius's fist" artifacts, the "Grace of the Inquisition" and "Ardent blast" spells, and accompanied by two familiars of Fire
- 1 Griffin inquisitor with the "Brotherhood of Hod" crusade capacity, the "Grace of the Inquisition" spell and Consecration
- 3 thallion riders (executioner) with Brotherhood of Hod

Strategic value: 47 miniatures for 1999 A.P.

Oriented more towards firing, this army makes full use of the Lodge of Hod's ability to ambush (thanks to Solo/Vanguard which provides Scout).

Though its numbers are small, it can be deployed practically anywhere on the battlefield and strike its opponents at the right moment thanks to the Rapid fire of the Griffin fusiliers or to efficient Charges by legionaries of repentance hiding in ambush.

Its Commander in chief is also able to deploy as a scout with his men. This allows him to either get into a defensive position or to give support to a powerful assault. The pillar of this army, he can easily control a whole part of the enemy army by paralyzing its movements using Subversion, by blocking its lines of sight using Morning mist or by unleashing a true deluge of fire by combining the fusiliers' sustained fire with Wrath of the otherworld.

The cavalry plays two roles: the continual harassment of enemy troops by the judges and violent assaults by the executioners. This allows the use of speed to take control of crucial objectives and thus succeed the missions while remaining in small groups for maximum mobility.

Eschelius the Ardent's Unit, though it has a high Strategic Value, marvelously does the job of blocking big enemy Units that it neutralizes using its resilience to blows and its capacity to inflict heavy losses using the "Ardent blast" spell.

Playing this army requires great finesse, for it doesn't have a high number of fighters. What more, the latter are often very fragile, unlike most Griffins. Each fighter's placement must be carefully thought out to let the troops combine their actions without exposing themselves to an engagement by a more numerous opponent.

THE FINAL ENCOUNTER

The two gold medallists were invited to confront each other. The stakes of the battle was to determine which army would be able to use the legendary artifact to be presented in *Cry Havoc*, volume 09 when playing official tournaments (until the next Paris Open in 2007).

Antoine Soule and José Labouret clashed on a rectangular table (120 x 60 cm) using assault groups that were conform to the *Dogs of War* rules (125 A.P. each). Yet they weren't allowed to recruit more than ten fighters each and no Incarnated Characters were permitted. Only one copy of each spell, miracle and artifact was authorized.

Four counters (numbered 1 to 4) representing keys were placed face down on the gaming table, since only one of them had any kind of value.

Before the approach the referee randomly selected the key that was to be recovered and kept this information secret. All the players had to do was get a hold of the right counter using the rules on war booty (see *Dogs of War*, p. 97).

The battle was played following the width of the table. The players deployed their troops within 10 cm or less of their edge of the table. Once the pieces of terrain were placed, the players took turns placing the counters on the median line (within 15 cm or more of each other).

José Labouret managed to get hold of the key that allowed the Pure Flame to be freed. This being done, he allowed the Griffins of Akkylannie to use this artifact for only 75 A.P. (instead of 85) in official tournaments. Furthermore, all armies of the Ways of Light can use this legendary artifact during these events.

This advantage is valid until the next Paris Open.

Reminder: *The Athanor* (provided with this issue of *Cry Havoc*) is reserved to the armies of the Meanders of Darkness until the 2006 Monde du Jeu convention.

ACTIVITIES

The tournaments weren't the only activities going on at the Paris Open. Like every year, it was possible to play with the Studio's game designers. Thus up to four players could take on the Tarascus using the scenario published in this issue of *Cry Havoc*. In the meantime the designer of the third edition of *Confrontation* defended himself from many challengers.

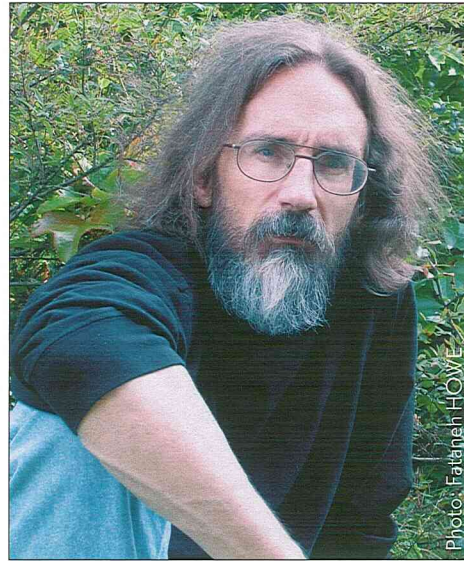


Photo: Fabrice HOWE

The Paris Open isn't only a place where you can play. The visitors were able to watch the Studio's sculptors and painters work on miniatures that aren't available yet. The Studio's artists answered the questions of countless visitors whenever their stand wasn't being rushed by illustration enthusiasts who were there to get an autographed drawing by Paolo Parente or John Howe!

And the Paris Open is also the opportunity to discover all kinds of new and future releases.

CADWALLEN

Some of the Studio's members proposed two different scenarios for *Cadwallon*. These stories were actually the two parts of the same intrigue that you'll be able to discover in the upcoming issues of *Cry Havoc*.

While one of these tables was especially tactical due to its context (rather unsafe streets at nightfall), the other one had more of an investigation feel to it. So everyone was able to see that *Cadwallon* is a role-playing game with miniatures while remaining a bona fide role-playing game, meaning a game with a special atmosphere.

These games caught the attention of many visitors, among which some remained standing for hours in order to follow the game's story!

RACKHAM CELER

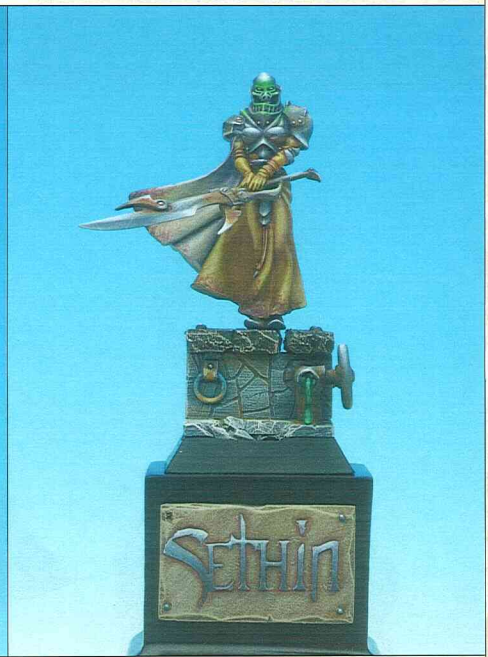
Now not only the RACKHAM painters can use this range of paints. Enthusiasts of beautiful miniatures were able to try them out at the tables set up especially for this. This notably allowed several of the painting and conversion contest's participants to finish their entries' paintjobs! Luckily so, for some of this year's winners would surely not have won the first prize if they hadn't had the time and opportunity to give their entries their finishing touch.

It was also possible to ask for tips and autographs from Vincent Fontaine's team of painters. Some secret painting techniques were even revealed in discussions between visitors and the painters. That those who weren't there be reassured; they will discover them in the upcoming issues of *Cry Havoc*! Already in the next issue the Workshop section will include a gallery of the best pieces that were entered in the contest.

PAINTING AND CONVERSION CONTEST OF THE 2006 PARIS OPEN

15+ PRIZES
♦ CATEGORIES A AND D ♦

AYRAL DAVID



PAINTING AND CONVERSION CONTEST
OF THE 2006 PARIS OPEN

1st PRIZES

• CATEGORIES B, C AND E •

ΔÏ+MEHDI MØHAMED



BREI+WIESER TOM



BÉCHU BRUNO



Δ†-43

Visitors to the Paris Open also had the opportunity to discover the first miniatures of our science-fiction game, AT-43. Between two activities they were able to glean a bit of information from the team members responsible for the development of this new universe.

AT-43 involves a merciless war that the human nations – divided into big factions after an invasion attempt of their world by entities coming from a faraway galaxy – wage against each other while continuing the struggle against their common enemy.

Foot soldiers, elite troops in armored suits and huge combat walkers confront each other in a game that asserts its heritage of the great classics of miniatures games while bringing loads of innovations: original army schemes (a scheme for each army and not one for all armies), original *gameplay* (a brand new way of playing shots); scenarios with tactical and strategic goals whose control influences the course of the game.

While waiting for *Cry Havoc* to reveal further exclusive information on AT-43, here are a few lines taken from this game, which is to be released next winter.

See you then!

For centuries we confronted each other on our world of origin. For power, for riches or for glory. During all this time our civilization advanced and war evolved accordingly. Until our gaze turned towards the heavens and beyond. We then conquered other planets that in turn also became battlefields. Arrogant humans, so proud of our science, so convinced of our certitudes... We believed that we were alone in the universe, alone to tear each other apart for its control. We were wrong.

Year 43 after the Trauma. Nothing has changed... yet everything is so different.



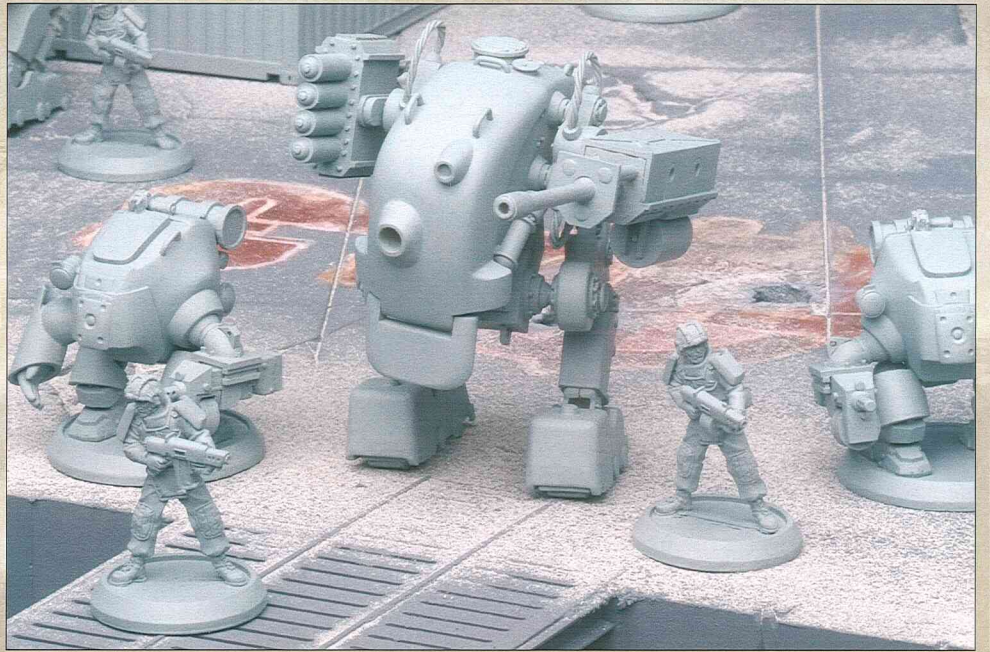
The comrade lieutenant gave the order to attack. Ivan didn't lack in courage, but in this inferno of multicolored flames strewn with the carcasses of machines that no human could have designed, he felt himself hesitate. Man was an intruder on this planet and he, a soldier of the revolutionary forces, couldn't understand what the central government was doing here. Only his faith in the revolution allowed him to keep his fear at bay. Discipline got the upper hand again. Ivan got up. Using the improvised barricade for support, he firmly pointed his rifle in the direction indicated by the officer.

The enemy was there. Figures made blurry by the stinking vapors that filled the atmosphere moved in leaps from cover to cover. Ivan aimed at one and pulled the trigger. The whole squad unleashed a deluge of fire. The comrade lieutenant signaled Wuong and Kalid to shoulder their rocket launchers and shoot. In the wake of the burning gases ejected by the two rockets the air was lit up enough for Ivan to see his target: an enormous two-legged figure. A combat walker was following the enemy infantry. The comrade lieutenant grabbed his communicator, surely to call for reinforcements. Ivan loaded another charger into his rifle. At the same time two powerful beams of light shot forth from the enemy walker, slicing through the smoke and burning black lines into the ground, just in front of the barricade. The situation wasn't good.

And then the earth suddenly started shaking. Something was rising from the ground between the two camps. It was humongous and black as night... a being covered with razor sharp outgrowths and with an almost human-like face in the middle of its heavy body.

The comrade lieutenant just had time to shout "An invader!" before exploding in a burst of blood. Half of the squad suffered the same fate as him. The creature, however, hadn't moved.

The rocket launcher that Kalid had just reloaded landed at Ivan's feet. The young soldier picked it up, hoping that the comrade engineers of the revolutionary forces had provided his unit with a weapon that worked against these creatures.





CATEGORY A : ORIGINAL PIECE OF INFANTRY BASE

The chosen miniature must be from the Rackham range of miniatures. No modifications may have been made to the miniature. Only the quality of the paintjob is taken into account by the jury.

CATEGORY B : ORIGINAL PIECE ON CREATURE OR CAVALRY BASE

The chosen miniature must be from the Rackham range of miniatures. No modifications may have been made to the miniature. Only the quality of the paintjob is taken into account by the jury.

CATEGORY C : CONVERSION

The presented miniatures may have been modified using parts from other models or sculpted elements. Except for the latter, all parts used must be from the Rackham range of products. For this category the members of the jury take into account the quality of the paintjob as well as the conversion's quality and originality.

BASES: For these three categories only Rackham bases may be used. They can, however, be painted, textured and decorated as desired. For the Conversion category the base's size can be freely chosen and an Infantry miniature can be presented on a Creature or Cavalry base.

MONDE DU JEU 2005

PAINTING AND CONVERSION CONTEST

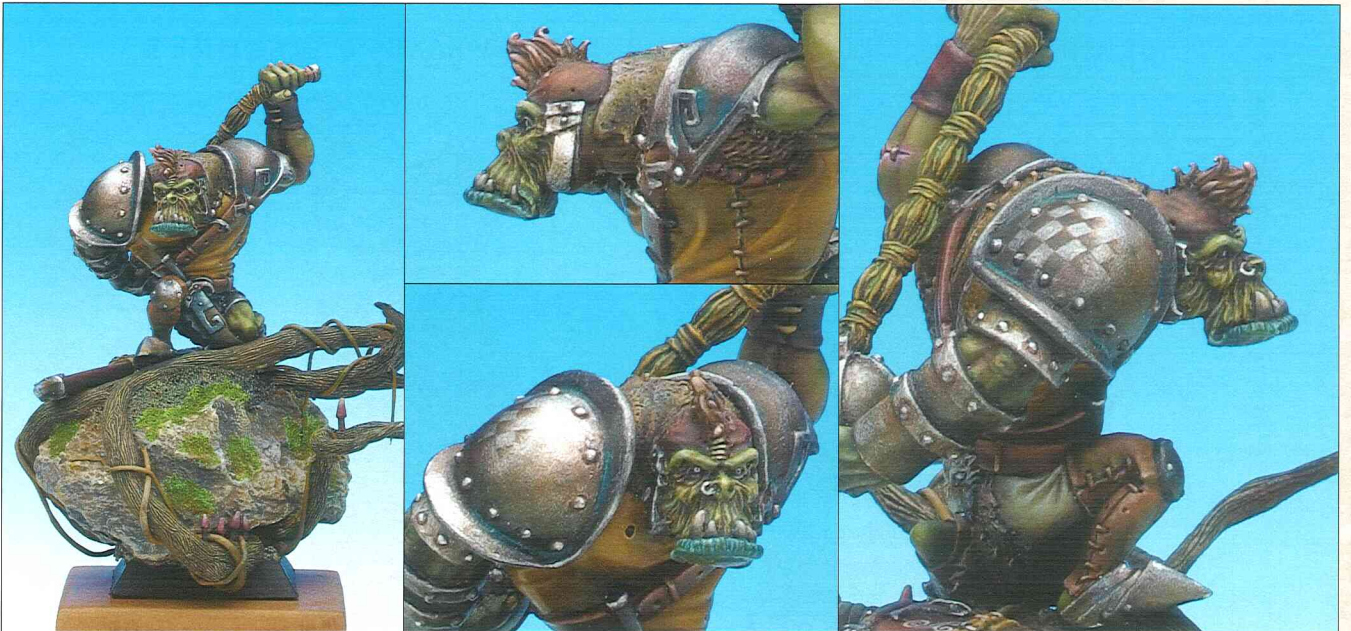
WITH THE ANNUAL MONDE DU JEU CONVENTION IN PARIS BECOMING EVER MORE POPULAR, THE RACKHAM BOOTH IS VISITED BY GROWING NUMBERS OF SCALE MODEL AND PAINTING ENTHUSIASTS. THIS YEAR THE NUMBER OF PIECES THAT WERE ENTERED IN OUR CONTEST HAS ALSO INCREASED. THE VERY ACTIVE COMMUNITY OF MINIATURES PAINTERS NOT BEING STINGY WITH ITS USEFUL ADVICE, MANY NEW TALENTS SHOW UP EVERY YEAR. CRY HAVOC RENDERS HOMAGE TO ALL THOSE WHO MANAGED TO AMAZE US AT THE 2005 MONDE DU JEU CONVENTION.

1ST PRIZE ♦ PHILIPPE RENAUDE



ORIGINAL PIECE EN INFANTRY BASE CATEGORY A

2ND PRIZE ♦ ROMAIN VAN DEN BERGHE



3RD PRIZE ♦ DAVID AYRAL



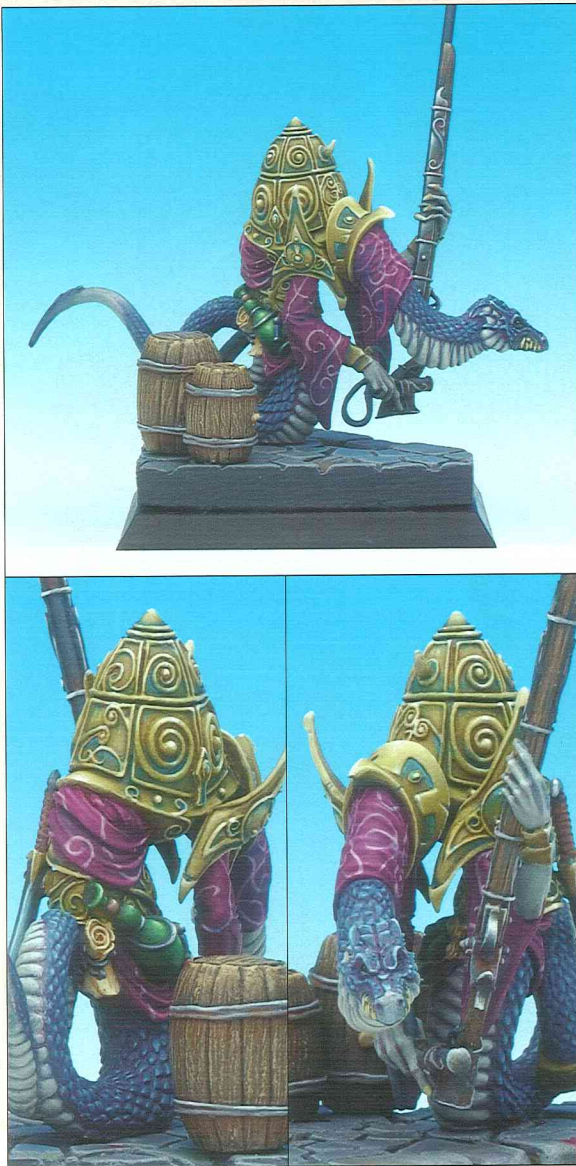
1ST PRIZE ♦ LAURENT EXPPOSITO



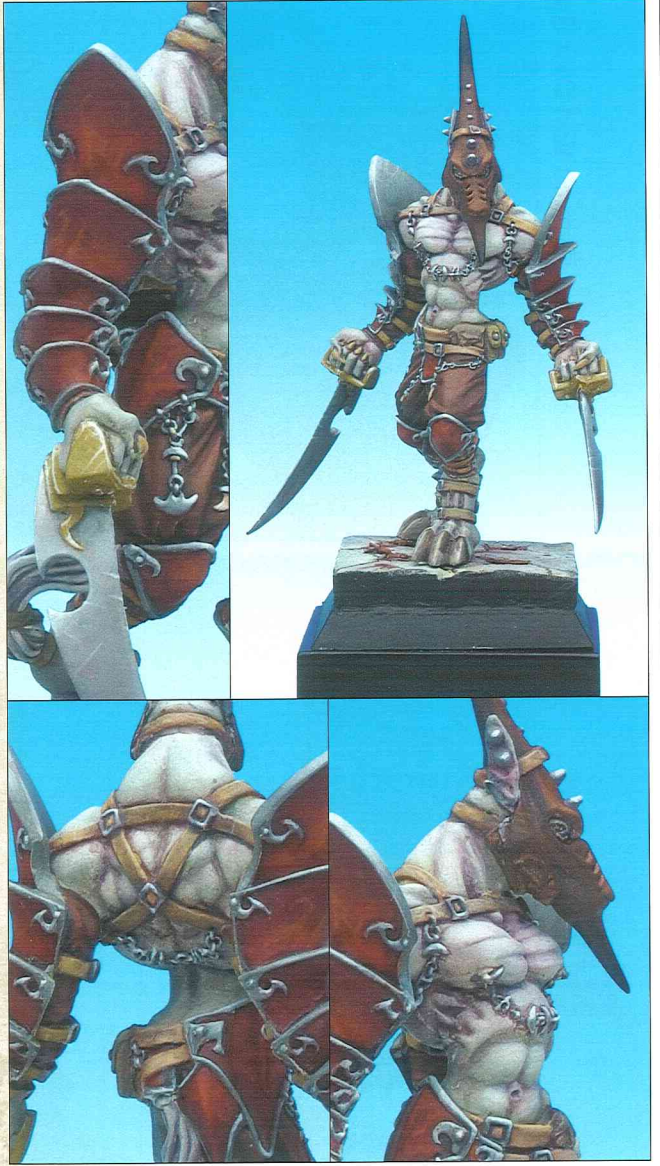
ORIGINAL PIECE EN CREATURE OR CAVALRY BASE

CATEGORY B

2ND PRIZE ♦ CEDRIC LAGACHE



3RD PRIZE ♦ MIKAEL LAVANDIER

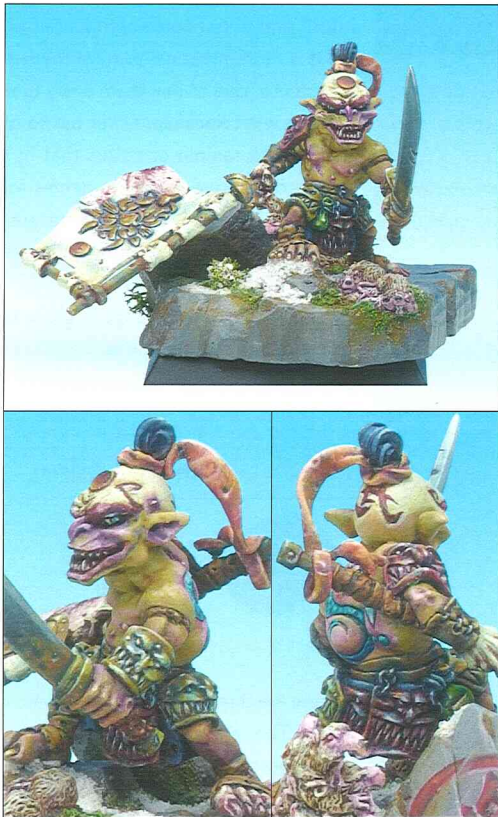


5th PRIZE • DAVID AYRAL ET SEBASTIEN LABRO

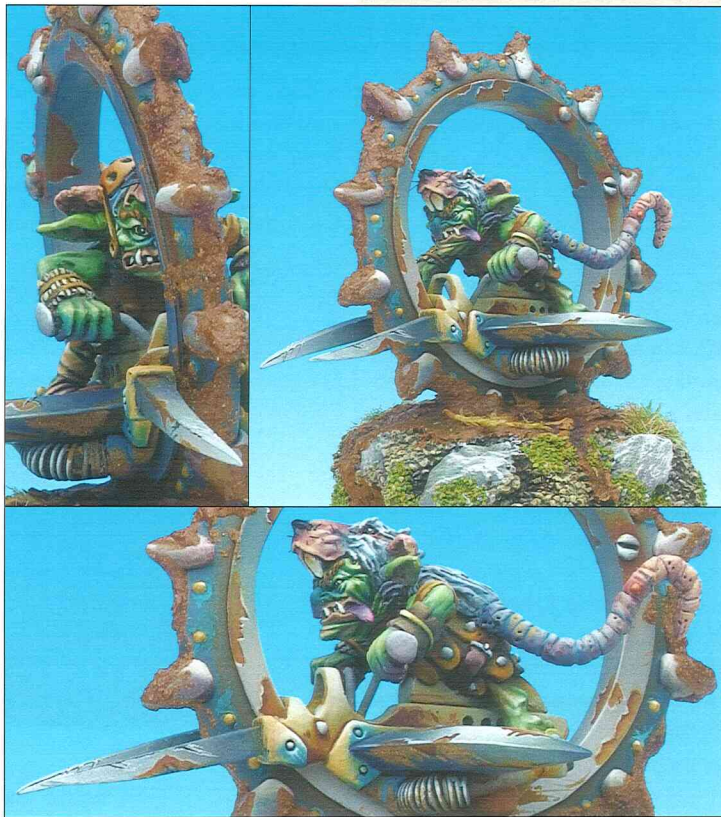


CONVERSION CATEGORIE C

2nd PRIZE • DIDIER GUICHARD



3rd PRIZE • PHILIPPE RENAUDE



STARTER PAINT SET

SET D'INITIATION PEINTURE • STARTER SET DI PITTURA
SET DE INICIACIÓN DE PINTURA • FARB-STARTER-SET



RACKHAM COLOR

WHILE THOSE WHO VISIT CONVENTIONS (AND ESPECIALLY THE FRENCH OPENS) ARE ABLE TO MEET THE MEMBERS OF THE RACKHAM STUDIO AND DISCOVER THEIR KNOW-HOW, MOST OF YOU ONLY HAVE YOUR BIMONTHLY ISSUE OF CRY HAVOC TO HELP YOU MASTER THESE TECHNIQUES. IT IS NOW EASIER TO COMPREHEND THE ARTICLES IN THIS COLUMN, FOR THE COLORS MENTIONED BY THE STUDIO'S PAINTERS ARE THOSE OF THE OFFICIAL RACKHAM COLOR RANGE OF PAINTS!

A RANGE FOR AARKLASH

After having worked with products of various brands for a long time, our painters have identified about twenty indispensable colors to which many others have been added to allow you to paint more comfortably. Thus, the Rackham Color range of paints already includes a palette of fifty different colors covering all shades selected to paint the fighters of the Rag'narok. The studio's requirements have also taken into account criteria of quality: luminosity, covering power and transparency, fluidity and resistance.

Various projects were studied. One was to produce several boxes: a starter set and then three boxes bound to the various paths of alliance (Light, Destiny and Darkness). This idea gave way to a single starter set that can be complemented with separately sold pots. Whereas the Starter Paint Set is aimed mainly

at beginners, the separately sold pots are more for experienced painters who know which colors they need.

The first fifty colors make up a coherent whole. With the arrival of AT-43, our science fiction universe,



they will be completed by more futuristic shades. This will also be the opportunity to add metallic colors and to offer hues and inks.

The studio's requirements for quality are expressed through the tools we create and that we wish to make available to everyone. That's why our range of paints has been designed for painting miniatures used for gaming as well as those for contests or exhibitions. Therefore the quality demanded by Vincent Fontaine and his team will satisfy players (with its heightened resistance to wear and tear) as well as painters (the paints are richer in pigments, thus less bland, with a more legible and luminous result and higher covering power).

PRINCIPLES OF PAINTING

When the colors are balanced with each other, one can speak of harmony. This is what is sought when painting, be it on a miniature or a canvas. Harmony is the result of the combination of colors as well as of their quality (luminosity) and their quantity (surface). With experience and some know-how, anybody can find the right color, meaning exactly the one that is desired. There is no magic formula to learn in this apprenticeship. It's all a question of practice and patience.

The result of a miniature's paintjob owes as much to the color scheme as to the richness of the colors used. There is no miracle shade that is sufficient on its own. The shades in a range of paints come from the primary colors and are then mixed: primary colors, secondary colors, tertiary colors, intermediate colors, and so on. Some blends are frequently used and it is more practical to have them available in a pot than to have to mix them every time.

That is what Rackham Color has to offer: a range of shades, a sample of colors that fit to Aarklash. These colors have evocative names for those who know this universe. They provide pre-established blends for ease of painting and the chromatic scheme of the miniatures.

While waiting for the range to grow, here's how to make the most of the Starter Paint Set and the fifty colors that already exist.

Primary colors



There are three primary colors: cyan, magenta and yellow. They are called "primary" because they cannot be gotten from any other colors. When these

RACKHAM COLOR CHART



three colors are mixed in equal proportions, the result is a brown that is close to black due to the pigments that usually aren't pure and dense enough.

Physics and art have different interpretations of these primary colors and their relation to absolute black and white. In physics, light (white) can be split into a spectrum made up of these three colors and their complementary ones. Black is the absence of light.

In painting, on the other hand, white is the absence of pigments and black is the mix of the primary pigments.

Yet this color is not easily gotten using the primary colors. It is therefore necessary to use black created using specific pigments. Similarly, because the absence of pigments cannot be gotten using the primary colors, a white paint is also required.

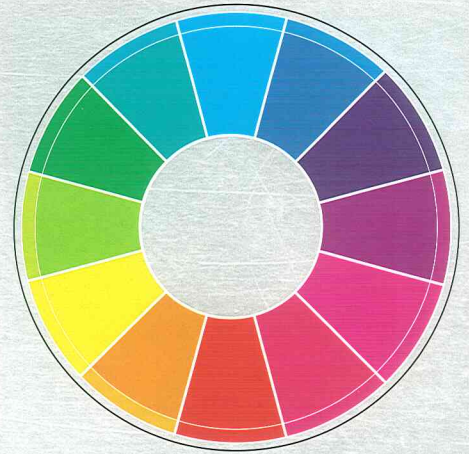
Using the primary colors, black and white, one can get all of the colors one desires. These essential shades are therefore included in the Starter Paint Set: Accursed Black, Eternal White, Lahn Yellow, Ephren

Blue and Rackham Red. Though this last color is not a primary one (the magenta in our range is in fact *Celestial Pink*), it remains an indispensable basic color. What more, the blend required to get it is hard to make. The box also includes a shade of brown (*Soil of Avagdu*) and of green (*Diisha Green*), a flesh color (*Pearly Flesh*) as well as a metallic color (*Polished Silver*).

Secondary colors



Each primary color has a complementary one, which is gotten by mixing the two other primary colors:

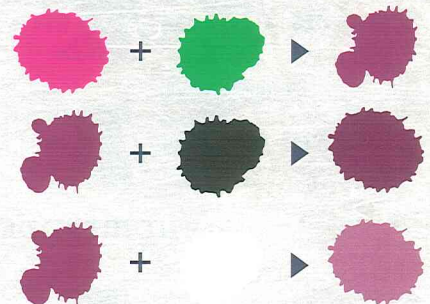


green for magenta, orange for cyan, and purple for yellow. Primary and complementary colors therefore provide an interesting contrast. Using a complementary color to contrast and highlight a primary one, or vice versa, is a technique that has been widely used. The secondary colors in our range of paints are *Diisha Green* (included in the Starter Paint Set), *Merin's Fire* and *Divine Purple*.

Tertiary and contrasting colors

Tertiary colors are gotten by mixing secondary ones with primary ones. They are generally placed between these on the color circle and allow natural gradations to be gotten due to their proximity to the primary and secondary colors.

A complementary color is also useful for darkening its opposite color on the color circle, and thus to get richer and more natural results than by simply adding black. One can go even further in the various possible blends. By mixing two complementary colors and then separately adding white and black, one gets contrasting colors that combine harmoniously.



Color scheme

From what we have just seen, it becomes clear that one shouldn't simply limit oneself to the colors provided in our range of paints; one should also experiment with various blends. The combining of colors to get deep and rich shades is a basic part of a painter's work. Successfully mixing coherent and



homogenous blends with the chosen colors requires experience.

However, for starters the colors of the *Rackham Color* paints are sufficient. The large size of the pots (20 ml) allows you to practice and at the same time gain in confidence. The use of a palette quickly becomes indispensable for mixing colors. Cleaning this tool after each use prevents the ensuing mixes from becoming “dirty,” especially if the paint hasn’t had time to dry completely.

Before throwing oneself headlong into painting a miniature, one should always take the time to select the colors to be used, especially by testing them. Though one may be tempted to paint the various parts using different colors, it’s better to choose a limited selection of colors and play on nuances. Indeed, if all its parts are highlighted in the same way, the miniature will be a lot less “readable.”

It’s better to define areas or parts that one wishes to highlight, choose a color that stands out from the others for these parts, and paint the rest of the miniature in close yet harmonious shades. When choosing one’s colors, one can use the principle of contrast.

Contrasts

There are various contrasts. They create a dynamic, an opposition between colors that results in mutual intensification or softening. This rule of contrasts is an important element in the theory of colors. For these contrasts to be applied in the best way, the use of a palette of colors, which is fairly limited at first, allows for greater understanding of how they work.

Light-dark

This is the opposition between white and black. Between these two extremes there are infinite shades of gray (light and dark ones). The degree of gray depends on each observer’s visual sensitivity and acuity. Though black and white provide the strongest contrast between light and dark, the primary colors represent the strongest chromatic contrast (equilateral agreement in the color circle). The strength of these contrasts diminishes the further one gets from the primary colors. Thus, the contrast between orange, green and purple is less intense. The contrast between tertiary colors is even weaker. Any pure color can form a contrast of this sort.

Warm-cold

This contrast is defined by the subjective difference between colors. The distinctions of warm and cold are always relative and are therefore left to one’s appreciation. This classification allows a range of colors to be chosen that suggests and creates a certain atmosphere. Contrasting shades are chosen from the opposing range of colors. *Fusion Red* is the warmest color; *Antique Green* and *Patina Green* are the coldest ones.

HOISTING COLORS

In the following chart are the principle colors of the peoples of Aarklash. This list is not exhaustive and will be completed when new shades are released.

THE WAYS OF LIGHT

Lions of Alahan



Griffins of Akkylannie



Sessair Kelts



Cynwäll elves



THE PATHS OF DESTINY

Goblins of No-Dan-Kar



Orcs of Bran-Ô-Kor



Dwarves of Tir-Nâ-Bor



Wolfen of Yllia

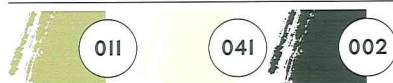


Devourers of Vile-Tis



THE MEANDERS OF DARKNESS

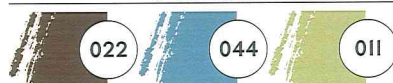
Limbo of Acheron



Alchemists of Dirz



Drune Kelts



Dwarves of Mid-Nor



Ophidian Alliance

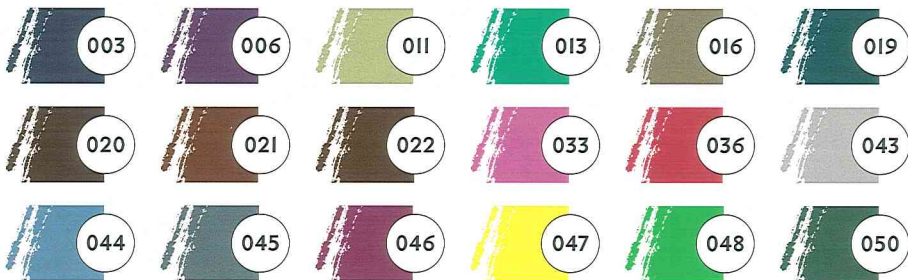


COLOR CLASSIFICATION BY PATH

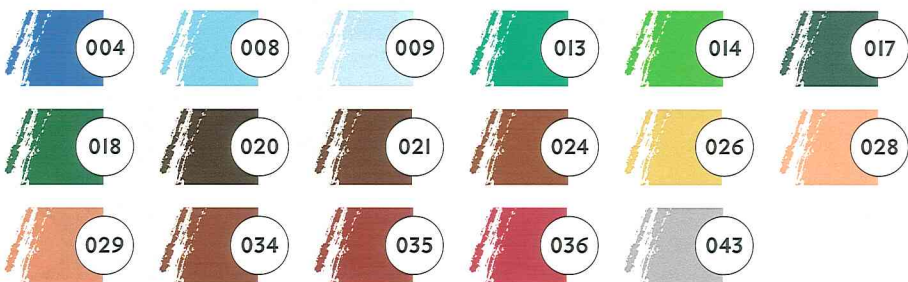
THE WAYS OF LIGHT



THE PATHS OF DESTINY



THE MEANDERS OF DARKNESS



Warm colors are used to make the foreground in an image seem nearer. The warm-cold contrast stands out the most and, to strengthen it, it is best that the corresponding colors are relatively close to each other on the color circle.

The *Rackham* Color shades can be classified according to the paths of alliance of the Rag'narok. Some colors are used by all three groups. Thus, a miniature bound to the Meanders of Darkness can be painted with colors associated with this path, and then be highlighted using one or two colors bound to the Ways of Light or the Paths of Destiny.

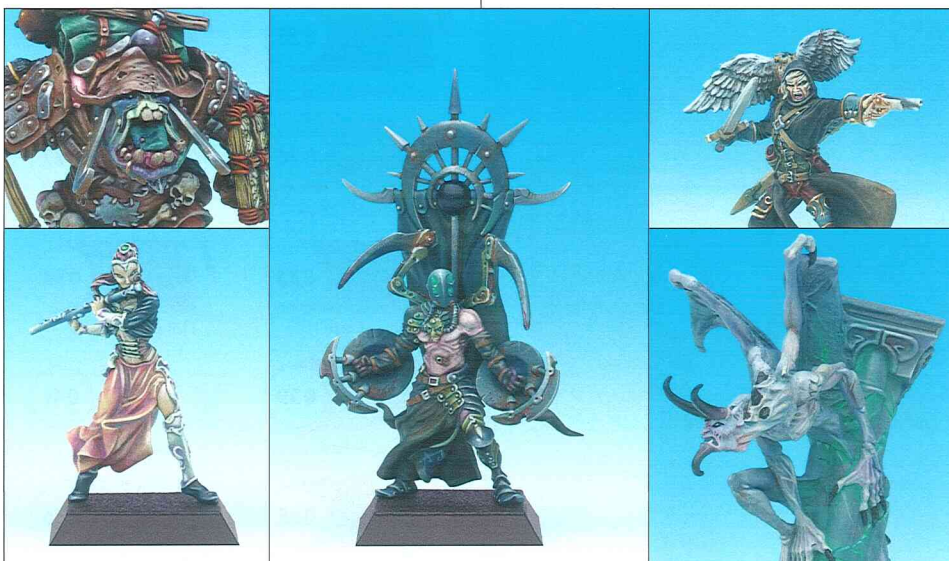
Influence of complementary colors

The complementary colors are diagonally across in the color circle. They mutually intensify each other to reach a maximum contrast in color and light. However, their mix destroys them by producing colored shades of gray. By decomposing the pairs of complementary colors, one can see that they contain the primary colors.

If one carefully mixes complementary colors, one gets a series of grays. With this contrast, one can use a limited palette of colors. Based on a given color (the pure color and the neighboring shades in the color circle), contrasts are added using small amounts of the complementary color here and there.

Contrast between quality and quantity

- The notion of a color's quality involves the color's degree of purity or saturation. The contrast in quality designates the opposition between pure colors (luminous) and weakened ones (which are duller). To get such a contrast, a pure color is placed next to weakened ones, meaning that they are created by mixing the chosen color with its complementary one. This is the **faded light effect**.
- The contrast in quantity concerns the surface ratio of two or more colors. This is simply the ratio in proportions between the chosen colors. The size of the area painted in the same color has an important effect on the overall rendering of the miniature or painting. A color's strength of expression is determined by two factors: luminosity (the light-dark contrast) and quantity.





PAINTING GUIDE THE MOUNTAINEERS OF THE BEHEMOTH

WITH THE RELEASE OF THE RACKHAM COLOR RANGE OF PAINTS AS WELL AS OF THE ORCS OF THE BEHEMOTH, THE PAINTING GUIDE IS GIVEN A FRESH LAYOUT FOR THE NEW FORMAT OF CRY HAVOC. THESE ARTICLES WILL NOW TREAT THE PAINTING OF MINIATURES FROM TWO DIFFERENT POINTS OF VIEW: FROM A GAMER'S AND FROM A PAINTER'S. THE TECHNIQUES MENTIONED IN THIS ARTICLE ARE EXPLAINED IN THE GUIDE INCLUDED IN THE STARER PAINT SET.

AN ELITE TRIED BY THE COLD

The mountaineers of the Behemoth are more heavily loaded than their warrior of the wind companions. Their paintjob has to be carefully planned so that their various parts remain in harmony and that the whole remains legible. Two consecutive approaches can be used. The first one is to paint the miniature while avoiding getting too deep into the details, yet without sacrificing the esthetic qualities of the paintjob. In this case the goal is to get a miniature made to play with. The second approach is to continue the work that has already been done to reach a more detailed result that is more apt to please fans of beautiful paintjobs. In this case the miniature is brought to life by delving deep into the details and representing the effects of time and the surroundings on the miniature. Whichever approach is chosen, one first has to decide on the atmosphere one wishes to create for the miniature. To do so, one often simply has to imagine the miniature in its context. For the mountaineers of the Behemoth this is the Behemoth Mountains, an environment with an extremely rude climate where only an extraordinary ability to adapt allows for survival. And only Elokani knows how to do this... One therefore has to imagine the most chilling cold, the most biting wind and the most jagged landscape to visualize the conditions these orcs live in at the borders of the barony of Acheron. Rudimentary. This word must come to mind when painting these brave fighters. The huge coats covering them suffer the bad weather of this hostile

region in addition to the endless skirmishes with the undead... The miniature's overall paintjob will therefore be done using natural hues and its gear should appear to be old and battered.

PAINTING FOR A GAMING TABLE

Basic colors

The casting mark is completely removed and the miniature is given a gray undercoat to get a chromatically colder ambiance. Each part is undercoated and then painted separately. The parts are only assembled at the end, before adding the final sparkles of light.



Several useful colors

- | | |
|---|--|
|  001
Eternal White |  002
Accursed Black |
|  003
Abyssal Blue |  011
Dead Flesh |
|  017
Avaqddu Green |  020
Dirty Leather |
|  021
Beastly Flesh |  022
Sail of Avaqddu |
|  023
Kallienne Yellow |  024
Syhar Sail |
|  026
Parchent Yellow |  027
Elven Flesh |
|  033
Fiend Flesh |  034
Natural Leather |
|  039
Royal Yellow |  041
Naesis White |
|  035
Arcavia Red |  036
Rackham Red |
|  042
Wildcat Gray |  045
Sharp Gray |

THE MOUNTAINEERS OF THE BEHEMOTH



The whole of the miniature is then “based” using thin, consecutive layers. One has to proceed like this in order to avoid clogging up the details that give the RACKHAM miniatures their richness.

The clothes are given a base of *Natural Leather*. The gloves, boots and hat get a layer of *Dirty Leather*. The skin is painted *Avagddu Green*; the shield’s reeds are painted *Elven Flesh*. The wood of the club and the shield get a coat of *Soil of Avagddu*. As for the metal, it is painted *Gray of Darkness*.

The clothes and the gear on his back are given a wash of *Dirty Leather* that makes all the details stand out. The gloves, boots and hat, as well as all the metal zones, are then covered with a black wash.

the overcoat

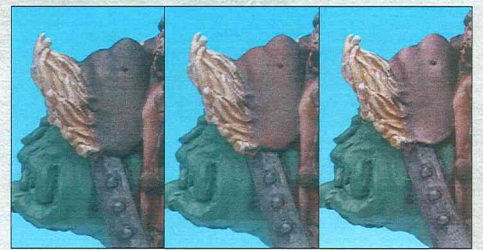


After the brown wash, the overcoat is gone over again with *Natural Leather* to cover up any smudges. The first highlights are done by gradating from *Natural Leather* to *Syhar Soil* (by mixing the two colors and then increasing the proportion of *Syhar Soil* to finish with this color pure), and then on to *Dead Flesh* using

the same technique. This gradation is then softened with a glaze of *Natural Leather* and *Dirty Leather*. To finish, the whole is outlined with a mix of one-third *Accursed Black* and two-thirds *Dirty Leather*. And finally the crests are gone over with pure *Dead Flesh*. Take care not to clog the overcoat’s fine texture!



the gloves, boots and hat



After the black wash, all of these parts are gone over with *Dirty Leather*, then with *Beasty Flesh*, and finally with *Sharp Gray*. A glaze of *Dirty Leather* and *Accursed Black* is then applied in order to clean the gradation and make it shinier. Pure *Sharp Gray* is added to the crests to make the lighting, and thus the shapes, stand out well. This is to be done in clean and consecutive gradations. The hat’s fur is given a wash of *Kallienne Yellow* directly onto the gray undercoat, and then the tufts of fur are made lighter with *Sharp Gray* and *Eternal White*.



the face and skin

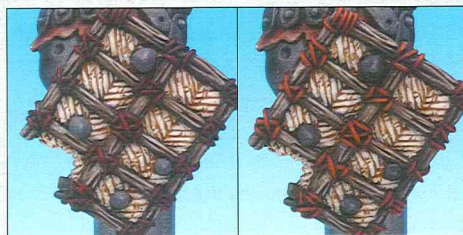
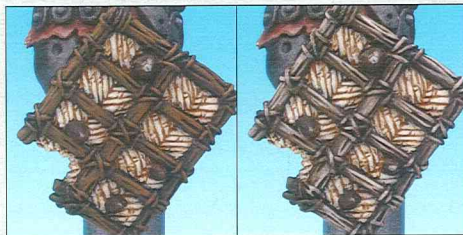
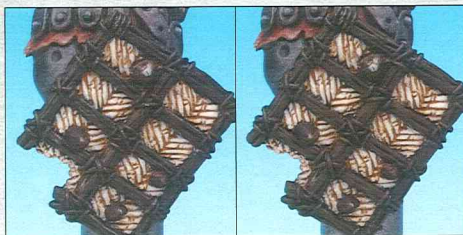
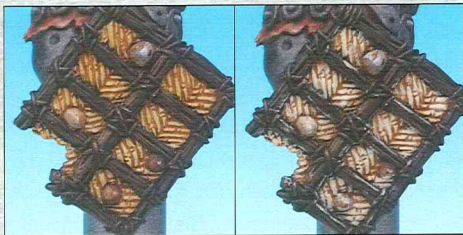
The face is the only part of the miniature where skin shows. As in most cases, it is the focal point of the miniature where its expression and attitude are concentrated. The secret of a successful paintjob lies here. It therefore has to be given more attention than the rest of the miniature.

First, the *Avagddu Green* is darkened with *Abysal Blue*, starting by mixing the two colors and then tending toward pure blue for the darkest hollows. Then the highlights have to be taken care of. One first returns to the green, which is progressively gradated until reaching the color of *Dead Flesh* by adding more and more of the latter to the *Avagddu Green*. Be careful to follow and respect the face’s shapes so that they remain readable! One especially has to avoid clogging the fine wrinkles in the orc’s skin. For this it is important to paint carefully and lightly so that the result is as clean as possible.



The details, such as the eyes and teeth, are then taken care of. The eyes are painted with *Accursed Black* and then a small dot of white is added. The teeth get a black wash and are painted *Kallienne Yellow* before being shaded with *Parchment Yellow* and *Eternal White*. As for the lip, it is based with *Abyssal Blue* and made lighter with *Fiend Flesh* and then *Eternal White*. The scar is given a light wash of *Arcavia Red*.

Weaponry



The shield's reed parts are given a *Kallienne Yellow* wash. The small jutting parts are gone over with *Elven Flesh* and made lighter with *Noesis White*. Some hollows are made to stand out with *Kallienne Yellow* and the wood around the shield is outlined. All of the wood's veins are lightened with *Soil of Avagddu* before progressively mixing this color with *Kallienne Yellow* and, to finish, with *Noesis White*. The club's wood is treated in the same way.

The leather strips are painted the same color as the shield's reed parts.

The embedded stones are treated as if they were of flint. The shield's laces are "based" with *Arcavia Red* and are then lightened with *Rackham Red* and *Royal Yellow*.



the backpack

This part may seem intimidating seeing the multitude of details it is made up of. Yet one just has to be methodical to get it right.

First of all one has to understand how the various elements are laid out in order to get an idea of which colors are to be used. The wash applied when doing the base coats helps identify these details.

Once the colors have been chosen, the parts underneath are painted first. Then one has to "move

upwards" following the layers of objects lying on top of each other. One finishes with the details sticking out the most, such as the leather straps.

Each detail must be able to be recognized (meaning that it should be independent of the others) while integrating harmoniously in the whole. To do so, one just has to choose contrasting yet complementary colors. These shades should accord each other in the color circle.

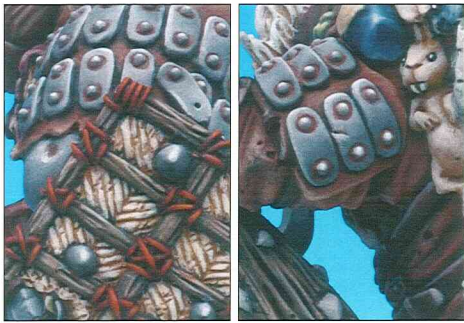


THE MOUNTAINEERS OF THE BEHEMOTH

Metal plates

The plates that were based with *Gray of Darkness* are given an *Accursed Black* wash. A thin color wash of *Arcavia Red* is applied in the hollows to suggest slight rust and to lessen the black, which may sometimes be too “intense.” The plates are then highlighted again with *Gray of Darkness* and then with *Sharp Gray* on the crests.

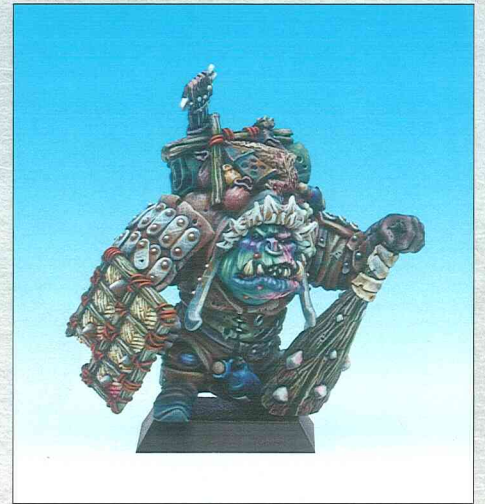
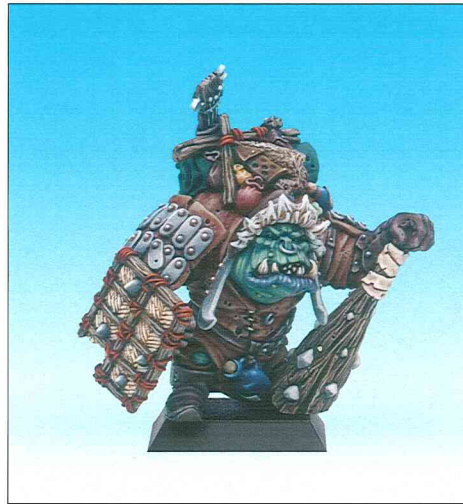
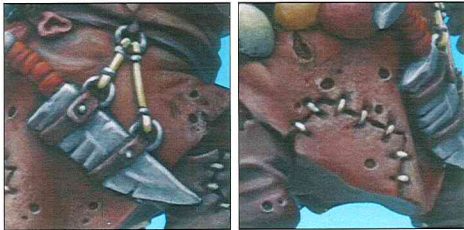
To finish, sparkle is added using *Eternal White*. To make it easier to place the reflections of light, the arms are assembled before the metal plates are treated.



Last details

Shades of dark leather are added to the bindings in order to make them stand out from the clothes, which are more neutral. The bolts are treated in the same way as the metal plates.

At this stage the miniature is ready to be played on a battlefield worthy of the name. All that's left to do is build a base that evokes the wintry hostility of the Behemoth Mountains.



GIVING LIFE + THE MOUNTAINEERS OF THE BEHEMOTH

For those who wish to go a step further, here are some enhancements that will make the miniature richer and more alive.

The clothes are given texture, stains, and tear by adding brown, red, blue and green in the hollows to make it look like the textile is worn. *Wildcat Gray* is applied for the last highlighting.



The boots, gloves and hat are treated in a similar way as the overcoat, though the colors are different.



The skin is made bluish with *Wizard Blue* on the cheekbones and knee. *Celestial Pink*, *Fiend Flesh* and *Arcavia Red* are added here and there to make the face look less dull, more alive.



The weapons are made dirtier: mold, worm-ridden wood, and a bit of blood to stand out from all the green.



The backpack is made to look older: bloodstains, dirt, etc. The details are pushed further: the metal is made “rusty” by adding reflections (brown and blue) and “scratched” until it looks like old metal.

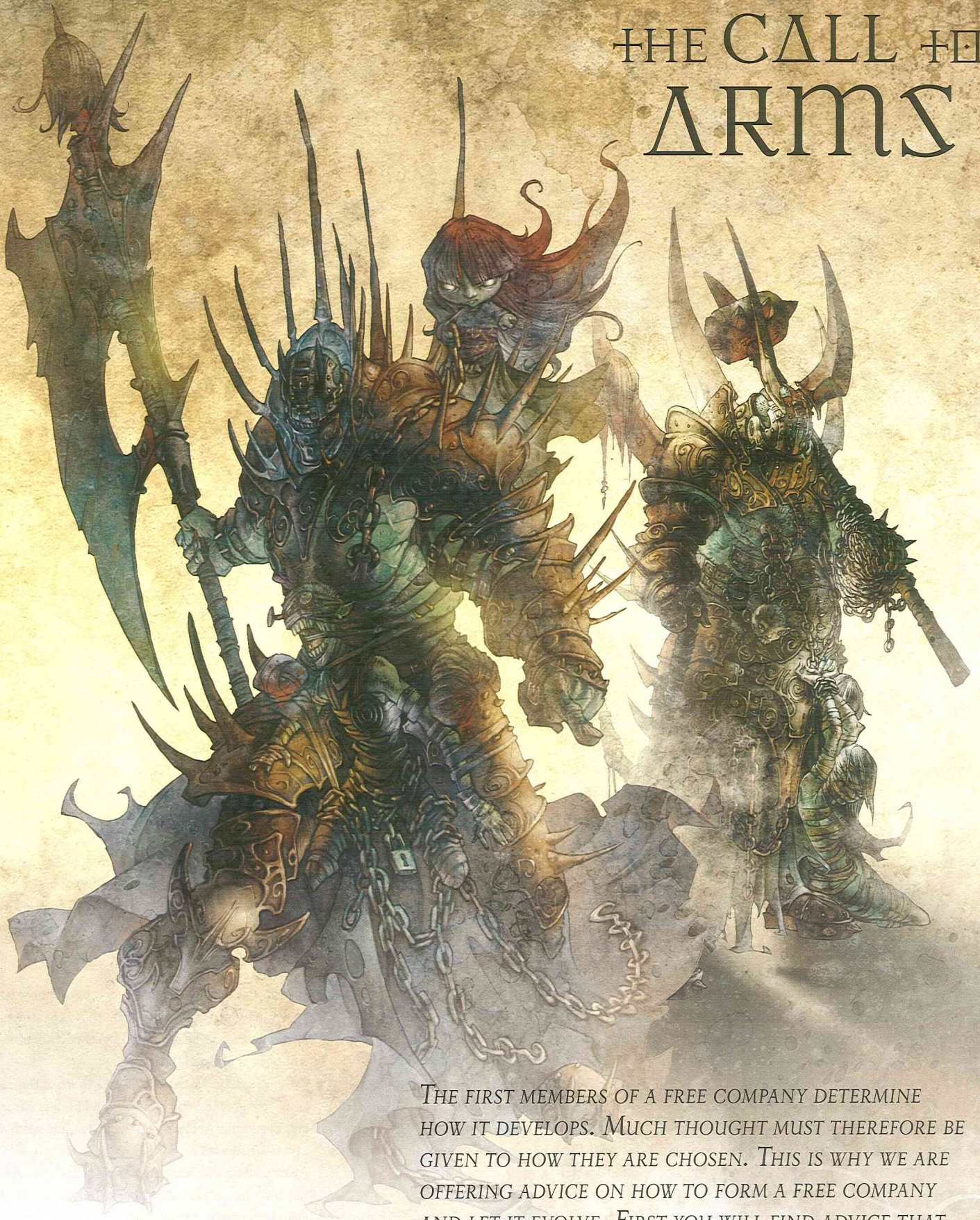


There is a way to enhance the rust effect on metal: add more orange to the spaces between the plates, then brown and blue reflections with a glaze, and to finish, fine white lines to simulate scratches.



“I AM
KAMΔHRU'S
WRATH!”



THE CALL TO
ARMS

THE FIRST MEMBERS OF A FREE COMPANY DETERMINE HOW IT DEVELOPS. MUCH THOUGHT MUST THEREFORE BE GIVEN TO HOW THEY ARE CHOSEN. THIS IS WHY WE ARE OFFERING ADVICE ON HOW TO FORM A FREE COMPANY AND LET IT EVOLVE. FIRST YOU WILL FIND ADVICE THAT APPLIES TO ALL COMPANIES, NO MATTER THE PEOPLE OF THEIR CAPTAIN, AND THEN LISTS FOR EACH ARMY.



THE ART OF RECRUITING

THE CAPTAIN, MY CAPTAIN

The choice of captain is determining in many ways.

The captain should above all be disciplined, for most of the time his DIS will be used for the Tactical rolls.

His rank is also important: it determines the company's maximum strength. A company with a captain of a too low rank risks quickly reaching its maximum strength and thus being prevented from evolving further.

For these two reasons it is best to name a captain of Elite or Special rank. Magicians and faithful also make good captains.

HI GUYS!

When it comes to recruiting other soldiers, the most important thing is to first find a balance between the fighters' individual strength and their numbers. A small group made up mainly of Elite fighters risks having a hard time reaching the objectives of certain missions and being outnumbered by its enemy. On the other hand, a group made up of numerous but fairly weak fighters risks ending up being unable to face enemies that are too resilient.

When establishing a company, it is advised to recruit at least five or six fighters including the captain. These recruits should be chosen so as to be able to adapt to as many situations as possible. With this in mind, various types of fighters can be defined.

♦ **The strategist:** This is usually the captain. The "Leadership/X" and "Strategist" abilities are primordial assets for this job. The "Authority" ability can also prove to be very useful, be it the captain or another soldier who has it.

♦ **Tactical support:** This function is usually filled by a mystic who provides support for his companions with his spells or miracles. Some troops endowed with special capacities can also play this part.

♦ **Range support:** This position should, at least at first, be filled instead of a tactical support fighter. It is indeed risky to have both a magician and marksmen in a company that is just starting off. These fighters are often fragile and therefore need protection. What more, they generally aren't worth a warrior in hand-to-hand combat.

♦ **The brute:** An old saying on Aarklash claims that "One always needs someone stronger than oneself!" Be it to destroy a mission objective or to decimate enemy troops, a company should always have a strike force that can deal with any opponent in hand-to-hand combat.

♦ **Rank and file:** To reach sufficient strength while assigning each of the functions listed above, it is sometimes necessary to recruit one or two fighters of low value. These soldiers are very useful: they can take care of all the thankless tasks, such as playing the role of bait or of a living shield. Furthermore, since the enemy tends to concentrate on more dangerous targets, they often end up being surprisingly efficient. One should note that Regular marksmen can play this role by coming into contact with the enemy once all their potential targets are involved in a fray.

Of course, playing games of *Dogs of War* can be the opportunity to play one miniature for another in order to distinguish the various heroes in one's free company.

BEEN THERE, DONE THAT

A company has 50 resource points available when it is formed. While it may be tempting to use this sum to acquire as many attributes as possible right from the start, it is better to remain calm and take the following advice.

With some rare exceptions, the only fighters who can be given attributes when the company is being formed are the captain (thanks to his champion status) and any magician or faithful there may be. This means that the resource points are all concentrated on one or two soldiers. So beware not to place all your eggs in one basket, for even though artifacts are assets in combat, the premature death of their bearer can make a mission fail. The choice of the captain's artifacts must therefore be made with this in mind.

If he is a mediocre and rather fragile fighter who has a mainly strategic role, then it's best to give him artifacts that help protect him from strokes of fate, such as a rune of healing, a pendant of mirages or a potion of resilience.

If, on the other hand, he is a tough fighter who knows how to defend himself, then his strategic influence can be heightened thanks to a scepter of authority or a ring of fortune.

A third solution is to not give an artifact to the captain. Thus, his loss in combat would be less damaging, the assault group's value is lower, and resource points are saved.

Concerning the attributes of magicians and faithful, this choice must also be carefully made. In the *Dogs of War* rules the number of spells or miracles a mystic can have is not limited. This can incite you to give them several game effects. Take care, however, not to give them more than they can hope to use during a mission. There's no use in giving a load of spells to a magician if his mana reserve doesn't allow him to

cast more than one or two per round.

And finally, don't forget that prevention is better than a cure. The fighters have a good chance of returning from combat with multiple Wounds and resources will be needed to treat them before their next mission. It is therefore prudent to keep at least about 15 resource points in reserve once the company has been formed.

CAPTAIN! WE NEED MATERIAL...

Before assigning or using the 90 initial experience points, one should take the time to think about the overall aspect one wishes one's company to have.

First of all, it is necessary to predefine the next recruits. Planning a company's medium-term evolution allows for better management of each member's individual progress. One can then invest or save up initial experience to let fighters acquire more costly improvements.

Some abilities being affordable as soon as the company is formed, it is tempting to immediately give them to fighters. One should, however, keep in mind that the number of abilities a soldier can learn is limited.

And last but not least, it is preferable to assign the initial experience points only to the company's most important soldiers. By not giving any to Regulars, one can expel them from the company without regrets when they are wounded, and enlist fresh new ones.

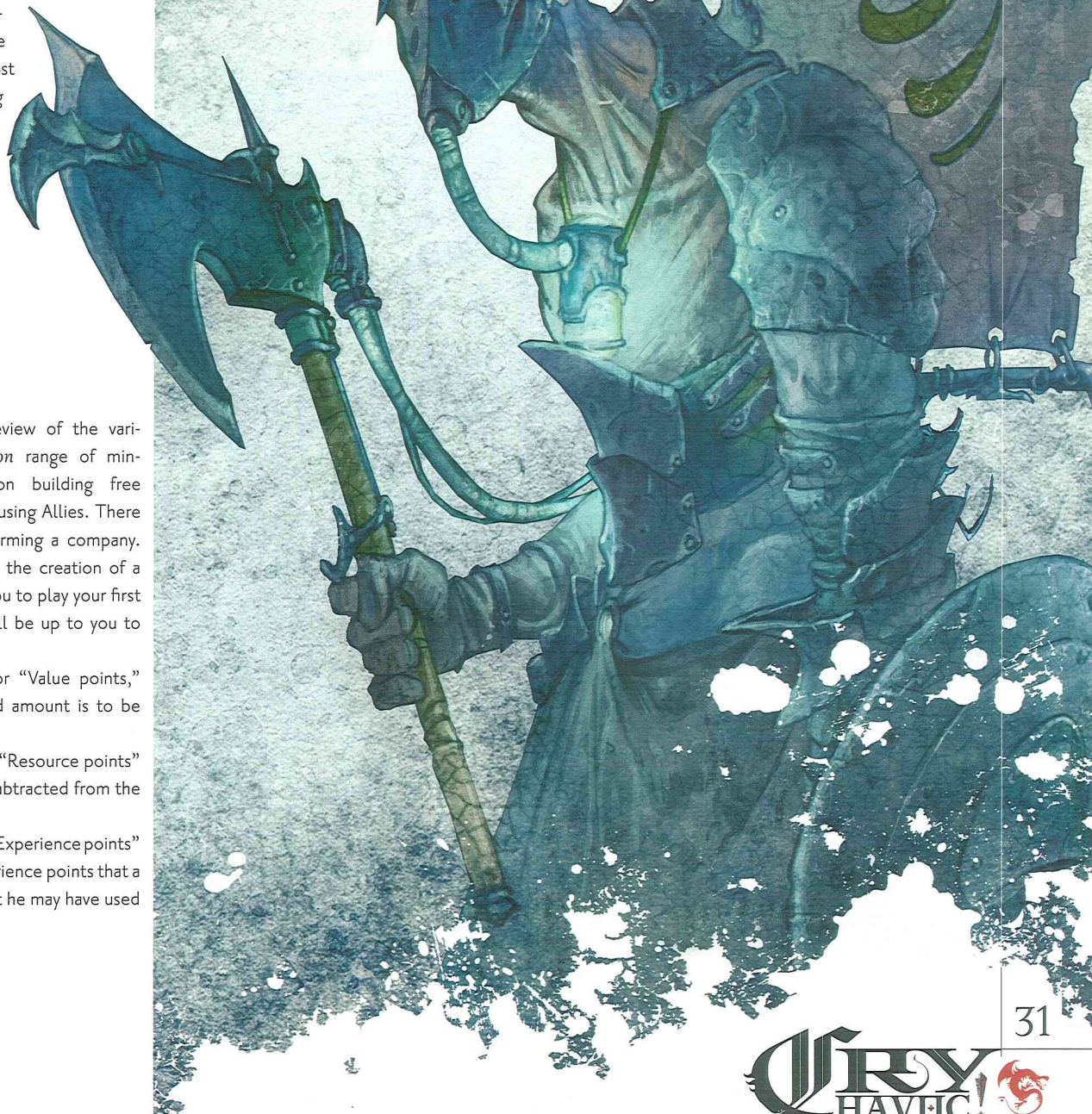
SEVERAL COMPANIES OF REFERENCE

The following pages are a review of the various armies of the *Confrontation* range of miniatures and provide advice on building free companies for each one without using Allies. There are, of course, other ways of forming a company. The lists provided only illustrate the creation of a company and make it easier for you to play your first games. After several missions it'll be up to you to build your own free company.

The abbreviation **VP** stands for "Value points," which means that the concerned amount is to be included in the company's value.

The abbreviation **RP** stands for "Resource points" and specifies the amount to be subtracted from the company's resources.

The abbreviation **EP** stands for "Experience points" and indicates the number of experience points that a fighter has been assigned and that he may have used to evolve.



THE DRAGONS OF LANEVER

Advantages: Good Discipline, high degree of versatility and dependability.

Weaknesses: Relatively high value of fighters, which often causes them to be outnumbered.

Where the goblins or dwarves of Mid-Nor can count on their strength in numbers and leave the rest up to fate, a company of Cynwälls can only count on the reliability of its troops. Nothing is to be left to chance and all choices must be carefully pondered.

Ë CAP+AIN, MY CAP+AIN

There is a choice of two different captains.

- An **asadar** (DIS 5, RES 8) has good life expectancy. His excellent characteristics and combination of abilities make him a practically mandatory choice for any Cynwäll company.
- An **equanimous warrior** also has good Discipline (DIS 5) that can, moreover, be improved by one point thanks to the “Concentration/X” ability. However, a Cynwäll company can hardly expect to include a great number of soldiers when it is

THE AZURE DRAGON

The Azure Dragon is a typical Cynwäll company. Made up of few yet very reliable fighters, it is led by an asadar. Bent on discovering the secrets of the way of the warrior, Captain Sölhim Annaera has surrounded himself with his two best friends, Silyn Valreen and Elren Saad. The latter, a varsým, is the company's principle strike force. To guarantee victory he sometimes takes insane risks. Lying in ambush until the beginning of the battle, he then charges the enemy captain without concern for his own safety. His surgical strikes have very often saved Annaera's wayer, who in return treats his comrade from all his wounds using his favorite rune of healing.

- SÖLHIM ANNAERA** (Cynwäll asadar champion) -39 VP
- Supreme rune of healing (artifact) -16 RP
 - 30 EP kept in reserve

formed, meaning that the equanime will have little T.F. points available. This choice therefore forces one to devote a good part of the resource points to solve this problem (for example, by giving a liturgical instrument to the equanime, and virtues or a consecration to another fighter). What more, the

ELREN SAAD (Cynwäll varsým) -29 VP

- 30 EP kept in reserve

SILYN VALREEN (Cynwäll selsým) -17 VP

- 30 EP kept in reserve

AMEEN LEOD (Cynwäll selsým) -17 VP

SKÖHL (Cynwäll akhamiäl) -14 VP

Company value before adjusting the soldiers' values: 116

Company value after adjusting the soldiers' values: 116

Distribution of EP: When the company is formed, one can always improve certain characteristics using the initial EP. In the Cynwälls' case, however, it is often wiser to keep one's points in reserve in order to increase their “Concentration/X” ability.

presence of a faithful forces one to concentrate one's troops around him, thus reducing the advantage provided by the Cynwälls' high MOV.

HI GLYS!

The recruitment of the other troops is a true dilemma. Their high cost only allows three or four other soldiers to be enlisted.

To fill the position of the Brute, a varsým is an excellent choice. His master strikes can indeed reach a Strength (STR 13) that can seriously injure any kind of opponent. Furthermore, his “Scout” ability is especially formidable in battles involving a small number of fighters, for it makes it possible for him to eliminate an enemy magician, faithful or marksman right in the first round without taking the risk of being overwhelmed.

The remaining points should then be used to recruit selsýms and akhamiäls to ensure that the company has sufficient strength. Selsýms are good and very versatile fighters. Akhamiäls have the advantages of being able to fire and of being immune to Fear.

BEEN +HERE, DENE +HAD+

The Cynwälls' DIS allows them to surpass many other peoples in this field. It therefore isn't an absolute necessity to give the captain a scepter of authority. Yet without one, the elves of Lanever would nevertheless be in a position of weakness when facing Griffins or dwarves of Tir-Nâ-Bor.

An asadar captain's extreme dependability and high versatility can even make it useless to spend resource points on artifacts. However, it can be useful to give him a rune of healing. This artifact will usually be used only to heal himself, yet it will become a thorn that the opponent will have a hard time removing from his side.



THE LIONS OF ALAHAN

Advantages: Great troop diversity and wide range of A.P. values.

Weaknesses: Lack of brute force.

Without having any true strong or weak points, the army of Alahan can be used to form a multitude of different troop combinations when building a free company.

ΕΙΣ ΤΟΝ ΑΛΑΧΑΝ, ΜΥ ΑΛΑΧΑΝ

- For the position of captain one fighter stands out from the rest: **the mounted knight of the Lion**. With his high Discipline (DIS 7), he outclasses all of this army's other prestigious troops by three points. What more, his combinations of characteristics and abilities allow him to perform the functions of both the strategist and the "brute" of the company. However, his Strategic Value (64 A.P.) leaves little room for other soldiers to be recruited, so the rest of the company will be made up mainly of Regulars.
- A **royal guardsman** is another good choice for captain. Endowed with respectable Discipline (DIS 4), he can be just as efficient as a knight thanks to his weapon and armor, which are both sacred.
- And finally, a **bard of Alahan** can also take on the role of captain. He has the same DIS as a royal guardsman, and because his special capacity also applies to champions, he can use it on himself.

HI GUYS!

The other soldiers are obviously chosen according to the captain.

- If he is a knight, then the rest of the troops should be made up of guards and archers of Alahan. The archers can be replaced by reapers because Scouts often come in handy.
- If he is a royal guardsman or a bard, then many different combinations are possible.
- The paladins of Alahan are resilient fighters. Furthermore, their sacred weapons always strike terror in the hearts of their opponents. The falconers are an alternative to the reapers and allow the moves of enemy Scouts to be countered. And finally, guards, swordsmen or valkyries of Alahan can ensure a minimum of strength.



THE SISTERHOOD OF THE CHIMERA

For over a century the order of the valkyries of Alahan has been in disgrace. Sofia van Orden, a pythia of Azël, has never been able to bear the weight of this shame. With her sister and two valkyries who share her views she founded the Sisterhood of the Chimera. These young women have left their order to travel across the baronies and inspire the people of Alahan with their feats of arms. They secretly hope that one day their prowess will bring back glory and honor to the order of valkyries. This devotion and sincerity touched two paladins, who have joined the warrior sisters. One of them, Otto van Helm, honors the tradition of chivalrous love by courting Valeria van Orden, Sofia's younger sister.

A pythia of Azël (DIS 4) can easily become captain. For her to get enough T.F. points, her company should include a certain number of soldiers, mainly valkyries of Alahan (to make the most of the pythia's special capacity). Yet the valkyries of Alahan shouldn't be the only troops in the company, for their low Strength doesn't leave them much of a chance when facing resilient opponents. One or two paladins of Alahan are therefore welcome to provide support for the assault groups.

SOPIA VAN ORDEN (pythia of Azël champion) – 34 VP

- Martial inspiration (miracle) -10 RP
- Major rune of will (artifact) -12 RP
- 30 EP of which 23 are used to get DEF +1

VALERIA VAN ORDEN (valkyrie of Alahan) – 15 VP

- Consecration -3 RP
- 30 EP of which 23 are used to get DEF +1

EILEEN VALAAN (valkyrie of Alahan) – 15 VP

LYVIA THE WHITE (valkyrie of Alahan) – 15 VP

OTTO VAN HELM (paladin of Alahan) – 23 VP

- 30 EP of which 23 are used to get ATT +1

GALEDAN THE VALIANT (paladin of Alahan) – 23 VP

Company value before adjusting the soldiers' values: 125

Company value after adjusting the soldiers' values: 131

Distribution of EP: Being a Warrior-monk, the pythia of Azël can do counter-attacks. To make the most of this capacity, 23 EP are used to increase her DEF. The same modification is made for one of the valkyries of Alahan, who thus becomes the perfect target for the "Martial inspiration" miracle, which allows the target to do counter-attacks. And finally, the ATT of one of the paladins is improved to make it harder to parry his sacred attacks.

THE GRIFFINS OF AKKYLANNIE

Advantages: Wide choice of troops. High Discipline and Resilience..

Weaknesses: Lack of brute force.

Akylannie's strength lies in the Discipline and Resilience of its troops. A Griffin company should take full advantage of these assets.

ΕΙΣΑΓΓΗ, ΜΥΣΤΑΙΟΝ

All Griffins have good DIS. Yet one shouldn't content oneself with an "average" DIS, for this would mean renouncing this army's main asset.

- Therefore, the best possible choice for captain is definitively a **praetorian guardsman** (DIS 8). With their special capacity, these Elite fighters are exceptional leaders of men. Furthermore, their impressive combat characteristics allow them to also play the role of the company's strike force.
- Despite having a lower DIS, a **Griffin inquisitor** can take on the role of captain at the same time as being the company's tactical support.

HI GUYS!

The Griffins can count on a vast choice of troops. They can all be useful in a free company, yet some of them stand out from the others due to their tactical interest and their reliability.

- The templars are very versatile. They can defend and resist their opponents when required or can unleash their war fury without hav-



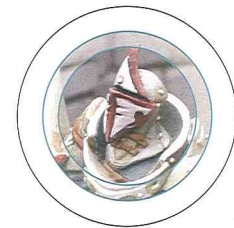
ing to worry too much about being inflicted with a final blow thanks to their high RES.

- The Griffin thallions' "Scout" ability gives them tactical choices that can be determining in battles involving small numbers of fighters.
- The veterans of the crusades (Veteran profile supplied in the war-staff of the Griffin box) are perfect for completing the company's numbers. Though they have a slightly higher value than conscripts, they are stronger and especially have the "Fierce" ability. Combined with impressive characteristics (RES 8, STR 6), this ability will make many an opponent think twice before taking them on.

BEEN THERE, DONE THAT

The Griffins can do without a scepter of authority and devote all their resources to making up for their main weakness: their lack of strike force.

Artifacts that increase the damage inflicted should therefore be favored: potion of strength, incandescent chastisement for an inquisitor, etc.



MORGREN'S FREE MILITIA

The praetorian guardsmen are the cream of the crop of the imperial army. They don't tolerate the slightest error. Thus, several years ago, Morgren the Severe took it on himself to punish the templars who used their status to terrorize the local population. This excess of justice caused him to be discharged, for the leader of the ruffians was well connected with the local commander. Accompanied by the only templar of the unit who did honor to the Temple and by the thallion who supported him, Morgren hit the roads to fight injustice in places where even the Inquisition didn't look. Today the ranks of this company also include two veterans of the crusades who were disgusted by the ineptitude of their former commander, yet who remain loyal to the ideals of the Empire.

MORGREN THE SEVERE (praetorian guardsman champion) - 38 VP

- Supreme potion of strength (artifact) -7 RP
- 30 EP kept in reserve

HECAB (Griffin templar) - 22 VP

- 30 EP of which 18 are used to get STR +1

DRASTUS (Griffin thallion) - 28VP

- 30 EP kept in reserve

THEANOS (veteran of the crusades) - 18 VP

ERLON LE DÉSERTEUR (veteran of the crusades) - 18 VP

Company value before adjusting the soldiers' values: 124

Company value after adjusting the soldiers' values: 125

Distribution of EP: Considering his characteristics, a praetorian guardsman is perfectly capable of going on his first missions without any modifications. The EP thus saved will allow him to acquire costly abilities later on. All abilities that add combat dice are perfect for such a fighter, since they allow him to take full advantage of his powerful master strikes. The EP assigned to the Griffin thallion are also placed aside in order to allow him to acquire a marksman ability such as Assault fire or Harassment. And 18 EP are used to increase the templar's STR and thus optimize his use of war fury.

THE KELTS OF THE SESSAIRS CLAN

Advantages: High offensive power. Cheap troops.

Weaknesses: Low Discipline and Resilience.

A Sessair army can submerge its enemies with a flood of frenzied troops, or it can rather oppose them with individually formidable fighters. A free company should take advantage of these two facets.

ΕΙΣ ΤΗΝ ΚΑΡΤΗΝ, ΜΥ ΚΑΡΤΗΝ

The Sessairs' Discipline is mediocre. The captain is therefore chosen according to his rank.

- The Elite, Special, Initiate or Devout fighters with the highest DIS are the **Kelt hunters**. One should nevertheless keep in mind that the captain is destined to acquire the "Leadership/X" ability. The hunters being Scouts, their soldiers will have a hard time taking advantage of their captain's leadership.
- A **druid** may be a better choice in spite of his lower DIS. This profile also has the advantage of carrying along a gesa.

HI GUYS!

- If he hasn't been chosen to be the captain, then a hunter is an interesting tactical choice. Being a Scout, a marksman, and an excellent fighter in hand-to-hand combat, he provides many strategic possibilities. Yet his weak DEF and RES prevent him from fighting well when outnumbered.
- He can be replaced in a similar role by a centaur,

THE TRIBE OF THE NETHER LANDS

Setanta the Wise has always been cast aside by the other druids. His interest for the four elements has always bordered on obsession. He has never satisfied by the answers given by the faithful of Danu or by the words of the druids older than him. He has always wanted to personally experience the truth of the primordial elements. With a little help from his friend Breith, one of the tribe's hunters, he managed to get a scepter of authority and has founded a company to explore the magical secrets of Aarklash. To do so he has recruited Aengus, a giant barbarian who is indebted to him, and two fury warriors to who the chief of the tribe had taken a sudden dislike.

SETANTA THE WISE (Kelt druid champion) - 28 VP

- Scepter of authority (attribute) - 15 RP
- Ardent heart (spell) - 8 RP
- 30 EP of which 23 are used to get DEF +1

BREITH (Kelt hunter) - 32 VP

- 30 EP of which 20 are used to get RES +1

AENGUS (giant barbarian) - 32 VP

- 30 EP of which 19 are used to get INI +1

ARADH (fury warrior) - 15 VP

ILYDAN (fury warrior) - 15 VP

Company value before adjusting the soldiers' values: 122

Company value after adjusting the soldiers' values: 127

Distribution of EP: The druid is an essential member who is to be protected. Even though he has the "War fury" ability, a defensive profile is preferable (increase of DEF in order to allow counter-attacks).

The Kelt hunter is an excellent fighter, albeit a bit fragile, so it's best to increase his RES a little.

And finally, the giant barbarian only has one weakness: his lack of INI, which very often prevents him from hitting first. To make up for this, his first EP are invested in one point of INI.

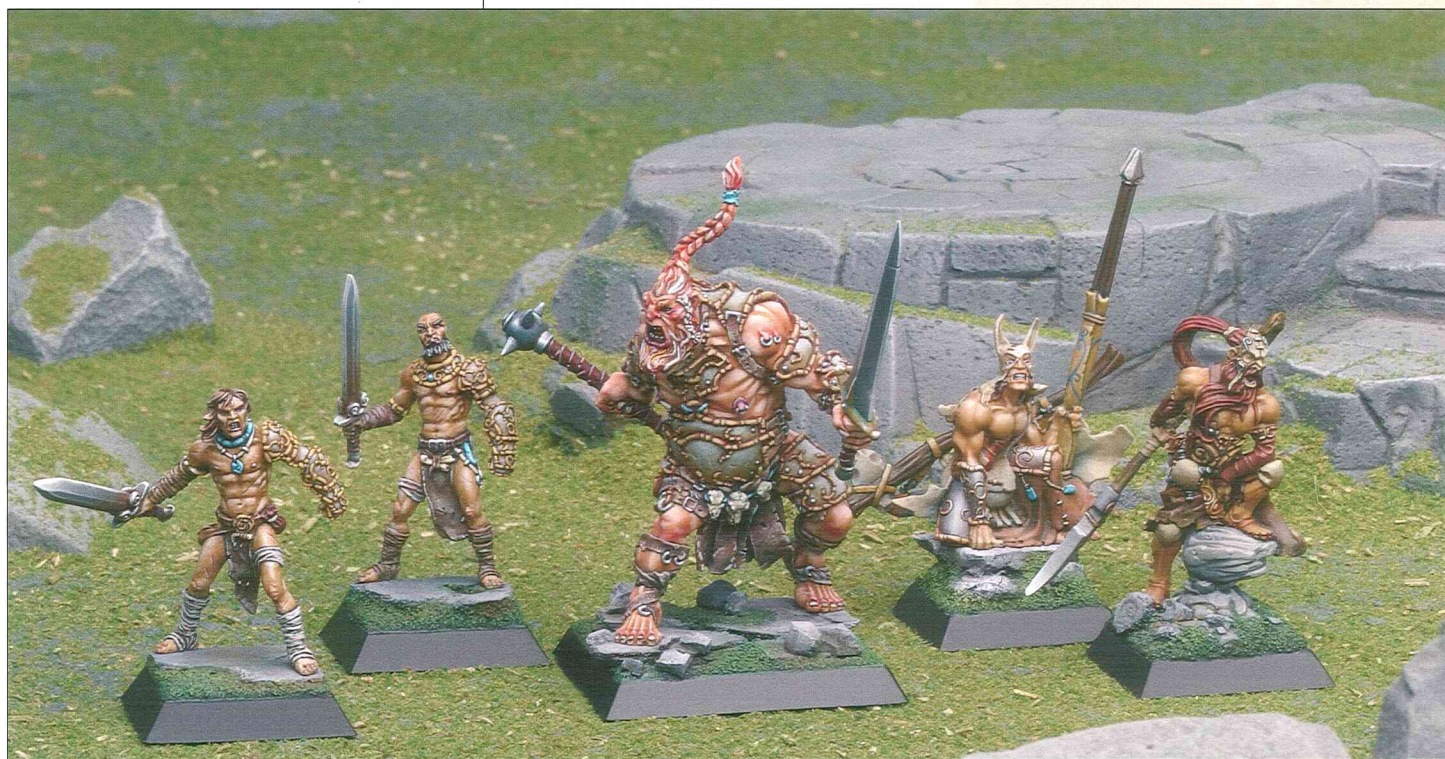
who makes up for his lack of Scout with high Movement (MOV 20).

- Because a freshman company can't really afford to recruit a minotaur, its brute force can be embodied by a giant barbarian: fast, strong and resilient, these fighters only suffer from a slight lack of INI that is easy to make up for by investing some EP. Their profile with Fierce is a great bargain because it forces the opponent to be extremely careful.
- The rest of the troops can be chosen among the various Regulars and Veterans available, with a preference

for finnas and fury warriors, who are more efficient than Regulars for a cost that is just barely higher.

BEEN THERE, DONE THAT

Due to their low DIS, the Sessairs don't have much hope of winning the Tactical roll very often, unless they invest resources in a scepter of authority for their captain. Such an object would also allow their soldiers to avoid giving in to panic when facing fear-inspiring opponents, at least as long as they remain gathered around their captain.



THE DWARVES OF TIR-NÂ-BOR

Advantages: High Resilience and Discipline.

Weaknesses: Slow movement and attack.

Because of their slowness, the dwarves cannot afford to lose any time to reach their objectives. Hesitating very often leads them to defeat, which is why they are forced to expose themselves and take more risks while moving than their opponents. To make up for this, they benefit from good Resilience and an excellent Discipline that allows them to take the strategic advantage at the crucial moment.



И САР+ДИН, МУ САР+ДИН

- The army of Tir-Nâ-Bor has a vast choice of fighters of Elite or Special rank who have good DIS. The **Khor warriors** are very satisfactory captains for only 21 A.P.! And their "rider" profile is a bona fide block of alphas whose elimination is a challenge for any type of opponent. The Khor warriors can also benefit from a profile with steam equipment that raises their offensive potential tenfold.
- Yet there is a fighter who is even more adapted for the role of captain: the **dwarf armorer** (27 A.P.). His leadership characteristics are one point higher than the Khor warriors' and he can provide a fighter with special equipment (or even use it himself).

HI GUYS!

Magic is not really the dwarves of Tir-Nâ-Bor's strong point and the use of faithful is tricky because of the small numbers of a company when it is formed.

For these two reasons it is better to choose the first troops among fighters who are reliable in hand-to-hand combat, such as Khor warriors and soldiers of the plains. Plus, the low value of these fighters allows a Khor warrior on razorback or a bombardier to be enlisted in the initial contingent.

THE LODGE OF FOM-NUR

The dwarves of Tir-Nâ-Bor barely distinguish between their spiritual life and their scientific research. To some of them, nothing is more sacred than steam. It is therefore possible to desecrate it. Master Bôlghir is worried about this problem. He has founded the lodge of Fom-Nur within and with the support of the Brotherhood of Bronze. Accompanied by valorous warriors who are experts in steam, he hunts down heretics who have robbed dwarves of their boiler or machines. When the lodge of Fom-Nur unmask such profaners, then nothing can hold back its wrath!

The dwarves include many troops carrying steam equipment who are all alternatives to regular troops. They can be grouped together as the Brotherhood of Bronze (see Cry Havoc, vol. 3).

MASTER BÔLGHIR (dwarf armorer champion)

- 27 VP

- Pressure regulator (special attribute) - 10 RP
- 27 EP of which 23 are used to get DEF +1

KNIGHT BEL-TAN (Khor knight of Uren)

- 55 VP

- Pressure regulator (special attribute) - 10 RP

- Titanic breastplate (armorer's equipment) - 5 VP

- 30 EP kept in reserve

KHORIN (forge guardian) - 14 VP

- 19 EP of which 19 are used to get ATT +1

ANIR (forge guardian) - 14 VP

- 14 EP kept in reserve

Company value before adjusting the soldiers' values: 115

Company value after adjusting the soldiers' values: 118

Distribution of EP: The armorer's DEF is increased by one point to make counter-attacks easier. The Khor knight's EP are kept in reserve to let him afford more costly abilities later on (such as Ambidextrous or Master strike/X).

The remaining points are divided among the two forge guardians so as to increase their ATT as soon as possible. This is necessary, for steam makes their attacks potentially powerful, yet their initial ATT makes them too easy to parry.



THE GOBLINS OF NE-DAN-KAR

Advantages: Huge choice of troops and cheap fighters.
Weaknesses: Low Discipline. Generally weak Strength and Resilience.

There are a wide variety of troops in the goblins' ranks, which allows for numerous different tactical combinations. Their empire has several army corps that are perfectly suitable for the creation of themed free companies: mutants, Ströhm warriors, pirates, disciples of Úraken, just to name a few. The choices are countless since the release of their Rag'Narok card pack.

ΕΙΣΑΓΓΕΙΝ, ΜΥ ΕΙΣΑΓΓΕΙΝ

Among all of their army corps, the **Ströhm bodyguards** have the highest Discipline of the troops of No-Dan-Kar: DIS 4. One can, however, prefer a **Ströhm knight** or a **noble Ströhm knight** who makes up for his lower DIS with a higher combat potential.

HI GUYS!

Thanks to the goblins' low Strategic Value, a company of No-Dan-Kar can easily fill all of the essential positions.

- As tactical support, the choice can fall on a psycho-mutant, a gas-blower, or even a prophet. The goblins are indeed one of the few peoples that can afford to



recruit a faithful as soon as a company is formed. The low cost of the troops allows enough of them to be enlisted to satisfy the faithful's needs in T.F.

- There is no shortage of range support: spearmen, archers, sharpshooters, gunners and buccaneers...
- For the strike force there are various choices depending on the chosen theme.
- Dai-Bakemonos are definitely some of the most

efficient troops, yet there are other alternatives, notably the Ströhm knights and noble Ströhm knights.

- In a different style, the goblin mutants can reach a remarkable Strength thanks to the "Mutagenic/X" ability. Their low Strategic Value furthermore allows one to enlist several of them as soon as the company is formed.

SEPUKŪ'S RONINS

The Úraken School demands absolute loyalty to its leaders. When Bazúka found out that one of the school's commanders had embezzled funds, he ordered him, as well as all of his soldiers, executed. One of these bûshis, Sepukû, refused to sacrifice himself. After all, why be loyal to a superior who deceived his men? The night before the ceremony he fled accompanied by other soldiers he had convinced with his arguments. These fugitives are now ronins and have to sell their services to other clans to pay for their subsistence. Thanks to the colossal strength of the dai-bakemono Tetsûbo (among other things) their renown is such that they attract other ronins disappointed by Úraken's teachings.

It can be very effective to form a company with mixed troops, but giving the group a theme helps provide it with a strong identity. The possibilities in this respect are endless among the goblins.

- SEPUKŪ** (goblin bûshi champion) - 15 VP
 - "Artifact/1" ability
 - Scepter of authority (attribute) - 15 RP
 - Úraken ideogram of protection (artifact) - 6 RP
 - 18 EP kept in reserve
- OBAÔ** (ashigarû musician) - 10 VP
 - Úraken ideogram of protection (artifact) - 6 RP
- TSÛBA** (ashigarû standard-bearer) - 10 VP
 - Úraken ideogram of protection (artifact) - 6 RP
- WAKISASHI** (goblin bûshi) - 15 VP
- TETSÛBO** (Dai-Bakemono) - 37 VP
 - 30 EP kept in reserve
- BOKEN** (goblin hoheitai) - 13 VP
 - 21 EP of which 21 are used to get ATT +1
- TANTO** (goblin hoheitai) - 13 VP
 - 21 EP of which 21 are used to get ATT +1
- FÛBUKI** (goblin spearman) - 7 VP

Company value before adjusting the soldiers' values: 120

Company value after adjusting the soldiers' values: 124

Distribution of EP: This company's captain has a mainly strategic function. His role is to win the Tactical rolls and to transmit his COU to his men. That's why the initial EP are assigned to the other fighters who will have to engage in hand-to-hand combat.

The dai-bakemono's EP are held in reserve until he has enough to acquire abilities such as Fierce or War fury.

Unexpectedly, the other EP are assigned to the hoheitais to increase their ATT. Thus, being equipped with maces that increase their Strength (STR +2) and thanks to Master strike/0, they will cause great surprise with their powerful attacks for goblin standards (STR 9).

THE ORCS OF BRAN-Ë-KER

Advantages: High Strength and Attack.

Weaknesses: High A.P. value of the troops.

Endowed with relatively high Strength (STR 7 to 10), the orcs represent a true danger, even for their most resilient opponents. That is their main asset, for the impact of their blows is added to the worry they cause among their enemies, pushing the latter to be extremely careful.

Ë CAP+ΔIN, MY CAP+ΔIN

- The **Jackal master of rites** has the highest DIS among the orcish troops. For him to get enough T.F., many resources have to be invested in artifacts, virtues and other consecrations.
- A fighter who is slightly less disciplined, such as an **Amok slayer** or a **Jackal warrior**, is a choice that is easier to manage for a young company.

HI GLUYS!

Finding a brute among the orcish troops is easy enough. To play this role, a Jackal warrior or an Amok slayer will do just fine. On the other hand, because orcs have a high Strategic Value, it's hard to fill the other positions while reaching a reasonable number of fighters.

- A mystic warrior is an investment that is worthwhile. He's a good Warrior-mage with access to certain formidable spells, such as Vortex of quartz. One should favor the profile that is better for casting spells (POW 2).
- The rest of the troops can then be composed of Jackal warriors and brutes to ensure the company's minimum strength.



UMAKHAR'S TRACKERS

All orcs aren't adepts of mysticism and meditation. Umakhar and his companions, who are all trackers, wish for more than just fleeting glory. They don't care about the salvation of a people for which they don't feel anything. For several years now they have been serving as scouts for the armies of the Rag'narok. Whilst Umakhar is the captain, Korvad is the raptor that guides the company, hidden from its enemies' gaze. The trackers' aptitude to survive in the wilderness, as well as their impressive brutality in combat, have largely contributed to the renown of these mercenaries. Today they enjoy the pleasures of civilization and luxury, far removed from the worship of Jackal.

UMAKHAR (Jackal tracker champion) - 28 VP

- Scepter of authority (attribute) - 15 RP
- 30 EP of which 19 are used to get INI +1

MÛRK (Jackal tracker) - 28 VP

- 30 EP of which 19 are used to get INI +1

ROGHAR (orc tracker) - 19 VP

TOBHOR (orc tracker) - 19 VP

KORVAD (orc raptor) - 24 VP

- 30 EP kept in reserve

Company value before adjusting the soldiers' values:

118

Company value after adjusting the soldiers' values:

120

Distribution of EP: The Jackal warriors have excellent ATT and DEF, meaning that they should be taken advantage of. By increasing their INI, they have better chances of wounding their opponents before they retaliate. Like this the attacks that they have to suffer will be easier to parry.

The 30 other initial EP are assigned to the orc raptor and kept in reserve to allow him to acquire abilities later on, such as Assassin, Brutish charge or Fierce.



THE WOLFEN OF YLLIA

Advantages: High Strength and Attack. Fast movement.

Weaknesses: Very high troop value. Low Discipline.

The Wolfen of Yllia have the same advantages and weaknesses as the orcs, yet to a higher degree. Yet they make up for their small numbers with high mobility, which usually allows them to control how the combats unfold despite their low DIS.

THE CAPTAIN, MY CAPTAIN

The Wolfen's Discipline is no higher than DIS 2. Under these conditions, the choice of captain has to be made according to his rank and his other functions in the company.

- For 41 A.P. a **Wolfen prowler** makes a captain who is as good as any other Wolfen when it comes to Discipline, and his rank ensures the company a good margin of growth in its numbers. A Scout and a marksman, he can set traps and train an apprentice prowler. These are all strategic advantages that make this fighter a most efficient captain.
- One can also form a company made up exclusively of pariahs. In this case a **Wolfen lonewolf** is a good

choice for captain.

HI GUYS!

The rest of the soldiers should be chosen so as to reach a strength of at least four soldiers including the captain. This balance can be reached by combining the various profiles of warriors and hunters.

- When forming a company of pariahs, Wolfen repentants should be favored so as to be able to benefit from the captain's leadership later on.

BEEN THERE, DONE THAT

Discipline being the Wolfen's weak spot, a scepter of authority is an investment that can pay off. Another solution is to forget all hope of winning the Tactical roll and building a strategy with this in mind. In this case, giving the captain the "Authority" ability as soon as possible considerably strengthens his strategic impact. While waiting to be able to do this, the choice of artifacts should be made so as to protect the captain by giving him a pendant of mirages or a rune of healing.

THE PROWLERS OF CAER CULHAIN

The prowlers of Caer Cùlhain have formed a company without really wanting to do so. Their captain, the prowler Great Raven, led a solitary life until the day he found Red Moon, a young injured hunter, lying on his path. Since then this scout has become a teacher and the two Wolfen have been traveling together. During their journeys they met Stormblade and Stoneclaw, two fang warriors who were fleeing an ambush. Traumatized by their defeat, the two Wolfen could have become pariahs or messengers of the Beast, but Great Raven took them under his wing. Today, the prowler feels that he has a sacred mission: to prevent his young brethren from denying Yllia. He gives new meaning to the lives of his companions while keeping watch over the sacred lands of his people.



GREAT RAVEN (Wolfen prowler champion) - 41 VP

- Supreme rune of healing - 16 RP
- 30 EP kept in reserve

RED MOON (Wolfen hunter) - 24 VP

- Apprentice prowler - 7 VP
- 30 EP of which 19 are used to get AIM +1

STORMBLADE (fang warrior) - 25 VP

- 30 EP of which 21 are used to get DEF +1

STONECLAW (fang warrior) - 25 VP

Company value before adjusting the soldiers' values: 122

Company value after adjusting the soldiers' values: 125

Distribution of EP: The captain's EP are saved for later so that he can strengthen his strategic role by acquiring the "Authority" or "Strategist" ability.

The hunter's first points are used to increase his AIM. The second step of his evolution will be the acquisition of the "Assault fire" ability. And finally, the last initial EP are used to increase the DEF of one of the two fang warriors.



THE DEVOURERS OF VILE-TIS

Advantages: Good combat capacities and high Resilience. Speed of movement.

Weaknesses: Very high troop value. Low Discipline.

The Devourers have more of less the same advantages and weaknesses as the Wolfen of Yllia. Their strong point, however, lies in their DEF and RES, whereas their cousins are more offensive.

ΕΙ CAP+ΔΙΝ, ΜΥ CAP+ΔΙΝ

The problem of being undermanned is even greater among the Devourers as it is among the other Wolfen. For this reason the choice of captain is a tricky problem.

- The highest DIS among these troops is held by the **tyrant of Vile-Tis**, but his Strategic Value (76 A.P.) can't be afforded by a company that is starting out, unless one decides to fight with only three soldiers, of which two are warriors of blood...
- One can rather choose a **flesh-eater** who will also play the role of brute, or a **hunter of Vile-Tis** who can take on the position of range support and also fight in hand-to-hand combat. These two fighters nevertheless remain very costly.
- The best strength/strategic interest ratio is held by the **eclipsantes**. Their DIS is equal to that of the flesh-eaters and the hunters of Vile-Tis, and their "Assassin" ability grants them a good offensive potential. Their weakness is their low RES, but their

Strategic Value leaves them more room for enlisting other soldiers.

HI GUYS!

The Devourers' Strategic Value doesn't leave them much choice as to the enlisting of soldiers. In most free companies voracious warriors and warriors of blood make up most of the strength in numbers. One can, however, integrate several Allies in

the company to make up for this problem. True, this costs pretty much in resources, but the Devourers can call on fairly cheap Allies, namely goblins.

BEEN THERE, DONE THAT

As for all armies with low Discipline, giving the captain a scepter of authority considerably improves his chances of winning the Tactical rolls.

THE TWILIGHT EXECUTIONERS

Demetharn is proud of being an eclipsante, so much so that she has never hesitated to take part in extremely violent duels to prove her superiority. Yet after one especially difficult combat she realized how inherently selfish her actions were: what would happen to her combat techniques if she should happen to die? As a consequence, she founded a company to pass on her knowledge. Unfortunately, her martial talents weren't enough to make her a good captain. After a first unsuccessful attempt, she robbed the corpse of an unlucky officer of his scepter of authority and of a major rune of will. Equipped with these two artifacts, she has established her company by dominating several warriors of her people.

DEMETHARN (eclipsante champion) - 41 VP

- Scepter of authority (attribute) - 15 RP
- Major rune of will (artifact) - 12 RP
- 30 EP of which 20 are used to get RES +1

THERYSIAS (voracious warrior) - 30 VP

ASSAENYS (warrior of blood) - 25 VP

- 30 EP of which 23 are used to get DEF +1

ELRYM (warrior of blood) - 25 VP

- 30 EP of which 23 are used to get DEF +1

Company value before adjusting the soldiers' values: 121

Company value after adjusting the soldiers' values: 127

Distribution of EP: The eclipsante is a fragile warrior, and despite her high DEF, an accident can happen very quickly. So it's better to use her first EP to improve her RES a bit.

The remaining initial EP are used to increase the DEF of the warriors of blood (DEF 5), who thus become truly dangerous thanks to the "Ambidextrous" ability.

THE BLACK ESCORT OF NEFARAS

Acheronian society leaves no place for pity. Climbing the social ladder is done on a mountain of corpses. Unfortunately for him, the black paladin Nefaras was never a very good sycophant. That didn't matter to him. Faced with failure as a socialite, he chose to rise in the ranks of the military. He was able to get the support of Lugarian, a quaestor who was as ambitious as him. Together they gathered a small troop of living-dead fighters and embarked on a quest for fame and glory. The powerful of Acheron are already aware of some of their military successes, as well as of their strange habit: they take good care of their zombies and ghouls, and even teach them new combat techniques.



LORD NEFARAS (black paladin champion) - 41 VP
 • 30 EP of which 25 are used to get DEF +1

LUGARIAN (quaestor of Acheron) - 25 VP
 • Force of the beyond (spell) - 8 RP
 • 30 EP kept in reserve

DARIAM (zombie in armor) - 21 VP

MALKEREN (zombie warrior) - 19 VP

SESTRHÂ (ghoul of Acheron) - 17 VP

• 30 EP of which 25 are used to get DEF +1

Company value before adjusting the soldiers' values: 123

Company value after adjusting the soldiers' values: 127

Distribution of EP: The black paladin's and the ghoul of Acheron's EP are used to increase their DEF so as to make their counter-attacks easier. The quaestor's EP are kept in reserve in order to be able to improve his POW after several missions.



THE LIVING-DEAD OF ACHERON

Advantages: Wide choice of cheap or Elite troops.
Weaknesses: Very low Discipline. Slow foot soldiers.

It's hard to define the strengths and weaknesses of an army of the Limbo of Acheron since there are so many different ways to form a company. This is in fact this army's biggest advantage: the forces of the Ram have an answer for everything.

Ε CAPTAIN, MY CAPTAIN

The Living-dead's biggest fault is definitely their total lack of Discipline. However, the barony of Acheron is not only inhabited by the Living-dead and its armies can count on the presence of servants with reasonable DIS. Among these, the black paladins (DIS 4) are surely one of the best choices of captain for a free company. Their combat characteristics are unrivalled among their army's troops.

Yet there is an alternative choice for captain. Thanks to the "Fiancée of the Tomb" special capacity (see *Confrontation 3*, p. 199), a banshee of Acheron can acquire Leadership/10 for only 3 additional A.P. True, her DIS remains equal to 0, but her Tactical rolls can be made using 2d6.

HI GUYS!

One of Acheron's most frequently used tactics is to submerge the opponent with a multitude of fighters of low Strategic Value. This technique, albeit efficient, is of limited interest in a game with free companies where individuals are more important. A morbid puppet's leeway is relatively small and its better to enlist soldiers who are a bit more hardened, such as zombies or ghouls. The wide range of values between this army's Regular and Elite fighters allows for a well-balanced group to be formed around one or two powerful fighters. And one shouldn't forget that the Living-dead also have access to various summoning spells and miracles that allow their strength in numbers to be increased during battle.

BEEN THERE, DONE THAT

The Living-dead can't hope to win Tactical rolls just by getting high results. It can therefore be worthwhile to give a crown of the strategist to the captain, which would allow him to re-roll results of ☉ on Tactical rolls. For a similar cost a scepter of authority is equally effective and, if the company's resources allow it, the combination of the two is most efficient.

THE SCORPIONS OF SYHARHALNA

Advantages: Large variety of troops and of Creatures.

Weaknesses: Versatility of the “Mutagenic/X” ability.

The Scorpions’ strength lies in their unpredictability and in their capacity to adapt to any situation. Thanks to the “Mutagenic/X” ability any old Regular can hold out against any opponent... or just about. This strength is also a weakness, for the whims of chance make it that an unlucky roll of the dice can ruin a whole strategy.

Ἐ CAP+ΔIN, MY CAP+ΔIN

There are many who can claim the position of captain. The **vicar of Dirz** (DIS 5) is slightly above average, yet because his special capacity only applies to Characters in his aura of faith, only the company’s captain (being a champion) can take advantage of it at first. And since this capacity does not apply to the vicar himself, it would be a shame to waste such an opportunity. It is therefore better to choose a captain with DIS 4.

HI GUYS!

There are at least two or three choices.

- To play the role of the brute, the most obvious choice is a Keratis warrior. The one with Fierce is a true headache for his opponents, who are forced to defend themselves even when they are sure to be able to kill the clone. The one with Ambidextrous is also formidable since the Keratis can reach up to 6 in DEF thanks to the “Mutagenic/X” ability.
- Another solution is to place one’s bets on a

THE GUARD OF DJARAN

The city of Djaran is one of the preferred theaters of operations of the war between the empire of Syharhalna and that of Akkylannie. Countless alchemical legions have fought on the dunes surrounding the city, for the better and the worse. Because of this, many clone deserters are hiding in the region. They are now so numerous that it has become necessary to hunt down and eliminate them. The city’s masters have therefore formed a company led by Essaia, a promising Belisarius. He has been entrusted with a rune of supreme will to help him in his task and additional clones have been placed under his command. Guided by Shadon, a terrifying Skorize warrior, the guards of Djaran don’t let any of their renegade brethren get away.

ESSAIA (Belisarius clone champion) - 22 VP

- Supreme rune of will - 18 RP
- 30 EP kept in reserve

KALIBAR (Keratis warrior) - 26 VP

DEJARIM (dawn warrior) - 17 VP

- 30 EP of which 24 are used to get STR +1

SHADON (Skorize warrior) - 32 VP

- 30 EP of which 22 are used to get STR +1
- ESRYM** (Dirz crossbowman) - 13 VP
- ASSOUAN** (Dirz crossbowman) - 13 VP

Company value before adjusting the soldiers’ values: 123

Company value after adjusting the soldiers’ values: 125

Distribution of EP: The Belisarius clone’s points are kept in reserve to allow him to quickly acquire the “Fine blade” ability. Thanks to this ability his on Attack tests are not considered to be failures, which allows him to do toxic attacks without danger as long as the Belisarius’s ATT was increased thanks to Mutagenic/X.

The dawn warrior’s points are used to increase his STR so that his sword-axe’s blows are more often deadly.

The Skorize warrior’s STR is also increased to optimize his offensive potential when charging.

Centurus clone. Such a recruit means that the free company will be small or made up of soldiers with a low Strategic Value, yet this risk can end up being worth taking.

- Other fighters, who may look less brutal yet are just as dangerous, can be chosen. The sentinels of Danakil are especially efficient against opponents with low Resilience, since the Critical Wounds inflicted by their sword-axes in fact mean “Killed Outright.”
- Inversely, Belisarius clones do wonders against opponents with high RES thanks to the “Toxic/X” ability.
- A biopsist (or a neuromancer) can have many

surprises in store for his opponents. One can nevertheless prefer to have range support provided by crossbowmen. Hybrids can also play this part, yet they pay for their higher versatility with lower AIM for a higher cost in A.P.

BEEN +HERE, DONE +HAD+

The Scorpions can benefit from various treatments that have the advantage of not being reserved to champions.

The bonuses provided by various potions can be particularly efficient when combined with the effects of the “Mutagenic/X” ability.



THE DWARVES OF MID-NOR

Advantages: Diversity of profiles and cheap troops.
Weaknesses: Most fighters have lower than average MOV and DIS.

The strength of the Mid-Nor dwarves doesn't really lie in the profiles of their fighters, but rather in the combination of troops that their armies can be made up of. A host of the Possessed is always unpredictable since there are so many different ways to build an army.

Ε CAPTAIN, MY CAPTAIN

The Discipline of the Mid-Nor dwarves is clearly below average and the highest value among their troops is held by the prowlers of the Abyss and the collectors of the Despot.

- Being a Warrior-monk, the **collector of the Despot** is a very respectable fighter, yet his status of faithful is very limiting for a young company. First of all, the other soldiers have to be recruited so as to provide him with sufficient T.F. Secondly, the soldiers have to remain grouped around him, which forbids the use of Scouts and fast-moving troops. However, cheap fighters make such a strategy an option that can be interesting.
- A **prowler of the Abyss** is a choice for captain that is easier to manage and almost as efficient. Yet he



has a major drawback: his rank (Veteran) limits the company's strength to seven soldiers. Such a captain should be given the "Leadership/X" ability as quickly as possible or another soldier should be given the role of lieutenant so as to increase this potential.

HI GUYS!

One of the weaknesses of the Mid-Nor dwarves is that they don't have a profile that can play the role of the brute (except for the cyclops of Mid-Nor, whose

Strategic Value is too high for a young company). This role should consequently be played by several fighters who are less decisive individually, yet whose combined assault has the same effect.

- The scourge bearers (18 A.P.) are all recommended for this task. Two or three of them can be included in a free company when it is formed. Strong and relatively resilient, their only weakness is their low MOV that rarely lets them choose their target.
- Another alternative: the prowlers of the Abyss. They are better fighters, stronger, and, above all, twice as fast, yet they are also costlier than the scourge bearers.
- Midway between these two profiles (in terms of cost), the incubuses of the Despot can prove to be formidable. Their STR can reach 8, just like the scourge bearers, and they have the "Toxic/2" ability.
- When it comes to tactical support, the sentinels of Mid-Nor are particularly interesting due to their Movement (MOV 12.5) combined with Scout. Furthermore, they have combat characteristics that allow them to spread danger all over the battlefield right from the first round of the game.
- The only marksmen in this army are not adapted for battles with small numbers of fighters. The rest of the troops should usually be made up of warriors of the Abyss or reapers of Mid-Nor.

THE ANATH-BEPHREN COLONY

Bêlith the Horned is one of the Despot's most efficient collectors. So the latter has decided to entrust him with a mission of utmost importance: to install a colony in the forest of Diisha. The Wolfen are terrifying opponents, yet the possession of their bodies by the demons would allow a new race of warriors to see the day. The Despot would then be able to conquer Aarklash faster than planned! For this dangerous mission Bêlith is accompanied by especially gruesome soldiers, notably Hazram and Nassirân, respectively an incubus and a scourge bearer. This small, discreet and efficient group has a long road to travel before reaching its goal. Every stop is the occasion for a new battle... or for new recruits to be enlisted.

- BÊLITH THE HORNED** (collector of the Despot champion) - 25 VP
- Scepter of authority (attribute) - 15 RP
 - Blood of the Abyss (miracle) - 7 RP
 - Veneration (virtue) - 8 RP
 - 30 EP of which 20 are used to get RES +1
- HAZRAM** (incubus of the Despot) - 25 VP
- 30 EP of which 23 are used to get ATT +1

NASSIRÂN (scourge bearer) - 18 VP

- Consecration - 3 RP
- 30 EP kept in reserve

MATALETH (scourge bearer) - 18 VP

EMSHUR (scourge bearer) - 18 VP

KÂDIR (warrior of the Abyss) - 10 VP

MELDHÒN (warrior of the Abyss) - 10 VP

Company value before adjusting the soldiers' values: 124

Company value after adjusting the soldiers' values: 128

Distribution of EP: The collector of the Despot's EP are used to increase his RES so as to let him use War fury with less of a risk.

The incubus of the Despot's ATT is improved to make his toxic attacks harder to parry.

And finally, the EP assigned to the scourge bearer are kept in reserve in order to later on give him the "Fierce" ability, which combines well with the "Possessed" ability.

BEEN THERE, DONE THAT

The choice of attributes obviously depends on the choice of captain. If he is a collector of the Despot, then resource points can be spent, in addition for miracles, on a virtue for the faithful and a consecration for one of the soldiers.



THE KELTS OF THE DRUNE CLAN

Advantages: Well-balanced fighters.

Weakness: Low Discipline.

The Drones don't have any very marked advantages or weaknesses. The troops' profiles are of rather offensive character, yet unlike their enemy brothers, the Drones are perfectly able to defend themselves when required and they have better Resilience.

ΕΙ ΔΑΡ+ΔΙΝ, ΜΥ ΔΑΡ+ΔΙΝ

The highest Discipline among the Drune troops is held by the **karnaghs** and the **soul snatchers**. Choosing a karnagh provides complete freedom when choosing the other troops. On the other hand, for a soul snatcher to be able to use his special capacity, the company must include one or several Drune wraiths.

Yet there is a third possibility when it comes to choice of captain: a **formor fiend**. He has a lower Discipline than the karnaghs and the soul snatchers, but he can prove to be very useful against fear-inspiring opponents. If he gets the "Leadership/X" ability, then the members of his company benefit from Courage that is equal to his FEAR (7).

HI GUYS!

If the chosen captain is a hand-to-hand combat fighter, then the choice for range support is already made: the Drune archer. With his special capacity that provides him with a higher success rate when making long-range shots, and especially his "Toxic/I" ability, he represents a threat that few can afford to ignore. If he nevertheless should fail his shots, then the fear he inspires is often enough to turn the opponent's strategy upside down.

Unless he has already been recruited to be captain, a formor fiend is then perfect to play the role of the company's brute. As soon as he is recruited

one should always spend a few additional points to give him a demonic aura. Even though the abilities bound to it can be acquired through experience, an aura does not count in the maximum number of additional abilities that a formor can get. In other words, an aura allows a formor to benefit from one ability more than usual.

The Scout profile of the lanyfhs is a risky tactical choice, yet it can be worth taking. The risk lies in the lanyfhs' fragility (RES 3). Yet if they are wisely used, these troopers can strike quickly and hard at the opponent's weak spot. Their cost, which is fairly

low for Scouts, allows two of them to be enlisted, thus making them more dangerous when deployed behind enemy lines.

The choice of troops then depends on the soldiers who have already been recruited. If more weight was placed on force instead of numbers, then the strength in numbers can be raised by adding Kelt Mercenaries of low value. If, on the other hand, the company already has enough soldiers, then the "Drune warrior" profile can be preferred for its "Fierce" ability, or even the Veteran who has Brutish charge in addition to better characteristics.

THE WANDERING SHADOWS

For a long time Kernwyd took part in the Rag'narok in the company of warriors of the clan. After an especially bitter defeat he had a revelation: the Drones had to find Cernunnos if they wanted to have a chance to win this terrifying war. Unfortunately the wyrd refused to give the enlightened soul snatcher any warriors. So Kernwyd entered the Gwyrd An Caern and awakened three wraiths. After a journey lasting several weeks and several battles waged in the name of Cernunnos, his young company was rallied by Ceithan, a formor who is quick to give advice. Moreover, this demon has considerable strike force and Captain Kernwyd is letting himself rely more and more on his supernatural ally.

If a soul snatcher was chosen to be the company's captain, then the first troops to be recruited should be three Drune wraiths to allow the Warrior-mage to make the most of his special capacity. Endowed with the "Resurrection of the wraiths" spell, the soul snatcher can be used as a fighter who devotes his mana to healing and resurrecting wraiths. The choice of the other soldiers can then vary. A formor fiend can provide additional force, but one can also decide on a free company based on the theme of the Drune necropolis by enlisting more Drune wraiths or another soul snatcher who also has the "Resurrection of the wraiths" spell. One shouldn't forget that such a company implies a strategy based

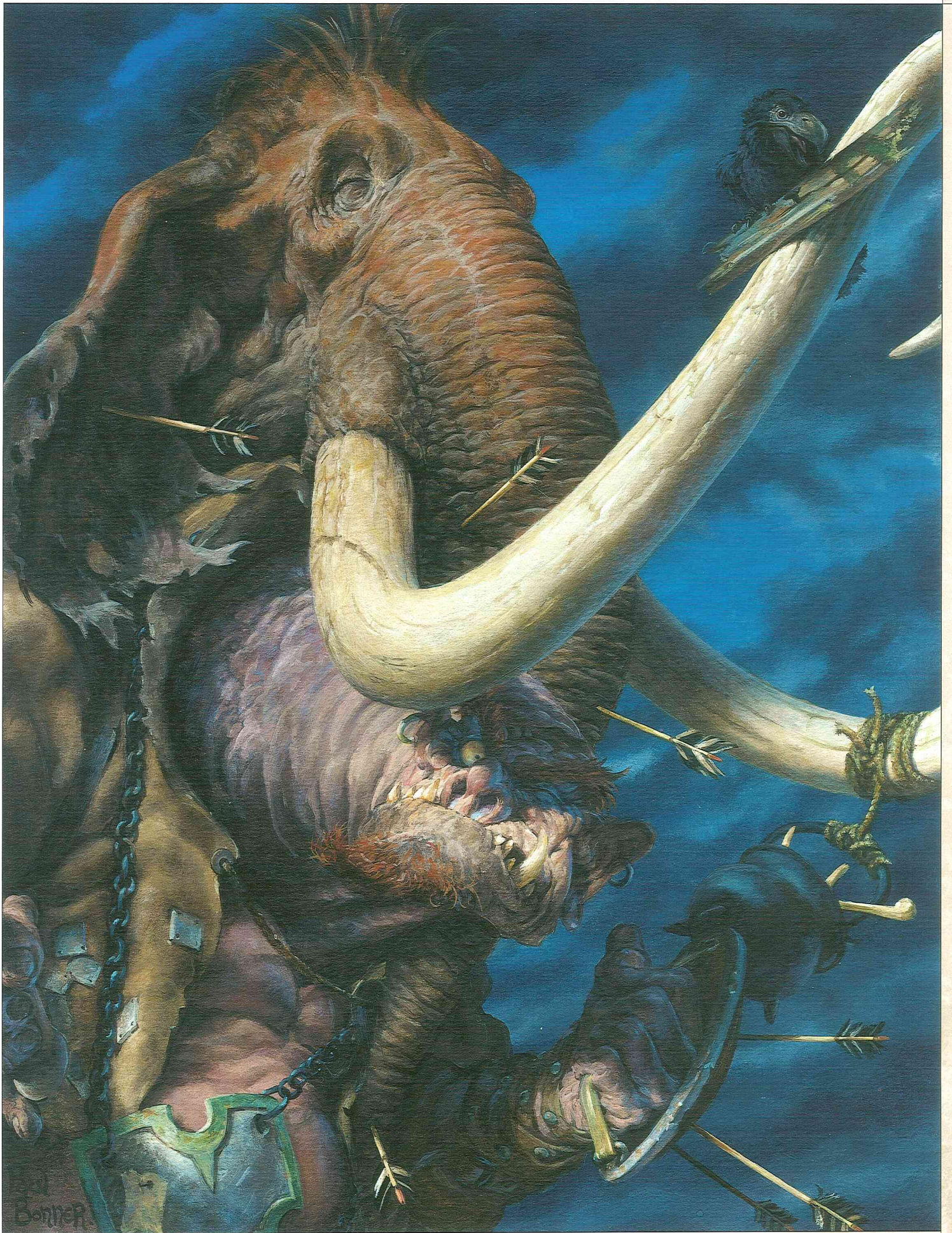
on the sacrifice of troops who can regenerate and be resurrected.

- KERNWID** (soul snatcher champion) - 32 VP
 - Resurrection of the wraiths (spell) - 16 RP
 - Scepter of authority
 - 30 EP of which 23 are used to get DEF +1
- ANYLDAN** (Drune wraith) - 16 VP
 - 10 EP kept in reserve
- BRANWYN** (Drune wraith) - 16 VP
 - 10 EP kept in reserve
- ELENIR** (Drune wraith) - 16 VP
 - 10 EP kept in reserve
- CEITHAN** (formor fiend) - 39 VP
 - Aura of the scourge - 3 PV
 - 10 EP kept in reserve

Company value before adjusting the soldiers' values: 122

Company value after adjusting the soldiers' values: 124

Distribution of EP: The soul snatcher's DEF is increased to make it easier for him to counter-attack. The other soldiers' points are distributed and kept to allow the wraiths to acquire Fierce and the formor fiend to get hand-to-hand combat abilities such as Brutish charge and Sequence.





ΣΘΐm

Watching Almira was a captivating spectacle. Though he was a simple human, the warrior-mage had a special gift of making the most of every cover available. There, hidden in the bushes of the field of honor, he spied the one he had instinctively recognized: an elf with the graceful muscles and neutral face that are typical of the Cynwälls. The elf was talking with one of his people in the alleys of a Cadwë garden.

Almira was so close... Yet it would have been reckless to attack at this moment. He first had to study his target and find the weak spot in his armor.

The shots of a duel echoed in the distance. The two elves continued walking, discreetly followed by Almira. He could tell that the conversation was of great importance. His magic gave him partial understanding of the elven language that he could read on the lips of the two monks. The warrior-mage had no doubt that they were adepts of Noesis.

The younger of the two equanimes was congratulating the other, who Almira had recognized, for his very wise work on the *Teachings of Akaris*. This compliment seemed to bother the Cynwäll, who nervously stroked the prayer wheel he was carrying at his hip.

His calm is just a façade; I can sense the conflict inside him.

Almira continued stalking them, slipping behind the bushes with great care. The equanimes are said to be in harmony with their surroundings and capable of prodigious sensorial acuity.

The carrier of the prayer wheel remained silent. His colleague, on the other hand, was surprised by his visit. In respect for their traditions, he couldn't help him in his quest or welcome him into his brotherhood. What more, he was wondering where the others were. Almira was not aware of who these "oth-

ers" were. They seemed to be talking about a family or a military unit. Touching his prayer wheel again, the elf answered that he hadn't made this journey to talk about Noesis. As for the "others," their quests had separated them, yet he would know how to join them again if required. With a smile he explained that he had to carry out his quest alone.

He feels isolated, misunderstood... which he truly is. He is weakened.

The younger of the two elves confessed that he had heard troubling rumors. The other one admitted that he had gone through change, but that it wasn't elevation. He added that he was still seeking the Truth and that he still fought in the name of Lanever.

For a short moment the Cynwälls froze and looked around. Almira didn't take the risk of throwing himself to the ground. He remained unmoving in the bush, hoping that he couldn't be seen. The two elves exchanged glances and continued walking. Almira waited for a few seconds.

Don't let them distance you!

The equanimes reached a huge lawn. Further away, Almira could make out two gentlemen carrying the corpse of a third one. The two elves sat down in the

grass, turning their backs to the warrior-mage. Almira could no longer read their lips or get into a better position without attracting their attention. The equanimous warrior pointed to several of the city's monuments.

Watch them carefully! I have to know what he is looking for.

Almira concentrated. He tried to figure out what the young monk was pointing to and understand what they were planning. But he couldn't. While he was thinking, the Cynwäll carrying the prayer wheel got up, bid his companion farewell, and left.



Almira was worried. He didn't like going to the Warbeast Head, the fiefdom of the Wolfen. Despite his fully loaded gem and his weapon, he felt uncomfortable with the presence of the children of Yllia in the tavern. Yet his submission was stronger than his survival instinct, and the information he was seeking was important for his master.

In front of him, a *selsým* was downing his fifth tankard of ale.

"I didn't know that Cynwälls could succumb to alcohol," the warrior-mage joked.

"You think we spend all our time in a brotherhood?"

"Are you from the Tower of Sight?"

The Cynwäll drank a few gulps before answering with a nod.

"Have you ever fought?" asked Almira.

"Yes, at Käiber."

Almira smiled. He hadn't been wrong.

"You know Soïm, don't you?"

"Sure, he's one of the greatest heroes of my people."

"Tell me about him."

The *selsým* stiffened for a short moment, his gaze imprisoned by Almira's eyes. He answered his question mechanically.

"Soïm is a sage and a warrior. His skin bears the tattoos of a civilization that no longer exists. He is one of those who convinced us to go to war."

"What are his weapons?"

"His spear. His body. His mind. Noesis allows him to master *shenras*."

"What's so special about his prayer wheel?"

"It belongs to Huantë, his best friend."

"I thought that Syd de Käiber and Nelphaëll were his only friends."

"Soïm joined their trihedron after Huantë's death."

"What is the prayer wheel for?"

"It is said that Soïm uses it to prepare himself for combat. Thanks to it he better understands the secrets of Noesis."

Almira threw a quick glance over his shoulder.

"Has he even been defeated?" he asked.

"They say that he has been badly wounded. That he should have died... just like Syd."

"And?" Almira impatiently asked.

"They say that he has left the trihedron."

"Do you know what he has come to Cadwallon for and why he is meeting up with other equanimés?"

"No."

"Are his companions looking for him?"

"I don't know. I don't even think that he really left the trihedron. I believe that he is still loyal to Syd and Nelphaëll."

Almira thought for a moment. It seemed obvious to him that the three elves shared a bond that was much stronger than just friendship.

"Does he have a pistol or a bow?"

"No."

"Can he use his equanimous powers to vanquish his enemies from a distance?"

"No."

That's not true.

"That's not true," the warrior-mage repeated out loud.

"They... they say that he can become like a ghost," stammered the *selsým*.

Almira bit his lip. He didn't like the idea of shooting at a ghost very much. Soïm had to have a weakness somewhere.

"Does he have to concentrate to do this?" he asked.

"I don't know..."

The effect of his spell was beginning to fade.

"Speak!" he shouted.

A Wolfen turned around and growled.

"I don't know..." repeated the *selsým*.

"Yet equanimés meditate, don't they?"

"Like we all do, yet we do so before, not during the battle."

"Why?"

"When in a trance we open our inner eye and look deep into ourselves. We become blind to the outside world. Only Noesians know how to do this while..."

The *selsým* suddenly collapsed on the table, turning over his half-empty tankard. Several Wolfen turned around, visibly annoyed and suspicious.

Flee!

Almira just barely managed to escape the Wolfen. Now that he had found a weak spot in the equanimé's defenses, he was bent on not dying.



The warrior-mage was exhausted. Finding Soïm again and stalking him without being noticed had emptied his gem, yet it was worth the effort. The equanimé was there, just a few meters from him. Yllia's shine was lighting up the abandoned quarry. In the distance Almira could see the shape of the Automaton, the giant construct that had given its name to the fief.

The warrior-mage carefully dipped the tip of a crossbow bolt into a vial. He looked at the venom with religious respect. Almira loaded the bolt, raised the crossbow and aimed at the Cynwäll's heart. His finger slowly started to pull the trigger.

Soïm opened his eyes. Taken by surprise, Almira quickly got down behind a mound of dirt. He could hear the equanimé's footsteps on the gravel, but they seemed to be moving further away. The warrior-mage risked taking a peek. Soïm was wandering around aimlessly in the quarry, his eyes veiled. Reassured, Almira raised his crossbow again.

Wait! I want to understand.

Soïm was roaming all over the quarry. He seemed to be at once blind yet clear-sighted.

Your gem has replenished itself. Use your magic to read his thoughts.

Almira refused to follow the order; he feared that the equanimé would sense the intrusion.

Obe!

The warrior-mage stroked his gem and concentrated on the spell as well as on the discretion of the incantation. He could feel Darkness taking hold of his soul and he plunged his gaze into the monk's veiled eyes. There he saw Cadwallon, yet not the city as he knew it. It was the city in the age of the Cynwälls, maybe even before, at the origins. In this ancient Cadwallon with its cyclopean buildings, Almira was walking like a shadow by Soïm's side. He saw everything with his inner eye, and on the equanimé's body there were no longer tattoos that he could read, but thoughts.

Something had been shattered in the Cynwäll's soul. He had had a revelation. An ardent defender of Light and of the Republic of Lanever's entry in the war, he now feared having been manipulated. This was obvious to Almira, since manipulating was what he usually did.

Concentrate.

Soïm inspected the former Cadwallon on the lookout for clues, for evidence. He was searching the past of his people, or rather the past that his people had met in the ruins of Lanever. He was looking for an explanation, a prediction, as if the future of the Cynwälls had been caught in this past.

I know enough.

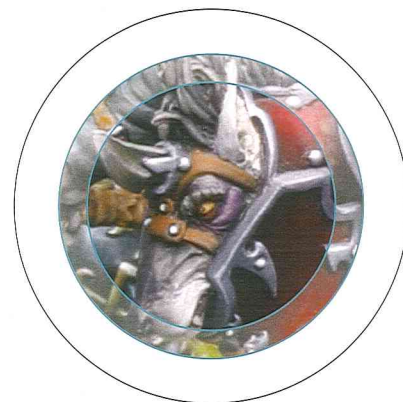
Almira carefully broke the mental link. Back in reality, he grabbed his crossbow and aimed it at Soïm. Yet the equanimé was no longer there. In the half-light the warrior-mage heard a noise to his right. And then to his left. Each time he quickly raised his weapon, but all he could see was darkness.

Behind you, you fool!

Almira spun around. Too late. Soïm came flying at him, his foot stretched out in front of him. The impact was so strong that the assassin was knocked to the ground. The Cynwäll was already on him, his fist ready to strike. Before giving him the final blow, he plunged his gaze deep into the Almira's eyes and saw that which he so feared to suffer: enslavement.

THE RAG'NAROK, AN
AGE OF REVELATIONS

To understand what holds the Devourers together in the same revelation one has to go the heart of the quest of the disciples of Vile-Tis. The revelations are not imposed by blood bonds, territory or hierarchy – all values that the Devourers deeply despise – and they aren't either devoted to the defense of some enclave or sacred vision. The revelations are the visible manifestation of a negation and of a collective paradox. The “great” negation, the one of the gods and of those who impose their laws, and the “great” paradox, the one between the consciousness entrenched in the most atrocious savagery and the most exasperated individualism, are found among all Devourers. Yet each revelation has its own contradictions and its own refusals, for though the secrets of Vile-Tis have freed all the Devourers from the chains of morality, they have also allowed them to distinguish themselves. No one reacts in the same way to treason: some punish the bodies whereas others rush to assault the enemy bastions. The Devourers, betrayed by the gods, show these differences through their revelations.

THE
REVELATIONS
OF VILE-TIS

WHEN THE STAR OF THE HYENA FELL, HITTING ELLIS'S PACK, IT BROUGHT WITH IT THE FIRST TASTE OF FREEDOM TO THE FUTURE DEVOURERS. THE MESSAGE OF THE BEAST WAS THEN SPLIT INTO SEVERAL ECHOES AND CAUSED THE EMERGENCE OF DIVERGENT BANDS FROM THE FOREST OF MÔRN TO THE BANKS OF THE YNKARÔ. WITH NEITHER AUTHORITY NOR HIERARCHY, THE DISCIPLES OF THE FALLEN STAR PROWLED AARKLASH WHILE FOLLOWING THE VISIONS COMING FROM THE SAME SECRET: THAT OF THE MORTALITY AND THE PERVERSITY OF THE GODS. EACH REVELATION CARRIES A PIECE OF VILE-TIS'S ESSENCE INSIDE IT AND GATHERS THE DEVOURERS WHO ARE ALL BOUND BY A SHARED CONSCIOUSNESS MORE THAN BY ANY OTHER PRINCIPLE.

No revelation is really led by a chief except maybe that of Armageddon. On the other hand, they all follow individuals who best embody their principles, their paragons. The revelations have all chosen emblems (glyphs of Vile-Tis) derived from the Wolfen pictograms and all follow a single destiny. Ignoring the notion of territory, they roam Aarklash, fraying their path filled with blood and tears through the forces opposing each other in the Rag'narok. Some have temporary encampments, sites of choice, and punctual allies, yet it would be in vain to attempt to limit them to these orderly and predictable notions, for the Devourers are the living embodiment of fierce independence.

ARMAGEDDON: THE ARMY OF THE END OF TIME



War Chief: Ellis

Symbol: Glyph of the fallen star

Negation: Armageddon renounces Light and Darkness, sending them both packing.

Paradox: This revelation is a structured, hierarchical and trained army in the service of individualism and disorganized massacre.

Destiny: Armageddon is the army of the end of time, the one that will free the world from the gods.

Encampments: Ellis's army is in perpetual motion while awaiting its time. Its main training camps are located in the strips of land between Bran-Ô-Kor and Syharhalna, not far from the templar Commanderies of the Griffins and the outpost of Danakil.

Allies: All of the Devourers' potential allies gather in the Armageddon. In the eastern lands this revelation often fights alongside the orcs.

The Rag'narok has come. It is setting Aarklash ablaze, imposing on each people the useless conflicts of the power-hungry gods. The latter assume the attire of Light and of Darkness, yet they remain true to their underhand nature.

The gods are mortal; the Devourers of Armageddon know this and are bent on proving it. The lords of the apocalypse have gathered their scattered bands in an enormous army that is getting ready to trigger the battle of the end of time. Contrary to the other groups of Devourers, Armageddon unites a wild and organized flood, with its ranks, its charismatic leaders, and its grand maneuvers. The disciples of the Beast fighting under its banner are well trained, united and dreadfully violent. Those who have seen Armageddon at work and had the luck to survive secretly whisper that this revelation announces the distant end of the Rag'narok as well as that of many a people of Aarklash.

Ellis was the first one to receive the revelations of Vile-Tis. In no other Devourer is the message of the star as whole and as powerful. His abandonment to the Beast has allowed him to understand the totality of what is just half-truths for his brothers. His visions have changed this former pack leader beyond all recognition, leading his mind toward awareness and madness simultaneously. Filled with marvelous and terrifying images, he roams the continent followed by the reprobates of the Rag'narok who see in him the hope of endless freedom, the hope of a choice in a world dominated by the gods.

The simple dominant figure of a tattered troop at his beginnings, Ellis has become the herald of the final combat, the master of the great army of avengers and the cantor of the end of time.



BLASPHEMY: THE SECTATORS OF THE VEID



War Chief: Styx

Symbol: Glyph of the divine Void

Negation: The Devourers of Blasphemy reject the gods' influence on Destiny.

Paradox: The faith of the apostates of Blasphemy is their main weapon in their struggle against the faithful of Aarklash.

Destiny: The revelation of Blasphemy is the source of profanation, the one that manages to shape reality by freeing itself of the divine will.

Encampments: This revelation's tents are scattered in a vast area stretching from the plains of Avagddu to the Ynkarô. Yet the apostates tend to gather near the first battlefields of the Devourers to the east of the Wall of Giants.

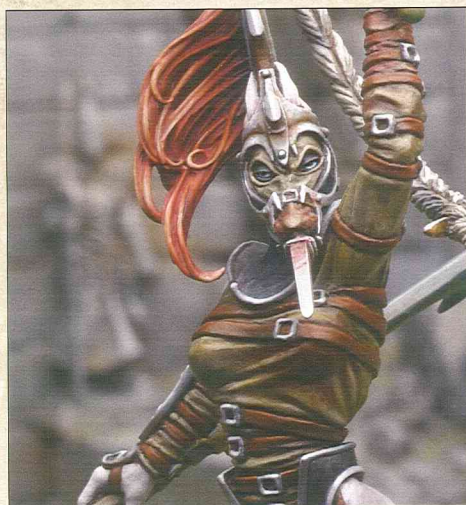
Allies: The Devourers of Blasphemy often join forces with the Drones, who share their hatred for the gods.

The Devourers' faith is different from all the others. Based on the censure of the faithful and on the rejection of divine symbols, it draws its strength from the incorruptible will of the iconoclasts, growing more powerful when the number of enemies grows, and bending and altering reality. Devourer faithful believe in their ability to decide their own fate and to control events. Their anathemas change the path of destiny and produce true miracles on

the battlefields. Contrary to the blessings of Light and the curses of Darkness, Blasphemy's anathemas don't call on outside forces to transform reality, but on the collective will of the disciples of the Beast. It's this same will that motivates the terrifying apostates of this revelation and which gives them the strength to resist all mystic influences and capacities. What better testimony to the power of the Void can the Devourers have provided? Blasphemy's bands are feared for their incredible resistance to magic effects as well as their zealous desecration. Indeed, the Devourers of this revelation draw greater strength from sacrilege and can unleash a torrent of destruction as soon as faith – that of others or their own – is at stake.

The sly Styx leads Blasphemy. Surely the most intelligent of the Devourers, he has known to keep his distance from the flesh-eaters' thirst for blood so as to fully devote himself to his iconoclastic quest. Some claim that his way of fighting the devotees of Dirz and the inquisitors of Merin have made him resemble his enemies in more ways than one.

Styx is elusive and travels all over Aarklash to "convert" the peoples he knows able to understand the message of Vile-Tis. He only reveals his presence during skirmishes located around temples, and he sometimes even strikes at the heart of enemy territory using indirect means known only to him. With passing time he has become enemy number one of the faithful of all beliefs and has never been able to be located.



CARNAGE: THE ETERNAL WAR



War Chief: Shurat, the Master of War

Symbol: Glyph of savagery

Negation: Carnage renounces peace.

Paradox: By becoming aware, the members of Carnage have given in to the most primitive of fury and thirst for blood.

Destiny: Carnage is the most perfect manifestation of the Rag'narok: the perpetual war.

Encampments: The Devourers of Carnage are scattered all over Aarklash and are always on the march toward new battles. They have no known favored encampment.

Allies: Although Carnage can find circumstantial allies, it rarely makes lasting pacts with other peoples.

Mainly made up of Wolfen renegades, the revelation of Carnage embodies the savagery of the Beast. The Devourers gathered in it have renounced the principles of their forebears and the respect for nature that these implied. By rejecting the rules of the stone circles, they have voluntarily given in to their primitive instincts, to massacre, the love of blood, and murder. Like packs of wild animals, the bands of Carnage have neither god nor master. Made up of individuals united by a shared renunciation, they fight on a daily basis against their numerous enemies and then retreat to shelters of fortune where new offensives are prepared every day without any kind of master plan.

Shurat isn't strictly speaking the chief of the revelation of Carnage, but rather the personification of its ideals. His charisma is based on his life force and his efficiency. He alone has known to force the respect and admiration of the Devourers who follow him in his fury, yet who don't grant him any other authority.

REBELLION: THE REVELT OF THE PARIAS

War Chief: There are many and varied chiefs of Rebellion.

Symbol: Glyph of the horde.

Negation: The Devourers united in Rebellion respect neither authority nor laws.

Paradox: The pariahs exalted by their shared subversion have all become Devourers in the service of a supreme authority: that of the Beast.

Destiny: Rebellion is the irresistible force that will overthrow all thrones.

Encampments: The Devourers of Rebellion don't have a permanent encampment. They can be encountered absolutely everywhere on Aarklash, though their most active centers are in the vicinity of Cadwallon.

Allies: Rebellion takes any type of ally in its cause, even among the peoples that aren't usually seen with Devourers of Vile-Tis.

The words of the Beast have spread beyond the Wolfen packs. They are exchanged in the alleyways and taverns of small country forts, affecting all the downtrodden individuals of Aarklash, promising

them nothing but the opportunity to finish in style, to turn their daily misery into a huge bonfire. The heads were bent too low, the whip has cracked for the last time, for the Beast has brought a new message, a message of revolt against the powers of men and of gods, a message of insubordination. This revelation can strike like lightning wherever the powerful inflict the oppressed with injustice and privation. Rebellion carries the shout of anger of the pariahs and outcasts by giving them hope to exist, even for just a moment, and finish alone in their misery. Extremely volatile and fragile, this revelation depends on the multiplication of isolated centers in order to spread and provide an ideal to all the oppressed of Aarklash, yet without promising anything more for tomorrow but death. Because of its specificities, this revelation has no known chief or allies.



ECLIPSE: THE SISTERHOOD OF SHADOWS

War Chief: Managarm the Traitoress and Meyleen.

Symbol: Glyph of the eclipse

Negation: Eclipse rejects loyalty and honor.

Paradox: In its struggle against the emergence of champions and the respect for elders, the Eclipse blindly obeys its charismatic mistresses. No other revelation has adopted such an elitist system.

Destiny: The revelation of the Eclipse is the destroyer of heroes. It is said that it will kill the sun itself at the end of its blood-filled journey.

Encampments: No one knows where the eclipsantes have their encampments. They suddenly appear, strike, and vanish in the shadows just to reappear leagues and leagues away from their latest target.

Allies: The Eclipse only very rarely allies itself with other peoples of Aarklash. Yet it is the revelation that has the best relations with the goblins.

Drawing from both the teachings of Vile-Tis and the accursed blood of Y'Anrylh flowing in Managarm's veins, the Eclipse forms the assassins among the Devourers. Skilful and communicative, these female Devourers are transfigured by the dance of the eclipse. They then do a dance of fury, of pain and of death that can flatten the most hardened of opponents. Each eclipse is an independent sisterhood that follows complex rules. Despite their relative independence,

all eclipses pledge endless respect to Managarm and Meyleen.

The eclipsantes avoid engaging in frays and prefer going after specific targets, suddenly appearing and sowing terror before returning to the furtive shadows. Having more in common with a secret order than a military squad, an eclipse devotes most of its time to training and trials.

Among the eclipsantes' figures, Managarm and Meyleen clearly stand out. All murderesses know that the Eclipse wouldn't exist without the cruel Traitoress and show her fanatical admiration that can lead them to the furthest extremes. In this the revelation of the Eclipse is different from the others and provides an example of what an organized troop of Devourers can look like. Luckily, the eclipsantes seem to be incapable of mobilizing large contingents during the confrontations of the Rag'narok, and they limit themselves to punctual devastating strikes.



ECSTASY: THE WAY OF THE APEX



War Chief: Nekhar the Ecstatic

Symbol: Glyph of pain.

Negation: The Devourers of Ecstasy renounce the limitations of the mind as well as those of the flesh.

Paradox: By seeking freedom and escape, the ecstatic submit to their fascination and lose their individuality.

Destiny: The revelation of Ecstasy is the path toward a conscience that goes beyond life and death.

Encampments: The mystic Devourers gather most often in places charged with power, such as the Black Woods and Ashinân.

Allies: The Devourers of Ecstasy don't have any known allies, yet their visits to the Black Woods sometimes bring them closer to the Drones.

Going to the apex of the revelations of the Beast, the Devourers of Ecstasy deny the limits of the body and the mind. Using extremely violent means, they attempt to free themselves of their weaknesses. Its members are captives of a process that leads them away from the notions of

pleasure and pain by using the two indifferently. Ecstasy tears them from reality as if they were truly possessed and increases the power of their consciousness while leading them into a whirlwind of oblivion from which few escape alive. Prowling the border between insanity and ultimate wisdom, the ecstatic scorn the constraints of the flesh. They inflict themselves with horrible wounds and humiliation with the hope of reaching an altered state that allows them to ignore pain.

While it may seem to be absurd to those who aren't aware of its meaning, the quest of the ecstatic gives them unbelievable powers. Some claim that the so-called superior consciousness of this revelation's members is in fact a regression to the most primitive stages of evolution, a spiritual resurgence of the creatures of the first age through the mutilated bodies of the Wolfen and their allies.

By delivering his message, Vile-Tis has found Nekhar the Ecstatic to be the perfect receptacle. The latter, contrary to the other Wolfen, hasn't only listened, but has also "awakened" himself and reached another state of awareness. He instantly accepted a piece of the fallen star's mind and saw the reflection of his own contradictions in the words of the Beast. Thus, Nekhar embraced Ecstasy without even think-

ing about it, and unquestioningly took in Vile-Tis's words of denial.

While others turned to iconoclastic devotion of bloodthirsty fury, Nekhar chose to search inside himself for the secret of life and death: the revelation has become a path to follow. Since then, Nekhar has noticed that, like him, other Devourers could see much more than just words in the revelations. He has therefore proceeded to gather them in a sort of mystic and wandering community that is on a quest for ultimate ecstasy.

The community of the Devourers of Ecstasy vows immense respect to Nekhar, its spiritual guide and the accomplished example of the truth of its quest. Strengthened in their vision by his monstrosities, the ecstatic blindly follow him, tirelessly drinking up and spewing out his every word. Acting in an impulsive way for reasons known only to him, Nekhar can disappear for months on end before becoming a commander worthy of the name just for one battle. The ecstatic know that Nekhar is the best of mentors.



THE IMPURE: THE LAST CHILDREN



War Chief: Morgar

Symbol: Glyph of the blood elves.

Negation: The Impure battle both tradition and civilization.

Paradox: By gathering in bands united against the culture of societies, the Impure have formed their own hierarchies and traditions.

Destiny: The Impure are the snipers of the Rag'narok.

Encampments: Scattered in the western parts of Aarklash, the biggest bands of the Impure still generally remain near the banks of the Ynkarô.

Allies: The Impure's only known alliance was made with groups of goblin smugglers in the vicinity of Indattè.

The history of the half-elves goes back to an age well before the fall of the star. Feared by their human parents and scorned by their elven brothers, the Impure have all know straying and despair, living off the crumbs that fell from the tables of their elder siblings. Hunted ever since their childhood, rejected by those whose love they required, for a long time the Impure contented themselves with surviving in the vicinity of the homes in which they weren't welcome. With the passing of time they learned to count on each other and founded parasite societies that lived from smuggling, plundering

and banditry. That's how they were when Styx met them: determined to find within themselves the pride that their ancestors refused them. By bringing the message of the Beast to them, the Wolfen broke the last shackles separating the Impure from hatred and revenge. Thus, the half-elves, supported by their Wolfen brethren, turned against those who had made them suffer for so long, firmly bent on making them pay for their defiance.

Convinced of the need to coordinate the forces of the Impure in the service of his violent ideals even before Styx's arrival, Morgar considered this Wolfen to be a messiah. He repeated his words in all of the half-elves' camps and sent his three children to the groups coming from the various elven races. Velrys brought the message to the Cynwäll half-elves while Sylenia rushed to the lairs of the Daikinee half-elves. As for Scrupule, he didn't wait for his father's orders to join the Devourers and travel to the Akkyshan half-elves accompanied by Zeïren.

The Beast has thus given the half-elves a new hope: the one to conquer their dignity through massacre. Morgar knew to seize the opportunity to become the king of the Impure and name Velrys to be his heir on the day that he was crowned. He has formed a society based on the scattered bands of the past.



KILL 'EM ALL AT NELRID-THÔL

“When the wildcat-colored shine crosses the pass of typhoons, an oracle will come that will know to find the site of a great secret. Neither in the Howls nor in the frozen silence, but further beyond, in a forest of pinnacles that all look the same. Once again Light and Darkness will blend in a whirlwind whose insensitive eye will lead those who come from afar to wandering. Their fortified guard having fallen, the secret will stray and the source will leave the known world. Such shall be their fate, sealed without witness.”

Misan had read this paragraph over and over again for hours on end. Some parts were simple: the oracle was he, the Clairvoyant; the pass of typhoons could only be Kaïber Pass where the Red Lioness was fighting at this very moment. But then? The word “Howls” bothered him. Why was it capitalized? He rubbed his temples and let his gaze wander around the maps that he had ordered the day before: Kaïber, Daneran, the Behemoth Mountains. Capital letters everywhere, names of places. But of course, places. Howler Pass! Everything else fit together: the pinnacles of mountains, the enemy nearby. What then? The wandering, the defeated guardians of secrets finally releasing their treasure. If this sentence evoked victory, as he believed it did, then there was no time to lose. Dragan d’Orianthe would provide him with a squad of his defenders, maybe even two, siege machines and the company of several scouts. Misan broke into a smile, sure of his forces. For a moment he thought about the orcs scattered in the snowy mountains and then swept away his scruples with a short prayer. You can’t make an omelet without breaking eggs.

The snowflakes stirred up by the wind were dancing around the peaks and strong gusts of wind were bending the trees, forcing them to bow to invisible spirits. The shaman raised his head and sniffed the icy air. He started searching for a sign in the snow around him. The huge tree trunks were creaking and cracking while resisting the force of the wind pushing at them. The shaman gazed at a tree that was standing in the middle of this turbulence, a tree that was immobile and serene, its branches unmoving in spite of the storm. The mountains were rumbling. The mountains were suffering. The shaman listened to the wind of Nerea: the wind of Nerea told him that Light had gone mad. The shaman turned around and listened to the south wind: the wind of Sylhea told him that Darkness was on the prowl. The shaman then listened to the wind of Elion and the wind of Elion spoke to him of war. The wind of Olhim didn’t say anything, yet it blew stronger and stronger. And the tree flew off like a wisp of straw and was hurled against the mountainside and shattered.

The shaman moaned; he now knew.

This time Vijkhal hadn’t needed a shaman. He had seen the sign.

“How long still?”

“Two, maybe three days, mighty Vijkhal. They will follow the paths under the mountains, they and the undead.”

“Together?”

“Separately.”

Vijkhal turned to his trackers. They hadn't missed a word of their exchange and were getting ready to leave. Kolghor, the best among them, was already checking the sleighs.

“To the fort at Nelrid-Thôl, quickly. I'll come to support you with warriors and guardians in two days and two nights! Go!”

Kolghor hesitated. He couldn't read the winds like the shaman could and didn't have Vijkhal's experience.

“Tumahk... Who? Why?”

“The Alahaars, Kolghor. They're coming for the Tree.”

Vijkhal didn't have to repeat his order.

The trackers were on their way, running along the mountain crests. Their jaws clenched, they jumped from rock to rock following a path that they had followed so many times before. Speed was their only asset. They had to keep up their speed to get there first, before the enemy got through.

Higher up the defenses are meager and Tumahk isn't with the Tree, thought Kolghor. If the Tree falls, then the exodus would begin. They would then have to leave and again know hunger, disease and wandering.

These mountains are inhospitable, yet they are our mountains, the home of our tribe. And the wind whispers in their ears. Elokani is with us. Elokani is always with us.

Kolghor smiled and briskly led the group to the left to avoid the road over the pass. The trackers looked at him, puzzled, then simply shrugged and followed him.

A bit later Kolghor stopped and raised his hand, his fingers folded. That was the sign to lay low and wait. He pointed to a dark mass less than a kilometer away. The figures of heavily laden Barhans moving slowly along the road over the pass could be made out. They were just in time.

“The claws of the lynx,” whispered Kolghor.

The warriors of the wind silently nodded. They knew this tactic well: the scouts at the flanks show themselves at the last moment while the others, higher overhead, save their energy for the final assault. A second later the trackers left their perch and rushed off toward the fort.



Dragan had been given Akkylannie's assistance: a spooky squad of thallions led by a magistrate. At the rearguard the Barhan servants were dragging their dismantled ballistae as well as they could through a dark tunnel that went around the pass, the light of their lanterns reflecting on the smooth walls. Misan felt uneasy. The absurd idea that some aspect of the prophecy had eluded him was prowling at the back of his mind. It was a similar feeling like when leaving home with the impression that one forgot something and wanting to go back to make sure that one hasn't.



THESE MOUNTAINS ARE INHOSPITABLE, YET THEY ARE OUR MOUNTAINS, THE HOME OF OUR TRIBE. AND THE WIND WHISPERS IN THEIR EARS. ELOKANI IS WITH US. ELOKANI IS ALWAYS WITH US.

The Akkylannian had insisted that the Barhans take their ballistae along. He had seen a fort on the road that separated them from the Peak of Secrets and didn't want to take the risk of meeting any resistance there. But what resistance? All there was in these mountains was a grimy tribe of orcs.

“Your prophecies and your omens are leading us into an awkward position, Sir Misan.”

Misan didn't answer. He didn't like his “ally” very much. The young magistrate was shivering despite the thick fur he had taken care to bring along.

Once they got out of the tunnel, the Peak of Secrets could be seen rising above its neighbors less than three leagues away. The guardians of the pass sent off by the baron and the swordsmen were advancing in close formation around the devout. The servants were following at a close distance with the dismantled parts of their ballistae.

“O Arin, let us not meet any obstacles. Help your humble servant,” mumbled Misan, his voice chopped by the cold, when they came into view of the fort.

The walls were made of hastily cut blocks of ice and granite to form a shield of bluish stone around the gate made of logs. Misan looked around for the thallions,

yet they had already vanished into the shadows. A vague premonition was gnawing at the Clairvoyant. He concentrated while clenching his hands to his heart.

He could see a vision of the servants slain while running, the thallions taken by surprise in their entrenchments, pieces of the mountain raining onto the men and their escort. He stretched out his arm and shouted to stop the troop's advance, yet the servants were already too far ahead. They turned around when they heard his shout, looked at each other, puzzled, and laughed.

A gigantic troll was standing at the top of the fort, a heap of ice-covered stones lying next to him. Several steps from this monster a huge orc was directing his throws with a cavernous voice. The enormous stones were landing on the escort, crushing the frostbitten flesh and staining the snow with bright red blotches around the scattered parts of ballistae. The men were screaming, their bodies broken in their fragile armor.

“By Merin! And this, did you predict this too?” the magistrate ventured, his face turning purple with anger.

Misan shook his head in disbelief and answered with a low voice.

“Yes.”

On the frozen mountainsides around the fort the shadows became thicker and started to move. They turned into specters made of shreds of pure darkness. They glided along the tracks left by the troop that had come from Daneran, their eternal enemy. There were hearts to rob and lives to reap that were burning with fervor. They could feel other presences; stronger, less numerous ones.

Chagall held back a grin of joy on seeing the specters climb the mountain flanks. They have to arrive first, thought Chagall, to spread fear and then allow us to come and do our dance. He remembered the words of Feyd Mantis's envoy, which had been so simple and clear: "Kill 'em all at Nelrid-Thôl."

The zombies and ghouls could feel the carnage coming and were limping around Chagall. They could smell blood and hear the cries of the Barhans being crushed by the stones, and they wanted a piece of the action. They had been following them ever since they entered the tunnel under the mountain and had waited to attack. They had been good. Now they wanted their reward. They wanted it now.

The specters advanced like long wisps of night thrown into the faces of the living. Closely followed by the ghouls, they approached the swordsmen who had remained in the back, still stunned by the slaughter of the servants. The specters then struck, their bony fingers bursting from the darkness to search the Barhans' chests. They ripped out their hearts and ate them up right away. Then the ghouls rushed forward to lap up the blood that was spreading in pools in the snow. Their dance had begun...

The fort would have reassured a guard of Alahan, yet it didn't reassure Kolghor who envied the trackers who had remained hidden outside of the walls. He had recognized Chagall and Misan. He felt the presence of Tumahk and could make out his face above the massacre that was beginning. Tumahk tried to speak to him, the relay of the voice of a much older and wiser spirit, the voice of Kamahru.

They are hiding and are getting ready to attack. The trackers must turn around... break their momentum when he comes. The Obscure... don't attack them yet. All that counts is the Tree.

Kamahru lives in the wind. He sees everything. He knows better than I do, thought Kolghor. The Alahaars don't understand a thing. This isn't Kaïber, that speck of dust in the games of men. It isn't a question of survival. It's a question of the Tree. Of Creation. Of Kamahru the Elder. It's a question of something that is more precious than my own life and honor, he told himself. He felt sad for these stupid men. They didn't know and they were going to die. He would have liked to join them, to leave his post and push back the heart-eating specters. But he couldn't. The Tree was at stake.

Kolghor sighed deeply and took the hardest decision of his life. He inhaled the chilly air and filled his chest before letting out the cry of massacre.

The trackers obeyed. They scanned their surroundings to spot enemy scouts while waiting to charge. The thallions got up. Sure of their advantage, they rushed to attack the specters that were ravaging the ranks of their allies. They ran ten, fifteen meters and were then hit squarely by the trackers' bolts. The orcs got nearer. The thallions were never able to join the fight against the forces of Acheron.

Dumbstruck, Misan saw his premonitions contradicted. In all the other skirmishes his clairvoyance had let him glimpse the future so that he could plan a different one that was more to his liking. Yet this time a kind of vision that he hadn't known before superimposed itself on his miracles and modified anew the future he had already glimpsed. He just barely managed to return to the normal battle conditions after making a huge effort to find the faults in the course of what was possible and what was probable. And there was no shortage of these faults. There were pitfalls wherever the wind blew, allowing it to warn the orcs at the very last moment.

The servants were struggling with the parts of their ballistae and the guards around them were showing signs of weakening. Misan went to the magistrate to place himself under his protection and found him in hand-to-hand combat with a wild and bloody orc who had attacked the thallions. The winds were turning.

The magistrate spun around when he saw the specters of Acheron arriving. He smiled sternly and made a sign of peace to the warrior of the wind.

"Merin bless you, my brother, we have just become allies."

Yet the orc's face closed up. He hurled his blade at the Akkylannian and chopped off his head, which rolled through the snow to a small mound nearby. The magistrate's lifeless body remained standing for a few seconds stolen from time, his hand held open in a friendly way, and then collapsed like a piece of cloth. Misan moved back, horrified, while trying to remember the words of an ancient miracle to ward off this dreadful fate. A protective halo of the eternal light covered him like every time, like an old friend who comes to tell him that he has nothing to worry about and that everything will be alright. The orc is pushed back by strands of light, struck by Arin's wrath.

Around him the battle was turning into a hecatomb. Stones were indistinctly crashing down on ghouls and Barhans, the thallions were busy fighting the orcish scouts, the swordsmen were being beaten by the specters, and the servants were in rout... It was every man for himself and Light was soon going to be defeated. Misan looked at the scene, his mira-

cle still protecting him. He remembered the end of the prophecy's text: "Thus shall be their fate, sealed without witness."

"O Arin... We are all going to die."

Chagall let out a cry of joy when he finished off the last guard of Kaïber. The ghouls were belching behind him. Not a single loss. The Dog of Darkness rushed toward the thallions and orcs, followed by his ghouls, to take on both troops at the same time. That would occupy them while the zombies began the assault on the fort and then ate the corpses.

The orcs finished off one of the Akkylannians. The thallions, ignoring their opponents, turned around and attacked the ghouls. In the confusion of the fray, Chagall ended up without any opponent. He ran toward the fort to help the zombies break down the gate.

The logs soon gave in. The Dog of Darkness and the zombies rushed into the opening. When he reached the top of the ramparts, Chagall jumped onto the troll's back and hit him with his claws. As for the zombies, they prevented the orcs from coming to their creature's aid.

Further below, two specters were surrounding their last opponent who was valiantly standing up to their assaults. Exhausted, the Barhan tottered. The specters circled him, grabbed his arms, and tore him apart alive. The mutilated guard let out horrendous cries, staggered around, and threw an imploring glance at Misan who was praying nearby. He managed to take two or three steps and then collapsed in the bloodstained snow.

The specters paused for a moment, their empty hoods turned toward the platform that ran along the fort's walls. They were no longer alone. They could sense that something was approaching. They moaned to warn the Dog of Darkness and returned to the shadows.

Yet Chagall didn't hear their warning. He was laughing loudly while he slashed deep cuts in the huge troll's hide with his sharp claws. He was dominating it. The creature bellowed as it flailed about wildly, throwing itself against the fort's walls.

A bit further away an orc was fighting with the zombies and was losing the advantage with every passing second. Chagall couldn't understand why the orc seemed to be so calm, for he was also done for, just like the Barhans and their allies.

The troll collapsed with a satisfied glow deep in its eyes. Chagall turned around and then understood...

Vijkhal successively aimed his weapon decorated with branches and pieces of fur at Misan, the specters at the rear, the thallions, the ghouls and Chagall's troop in the fort. Behind him the warriors of stone growled and advanced. Galvanized by the shaman's chants, they charged with great anger.



Vijkhal followed them and joined the fray, bringing down his scythe onto Misan. The heavy blade shone brightly for a second when it hit the faithful of Arin's glowing aura. The devout Barhan fell and the orcs simply stepped over him, taking him for dead, to continue their movement and engage the specters who were retreating and losing their substance, strands of darkness flowing from their tattered cloaks.

There was no longer a doubt as to the battle's outcome. The specters were returning to limbo while moaning, and were soon followed by the ghouls fighting the last thallions. Merin's avengers lunged forward and continued fighting in a fit of fanaticism that the orcish chief couldn't understand. They weren't protecting anything in these mountains; their tribe was far away from here, yet they fought as if the Tree were theirs, as if their women were in the fort. They didn't leave him much of a choice. So he killed them one by one. He bashed the first one in his masked face so hard that it was shattered into pieces by the impact, and then he let a series of blows strike the second one, who was already riddled with cross-bow bolts.

The third one didn't flee. Vijkhal admired the courage of these men as much as he pitied them for their madness. He couldn't grasp what kind of ideas

could have pushed them to wield the sword in such a way and have made their struggle seem so similar to treason. He tore off the last thallion's mask and saw a fire smoldering in the gray eyes of the bald man who was hiding behind this fake face, a fire that couldn't be explained. The man gazed at him as if he, Vijkhal, were a being of Darkness. The thallion lunged forward and gashed the orc's face. Blood ran down the tribal chief's cheek. The man wounded him again. Vijkhal's ears start whistling. If only such warriors fought in the service of the Tree, then Creation would be saved. Yet Tumahk was on the lookout; he listens to the wind, helps Vijkhal and guides him with his words in the night of combat. The brave's weapon came down again and again, beating the Akkylanian's flesh to a pulp. He had been a good and proud warrior who deserved better than this death.

Yet Vijkhal didn't have time to worry about the thallions' fate. In the fort, Kolghor was still fighting against the champion of the ghouls and the putrefied warriors.

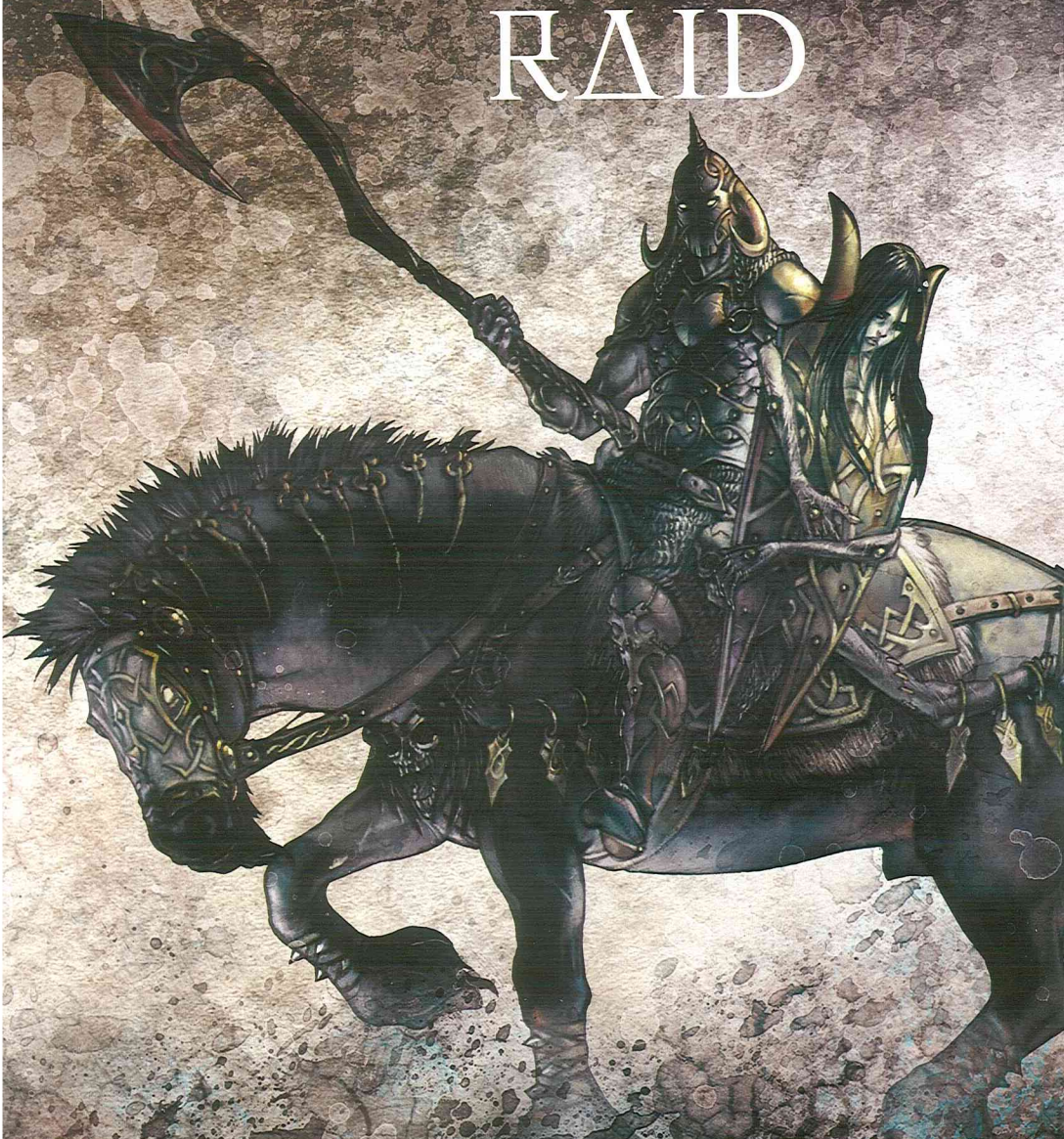
The warrior of the wind suddenly appeared behind the zombies. Vijkhal crashed through the door with the noise of shattering wood. He saw the Dog of Darkness bent over Kolghor's body and about to finish him off. The orcish chief screamed while charging and knocked down two undead warriors standing in his

way. Ignoring pain, he continued running, his bearskin coat flowing on his muscular shoulders, his weapon held high above his head like a humongous club. No one could have parried his blow, not even the Dog of Darkness, who was thrown back three meters, his arm dislocated. With a flip he was back on his feet, his reddened claw held in his able hand. The orc's nostrils were smoking. Chagall tried to run around his target and confuse him, yet the orc knew and surprised the Acheronian in the middle of his maneuvers. Bitten by Vijkhal's steel in a circular movement, the Dog of Darkness spun around and disengaged from the fight. The orc tried to pursue him, yet the thallion's blows had weakened him and he watched the ghoul slowly escape him to return to the shadows.

Tumahk gazed at the carnage, following Chagall's figure as he disappeared into the trees. He sighed, grabbed a handful of snow and let it melt in the palm of his hand. Victory was theirs, yet Nelrid-Thôl was lost, exposed. Other enemies would come, more numerous and stronger. One day they would reach the Tree.

A miracle was needed, thought Tumahk. The course of this dream had to be changed. The shaman looked at Kolghor deep into his eyes. Would he be able to carry the Tree's only seed to new lands? He would have to.

RAID



Affyth Maed-Ax jubilantly looked at the overly lush valleys opening up in front of him. He was going to gorge on these fertile lands that almost made him nauseous and which were filled with limitless booty, and then he would return to his dry and thorny country, to the silent woods of Caer Maed and the gloomy city of Drun Aeryfh. All that he was missing was a trophy that was worthy of this journey and proof of the feats carried out by his raiders. He turned to his six comrades who were also exulting.

Dwynfaer Fingers-of-Pain raised himself on his stirrups and pointed to a column of smoke on the horizon.

"Brothers! Tonight we will give the gods the tribute that they deserve," he roared while brandishing his horrendously barbed ax. "We will make their dismembered faithful recite gnosis."

The young raider made his mount circle while laughing. Affyth smiled faintly. It was Dwynfaer's first expedition and his exuberance was a good sign. Fin-

gers-of-Pain had become a warrior, and after three years of solitude among the dangers of Caer Maed, he was hungering for glory.

Moard Eyelid-Coat wasn't as indulgent. His leather-gloved fist landed hard on Dwynfaer's shoulder and almost threw him to the ground.

"Silence, pup! What you know about gnosis wouldn't cover the skin of a baby's back! That smoke might be from a Barhan camp. Haven't the wyrd taught you that a Druke's first duty is to think?"

"Peace, Moard! But you're right," Affyth intervened. "We have gone much further than our elders. No other raid has ever reached these countries. We have crossed all the Sessairs' lands and we still have a long way to go before we get home. Let's not ruin everything by underestimating the iron-clad..."

The leader's gaze weighed down on each of the raiders. Dwynfaer rubbed his shoulder with a contrite expression while Moard wrathfully stared at him. Caerfyrth of a Hundred Wounds, his chest streaked with impressive scars, was gazing at the horizon with

a sad look. No doubt that Dwynfaer reminded him of his own youth, that blessed time when the thirst for blood hadn't yet given way to thought or the sense of duty.

Llewfel Mountain-Perch hadn't even paid attention to the scene. As usual, he was taking advantage of every stop to whisper softly into his huge horse's ear. Gwilthyn and Maewaide were kissing eagerly a bit away from the others. And finally, Baelyn the Elder, thin and dried up by his age yet with unrivalled experience and ferocity, was flashing his teeth in a mock smile.

Being true Drones, they all tried to show themselves detached and saved their energy for striking their enemies. But each one of them was thinking about this soft and opulent land that they were about to rape, to mold it to their cruelest of desires and bereave it of its beauty and light.

Several hours later, at dusk, their wishes were coming true. Baelyn the Elder quickly counted out loud so that all his comrades could hear.

"I see six houses. The five with thatched roofs probably shelter peasants. Let's say twenty adults of fighting age plus twice as many women and children. The big stone house is surely a tavern."

Affyth took over from there.

"Don't set any building ablaze! We must remain discreet for the next ten days. We must not reveal our position. Above all spare the tavern. Our horses need rest."

"Can we take advantage of the women before the ceremony?" asked Dwynfaer with a smile.

Affyth raised his brows, Moard sighed, and it was finally Maewaide who answered the young man's question.

"Don't you worry about that."

The business was quickly taken care of. There were indeed three or four peasants who got out of their houses with their weapon in hand when they heard the Drones' war cries, yet Llewfel had easily ripped them to pieces. Mountain-Perch wasn't a great warrior, yet he was a very talented horseman: with just a few precise maneuvers his mount had knocked the fighters to the ground before trampling them to death under its hoofs, thus putting an end to any thoughts of resistance the population may have had.

Affyth signaled his riders to gather the herd. Being the expedition's leader, he personally sorted the peasants, relishing their fear and their tears. The men to one side, the women and children to the other. Some, witnesses, the others, actors. The former were going to be the resonance chamber for the suffering of the latter.

"Tonight, gnosis will be exalted!" announced Baelyn while pacing in front of the prisoners.

Moard quickly prepared the men, carefully collecting their eyelids as he sliced them off. His coat was surely going to become a good half-inch longer!

Then Affyth signaled Caerfyrth and Gwilthyn to begin. The cries of those being tortured rose in the calm evening air.



At the same time, very far away, a woman dressed in blue was screaming in unison. The attack had hit the pythia so suddenly that no acolyte had had the time to come to her aid. The vision had struck her as violently as she had never felt.

“Azël is suffering! Azël is calling on her servants! Darkness, suffering... He is rising; he is coming for his baptism. He must bathe himself in blood... Barhan blood! Azël is calling us! This must not be. The gates of her kingdom are tainted by cries and hatred! O Light! So much suffering. There, where peace once reigned, war has returned! Those who see in Darkness are coming and they are bringing the Dark one with them!”

For many long minutes the trance held the prophetess in its merciless grasp. Her muscles tense, as if to resist Azël’s voice that was marking her mind with atrocious images, the pythia screamed again and again.

Terrified, the temple’s scribes wrote down the prophetess’s words with trembling hands. Agitated servants were busily scurrying around their mistress, worried by this unusually violent vision. The acolytes anxiously whispered amongst themselves, commenting the trance and the reactions of the valkyries on guard. Azël was sending a message that was so powerful that the faithful feared for their oracle’s life. Then, as suddenly as they had started, the cries stopped. A deathly silence filled the huge room while

the whispers filled with fear continued to spread in the rest of the building.

The pythia caught her breath and stood up straight. The servants gazed at her with a deference that didn’t hide their apprehension very well. The prophetess slowly sat down, her fists clenched to prevent her from trembling.

“Gather the valkyries!” she ordered. “Let them prepare for war. We shall leave right away.” A few hours later the troop was advancing like a long snake of steel, shining like a piece of the heavens brought down by Azël to guide Light toward men, and men toward Light. Once in a while whispers and laughs rose from the column, troubling its perfect order. This unusual mission far from the heart of the kingdom bore heavy on the soldiers’ minds.

For nine days and nine nights the gods were given their due: cruelty, suffering, blood, sickening moods, cries of despair, madness – all of the «benefits» that the gods liked to spread generously on the surface of Aarklash and which the Drones gave back to them with ferocity. The survivors were buried alive in the tavern’s huge cellar. Barrels of alcohol quenched the riders’ thirst and the villagers’ tender flesh calmed their hunger. Affyth Mad-Ax only regretted one thing: that no warriors lived in this place. The most innocent victims were truly a delicacy, yet nothing could compare to the heart of a courageous fighter to strengthen the soul.

That evening, the last one before leaving, a huge blaze burned down the village and the last corpses were roasted in the flames.

“Brothers! Let’s talk about gnosis, for the opportunity is a good one,” exclaimed Affyth on seeing the plunderers’ glum mood.

In no time the Drones, some still holding a sizzling piece of meat and others downing the last gourds of the local alcohol, gathered around the heap of stone and wood that marked the place where the tavern used to be.

“Which aspect of gnosis will we debate tonight?” asked Baelyn.

«The one of suffering and the paths that bring it to the gods!» answered Dwyntfaer.

“No,” interrupted Caerfyrth. «Let’s rather talk about the dangers of pleasure.»

“Why don’t we talk about the importance of companionship?” ventured Maewaide just before Moard angrily got up and brutally cut her off.

“That’s enough! We’ll talk about the way of the warrior, of his duties and his satisfactions. Think, stop reacting! Our assembly tonight has a meaning. If our leader has decided to organize it, then he sees a use for it!”

Affyth thoughtfully looked at Moard. If one day he managed to control his outbursts, he’d surely make an excellent leader. One day, maybe...

His thoughts returned to the current situation and he pointed at Llewelfn Mountain-Perch.

“Tell us what a warrior should not be. And then you, Dwyntfaer, you will tell us what he shouldn’t seek. That’s an exercise that should be useful to you. And finally, I’ll tell you what a great warrior should do for himself and for those he is responsible for.”

Llewelfn got up.

“A warrior is not his tribe’s shield, for a shield can be shattered. He isn’t either his clan’s armor or rampart, for they can be breached. He isn’t something that remains still, for what is still is dead or close to it.”

Mountain-Perch sat back down and Dwyntfaer, blushing with timidity as well as because of Affyth’s criticism, took his turn to speak.

“A warrior shouldn’t seek personal glory, for he is the defender of the clan and of gnosis, not of pride and selfish satisfaction. He must never give in to his instincts, for he is thought put into action, the mark of gnosis on Aarklash. He... um... he must not...”

Affyth threw the young raider an angry glance and continued.

“What we must seek is strength and intelligence. We must be the living proof that the union of these two qualities is the key to victory. Worshipping the gods is a trick, and what it teaches, that the defense of the tribe or its camp is primordial, is a mistake. The tribe’s importance is a lie that is used by the gods and those who serve them. A tribe has no other goal than to support its warriors. Its duty is to raise ever more of them with strength and intelligence. Gnosis is the path that allows this to be accomplished. When the warriors defend instead of attack, they are doomed to be defeated. Why? Can somebody tell me this?”

The discussion was launched. Affyth let his men begin debating. Even though no Barhans had come to stand up to them, this campaign taught them many things. Especially to Dwyntfaer...



The pythia could feel a dull apprehension growing inside her. While the spearmen quickly marched on, joking about the smell of food that the morning breeze blew to them, the valkyries, aware of the prophetess's discomfort, carefully scanned the horizon. A voice rose from the paladins' ranks as if to strengthen the pythia's fears.

"Where are the songs and laughter? There's something..."

The question, which could clearly be heard in the clear, predawn air, was stifled by a series of terrifying screams. The paladins and valkyries immediately got into battle positions, yet the less experienced spearmen were unable to react to the suddenness of the attack.

Affyth could see the moment that would determine the battle's outcome. The enemy troops were beginning to tighten their ranks while slowing their pace... The raiders had to attack if they wanted to benefit from the surprise effect as much as possible. Yet it was hard to precisely evaluate the exact distance between them and their prey. The Drunes' heavy warhorses weren't made for galloping over long distances.

Affyth decided to split his forces so as to better surprise the enemy. A first wave would charge the Barhan vanguard that had moved imprudently far ahead. The second one would remain as a reserve and do a pincer maneuver to catch the main body of the troop, whose commander was surely the woman surrounded by warrioresses.

His decision having been made, he signaled to Moard, Dwynfaer and Baelyn...

Howling their hatred for the gods and their servants, the three raiders rushed at the Barhans. Their war cries had the effect they were supposed to have: fear gripped the spearmen who clumsily got into a defensive position. Moard Eyelid-Coat led the charge and was the first to reach the enemy ranks. His ax was spinning, striking again and again. There was the clash of metal on metal, the nauseating sound of flesh being torn and bones being shattered. Moard left behind him an agonizing Barhan and two seriously wounded others.

Taking advantage of the uncertainty caused by the first assault, Dwynfaer and Baelyn broke through the defenders' lines. Once again axes were striking and chopping at everything that moved. A spearman collapsed, his head split in two.

Affyth could see that his men clearly had the upper hand. Only a few more minutes and the spearmen would be annihilated.

Powerless, the pythia watched her troops being massacred. Her mind was as if bogged down by stupefaction. Nothing had prepared her for such unchained savagery. Her voice could barely be heard in the noise of the battle. The paladins once again proved their legendary bravery and came to the spearmen's aid without heed for their own safety. When the prophetess started running to give her support in the fray, the valkyries, surprised by this unusual temerity, hesitated for a split second before following her.

Affyth could sense the moment that the battle definitively turned to his advantage. The blue-robed woman had lost her calm and had put herself into danger. Her bodyguards hadn't immediately followed her and thus opened the breach that Mad-Ax had been waiting for.

Howling the song of gnosis, the leader of the raiders spurred his huge mount forward in a gallop. At the last moment, as if warned by an invisible ally, the woman spun around to face the charge. The second wave of raiders rushed at the warrioresses to prevent them from reaching the priestess.

The woman in blue was tightly holding her sword and was wearing the metal breastplate that the Barhans liked so much. Thanks to the charge's momentum, the first strike of the ax was barely deviated by the warrioress's desperate parry and it cut through her armor like paper. The blow would have instantly killed any ordinary human, yet the priestess only wavered and even managed to strike back and cut a long gash into Affyth's thigh.

Taken by the fury of combat, the leader of the raiders let his ax come to life in his hands and guide his blows like an animal gone wild. He struck again and again until the woman stopped moving. Like a sign of the subtle irony of gnosis, the gods had answered the Drunes' insults and delivered the trophy that they had been looking for since the beginning of their journey in enemy territory...



ΔΖΕΛ IS SUFFERING! ΔΖΕΛ IS CALLING IN HER SERVANTS! DARKNESS, SUFFERING... HE IS RISING; HE IS COMING FOR HIS BAPTISM. HE MUST BAPTIZE HIMSELF IN BLEED... BARHAN BLEED! ΔΖΕΛ IS CALLING US!

THE KELT NATION IS MADE UP OF A MULTITUDE OF TRIBES THAT, EITHER DUE TO THEIR ISOLATION OR BECAUSE OF THEIR PARTICULAR QUALITIES, HAVE NOT BEEN INTEGRATED IN THE MAIN CLAN: THE SESSAIRS.

ACCORDING TO LEGEND, A THOUSAND TRIBES ONCE ROAMED THE PLAINS OF AVAGDDU. ONLY ABOUT A HUNDRED ARE LEFT, OF WHICH SOME HAVE LESS THAN A DOZEN MEMBERS.

THE TRIBES OF AVAGDDU

TRIBAL ORGANIZATION

Above all, the Kelts defend their freedom. The laws and constraints imposed by civilization as it is defined by their neighbors are objects of aversion and incomprehension to them. In spite of this, the Kelts are not a formless mass of tribes lacking cohesion. They form a relatively united whole, even though they don't rally around a state like the Barhans do, or a clergy like the Akkylannians.

The Kelts share a great number of beliefs and ceremonies. They are all very attached to the notion of heroism and they honor the great figures of ancient times, such as Eladh and Ogmios. Practically all of the clans of the plains gather to celebrate huge feasts, like Scáth Nasad and Danu Nasad. Since the disappearance of the Ard-Ri (the High King), no tribe recognizes the sovereignty of anyone over its terri-

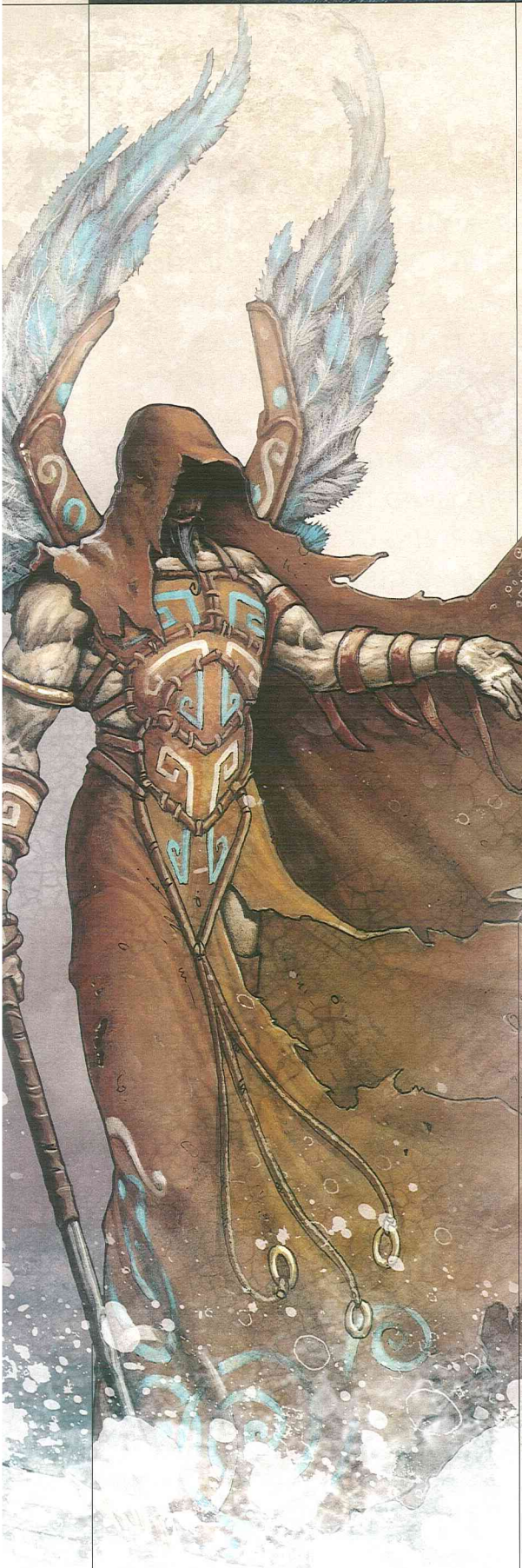
tories. However, the druids and the clan chiefs take advantage of their gathering during these feasts to discuss and solve any disputes between their respective tribes before they degenerate into open war. This system allows them to keep their warriors on the alert, for they are not permitted to contact their neighbors outside of these special occasions. Thus, the tribes have time to confront each other while keeping the possibility to negotiate open.

The Kelts respect the law of the strongest: when they are defeated by an enemy, they submit themselves (or die), and they rarely ponder on revenge. When a dispute threatens to degenerate into a civil war, the weaker ones leave the plains for new lands. This is what happened to the Alahaars and the Ylliaars who united in Alahan.

There is no doubt that the number of tribes regularly declines and practically no new ones are ever created. This situation is to the Sessairs' advantage,

for they are ever more numerous and powerful, especially since they often win any conflicts they are involved in. Only the most isolated tribes, such as the Wolves of Avagddu, and those the Sessairs refuse to confront, such as the Guardians of the Scáth, escape this fate.

The druids are worried about this situation, yet isn't it natural for the tribes to gather under the same banner when faced with the biggest storm that Aarklash has ever seen – the Rag'narok? The Kelts' slow march toward the creation of a Sessair state appears to be unavoidable these days, despite the fierce resistance of the other tribes.



THE OTHER WORLD

Emblem: A spiral with four colored points around it
Principal divinity: Meghan the Enchantress
Territory: None
Current chiefs: Meghan the Enchantress and Kelen the Thirteenth Voice
Favored allies: Lions of Alahan, Griffins of Akkylannic

Whereas most tribes devote themselves mainly to defending a territory, the Other World is an exception. The preferred territory that the members of this tribe watch over is none other than the Elemental Realms. Intrepid voyagers, these Kelts roam strange domains and then cross the plains to bring the other tribes precious mana gems and news from the far-away Realms. The members of the Other World are therefore always heartily welcomed in the lands of other Kelt tribes.

This clan has progressively accepted to be the intermediary between tribes that are too far away from each other or separated by too much hatred. No one on the plains of Avagddu would ever raise his hand against a messenger of the Other World. Who would dare take on the favorites of the powerful sihirs?

Contrary to what one may be led to believe, the Kelts of the Other World are not great magicians. It's true that their shamans are never in shortage of gems and benefit from many alliances, sometimes even matrimonial ones, with Elementals. However, the Other World never summons its allies without reason. Being assiduous visitors of the dwellings of these creatures, this tribe's members know that the Elementals dislike being summoned for any old reason all over Aarklash.

Meghan the Enchantress leads the Other World and is its principal divinity. Her story is a legend: she is said to have seduced a god (just like Eladh) and to then have been granted immortality and powers by her divine lover, who has been forgotten. Indeed, unlike Eladh, Meghan wasn't in love and is said to rather have stolen the status of deity, thus depriving her lover of his essence and causing him to disappear.

There is barely a hint of doubt that Meghan truly is a goddess. She has been ruling the Other World for centuries and has proven her power more than just once. Her considerable magic capacities give her the means to maintain this reputation, not to mention the abundant reserve of mana gems at her disposal.

Meghan nevertheless remains distant and detached from earthly affairs, which is why **Kelen the Thirteenth Voice** shares command over the tribe with her. The herald of the Chroniclers quickly imposed himself as a wise mediator and leader. With him at the helm, the Other World has prospered considerably. Kelen has a real gift for avoiding friction and calming quarrels that are so common in Avagddu.

KEL-AN-TIRAIDH

Emblem: A feminine figure with stag antlers
Principal divinity: Danu
Territory: The city of Kel-An-Tiraidh
Current chief: Cromlan, the Bull King
Favored allies: Lions of Alahan, Griffins of Akkylannic

Kel-An-Tiraidh is the only example of a Kelt tribe ruling a city in the sense understood by the most civilized nations. This tribe bears the name of this city, the cradle of Kelt civilization on Aarklash. Profoundly religious, this clan plays the role of an informal clergy for all of the tribes of the plains. It is charged with guarding the most sacred burial mounds of the Kelt people: those that harbor the remains of heroes who fell during the wars between the people of Kel and the Ogmanans, such as Avagd and Ogmios.

This tribe runs a town whose size can grow tenfold within several hours. Indeed, even though the Bull King's subjects number no more than 500 in normal times, during important ceremonies they sometimes have to welcome the envoys of all of the tribes of Avagddu, meaning thousands of guests.

Luckily the wrath of the Kel-An-Tiraidhs, much more than that of any other people, inspires their guests as well as their enemies (including the Drones) with a salvational fear. Carried by this tribe's fanatical faith, their war fury has had many opportunities to show its power in countless battles.

Cromlan, the Bull King, leads both the city and the tribe of Kel-An-Tiraidh. A worthy warrior in his youth, he is today reputed for his extraordinary virility. Cromlan is the father of several dozen children among which many have also become exceptional warriors. When he became Danu's husband, a rumor spread that he only owed his spectacular rise to the affection of certain especially influential fiannas. According to legend, when he was standing before the assembly that questioned his title, he was taken by a terrifying anger and, his whole body deformed by horrible spasms of fury, he massacred more than ten warriors with his bare hands. With this sign of divine favor, Cromlan was chosen to rule without the slightest protest. Since then the Sessairs call him the "Bul" because of his fits of anger as well as the many and powerful children that the goddess is said to have granted him.

THE CLAN OF THE RAVEN

Emblem: A raven's skull
Principal divinity: Avagd
Territory: The southern fringes of the woods of Caer Mna
Current chiefs: Culwain MacCormailh and the mysterious Morrigan
Favored allies: Lions of Alahan, Griffins of Akkylannic



The clan of the Raven has always been discreet. No one would have ever taken any interest in it if it hadn't attracted attention by suddenly leaving its territory to move southwards and cross the whole Barhan country to go fight at the Kaïber Pass. This decision took the other tribes by surprise, and spiteful tongues thought that the members of the clan of the Raven had been possessed or gone collectively insane. Some even went as far as to think that the Drones had found new followers. Against all odds, guided by Morrigan, a strange woman who had appeared from the woods, Culwain MacCormailh and his subjects managed to reach their destination unhindered.

This tribe has never told anything about the battles fought at the foot of the fortress's walls. The Barhans themselves have only remembered legends describing the intervention of fighters appearing from nowhere. These intrepid warriors engaged countless enemies and endured horrible wounds that would have slain any mortal. Their pugnacity could have changed the outcome of many a battle.

When the survivors of the clan of the Raven returned to the plains many years later, they mastered unknown combat techniques of formidable efficiency. They therefore had no trouble imposing themselves again in their former territory.

Culwain MacCormailh is the chief of the clan of the Raven. He is over 70 years old, yet he looks barely 30 and doesn't seem to be in a hurry to get older. Loyal to his tribe, he remains very discreet about his surprising immunity to passing time and isn't any more talkative about his martial exploits. All those who have met him have found him to be taciturn and lost in his thoughts.

If Culwain is not very communicative, what can be said about **Morrigan**? She leads the tribe together with MacCormailh and the clan of the Raven recognizes her authority. Yet the reasons for her presence and her intentions remain mysterious. For a time some thought that she was the chief's lover, yet nothing ever proved this theory. Rumor has it that Morrigan is mute and that the only sound her throat can make is a cry that can shatter her enemies' bones.

THE GUARDIANS OF THE SCÂTH

Emblem: A standard of hide cut in two and sown back together

Principal divinity: Neraihd

Territory: A small stretch of prairie to the west of Kel-An-Tiraidh

Current chief: Bragh An Scâthar

Favored allies: Lions of Alahan, Griffins of Akkylannie

This tribe guards a mound that is reputed to lead to the Realm where the great deceased heroes live. Every year the tribes gather near this mound to celebrate Scâth Nasad, a vigil in honor of the fallen heroes. Originally the Guardians of the Scâth were a nomadic clan, but their leader, Bragh an Scâthar, returned from the dead during a celebration of Scâth Nasad. Soon after his resurrection Bragh was visited by an oracle that informed him of the dreadful consequences of his return to life. According to this oracle, the strange phenomenon had weakened the barrier between the Scâth and Aarklash. The oracle also claimed that the monsters of the Scâth would cross the barrier one day to ravage the continent. In the months that followed, Bragh An Scâthar was visited by the ghosts of many dead heroes who had escaped the Scâth.

Since then, the Guardians of the Scâth have settled around the mound with the firm intention of preventing the arrival of creatures from the beyond. The latter haven't shown themselves yet, but they will do so one day... and on that day the Guardians will be awaiting them.

Unlike the living-dead of the infamous necromancers of Acheron, the dead allies who sometimes come to give their support to Bragh An Scâthar aren't constrained in any way. What more, they aren't animated corpses, but ghosts. All the Guardians have learned to profess great respect for these departed heroes, and each Guardian is given a dead "guardian" who lends him his strength, allows him to let out terrifying screams, and grants him superhuman vigor.

Bragh An Scâthar is at the head of the Guardians of the Scâth. Twice already he has died and has returned, ever more somber and haunted by the fate that Neraihd, The-one-who-walks-among-the-shadows, has foretold for him. Bragh An Scâthar cannot die at the hands of a mortal, yet the day he nevertheless dies, the terrifying forces that haunt the depths of the Scâth will spread all over Aarklash. A proud and passionate warrior, Bragh can no longer take this situation. The life that is in store for him, filled with aborted battles and perpetual flight to keep death at bay, simply isn't bearable. As if to provoke fate and to better express his scorn, Bragh An Scâthar has thrown himself headlong into several battles at once, to the great despair of the druids of his tribe.

MURGAN'S HERDE

Emblem: A bull's skull

Principal divinities: Murgan, Danu

Territory: A long strip of plain at the foot of the Wall of Giants

Current chief: Velkarnos

Favored allies: None

Murgan's Horde has the particularity of nourishing a political project. Led by Velkarnos, this tribe in effect wishes to return to a more barbaric age: the age when giants, men, centaurs and minotaurs confronted freely in the plains without the artifices of civilization. In the eyes of the Horde's members, cities, armies, divination and magic are only good for the weak and cowards.

This tribe has absorbed those that protected the lands along the Wall of Giants and has begun to attract a certain number of Kelts, minotaurs, centaurs and giants who are all nostalgic for a simpler, maybe purer, time. Every day new fighters join the Horde, and there are now so many that this name is well deserved: one can no longer speak of a "tribe," but almost of a nation – though this term is surely too "civilized" for them.

Originally Murgan's Horde refused being labeled in its confrontations with the more "evolved" peoples, fighting alongside the Sessairs as well as the Drones depending on what best served their interests. However, with the coming of the Rag'narok and

the growing strength of the Drones' "heresies," Velkarnos now systematically prefers the Sessairs...

Velkarnos is a minotaur mercenary and a veteran of countless battles. Being such, he has seen the most despairing aspects of civilization, especially in the city of Cadwallon. Tired of the decadence teeming in the big cities, he has decided to return to his roots. Unless it is that he is hiding from Deacon Tiberius, who has sworn his demise...

Having returned to the furthest corner of the plains of Avagddu, Velkarnos quickly proved his valor. Yet ironically, the thing that earned him his Kelt companions' respect is his experience in leadership that he gained on the battlefields of the "civilized" nations.

So the Horde was born thanks to the "political instincts" that this minotaur developed when he was in the service of the powerful. Aware of the irony of the situation, Velkarnos uses incredibly macabre jokes to fight the despair gnawing at him. Indeed, he sees his dream rotting from the inside, gangrened by the methods that allowed it to be born in the first place.

THE WELVES OF AVAGDDU

Emblem: A wolf's head

Principal divinities: The Moon, the Wolf

Territory: The Twilight Hills

Current chief: Irhad Moonfang

Favored allies: Wolfen of Yllia OR Lions of Alahan, Griffins of Akkylannie

The Wolves of Avagddu are surely the fiercest tribe that has ever roamed the plains. When the Wolfen of Yllia spread in the Twilight Hills, most of the local tribes gave up some of their land or were eliminated. The Wolves of Avagddu, led by an intrepid warrior named Naelf Wolvenheart, took advantage of their better knowledge of the region to carry the struggle to the heart itself of the Wolfen packs, slowly building a reputation of being valorous opponents among their enemies. During this war this tribe suffered horrible losses, to such a point that many warriors sunk into a murderous madness compared to which war fury was nothing but a childish tantrum. Still today this strange madness can be seen among certain warriors during especially fierce battles.

No wolf of Avagddu would have survived without the unexpected reinforcements provided by a tribe that was attracted by the rumors of their lunar cult: the Ylliaars. Thanks to this unforeseen support the Wolves managed to resist until the improbable alliance between a human and a Wolfen brought peace again. Out of love for a sacred vestal, Naelf defied to singular combat a pack leader whose place as dominant male he wanted to take. Their relationship was hopeless, yet the Kelt's victory over his prodigious opponent finally convinced the invaders that even without fangs or fur, these humans were worthy of respect. Since then, the Wolves of Avagddu have been the guardians of these hills. With every passing generation they lose a bit more of their Kelt culture and adopt more of the Wolfen's customs.

Irhad Moonfang, the pack leader of the Wolves of Avagddu, is completely mad, even according to Kelt standards. He no longer wears any clothes and doesn't communicate in the Kelt tongue but rather using howls that only the Wolfen fully understand. A direct descendant of the Ylliaars, his too clear blood and the trials imposed by the savage life in the Twilight Hills have gotten the best of his sanity. The Wolves of Avagddu, faithful worshippers of the Moon, do not, however, consider insanity to be a defect, to the contrary. Indeed, Irhad's madness gives him access to strange mystical powers that only the Ylliaars had before their tribe disappeared.

It is improbable that Moonfang really is aware of his position as chief; at best, he simple leads the pack... Nevertheless, his engagement at the sides of the Akkylannians or Barhans in certain battles implies a certain ability to think. The Wolves of Avagddu claim that Yllia guides him, and that's it.





SEVERAL FAMEOUS KELT ELITES

The Kelts believe that they are the greatest warriors of Aarklash. This is proven by the fact that they have survived to reach adult age without the crutches used by the weak citizens of the civilized nations. Yet certain fighters are so dreaded that they inspire a certain fear even among the Kelts themselves.

THE HORNED HUNTERS

Becoming a horned hunter requires an incredible combination of apparently incompatible qualities: one has to be flexible, lively and discreet, be able to surprise a deer downwind and run faster than a wolf. One must have superhuman strength and vigor, be able to choke a bear with a simple rope, and to knock out a horse with a single punch...

Surviving such intense trials is already a feat in itself, yet all of the tribes of the plains have one or two members who represent this caste. The horned hunters have the privilege of guiding their clan in the hunt as well as in war: they determine the most favorable place to position their warriors, be this for an ambush or to find enough food for their tribe. During pitched battles they are deployed behind the enemy lines to pick off the leaders and magicians.

And finally, the respect granted to the horned hunters also comes from their true function. Indeed, this caste was created to find Cernunnos again. Despite the time that has passed since the Ard-Ri's disappear-

ance, many horned hunters are convinced that he is hiding somewhere while awaiting his hour. Some even believe that he is secretly watching his people.

Even though there has never been a unit made up entirely of horned hunters, and therefore no competition between them, all horned hunters agree that the most talented, fastest and strongest among them is Manraidh of the clan of the Raven. They barely ever talk about it amongst themselves, but some rumors have made their way around: Manraidh is said to have seen Cernunnos and even to have spoken with him. He supposedly followed him to a Realm that is so far away that even the messengers of the Other World don't know how to get there. The problem is that Manraidh is a member of the clan of the Raven and hasn't uttered more than a hundred words since he was born.

THE CENTAURS OF MURGAN'S HERDE

The centaurs have always been one of the major assets of the tribes of the plains. Yet Murgan's Horde considers them to be weak and softened by their habit of attacking from a distance. Avoiding hand-to-hand combat can only be a sign of weakness.

In ancient times the centaurs counted on their strength and speed to flatten their enemies. They used spears and stone axes. By introducing the bow and arrow to Aarklash, the Kelts changed the order of things and instilled weakness where strength used to rule.

It's with this in mind that the clan of centaurs has radically changed its way of training. Giving less atten-

tion to the bow, it has equipped itself with heavier armor and has sacrificed agility for brute force. The result, albeit not comparable to the Barhan knights, is now admired by all Kelts. The centaurs of the Horde are numerous and their gallop makes enemy warriors tremble at least as much as the ground beneath their hooves. They are said to be as powerful as the terrifying formors.





THE GUILD OF USURERS

EVER SINCE ITS ESTABLISHMENT BY THE DOGS OF WAR, CADWALLON HAS NEVER STOPPED AFFIRMING ITS INDEPENDENCE FROM THE OTHER NATIONS AND ALSO IN ALL MATTERS CONCERNING THE RAG'NAROK. IN THESE TROUBLED TIMES THE JEWEL OF LANEVER IS A DISTANT BEACON FOR ALL REFUGEES, THOSE WHO ARE FLEEING THE WAR AND ITS WAKE FILLED WITH BLOOD AND MISERY. YET IN CADWALLON THERE ARE ORGANIZATIONS THAT HAVE DECIDED TO BUILD AMBIGUOUS ALLIANCES WITH THE NATIONS AND TO PARTICIPATE IN THE EVENTS THAT ARE SHAPING AARKLASH. THESE ARE THE GUILDS.

All over the continent, when the guilds of Cadwallon are mentioned, only the seven most famous ones spring to mind: those of Architects, of Fortunetellers, of Blades, of Ferry-men, of Goldsmiths, of Usurers and of Thieves. In Cadwallon these are called the *high guilds* and they indeed have prodigious means at their disposal, an influence that goes far beyond the limits of their city of origin, and private troops that are always ready to defend their interests.



THE PLOT OF THE MONEYMEN

The Usurers maintain a tightly sealed wall between their front activities devoted to enriching the guild and their secret circles devoted to Darkness's plots. The representatives of their legitimate business, the loaners, often consider in good faith the allegations about their occult activities to be slanderous lies spread by their competitors. Organized into liberal factions, the loaners aren't always very sure of the identity of the authorities they obey, who they tend to imagine to be rich investors or silent partners.

On the other hand, the schemes of the masters of the Usurers are real, but they are hidden beneath so many layers of intrigue and lies that no one has ever really managed to clearly identify them. This guild truly does wage a merciless war against Vanius's descendents, but it hides its treachery behind many masks. Sophet Drahas's authority over the Usurers is one of the city's urban legends. The official line of this guild's members is to mock the rumors and describe its internal organization in a different way every time by following the expectations and views of the listener.

The legend is true and the guild really is a faction orchestrated by Sophet Drahas in his struggle against the authority of Vanius's descendents, yet the liche doesn't reign alone; he has to deal with the guild's founding families. These share control of the Shadow, a loose organization that serves as ideology and justification for the Usurers' system. In the eyes of these families, one isn't truly a member of the guild until one makes an oath to share the criminal activities of the cause. That's the reason why the Usurers' genuine titles only begin with the candidates' entry in the Shadow, the families not caring a bit about the false ranks given to the loaners.

THE LOANERS

At the surface the Usurers are nothing but bankers. Loans, accounting, currency exchange, pyramid schemes, safes, abacuses and mortgages: everything that has to do with money is their field of expertise.

The free leagues, which establish annual accounts, hunt down ducats in the tunnels of Cadwallon and have a strong disliking for the Usurers, are in a strange position. Can it be that the leagues are greedy? The loaners think so.

Some also whisper that the King of Ashes has supervised the guild's establishment and that he still secretly directs it. According to the loaners these are legends made up by the free leaguers. After all, the guild's members don't look at all like an assembly of ghouls! The loan offices and the private banks with names taken from those of the noble families of Alahan are located in the sunniest quarters to shelter the armies of ghosts the free leaguers are talking about.

The loaners, gathered into free factions that are the visible face of the guild, are barely or not at all aware of the Usurers' true ranks. They aren't really a part of them. Yet their activity, which is indispensable for the control and collection of funds, is vital for the guild. As a consequence, every loan office or pawnshop proceeds with its own recruiting, the guild not caring much about internal organization. The shops and offices are filled with overworked penpushers who count and recount the ducats, make lists of possessions and keep up-to-date the installments of the loans. It sometimes happens that the inner circles of the guild notice talented clerks and raise them to their ranks.

That is the visible part of the guild: a bunch of businesses and strongrooms whose managers are bound by an informal code of mutual aid. It's true that a good part of the activity that is done in these places teeters at the extreme limits of the ducal law, yet what about the guild of Ferryman or that of Thieves?

The essential principles that rule the guild in its relations with the happy beneficiaries of its generous activities depend on the two forms of loan that it grants: pawn loans and usury. In both cases the one calling on this guild is taking a huge risk.

PAWN LOANS

The one asking for a pawn loan must give a deposit of equal value to the amount loaned and can only get it back once the loan has been reimbursed. In the meantime the guild can use the pawn as it feels fit. The Usurers don't hesitate to speculate on the deposited pawns to make their goods bear interest. What more, the guild runs banks and shops where the pawns are exchanged for ducats that allow new loans to be granted.

This system works like a disguised business using interposed loans. Some particularly crafty Cadwë's arrange for bankruptcies to be provoked so that they can keep the goods pawned by their victims.

IMMATERIAL PAWNS

The general public is not aware that goods aren't the only pawns accepted by the Usurers. When confronted with desperate cases – of which there is no shortage in Cadwallon – the guild allows information, non-vital organs, services and even people to be pawned. Slavery being illegal in the Free City, the Usurers go around this law by claiming that the last type of pawn is limited in time and therefore isn't a true dependency.

The Usurers are also known to accept feats that are financially insignificant as pawn. This includes the *pawn of renouncement*, which supposes the temporary breaking of an oath, and the sacred pawn, which demands that the borrower publicly and officially renounces his faith as long as the loan hasn't been paid back. Other less frequent pawns are the object of questionable rumors, such as the *pawn of treason* and the *pawn of Darkness*.

USURY

By getting a loan through usury one avoids the hassle of seeing one's pawn being used by the guild. This type of loan doesn't involve any deposit. On the other hand it involves the interest payments that cumulate



“HE WHO SEEKS DUCATS WILL FIND THE USURERS. HE WHO SEEKS THE USURERS WILL FIND NOTHING BUT THE WIND.”

– CADWË SAYING

for as long as the borrowed sum hasn't been paid back. Generally the guild perceives interest equal to one third of the amount loaned per month.

The Usurers never ask for the loan to be paid back because it is passed on to the borrower's family, kin or even his league. A bad calculation can therefore lead the person benefiting from the loan to lose a lot more than he would have, had he chosen a pawn loan.

One should note the rapid growth of the loan of great lucre, which combines the two usual forms of loan to gain literally astronomical amounts.

BUREAUS

Next to its pawnshops, the guild has opened many bureaus that gravitate around its principal missions by concentrating on specific services, such as accounting and the development of mathematical tools (which depend on the bureau of numbers), the exchange and conversion of goods and money (which depend on the bureau of weights and measures), or even the building of strongrooms and security mechanisms (which depend on the bureau of safes).

THE SHADOW

HIS+ERY

The inaugural oath of the Shadow was born on the flanks of the Wall of Earth when Sophet Drahas's lieutenants saw Vanius defeat the accursed hordes. Faced with the failure of Darkness, they swore to do everything they could to destroy the mercenary who had dared vanquish them and all those who would follow in his wake.

At the same time on another hill Vanius was expressing his desire to found a great free city on the smoldering remains of the battle.

When they saw the dogs of war build the Free City on the Cynwäll vestiges, the twelve, gathered around their master, snuck into the underground tunnels of the growing city. With the passing decades they established big families around the court of ashes, spreading the Shadow's influence into the obscure parts of the city under construction. Slowly these families infiltrated all of the city's circles, spending huge amounts of money and goods coming from their allies of Darkness. Earning the support of influential fiefdoms, Sophet Drahas placed himself in a position to develop a new project for the future. Manipulating the city's vast fortune, he showered the guilds and businesses with gold and money, and promoted a good number of shady individuals.

When they had all profited from the Shadow's generosity, the families demanded that their loans be paid back. Not being able to get back their money, they confiscated a good third of the city's buildings. In exchange for not suing and claiming their money, the loaners demanded that they be given the status of free-handed guild in 850 without anyone being able to refuse it from them. The authorities of Cadwallon were caught in a trap by their own laws.

From then on the Shadow had a legal façade available: the guild of Usurers, the newest of the Free City's guilds. Sophet Drahas then no longer dealt with the Shadow's projects of revenge and made the new guild's main activity the transfer of funds and tributes to the barony of Acheron while hoping to one day be able to return there triumphantly. At the same time the King of Ashes's lieutenants took firm root in the city, and though their loyalty officially remained intact, Sophet Drahas's quest for love (see *Cry Havoc*, vol. 04) and his outdated affection for the old barony finally caused the bond that unconditionally gathered the families under his banner to be broken.

PRINCIPLES

The Shadow's and Cadwallon's fate became inextricably bound during the years following their simultaneous foundations. More than just a negative influence, the Shadow has become an indispensable part of the Free City, its hidden side.

By growing in the city, the plot gained in diplomacy and ended up forming a gigantic conspiracy that was able to adapt to all the subtleties of Cadwë politics. Nowadays the Shadow groups together various apparently irreconcilable tendencies in a secret criminal organization placed under the control of rival families. Sometimes a revolutionary current, a federating network of the Meanders of Darkness, or a criminal organization, the Shadow has eluded its founders and has developed its own philosophy. Sophet Drahas's authority over it nevertheless remains unchallenged. The liche is the grand magister of the Shadow for as long as his eternity lasts.

Each family reigns over a type of criminal activity that precisely defines its territory and its capacities. Furthermore, all of them indistinctly do usury and pawn loaning and run annex bureaus. This abundance makes it tricky to identify the guild's bastions hidden behind all kinds of facades. In addition to the pawnshops and bureaus, the Shadow has the warehouses, brothels, saloons, businesses, morgues and gambling dens required for all of its illicit activities.

DIPLEMACY

The guild was originally founded to be able to regularly send funds to the barony of Acheron. The King of Ashes stuck to this line for decades to prove his loyalty despite his exile before recently understanding that the barony would never allow his rehabilitation.

SYTH MORNIS

Syth Mornis very officially leads the guild of Usurers. A young man with pale skin and purplish lips, Syth Mornis is a flamboyant and charismatic personality who is in no way just a puppet controlled by Sophet Drahas as is commonly believed. In fact, even those who thought that the guild was an instrument of the liche have revised their opinion on seeing this young master's measured and diplomatic maneuvers. Was Syth named to silence the rumors or is he a true split from the barony of Acheron and the damned legions of the King of Ashes? The answer most probably lies somewhere in between the two.

In order to remain in power and stay alive, Syth Mornis constantly has to deal with contradictory forces that manipulate the guild's families. Taking his job very seriously, he fights on all fronts, often without hiding his identity. He is known by the loaners, who swear him absolute obedience, and respected by the other guilds of Cadwallon, be this only because he sometimes attempts to start a dialogue, thus breaking with the guild's tradition of cold silence.

This is ever the more true for the Shadow's families for who the guild's "natural" alliance with the forces of Acheron are a thing of the past. Nobody openly questions this founding myth – out of fear of insulting certain susceptibilities – yet many couldn't care less about the accursed barony's fate.

The Shadow's engagement is nevertheless placed under the sign of Darkness. As an expression of this guild's new policy of openness, the Usurers make pacts with other peoples of Darkness that have more power in Cadwallon than Acheron does.

The quality of this entente varies to the rhythm of the convergence of the interests of the guild and

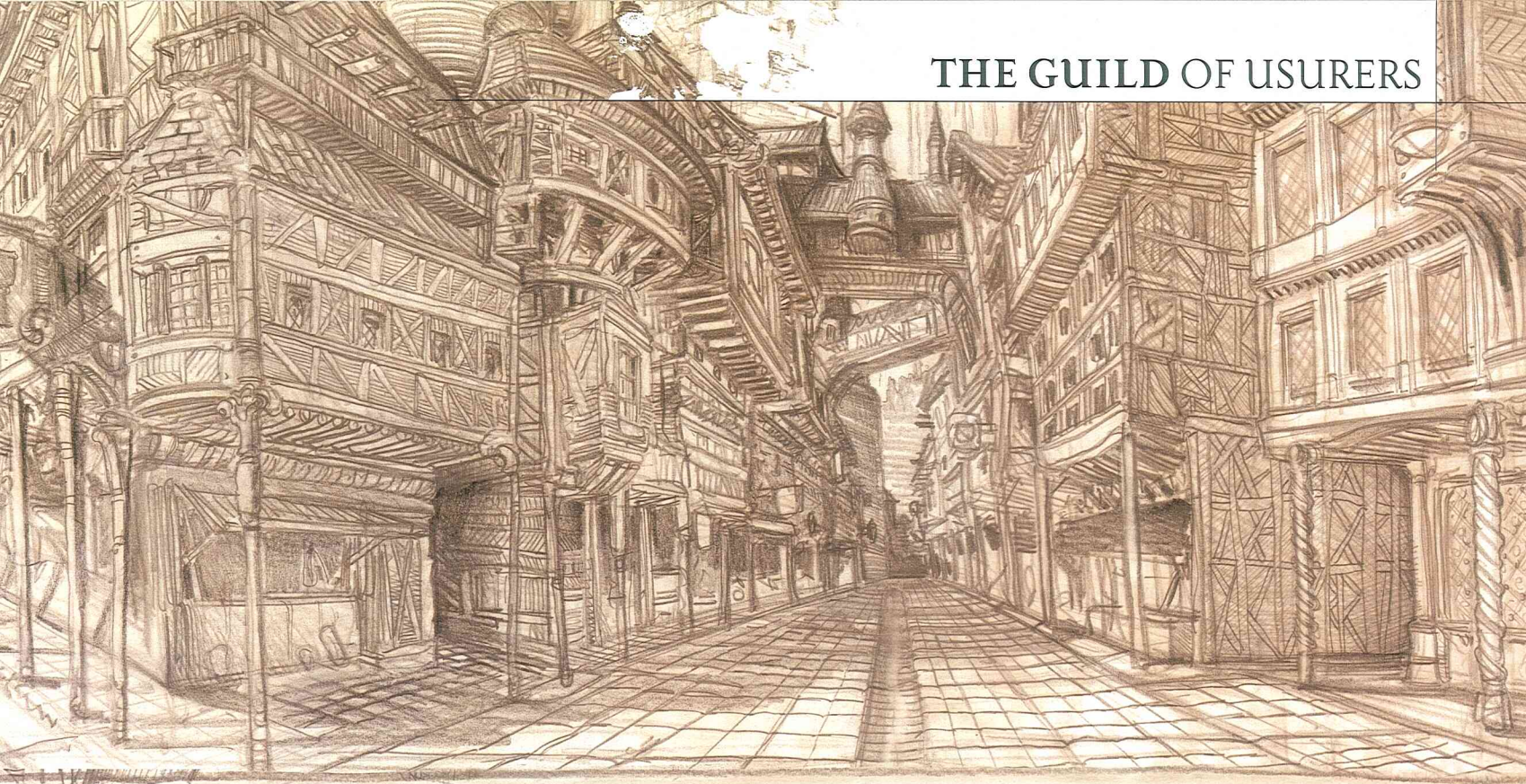
those of the exiles. Except for punctual collaborations, the Syhars and the Drones don't participate in the guild's actions very regularly yet. The Akkyshan elves and the Mid-Nor dwarves, on the other hand, have built strong and lasting ties to the families that sometimes lead them to large-scale armed interventions outside as well as inside the Free City.

The guild's troops thus fight alongside those of the barony of Acheron's and all the other peoples of the Meanders of Darkness in many skirmishes, while pursuing their own demands and goals.

"THE USURERS? APPEARED
IN 850? GIMME A BREAK!
THEY'VE ALWAYS BEEN
AROUND. ALWAYS."

—Δ RUFFIAN





OF THE SHADOWS

All partisans of their cause are indistinctly called *men of honor* – as opposed to men of law – and are theoretically placed at the same level in the Shadow’s hierarchy. This equality, which is always on display, is nevertheless mostly an illusion, since the ranks and titles have progressively become more important than the original chaotic brotherhood. The most important of these titles automatically go to the heads of the families in an aristocratic and elitist system that is justified by the protection of the conspiracy’s secrets.

RANKS AND TITLES

The Shadow’s titles and ranks derisively follow a hierarchical organization similar to those of the militia and of the ducal authorities. At the bottom of the ladder the small fry are given the title of *rogue*. The *rogues* are the Shadow’s irregulars and are gathered into motley bands that carry out its dirty deeds. Most *rogues* don’t know anything about the Shadow and consider themselves to be simple business acquaintances of the Usurers.

The Shadow’s *constables*, at the rank immediately above, are more involved in acts of conspiracy. The equals of regular troops, they are in charge of directing or even punishing the *rogues*’ various actions.

In some cases the rank between the *magisters* placed at the head of each family and the *constables* is filled with various troops. These servants, who are completely devoted to the Shadow, live in the immediate vicinity of the families and serve as middlemen between them and the lower ranks, including loaners.

Among them are the *jesters*, who gravitate in the entourage of the Mornis family and the court of ashes, are the Shadow’s snipers. Usually dressed in faded colors, they play the role of spies and informants for the families.

Opposed to them are the *pale*, who are former *constables* bound to faultless loyalty through their dependence on the families’ necromantic arcana. Halfway between life and death, the *pale* survive thanks to the gifts of the Obscure.

And finally one should note that the Shadow’s squads, and therefore of the Usurers, are often reinforced by those of undead “*mercenaries*” provided by the barony of Acheron.

THE SECRETS OF THE USURERS

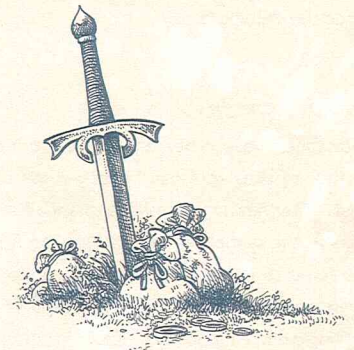
The allies of the Meanders of Darkness are among the supposed supporters of the guild. Yet none of them are stable enough to allow the families ruling the Usurers to count on them under any circumstances. Furthermore, it is hard to imagine them launching massive attacks against the great hall of the Free Leagues and the ducal palace. That’s why, shrouded in absolute secrecy, the Shadow has developed its own weapons to ensure its defense and to overthrow Vanius’s descendents.

THE BLACK BOMBYX

The black bombyx is the Shadow’s best-kept secret. It’s a gigantic cankered butterfly with shredded wings that lives in the depths of one of the family palaces. Those who have had the privilege of seeing it say that it’s as huge as the city’s northern gate, which stretches for almost a whole district. It’s the Shadow’s ultimate weapon and the formulas required

to control it are known only to Sophet Drahas.

Until now the King of Ashes has never used the black bombyx. Indeed, this giant butterfly’s destructive powers may threaten the Shadow at the same time as its enemies. After much tiring research, Sophet Drahas has nevertheless managed to find an indirect way of making use of the bombyx’s capacities: through cloning.



THE STAIRWAY TO NOWHERE

Storytellers tell of a staircase that, floating in the middle of the sky, is said to lead to other Realms. Attributed to the Ferryman and then to the Thieves, the staircase to nowhere is now claimed to be in the hidden halls of the Usurers.

All those who climb the staircase to nowhere vanish from the surface of Aarklash when they reach the top and then reappear with amnesia and transformed beyond recognition in the most improbable parts of the continent.

TYPICAL CHARACTERS

DJANGO MBBN

Having joined the guild through royal channels by following the reasoning of “want to become rich; the Usurers are rich; I am a Usurer,” Django is an example of social success. Born in the lower city and a member of a gang of crooks specialized in fraud, Django earned his first stripes by betraying his old friends for the loaners. After having spent the rest of his gilded youth working in pawnshops, he quickly caught the Shadow’s attention by embezzling money from his employers of the guild. As a reward for his exactions he was given command over a group of rogue tomb raiders. Having become a constable of the Shadow, he prowls the alleys of cemeteries while hiding his face behind an eternal veil of grime.

CAECYA

After the destruction of the woods in which she lived while waiting to pass the rites of passage of adolescence, Caecya left the vicinity of Caer Maed to go to Cadwallon accompanied by Kelt refugees. Lost in the city, she ended up in a brothel in the Wildbeast Head where she remained a prisoner for many long years.

Through ruse and finesse she managed to escape and used her power of seduction to send a strange team of lovers mainly made up of fallen templars and tipsy ogres to hunt down her jailers. Avenged in a deluge of blood and flames, Caecya showed such cruelty and skill that she was contacted by the Service of Escorts to offer her a stable job. Caecya thus joined the Velluto family.

SIX BLACK FINGERS

This fallen weapon bearer, who was born in the port of Kraken, likes to fancy himself a misunderstood artist. After having successfully planned several con deals in the gambling dens run by the Shadow, he was asked to either join the conspiracy or get lost. Having become a jester, he never leaves his cast iron juggling balls or his poison flute. In his spare time, Six Black Fingers continues to do shows in the alleys of his childhood to entertain the passersby.

The few individuals who are aware of his high position in the Shadow generally can’t understand the reasons for his buffoonish wanderings, yet it is whispered that this goblin is an eminent messenger of the families. Some claim that Six Black Fingers one day climbed the stairway to nowhere and returned with six black fingers on his left hand without remembering anything, not even his name.



“FROM THIS DAY ON, I AM AT WAR.
FROM THIS DAY ON, EVERYTHING THAT I DO,
I WILL DO IN THE CAUSE OF THE REIGN OF THE DEIGS
AND THEIR FALL. I SHALL PROTECT THE SECRETS OF THE
SHADOW FROM ALL PERILS.”

—EXTRACT FROM THE EDITH OF THE SHADOW

GENERAL RULES

AS AN ARMY OF CADWALLON

If the army's main body is from Cadwallon, then any Cadwallon fighter can be recruited, no matter if his rank includes "Militia" or the name of any guild. An army of Cadwallon cannot have any Allies. Yet it can hire Mercenaries under the conditions explained in the rules. In this type of army the Mercenary fighters of Cadwallon are assimilated with the militia.

AS AN ALLY

To play fighters from Cadwallon as Allies in a different army, the guild that they come from must first be defined. This guild must be able to ally itself with the main army. An army can call on only one single guild as an Ally and at least one fighter bound to this guild must be enlisted. The rest of the Cadwallon troops can then be chosen among the fighters of the selected guild and those of the militia.

Whichever way these fighters are played, the rules on building armies in *Confrontation* and *Rag'Narok* apply as usual.

THE GUILD OF USURERS

Alliances: The Meanders of Darkness

Primary element: Darkness

Forbidden element: Light

SOPHET DRAHAS, KING OF THE COURT OF ASHES

Sophet Drahas may be placed at the head of the Court of Ashes. This army conforms to the following rules:

- Sophet Drahas is automatically the army's Commander: his DIS is used for all Tactical rolls. He gets "Guild of Usurers" added to his rank. This is considered to be printed on his card.
- At least 30% of this army's strategic value must be made up of fighters of Acheron and at least 30% of fighters of Cadwallon from the Cadwallon militia or the guild of Usurers.
- If the player decides to play using themed army packs, then the Acheron fighters can only be bound to the House of Mantis. The fighters from Cadwallon can only be bound to the Usurers.
- The Army of Ashes' fighters are considered to be fighters of the same people regarding the rules on leadership (and the forming of Units in *Rag'Narok*). For all other aspects of the game (artifact attribution, etc.) they remain bound to their people of origin: Acheron or Cadwallon.



- The Court of Ashes can ally itself to all peoples of the Meanders of Darkness.

CORRUPTION

An army with at least one fighter with «Guild of Usurers» mentioned in his rank on his reference card can call on the Usurers' "Corruption" capacity.

When the armies are being built, the player devotes A.P. to the Usurers' corruption fund. Every full 10 A.P. thus spent provides the player with one "Corruption" counter. The player's Corruption counters are placed in full view near the battlefield before the deployment phase.

The player can spend one or several Corruption counters during the game in order to benefit from certain advantages or to inflict penalties on the enemy camp. The spent counters are discarded until the end of the game.

The activation of each of the powers listed below costs a number of counters indicated after its name. The same power can be activated several times per round.

Down Payment (2 Corruption): This power is activated right before the first Tactical roll. One of the Corruption counters spent to activate the Down Payment is placed next to an enemy fighter with POW, Aspects, Leadership, or Character status. The player acquires 1d6 additional Corruption counters as soon as the designated fighter is eliminated.

Down Payment does not allow Independents to be created in *Rag'Narok*.

Usury (1 Corruption): This power is to be announced right before an Initiative, Attack, Defense, Aim, Courage, Power or divination test

made by an enemy fighter. The concerned test's final result is reduced by two points. Usury has no effect on the Righteous, Hyperians, rituals, communions and artillery fire.

Dividends (X Corruption): This power is to be announced before a Courage, Discipline, Power or divination test made by a friendly Usurer. The test's final result is increased by X points, where X is equal to the number of Corruption counters spent to activate Dividends.

THE SHADOW'S PAWNS

The *Rag'Narok* army packs (*The Sessair Tribes*, *The Colonies of Mid-Nor*, etc.) explain the rules that allow the various fighters in an army to be bound to one of the game's numerous factions.

The fighters of Cadwallon with "Guild of Usurers" mentioned in their rank have access to the following Solo capacities. These are added to the ones they may already have access to.

Confrontation: These capacities can be acquired even if the Usurers are incorporated in a different army.

Solo/Pawn of treason (Special): This capacity can be given to any Usurer. Its value is equal to the RES printed on the Usurer's card (multiplied by two for Characters). He acquires Bane/X against enemies with the same Rank category as his (Rank, 1, rank 2, etc.).

Solo/Pawn of Darkness (2 A.P.): This capacity can be given to any Usurer. He acquires Bravery, Devotion/2 and Martyr/2.

THE HUNT FOR SKULLS



"The only good living-dead is a dead living-dead!"
 –Inquisitor Eschelius

An evil necromancer's activities are threatening the calm of a usually peaceful country. The dead are rising by the dozens from their graves and are haunting the vicinity of the cemeteries. The local lord has promised a reward for every skull of a damned fighter that is brought back to him!

Situation: For this mission both players are *Attackers*. Before deployment they each take five "Trap" counters. Right after the approach roll they take turns placing these counters (beginning with the loser of the Tactical roll) in the neutral zone in the middle of the battlefield. These counters must be at least 10 cm from each other. They mark the positions of tombs from which their occupants risk appearing.

Deployment: Deployment is done using the "Line of battle" mode.

Special: During deployment and during the game no fighter may end his movement on a tomb counter (unless he is at altitude level 1 or 2).

Special case: *If the "Profanation" Event is played at the end of deployment, then the eternal guardians are considered to be damned. It is not necessary to differentiate them, for they have the same characteristics and follow the same rules.*

Objectives: Every time a damned fighter is killed, his skull can be recovered. Each camp must collect as many skulls as possible.

At the beginning of each activation phase, 1d6 is to be rolled for each counter. On a 6 or more the counter is replaced by a miniature of a damned fighter (Living-dead on an infantry base or simply an infantry base).

Note: *If the "Profanation" Event is played, then it can happen that the counter is a simple decoy. In this case the counter is simply discarded.*

The damned fighter may not be placed into contact with a fighter. He can be moved a bit from the counter's position if required.

When he appears, a damned fighter moves 7.5 cm towards the nearest fighter (who isn't a damned one) and engages him if he can.

When a damned fighter is killed, then a "Decoy" counter is placed at the spot where he was standing. The fighters must then try to recover it using the "War Booty" rules explained on p. 97 of *Dogs of War*. The same fighter can carry up to 3 skulls.

Victory conditions: At the end of the game each camp counts how many skulls it has. Only the skulls carried by fighters who are still alive are counted. Each skull provides its camp with one victory point. The camp with the most skulls is declared winner.

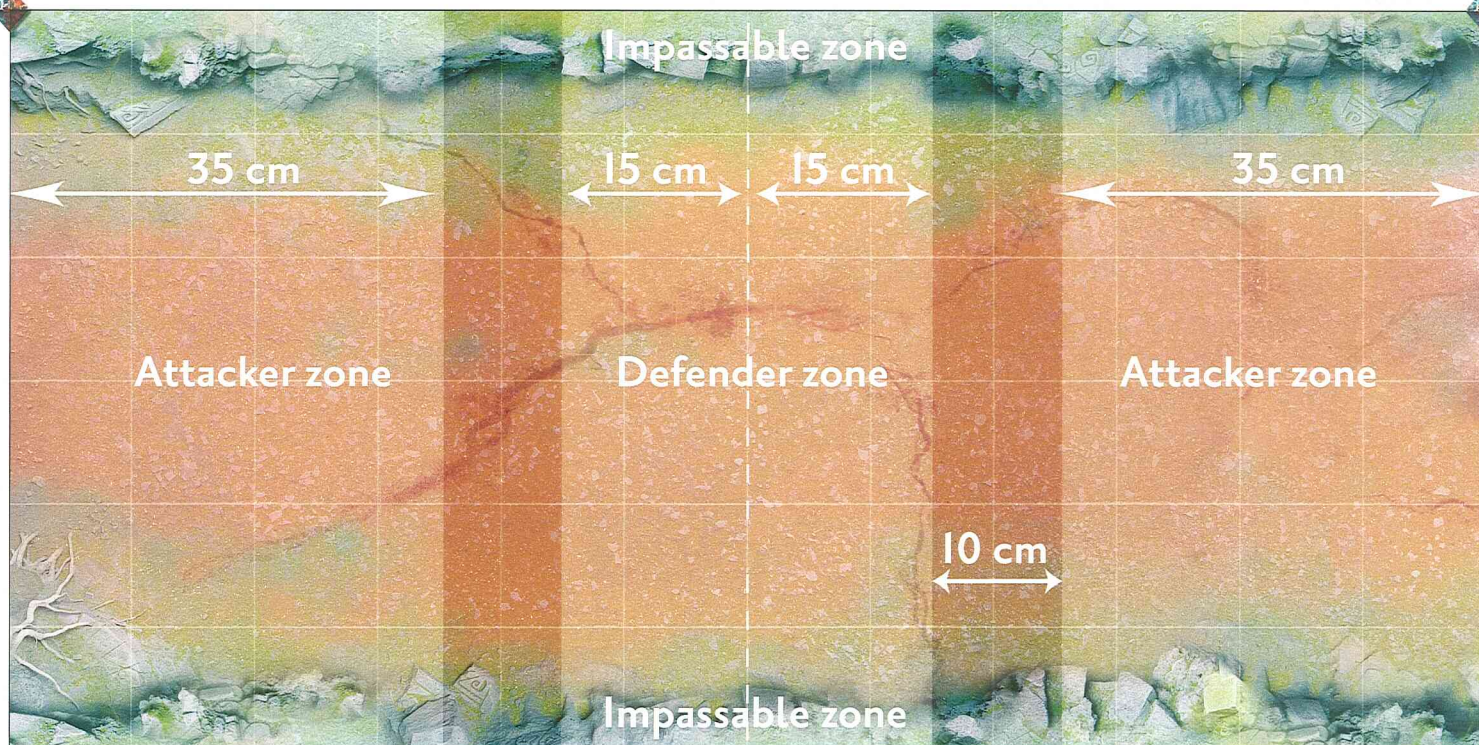
Premium: No matter the battle's outcome, each camp gets a premium of three resource points for every skull it has at the end of the battle.

If one of the two camps retreats before the end of the game, then all skulls on the battlefield as well as those held by the defeated fighters are given to the winner.

DAMNED FIGHTER

- | | |
|---|---|
|  : 7,5 |  : 0 |
|  : 3/4 |  : 0/5 |
|  : 5 |  : - |

Abilities: Living-dead
Special: Damned fighters are Neutral fighters (see *Dogs of War*, p. 98).
Value: 6



AMBUSH

A company has been hired to ensure the security of envoys on a mission of utmost importance. A power that hopes to see these negotiations fail has hired the services of other mercenaries to eliminate the diplomatic cortege.

Situation: This mission involves an *Attacker* and a *Defender*.

The Defender must protect five envoys represented by miniatures on infantry bases (or by simple infantry bases).

The battlefield is a rocky gorge whose sides are too steep to be climbed. No one can leave the battlefield by either of its sides (see diagram). If a fleeing fighter hits this barrier, then he continues his movement towards the nearest exit.

Deployment: Only one reference card is used by the Defender to represent the five envoys. They are deployed like the rest of the troops.

Objectives: The Attacker must capture or kill the envoys escorted by the Defender. The latter must ensure the delegation's protection.

Victory conditions: At the end of the game a control zone with a 15 cm radius is drawn around each envoy still alive.

- If the Attacker controls this zone, then he gets four victory points.
- If the Defender controls this zone, then he gets six victory points.
- Each envoy killed gives the Attacker one victory point.
- The envoys who fled the battlefield or who aren't controlled by either player do not provide any victory points.

The player with the most victory points wins the game.

Experience bonus: At the end of the game each fighter who is within the control zone of at least one envoy controlled by his camp gains a bonus of 5 EP. A fighter does not gain this bonus several times if he is within the control zones of several envoys.

If one of the two camps retreats before the end of the game, then this bonus is acquired by all fighters of the victorious camp who are still alive, no matter their position on the battlefield (even if all envoys were killed).

ENVOY

: 10	: 3
: 0/1	: 3/5
: 2	: 3

Normal Size. Infantry base.
Special: Passive individual (see *Dogs of War*, p. 97).
Value: 5





AT THE CRADLE OF TITANS

THE TITANS HAVE APPEARED IN DOGS OF WAR. THESE IMPRESSIVE CREATURES AREN'T ONLY MADE TO BE PLAYED IN ARMIES OF THE RAG'NAROK AS PRIME PIECES. THEY ARE ALSO WORTHY OF BEING THE STAKES OF SCENARIOS OR EVEN ENTIRE CAMPAIGNS. THE POWER OF THE TITANS IS WITHIN REACH OF THE WARLORDS WHO ARE ABLE TO GRASP IT!

TARASCUS

For production reasons we have only released the first Titan's cards in English. These cards are available at Rackham's mail-order service.

CONTACT

To count the number of miniatures that can be placed into contact with a Tarascus, this creature is considered to cover an imaginary area of 25 cm (10 spaces of 2.5 cm) by 15 cm (6 spaces of 2.5 cm). An infantry base (2.5 x 2.5 cm) or the width of a cavalry base (2.5 cm) occupies one space. A Creature base (3.75 x 3.75 cm), the length of a cavalry base (5 cm) or a Large Creature base (5 x 5 cm) occupies two spaces.

The fighters are given a specific counter as soon as they are considered to be in contact with a Titan. These counters are to be placed by the player controlling the assailant.

TARASCUS

SCORPION PROFILE

: 20
 : 2
 : 7/20
 : 0/18
 : -
 : 10
 : 0

Abilities: Gigantic. Brutish charge. Charging strength/25. Implacable/3. Mutagenic/-. Possessed. Born killer.
Rank: Scorpion Creature. Titan.

550 A.P.

Note: A Tarascus controlled by a Scorpion player has Mutagenic/X. He is counted when calculating the number of Mutagenic/X points/dice (depending on the game) the army has available. Yet he does not benefit from this ability's effects.

A Tarascus of the Scorpion cannot benefit from a treatment.

ORC PROFILE

: 20
 : 2
 : 7/20
 : 0/18
 : -
 : 10
 : 0

Abilities: Gigantic. Brutal. Brutish charge. Charging strength/25. Implacable/3. Possessed. Born killer.
Rank: Orc of Bran-Ö-Kor Creature. Titan.

535 A.P.

CARDS: TARASCUS JAWS

Titan: Tarascus.
Orientation: Front.



The Barhan knights weren't afraid of anything. The officer had ordered a frontal charge and now their proud caparisoned mounts were galloping toward the enemy. When the knights suddenly saw the monster's jaws open wide, it was too late.

The player selects one or several enemy fighters of Small, Medium (Normal) or Large Size standing in contact with the front of the Tarascus. The sum of their RES is added up.

The Tarascus player rolls 3d6. A is not a failure and a cannot be rolled again.

If the result is greater than or equal to the previously calculated sum, then the selected fighters suffer a Damage roll (STR 20). In case of a failure, nothing happens.

The "Fierce" ability of fighters of Small, Medium (Normal) or Large Size has no effect when they are eliminated by this capacity.

"Milords, I have something here that may catch your attention."

The squire presented a casket with tribal designs. It was closed with rudimentary mechanisms, yet there were many and they were well hidden.

"This," he said while opening the last locks, "is a souvenir brought back from Syharhalna by one of our soldiers. It is a talisman of virility given by an orchish chief for reasons I am unaware of. It is supposed to guarantee its owner numerous and prosperous descendents as long as he keeps it near the hearth of his home."

Inside the casket there were curved pieces of limestone covered with symbols that the veterans immediately recognized: Tarascuses, those monstrous creatures that roamed the desert.

The fighters lose this counter as soon as they are no longer in contact with a Titan.

A Tarascus has the following titanic capacities:

- Sweep (see *Dogs of War*)
- Roar (see *Dogs of War*)
- Tarascus charge
- Tarascus jaws

In Rag'Narok a Tarascus has two titanic capacity counters at the beginning of each round.

CARDS : TARASCUS CHARGE

Titan: Tarascus.
Orientation: -

"My lord," said Azhyan Adjaran, "I highly recommend that you place the creature as far as possible from the barrels of the culverins. It represents a considerable investment and the high command would not be satisfied if..."

"To hell with the high command," answered Razheem. "I want my enemies to see it, to fear it, and to picture themselves being crushed and thrown into the air by its magnificent horn. Then they'll hide behind their cannons and forget about our tigers and Skorize."

The Tarascus acquires Impact / X until the end of the round. The impact's STR of "X" is not proportional to the distance covered by the Titan: it is set at STR 15.

The Titan is not considered to be a war machine.

The "Fierce" ability of fighters of Small, Medium (Normal) or Large Size has no effect when they are eliminated by this capacity.



Without a word the officer placed the fragments on the table and began to assemble them like the pieces of a puzzle. The reactions were quick to come.

"An egg?" exclaimed one of the top brass. "An egg of this size, why that's..."

"Impossible, you think? Our forebears surely had the same reaction when they saw Dirz's first creations," answered another member of the war staff.

"These monsters are sexless! The Syhars would never have made the same mistake as with the orcs."

"It looks like nature didn't let itself be had. This egg explains the presence of Tarascuses tamed by certain orchish tribes."

"If the orcs can tame them, then so can we!"

Duration: 6 rounds.

AT THE CRADLE OF TITANS

At the Cradle of Titans is a *Confrontation* scenario for three players.

THE FORCES PRESENT

Two of the players are egg hunters. Though they are enemies, they can collaborate and betray each other as they like in order to reach their goals. Each egg hunter has 800 A.P. available to build his army.

The third player takes control of a Tarascus and of five of its offspring. Three of these are still young: they are placed on cavalry bases and have the same characteristics as a tiger of Dirz. The two others, which are just a bit older, are placed on Large Creature bases (5 x 5 cm). Their characteristics are those of a brontops rider. The Tarascus player chooses the profiles that suit him among those of the brontops riders and tigers of Dirz available.

THE BATTLEFIELD

The nest of a Tarascus couple (a 5 cm diameter circle) is at the center of the battlefield. The Tarascus player has three pieces of terrain (15 x 15 cm) that he can place as he likes at least 40 cm from each other on the battlefield before deployment.

Each egg hunter deploys his army in two sides adjacent to the battlefield within 20 cm or less of the edge. The Tarascus player deploys his monstrous family within 30 cm or less of the edge of the nest. The Tarascus must begin the game touching the nest (see diagram).

MY DEAR VIRA,

It's already been nine days that we are roaming the Syharhalna Desert. We have hired a guide in Kashem to help us find a Tarascus nest and bring back the eggs to the leaders of our glorious army. I would like to see them, our officers, confront the perils of this hostile region. We might as well throw ourselves directly into the lion's mouth. The scouts were ordered not to say anything, but we know them well: they will speak once night has fallen. We aren't alone; another expedition is marching a few leagues away from us. Syhars, they say... Take good care of our baby. Young mothers aren't always in safety.

OBJECTIVES

Victory points: The winner is the player who gets the most victory points. In case of a tie, the winner is the one who has the most A.P. standing on the battlefield.

- ♦ 1 victory point for every egg held by an egg hunter player.
- ♦ 1 victory point for every egg held by the Tarascus player.
- ♦ 2 victory points for the Tarascus player for every egg still in the nest.

SPECIAL RULES

Five counters representing the Tarascus eggs are placed in the nest.

An egg hunter fighter who ends his movement in contact with the nest can take one egg. One of the egg counters is then placed on his base. War machines with Structure Points cannot take Tarascus eggs.

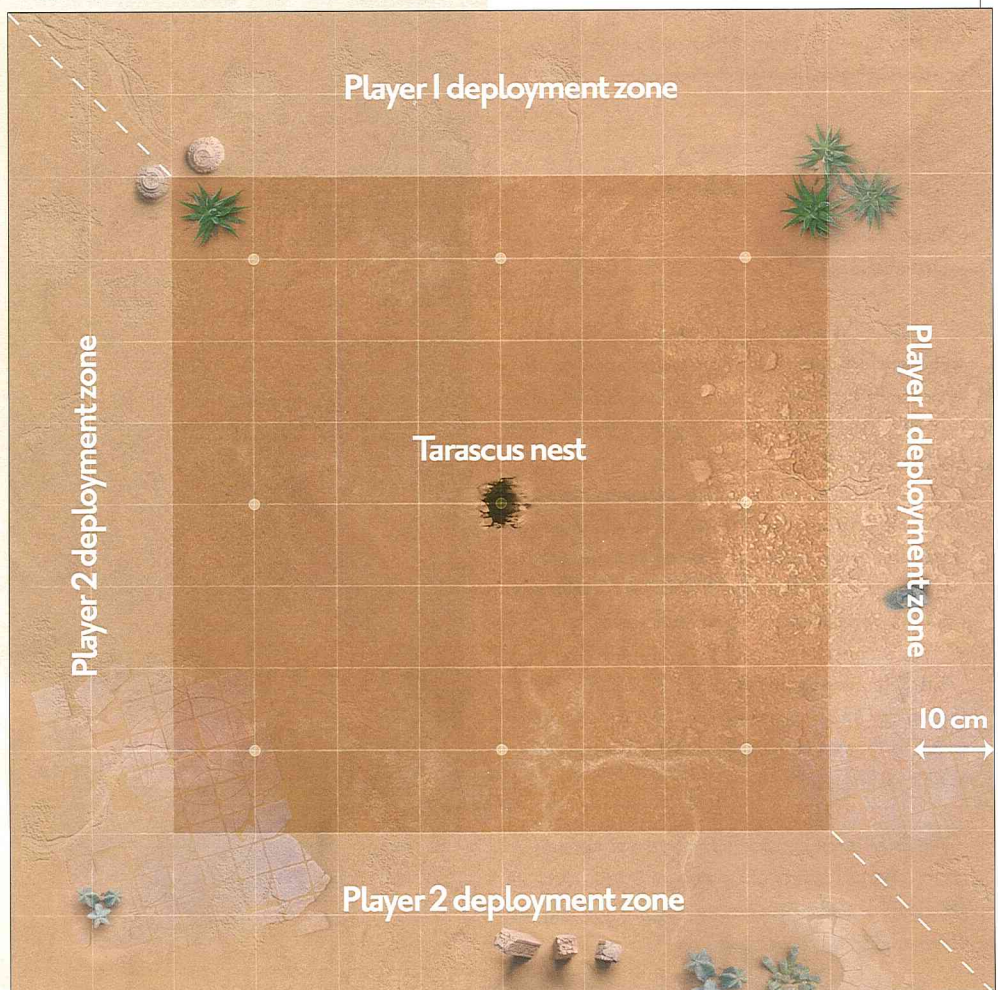
A fighter can carry only one egg at a time (the Tarascus can carry two) and can place it on the battlefield at the end of a movement. In this case the counter is placed in contact with his base by the player controlling him.

The Tarascus fighters cannot pick up the eggs in the nest, but they can pick up those lying on the battlefield.

A fighter carrying an egg suffers -1 in INI, ATT and DEF (this is cumulative if the Tarascus is carrying two eggs). He cannot benefit from spells or miracles that increase his MOV or that allow him to move (Carrier wind, etc.).

If a carrier is Killed Outright, then the counter he was carrying is placed at the spot where he was killed by the player of the camp that eliminated him. The counter can then be picked up by any fighter who ends his movement touching it.

If a carrier leaves the battlefield, then the egg he was carrying is lost.



IN DEGS EF WAR MEDE

It is of course possible to play *At the Cradle of Titans* using free companies following the *Dogs of War* rules. In this case we recommend deploying enough soldiers to be able to resist the menace represented by the Tarascus, even if this means having several companies of different horizons collaborate. In the past such hunts have gathered fighters who would normally have been rivals, even enemies. Yet the promise of huge rewards erases their disputes, at least until the loot has been divided between them!

Each Tarascus egg held by a company at the end of the game can be used in three ways.

- ♦ **Sold to a receiver:** The company acquires 5d6 + 10 additional resource points.
- ♦ **Essence of Titans:** The fighter gets a number of experience points needed to acquire one additional point in STR or in RES (if the potential maximum in one of these two characteristics hasn't been reached yet). The acquired points must immediately be used to gain one point in STR or in RES.
- ♦ **Tarascus potion:** The fighter acquires a Tarascus Potion artifact.

TARASCUS POTION

Dematharn watched the cortege of the Scorpion passing near the promontory on which she was hiding. They were more numerous than expected. The enemy's strength wasn't very important. Azhyan Adjaran, the neuromancer, would not escape her. The Devouress pulled a flask from her bag filled with a milky liquid in which an indefinable body seemed to be floating. She undid her muzzle and swallowed the revolting mix with a single gulp. A nameless force took hold of her, making her muscles almost burst and making her thirst for destruction grow tenfold.

The use of this artifact is to be announced right before the Tactical roll of the first round. The fighter then benefits from STR +3 and RES +3, as well as Charging strength/X until the end of the game. This ability's X value is equal to 5 + the STR printed on the fighter's card (maximum: 20).

Tarascus Potion is a single use artifact. Once it has been used, it is discarded. This artifact can only be used in *Dogs of War*.

0 A.P.





NEW ABILITIES

THE THIRD EDITION OF CONFRONTATION INTRODUCES NEW ABILITIES THAT WILL APPEAR IN THE PROFILES OF UPCOMING RELEASES. HERE ARE THE ADAPTATIONS OF THESE ABILITIES FOR RAG'NAROK. THE ABILITIES MARKED WITH A * IN THIS LIST CANNOT BE ACQUIRED THANKS TO STATELESS. IF ONE OF THESE IS THE MOST COMMON ABILITY IN THE ARMY, THEN THE STATELESS FIGHTER ACQUIRES THE SECOND MOST COMMON ONE (SEE STATELESS FOR DETAILS).

RULE MODIFICATIONS

REFERENCES

War machine: A war machine without a servant bound to it is simply considered to be a piece of terrain. It is then not included in the number of Units when determining the number of refusals.

Leader: Now the extra cost paid to give a fighter Leader status does not cause an increase in the number of combat dice and Wound levels. The characteristics to be taken into consideration are the ones printed on the reference card. The Strategic Value therefore defines these two parameters specific to *Rag'narok*.

Independent: It is now impossible to create an Independent during the course of the game by using a spell or a miracle. No effect of a spell or miracle can therefore modify the profile of a trooper miniature that would then require this miniature to be set apart in a hand-to-hand combat phase.

MOVEMENTS

Quarter turn: A miniature that makes a quarter turn cannot move a distance that is greater than its MOV value.

Retreat: Now one must consider this Order to allow a movement of at most MOV cm.

Engagement: A Unit that engages an opponent loses its Orders as if it had just been engaged.

Example: *Distortion during the rapid firing and incantation phase, leading to the engagement of an enemy Unit.*

DEPLOYMENT

- a) During the approach it is forbidden to deploy a Unit within a distance that is equal to or less than twice the Movement value of the miniature with the highest MOV in its Unit.
- b) This distance is exceptionally called "charging range" for the duration of the approach.
- c) Scouts can be deployed in such a way as to be able to charge an enemy in the first round.

Entry of reserves: In order to generalize the entry of reserves, each player now secretly chooses the pack(s) of cards that represent the Unit(s) he wishes to attempt to have enter the game and places them aside. Once both players have made their choice, each one shows his opponent the cards corresponding to his reserves (with their face hidden) and does the appropriate tests to determine which Unit(s) can enter the game. Any reserves there may be are not immediately placed.

The players proceed with the Tactical roll in the usual way. The actual entry of any reserves happens right after the Tactical roll.

The number of Units taken into account to determine the refusals is equal to the sum of the Units already deployed and the reserve Units that enter the game during the round being played.

The winner of the Tactical roll has the lead for reserve deployment. The refusals used during this phase are subtracted from the ones used during the movement phase.

INCANTATION

Ritual: When a player announces that he is starting a ritual, he must proceed in three steps.

- a) He selects the council members: the magister and his acolyte(s).
- b) He selects the ritual's target.
- c) He spends the set number of gems required for the ritual, but not the gems to improve his chances of success. If a part of the ritual's cost depends on the targeted Unit's strength in numbers, then the cost is paid when the ritual is resolved, even if it has been interrupted.

The player therefore doesn't have to precisely name the ritual before it is resolved.

Counter-magic and absorption: A magician within a spell's actual area of effect when it is cast may potentially attempt to counter or absorb the spell as long as he has a line of sight onto the caster.

Example: *Carpet of flames, even if a part of the area of effect – the card – is within more than 10 cm of the caster.*

ABILITIES

Consciousness: This ability's range is MOV x 2 cm.

Scouts: These fighters must be deployed beyond walking distance of all enemy miniatures, meaning further than the Scouts' MOV value.

Immunity/X: A fighter (or element of the game) with this ability can be targeted by effects against which is immune. The effect is resolved in the usual way, but it has no effect on the fighter or the element of the game.

Example: *A piece of terrain that has the "Immunity/Aim" ability can be targeted by artillery shots with zone effect. These shots have no effect on the element itself, but the miniatures covered by the template are affected in the usual way.*

Similarly, in case of a dispersion roll, the piece of terrain can be hit, but it isn't affected, unlike the miniatures standing near it, which are affected in the usual way.

Inalterable:

a) This kind of machine is immune to game effects and capacities that target it directly if these aren't hand-to-hand combat attacks or shots.

Example: *Immunity/Sacred weapon, falconer of Alahan, die of the Griffin magistrate.*

b) This kind of machine can be targeted by effects of magic/divination/capacities. The spell/miracle/capacity is resolved in the usual way but it has no effect on the inalterable structure.

Example: *An Inalterable structure can be targeted by a fireball. The fireball has no effect on the structure, but the miniatures touching it can be hit by the fireball's area of effect.*

c) This kind of machine is not immune to game effects that affect its surroundings, even if it is affected following the use of one of these game effects.

Example: *No immunity to Wall of Earth, Morning Mist, Eternal Tomb.*

Artifact/X: Fighters with this ability can be given X artifacts. The X value replaces the number of artifacts the fighter normally can carry (depending on his rank and his status).

***Assault fire:** Fighters with this ability can fire while charging or engaging.

This type of shot can only be resolved if the Unit has been given a charge, run, walk or counter-charge Order.

Marksmen must nevertheless have a line of sight onto their target at the beginning of their movement. The shot is resolved before the Unit is moved while respecting the following rules in the indicated order:

The shot must be aimed at the Unit targeted by the charge or engagement.

The distance between the marksmen and their target must be measured before the shot is made. Marksmen who are not within charging or engagement range cannot fire. The weapon's range is not taken into account; the marksman is considered to fire as soon as he comes within range of his target.

If the Unit of marksmen has to make a Courage test to be able to charge its target, then this test is to be made before firing. If it is failed, then the shots are not fired.

The shots are resolved with a difficulty of 7. No modifiers (movement, target's Size, etc.) can change this difficulty.

If the targeted Unit has to make a Courage test against the marksmen, then this roll is to be made after the shot has been resolved.

A fighter can use assault fire only once, no matter how many shots his other abilities and equipment allow him to make.

If the targeted Unit is eliminated by this shot, then the Unit of marksmen can redirect its assault towards a different target, yet it cannot use assault fire again.

In this case the rules to be used are the same as when a fear-inspiring Unit redirects its assault after having caused its opponents to flee.



***Bull's-eye:** When a fighter with this ability resolves a "Fire" Order without being moved or reoriented in the same round, each of his failed Aim tests made for the range weapon printed on his reference card can be re-rolled once. The new result cancels the previous one and must be kept. It cannot then be rolled again.

***Charging strength/X:** When a fighter with this ability charges, his STR is replaced by X. This modification applies until the end of the round, even if the fighter is separated from his charge's target after fray splitting. All modifiers bound to the various game effects apply as usual to this new STR.

***Cure/X:** The use of this ability can be announced once per round, right after a Damage roll inflicted on a fighter in the same Unit as the fighter with Cure/X. This may be the fighter with Cure/X himself. One d6 is rolled. If the result is of X or higher, then the number of Wounds inflicted on the chosen fighter is reduced by 1 (minimum: 0).

The same fighter can use or benefit from this ability only once per round.

This ability cannot be used on targets with Structure Points.

Disengagement/X: X indicates the maximum difficulty of the fighter's disengagement rolls. This ability only applies to disengagements made with INI, and not to disengagements by force. For this ability to apply, all fighters attempting to disengage must have it.

Dodge: A [3] on the fighter's Defense tests is considered to be equal to [4] and can therefore be rolled again. Thanks to this ability a [] gotten after having re-rolled a [3] on a Defense test is added to the previous result.

***Ethereal:** Fighters with this ability benefit from the following advantages:

One d6 is to be rolled for every Wound they are inflicted with. On a [3] or more the Wound is ignored.

They never suffer charge penalties, yet they can inflict them.

They never suffer Movement penalties caused by the nature of the ground.

They automatically succeed all their disengagement rolls.

They can move through obstacles, be they pieces of terrain or other miniatures. Yet they cannot stop "inside" an obstacle. If a fear-inspiring Ethereal

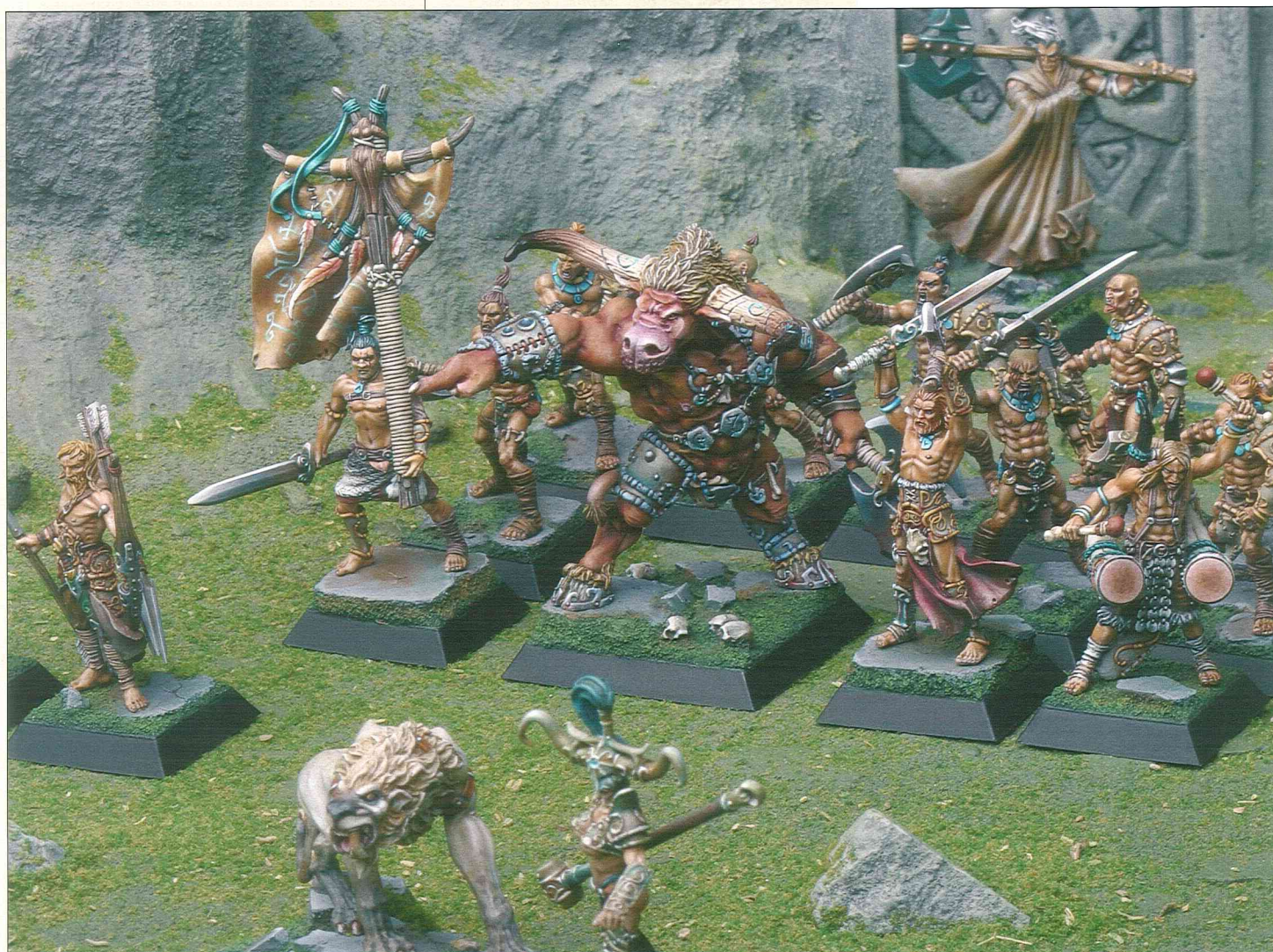
fighter moves through an enemy fighter, then the latter's Unit must make a Courage roll if it isn't immune to the Ethereal fighter's FEAR.





The text in the specters of Acheron's "Life stealers" special capacity (see *Rag'Narok*, p. 166) is replaced by the following:





"The specters of Acheron have the "Ethereal" ability. When a specter makes a Damage roll, [3] is considered to be equal to [4] and can therefore be re-rolled. Furthermore, a [] on a re-rolled Damage roll is not an automatic failure."

Ferocious: When a fighter with this ability does not inflict his opponent with a Wound through a Damage roll in hand-to-hand combat, the result is to be read one line lower in the table. If a [] is gotten on a re-rolled Damage roll, then the roll's result is therefore read on line 2. This effect can be cumulated with any other similar effect. It is thus possible to read a Damage roll's result several lines lower.

Fine blade: A fighter with this ability does not consider a [] on his Attack tests to be an automatic failure (even if this result is gotten after having re-rolled the first result).



Focus: On Power tests a  is considered to be equal to  and can therefore be rolled again. Thanks to this ability a  gotten after having re-rolled a  on the POW roll is added to the previous result.

Illuminated: On divination roll a  is considered to be equal to  and can therefore be rolled again. Thanks to this ability a  gotten after having re-rolled a  on the POW roll is added to the previous result.

Infiltration/X: This ability is to be activated right before the Tactical roll of the first round of the game. The fighter can then be moved a maximum distance of X cm. This movement is made at altitude level 0 and in any direction. It does not allow him to engage an opponent, yet it can lead the fighter to leave his deployment zone and even enter that of the enemy.

This movement is made outside of any game phase, does not require an Order, and does not limit the Unit's normal action possibilities in the first round of the game.

This ability only applies if all the Unit's members have it.

If enemy Units can benefit from this ability, then the loser of the Tactical roll of the deployment phase must move his Units first.


***Insensitive/X:** When a fighter with this ability is targeted by an enemy spell or miracle, or is within its area of effect, then the player controlling him must roll 1d6. On a result of X or more the fighter does not suffer its effects. This does not mean that the spell or miracle is cancelled, but simply that the fighter is not affected by it.

This ability does not work on the effects of rituals and communions.





Luck: The use of this ability can be announced once per round, right after a divination roll or an Initiative, Attack, Defense, Aim, Courage, Discipline or Power test made with the fighter who has it. The test is cancelled and re-rolled in the same conditions as the first one (number of dice, bonus, penalty). It then cannot be rolled again, no matter the result.

This ability only applies if all fighters concerned by the affected test have it. They are then considered to all be using it at the same time.

***Negation:** Fighters with this ability don't need to see their target when performing censure or counter-magic.





Parade: Fighters with this ability do not consider a  to be an automatic failure on their Defense tests (even if this result is gotten after having re-rolled the first one).

***Piety/X:** The faithful with this ability can keep up to X T.F. points from one round to the next if they still have any left in their reserve when calculating their new T.F. No more than two points can be kept from one round to the next in this way.

Precision: On Aim tests a  is considered to be equal to a . Thanks to this ability a  gotten after re-rolling a  on an Aim test is added to the previous result.

***Predictable:** The Orders of a Unit of which at least one of its members has this ability are always placed face up, not face down.

***Recovery/X:** After every mana recovery roll and no matter its result, the magician additionally recovers X mana gems. These gems must be of an Element that he masters. This ability does not allow the magician to have more mana gems than allowed by the maximum limit of his mana reserve.


Reflexes: On INI rolls a  is considered to be equal to  and can therefore be rolled again. Thanks to this ability a  gotten after having re-rolled a  on an Initiative test is added to the previous result.

Reorientation: Fighters with this ability can freely reorient themselves at the beginning of any game phase. This reorientation is not considered to be a movement. This ability cannot be used when the fighter is in base-to-base contact with an opponent. For a Unit to be able to be reoriented in this way, all of its members must have Reorientation.

Resolution/X: The use of this ability can be announced once per round, right before an Initiative, Attack, Defense or Courage test for a fighter with it. The test's final result is increased by X points.

When this ability is used, all fighters concerned by the roll must have Resolution/X. If certain fighters concerned by the roll have a different X value for this ability, then the lowest value is the one taken into account.

Example: *A Unit is made up of fighters with Resolution/1 and an Independent with Resolution/2. The player controlling this Unit decides to use this ability for a Courage test. This is possible since all fighters concerned by this roll have this ability. However, the bonus on the roll's final result will only be +1.*

Rigor: A  on Discipline tests made for fighters with this ability are not automatic failures (even if this result is gotten after having re-rolled the first one).

***Ruthless:** Fighters with this ability can inflict charge penalties on their opponents, even following an engagement. If all the Unit's members don't have this ability, then only the domination factor of the fighters with Ruthless is taken into account during an engagement.



***Steadfast:** Fighters with this ability never suffer charge penalties.

Strategist: Fighters with this ability benefit from the following advantages:

In every round they generate one additional Order that can be attributed to their Unit or to any other Unit in their camp and of their people within their leadership range. This effect applies even if the fighter doesn't have the "Leadership/X" ability. This Order is added to the one that may be generated by the Unit's Leader (be this the Strategist or not). However, this ability does not allow the maximum of two Orders for the same Unit to be passed.

All Units in their camp and of their people present in their leadership range benefit from +1 on the final result of all their rolls made to adopt a Tactic (no matter which characteristic is tested).

***Summoner/X:** Fighters with this ability benefit from a bonus of X on the final results of all their Power tests or divination rolls made to summon one or several fighters.

***Target/X:** If a fighter with this ability is chosen to be the direct target of an enemy marksman, then the X value bound to this ability modifies the Aim test's difficulty. This can be a positive modifier that increases the difficulty or a negative one that reduces it.

***Vulnerable:** The Damage rolls inflicted on a fighter with this ability are read one line lower in the Wound table. If the fighter is benefiting from an effect that allows him to read the results of Damage rolls inflicted on him one line higher up (such as the "Hard-boiled" ability), then the two effects cancel each other out. If, on the other hand, the fighter suffers an effect that is similar to Vulnerable (for example if he is hit by an opponent who has the "Bane/X" ability), then the two effects cumulate and the Damage roll's result is read two lines lower.

***Wild/X:** If all members of the same Unit have this ability, then they benefit from +1 on the final results of their Initiative, Attack and Defense tests as long as their Unit is within X cm or further from any other friendly Unit.

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