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CRY HAVIC! | [Vol. 18]

CONFRONTATION : L'ÂGE DU RAG'NAROK - RAPPORT DE BATAILLE - LES BATAILLES DU RAG'NAROK - AT-43 - CAMPAGNE MONDIALE, PHASE 3 - AT-43 TACTICS - RED BLOK



Volume 18
 SEPTEMBRE • OCTOBRE 2007

CRY HAVIC!

LES CHRONIQUES DE L'UNIVERS RACKHAM



CONFRONTATION : L'ÂGE DU RAG'NAROK

Présentation et premier rapport de bataille de ce nouveau jeu !
 Le Rag'narok aura-t-il raison de la forteresse de Kaïber ?

CADWALLON

Portrait : Lynan l'Inexorable, un Incarné inédit

AT-43

Les Karmans, de l'Élévation à l'opération Damoclès
 Stark devient un pilote héroïque ! Toutes les règles en avant-première

CAMPAGNE MONDIALE AT-43

Phase 3 : Babel ne répond plus !
 Les Avans envahissent les habitats therians

AT-43 TACTICS

Incarnez les dragonov kommandos de l'unité Crushing Blok
 dans ce jeu tactique pour 4 à 7 joueurs

5 CARTES EXCLUSIVES

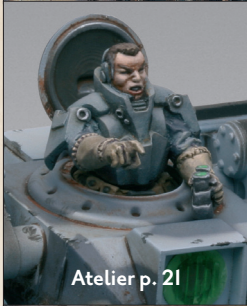
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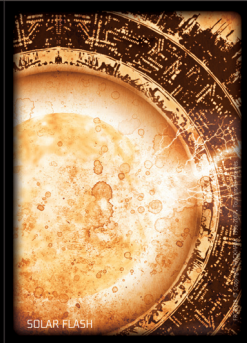
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- Syhé ophidien (Hybrid)
- Sergeant Tymofiyeva (profil alternatif. Règles en page 20.) (AT-43)
- Solar Flash (AT-43)
- Nanobloc (AT-43)

Ces cartes ne peuvent pas être vendues séparément de Cry Havoc.

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ATTENTION !

Certains articles dans ce numéro font appel à l'utilisation d'accessoires qui requièrent la plus grande vigilance : couteau de modéliste avec lequel on peut se blesser, colle cyanoacrylate qui « prend » très rapidement... Il est recommandé aux joueurs et collectionneurs les plus jeunes de ne jamais pratiquer les opérations décrites en l'absence d'un adulte et de toujours lire attentivement les recommandations fournies avec ce type de matériel.

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édition



La nouvelle édition d'un jeu suscite toujours une vive émotion. *Confrontation : L'Âge du Rag'narok* n'échappa pas à cette règle lors de sa mise en ligne. Et ce fut profitable car les nombreux échanges au sujet des règles et des profils mis en ligne – les cartes de six armées sont d'ores et déjà en téléchargement sur le site ! – nous ont permis de finaliser la gamme des Army Book prévue pour ce nouveau jeu sur Aarklash.

Dès le prochain numéro de *Cry Havoc*, les armées qui ne bénéficieront pas d'ouvrage dédié en 2008 seront détaillées dans votre magazine. Ainsi les chanceux qui pourront compléter leurs armées avec la nouvelle gamme de figurines montées et peintes de *Confrontation* pourront défier des adversaires dignes de ce nom, même si ces derniers ont des armées en métal !



Que les fans d'AT-43 se rassurent... Ils ne seront pas en reste. D'ici la fin de cette année, les quatre armées présentées dans les *Règles du jeu* seront disponibles et une partie des effectifs déployés sur Damoclès recevront une nouvelle affectation. L'univers est infini et les peuples qui se battent depuis le Trauma sont sur le point de voir leurs alliés se mobiliser pour un nouveau champ de bataille où les C3 auront leur mot à dire. Depuis AT-43, nul n'échappe à la guerre !

ERRATA CRY HAVOC I7 : AT-43 TACTICS

P. 41 : Dans le tableau « Tirer sur le décor », les deux astérisques « ** » devraient être dans la case indiquant les points de Structure du container, et non ceux des nanogénérateurs.

P. 44 : Sur le plan de la mission, il ne devrait pas y avoir de carte « Nanoperturbation », mais la carte « Therian node ».

P. 45 : La légende de la carte est erronée :

-  Omicron Kasyth (x 1)
-  Storm golem avec flamer (x 2)

P. 46 : Sur le plan de la mission, il manque un nanogénérateur qui devrait être placé dans le coin supérieur gauche, à l'emplacement pré-imprimé. Sur le plan de la mission, la sortie rouge est inutile. En outre, dans le texte de la mission, il manque une précision concernant les renforts de storm golems : ils apparaissent au contact du générateur qui les produit.



LYNAN the INEXORABLE

Cadwallon has no regular army, but boasts a vast number of soldiers employed by the city's various factions. Lynan the Inexorable is one such warrior. Commanding the heavy cavalry of Bourghiéron, his reputation grows with each passing day. As the Rag'Narok sets Aarklash ablaze, many view this young exile as one of the Free City's champions.

The third son of a knight from the Barony of Icqor, Lynan of Epher was destined for a thoroughly ordinary future. Yet, having been raised on Barhan legends since early childhood, he yearned for a heroic destiny. He felt ready to seek glory on the ramparts of Kaïber, if need be. However, a different opportunity presented itself.

His father's lord had ties to Barhan nobles from Cadwallon. Deeply attached to their homeland, these nobles sought to recruit young compatriots for their prestigious cavalry school.

Upon learning this, Lynan wasted no time in leaving his father's estate. His only possessions, aside from his mount, were a letter of recommendation addressed to Silnus of Drakaër (see *Secrets* Vol. 02, p. 83). Curiously, as he left the Kingdom of Alahan, he was driven by Barhan ideals: a cause to serve and a lord to defend.

Upon arriving in Cadwallon—a place where many exiles discover the harsh realities the flamboyant reputation of the Jewel of Lanever hides—Lynan was welcomed with open arms by Silnus, chief advisor to the fief of Drakaër. He was quickly enrolled in the Lanever Light Cavalry School, where he found himself among young Barhans much like himself. Unlike them, however, Lynan remained oblivious to the political rivalries that shaped life in the city.

Albanne de Drakaër (see *Secrets* Vol. 2, p. 88) had just taken the reins of the fief. She was already at odds with her uncle and advisor, Silnus. Indeed, she wished to administer Drakaër in the interests of Cadwallon rather than those of the Crown of Alahan. By admitting numerous Barhans to the school that trained the fief's future officers, Silnus sought to undermine his niece's influence. Lynan, in his ignorance, nearly ruined this maneuver.



Albanne de Drakaër

Instantly won over by Albanne's enthusiasm and nobility, Lynan became a staunch supporter of her political choices, unaware that he was thereby opposing his patron's interests. He even won over some of his fellow students, unintentionally creating friction among them. Exasperated, Silnus encouraged Lynan's peers to make him see reason.

LYNAN THE INEXORABLE

The most traditionalist recruits decided to settle the dispute the Barhan way: three weeks after arriving in Cadwallon, Lynan was challenged to a duel by another student from the Baronies. The two adversaries met on the field of honor. It was not a fight to the death, but the young Barhans let themselves be carried away by their fervor. Lynan's lance struck his opponent in the head, piercing his skull amidst the sound of crushing bone. Horrified by his own actions and their consequences, Lynan fled Drakaër and wandered the city, not knowing where to take refuge.

Common sense urged him to vanish into the Lower City's most unsavory haunts and lie low. But Lynan had not come to Cadwallon to hide like some common criminal. He had come seeking glory, and he would not find it among the anonymous rabble.

Plagued by uncertainty, Lynan paid no heed to the districts through which his mount carried him. He was roused from his thoughts by the sounds of a fight. In a burst of chivalry, he rushed toward the scene of the clash.

In the middle of a fallow field, a hooded woman was battling creatures emerging from the darkness. There was no time for doubt: every principle Lynan held compelled him to intervene. Spurring his mount, he plunged into the fray like a proud knight of legend. Under his blows, the monsters fell one by one. Yet more creatures surged forth—ever-multiplying, as if the very earth were spewing them out. Suddenly, a wave of darkness swept over the scene, and Lynan was thrown to the ground. The world began to spin around him, and he thought he felt the touch of a woman's hands upon his hair. His final vision was of two green eyes—indefinitely deep—watching him as he slipped away...

He never learned how much time had passed before the militia found him lying by the side of the

Vouivres Street in Bourghiéron. When he woke up in a cell, he was clutching a crumpled Cadwallon tarot card. The card depicted a winged knight in the middle of a puppet theater; the knight's gaze was fixed on a woman with a cruel look who seemed to be pulling the strings. At the sight of this simple card, Lynan was overcome by a deep, quiet melancholy. Deep down, he felt he had to find the woman he had glimpsed. His life was taking a new turn: Lynan had just been incarnated.

However, he had more pressing concerns than a vague intuition sparked by a tarot card. After all, he had just been implicated in the opening of a portal to Creufond. The militiamen therefore escorted him to Adalban Chiéron, the military leader of the Bourghiéron fiefdom (see *Secrets* Vol. 02, p. 85). Lynan had no trouble convincing him of his complete ignorance regarding magical phenomena—and, consequently, of his innocence. At the end of the meeting, driven by a mysterious impulse, the young Barhan offered his services to the Chiérons. Adalban accepted without hesitation. By taking Lynan under his wing, he hoped to establish a heavy cavalry unit—the sort that only the powerful Guild of Blades could boast of possessing in Cadwallon. He was counting on this strength to curb the expansionist ambitions of his neighbors in the Kraken fiefdom. The very next day, young Barhan joined Camp Vaillant.

Over the next months, Lynan underwent grueling training there—vastly different from his brief stint at the Lanever light cavalry school—as part of the *Vouivres*, the elite soldiers of Camp Vaillant. Joining this elite unit finally fulfilled his childhood dreams. Yet what drove him now—what gave him the strength to overcome every trial—was the memory of that mysterious woman and the ominous promise of the Lover card. A year after the young exile's arrival at Camp Vaillant, the training of the first Bourghiéron cavalymen began, with Lynan at their head. He soon gained a certain renown within

the influential circles of Cadwallon.

Shortly after his promotion, Lynan saw the mysterious stranger again at a reception. He had barely glimpsed her before, yet he instantly recognized the unfathomable green of her eyes amidst the crowd. He watched her, fascinated, all evening long as she whirled among the mesmerized men. And amidst the scandalized whispers around him, he caught a name: Ahsa Ruyar.

The third son of a knight from the Barony of Icquor, Lynan of Epher was destined for a thoroughly ordinary future.

Ever since that evening, the image of the courtesan Ahsa Ruyar has haunted the young officer. To Barhan, the very existence of such a woman—who rose from the gutter to become a fortune-teller and perhaps even a necromancer, eventually finding her way into Cadwallon's most exclusive soirees—seems inconceivable; yet she thrives among the rich and powerful, and it appears that no desire of hers can be thwarted.

Lynan knows his destiny is bound to that woman's, as if a curse hangs over him. He often paces the streets of Arcadia, trying to understand what has befallen him. The answer he receives from the Elementals and Immortals he questions is always the same: because of her, he has become the "incarnation of Desire." Lynan does not know what they mean by this. Yet, deep down, he is terrified by the pull he feels, for he is now convinced that his own desires manifest into reality of their own accord. To cope, Lynan frantically seeks to bind himself to ever-heavier obligations and responsibilities. Lately, he has come to fear that the beautiful Ahsa might one day seek him out and demand that he place his cavalry unit at her service. Every training session leaves a taste of ash in his mouth, for he knows he will be unable to refuse her.



THE RAG'NAROK

NIGHTMARE LANDS

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

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

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

This article provides details on events that took place between 1003 and 1008 in the region that spans the Forest of Quithayran to the Barony of Acheron. These isolated regions of Aarklash were battlefields for the armies of the Ram, the Dragon and the Scarab.

Many other peoples joined in the battles, in particular the Tree-Spirit, the Hyena and the Lion.

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

THE ALLIANCES

THE PATHS OF DESTINY

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

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

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

UNIVERSE AARKLASH



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



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

The Scarab is intimately tied to the Forest of Quithayran: elves age if they

leave this sanctuary and its wild beauty. The Daikinee's destiny is tied to that of the fayrees who live there and to the natural riches of the forest that guarantees their complete autonomy. For this reason, the Scarab has passionately protected its kingdom for centuries.

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

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

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

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

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

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

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



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

From 1003 to 1008, the Scarab has great difficulty escaping the enclave it has always used as protection. Surrounded by its enemies, it attempts to multiply its contacts outside. The Daikinee faithful and magicians dive ever further into the Elemental Kingdoms searching for a cure to the evil infecting their sanctuary. They then realize that Aarklash is not the Rag'Narok's only battlefield and that war is tearing apart all of Creation.

They realize it is crucial to protect the Elemental Kingdoms. In 1006, the Scarab's cause takes on a new form: to prevent Light and Darkness from destroying Air, Water, Fire and Earth.

THE MEANDERS OF DARKNESS

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

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

The Daikinee nobility prepares a catastrophic welcome for the Impure. The Daikinee lords feared that the half-elves might convince the

king to change their centuries-old traditions, the basis of their power. The Hyena's emissary and his escort are treated with the greatest disdain and are not allowed to meet the king.

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



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

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

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

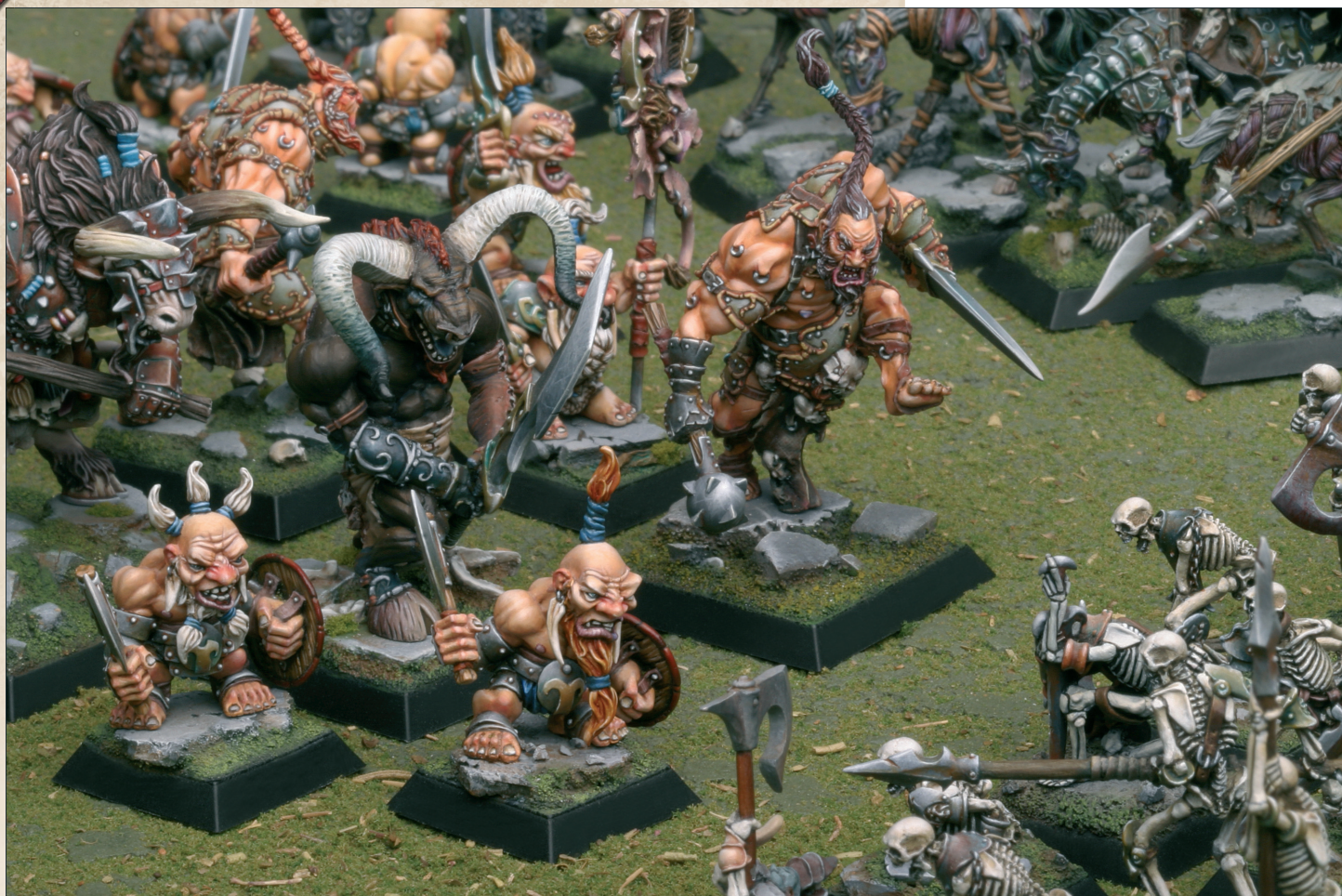
Between 1001 and 1006, the Limbos of Acheron works in the background and orchestrates many plots. Machiavellian architects of countless battles, the lords of the dead secretly organize their allies' operations throughout Aarklash. Feigning a lack of numbers, the Ram barely sends a few regiments to help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

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

Finally, the Acheronians simultaneously launch



UNIVERSE AARKLASH



several massive campaigns far from their borders to distance themselves from the forces of Light and the fortress of Kaiber.

In 1001, the House of Sarlath's flying fortress crosses the Behemoth range on its way to Avagddu. It inflicts a stunning defeat on the heroes of Kaiber who attempt to stop it at the Gorge of the Dragon (see *Cry Havoc* Vol. 6). Asura de Sarlath then unleashes the molochs' power over a vast area running from the Behemoth to Tar-Haez. In 1004, he confronts the Concord of the Eagle in the skies of Avagddu: the battle of the flying fortresses becomes a new chapter of the Rag'Narok and is the starting point for the convergence of all peoples to the North of the continent. In 1003, the Houses of Lazarian and Tanit deploy their troops along the Ynkarö river with extensive



military support from the Spider. The magic secrets they discover in the Scarab's sanctuary and the corruption they sow would have reversed the course of the Rag'narok in this region, if not for the unexpected alliance of the Hyena and the Scarab. However, Darkness' plans prevents landorias Lazarian and Selith Tanit from creating a dominion so far away from Acheron's influence: in the summer, Feyd Mantis orders the redeployment of some of their troops on the shores of the Leäk-Shear to harass the Dragon. When the Hyena joins Darkness in 1004, the Ram can then fully focus on its new enemy and prevent its military influence from extending across the region for any length of time.

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

However, in 1005 the Dragon surprises the Ram by deploying the Aurean army, a legion of constructs once created by the Sphinx. With surprising audacity the Dragon launch the offensive. Within a few days, this tireless army marches over the two hundred kilometers that separate Kaiber from the City of Acheron. The Fathers of Acheron immediately send legions from the Houses of Brisis, Hestia and Vanth to stop the inexorable progress of this army that knows no hunger, no thirst, and no fear. The siege of Acheron lasts a few months: the two armies engage in a choreography of offensives and counter-offensives around the City of Acheron and the neighboring ashen plains.

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

In just a few hours, the Obscure have established bridgeheads everywhere else. The first Gates of Hell are opened near Kallienne, the Lion's capital, and Kaiber, the bastion of Light. While Feyd Mantis, Armariel de Brisis and the Almighty Crane fight on the Lion's territory (see *Cry Havoc* Vol. 16, Kaian Draghost, Rhea de Brisis and Kaïn the Scourge massacred the defenders of Kaiber.

The reinforcements from Daneran and Lanever are pushed back; the regiments of constructs stationed on the lands of Acheron are surrounded and destroyed. Soon, Acheron's standard flies over the fortress.

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

THE WAYS OF LIGHT

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

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

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

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

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

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

Trouble ensues: with their metal armor, the Republic's warriors have difficulties moving through the forest. On top of that, the Daikinee and the devourers are masters of guerilla warfare: the construction site of the fortress of Nuahm suffers countless acts of sabotage, including the murder of the general in charge of operations. In 1006, after the fall of Kaiber, the Dragon completely abandons its construction plans.

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



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

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

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

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

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





CHRONOLOGY

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



THE BATTLES

THE BATTLE OF NEMKAN (Tree-Spirit against Lion)

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

THE GARDEN OF FLESH (Acheron against Scarab)

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

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

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

UNIVERSE AARKLASH

THE BATTLE OF LAUREKEN (Hyena against Scarab)

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

THE BATTLE OF NUAHM (Dragon against Scarab)

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



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

THE SIEGE OF ACHERON (Ram against Dragon)

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

Acheron, the City of the Dead, is already in ruins. Battles ensue around the walls protecting the remaining buildings: the cathedral of Saläüel, castle Mantis and the siege of the Order of the Ram. The conflict goes on a number of months, with neither

side ever really gaining the upper hand. The constructs move freely over these desolated lands, but the Dark strongholds are impregnable. On land, the constructs are endlessly confronted with the armies of dead the necromancers keep reanimating using Dark magic. In the skies, the dragons face the deadly molochs and many other winged abominations that emerge from the Abyss. Evil and vice reign everywhere.

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

THE THIRD BATTLE OF KÄIBER (Ram against Dragon)

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

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

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

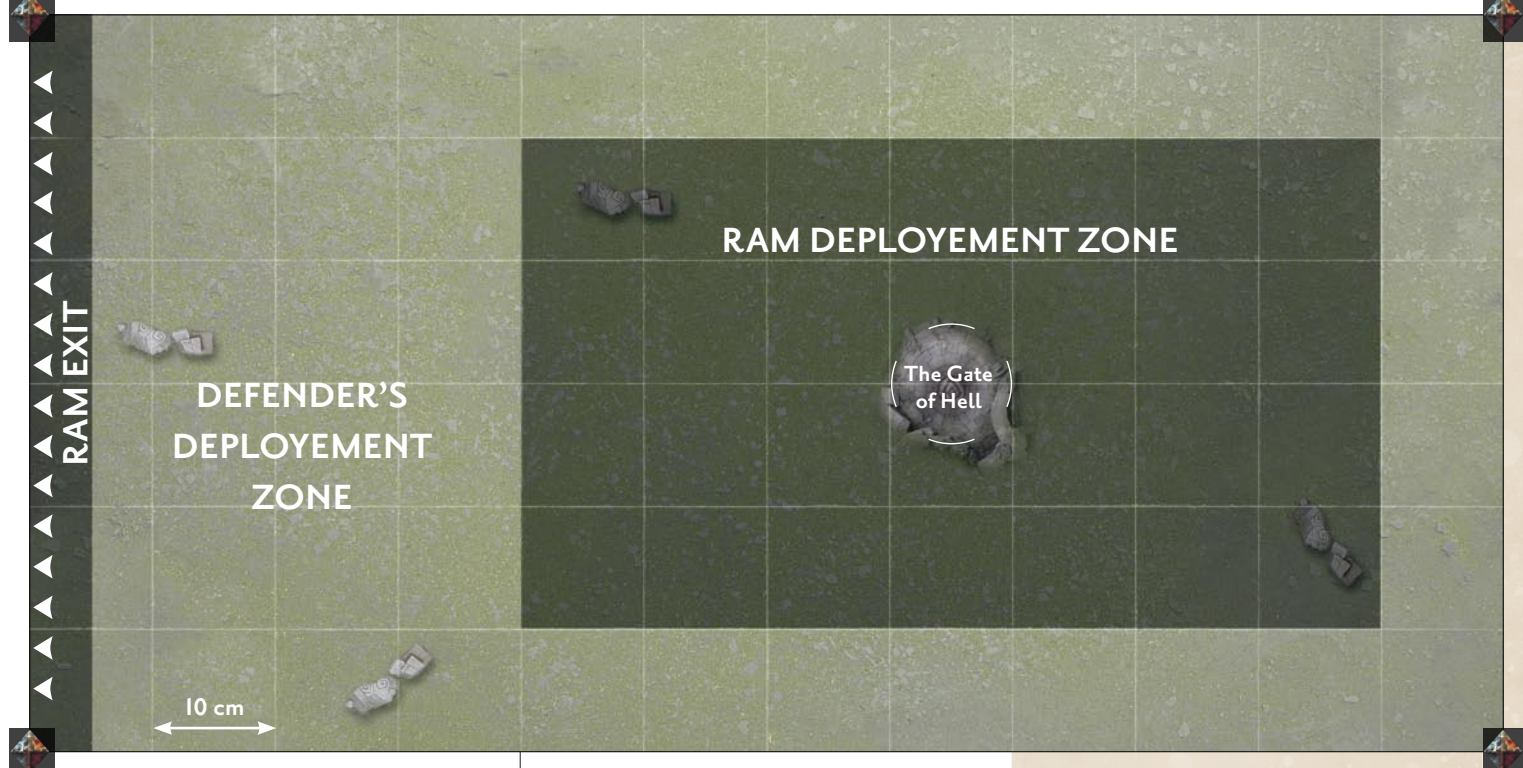
The first reinforcements from Daneran led by Baron Dragan d'Orianthe and Aldenys the Quiet arrive as the battle comes to an end. Ironically, they are pushed back to the foot of the ramparts, just like they had pushed back the Ram's hordes for years.

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

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



THE GATES OF HELL



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

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

SITUATION

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

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

COMPOSITION OF THE ARMIES

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

- The attacking player controls the Ram army, which includes at least one incarnated Character and the mystic (magician or faithful) who allowed the gate to be opened. It can be the same fighter;

- The defending player controls the army that attempts to push the invasion back. This army must include at least one incarnate Character.

DEPLOYMENT

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

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

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

- The Ram player places the selected unit on the Gate of Hell;

- The defender player places the selected unit 5 cm or less from the edge of his deployment zone.

OBJECTIVES AND VICTORY

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

- Ram Player

For each Enemy unit destroyed: 1 VP

For each Ram unit that successfully exits the battlefield through the "Ram Exit" edge: 5 VP

- Defending player

For each Ram unit destroyed: 1 VP

For each Ram Incarnate eliminated: 2 VP

When the mystic who allowed the gate to be opened is destroyed: + 5 VP

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

GAME PERIOD

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



THE BATTLES OF RAG'NAROK HAVE UPENDED THE LANDSCAPE OF ALLIANCES. THE CONCORD OF THE EAGLE HAS LOST ALLIES - THE HYENA AND THE BOAR - BUT IT IS BETTER ARMED THAN EVER. THE ARCHONS OF THE FAATHI HAVE UNITED FORMER ENEMIES UNDER THE EAGLE'S BANNER. THE TREE-SPIRIT, THE JACKAL, THE WOLF, AND THE RAT, ALONG WITH SOME DWARVES AND DEVOURERS, NOW FIGHT SIDE BY SIDE FOR THE CAUSE OF THE PATHS OF DESTINY

THE CONCORD OF THE EAGLE: NEW RULES

The rules presented in this article supplement those described in *Cry Havoc* vol. 10.

NEW ARMY LIST

The following army lists cancel and replace the one presented in *Cry Havoc* vol. 10, p. 64.

REGULARS OF THE EAGLE

DEVOURERS

Not all disciples of the Beast have rallied to Darkness. Some have chosen to remain masters of their own destiny. Others fight alongside both the Paths of Destiny and the Meanders of Darkness; all that matters to them is killing.

- Head Hunter, 36 AP
- Warrior of Blood, 25 AP
- Voracious Warrior, 37 AP
- Kalyar the Awakened (Character, first Incarnation), 95 AP
- Kassar the Fugitive (Character), 90 AP

GEBLINS

The Concord of the Eagle is one of the few subjects capable of restoring a goblin's seriousness. The children of Rat know better than anyone the havoc that the Paths of Light and the Meanders of Darkness can cause.

- Goblin Archer, 12 AP
- Ströhm Bodyguard¹, 25 AP
- Goblin Spearman (ranged attack), 8 AP
- Goblin Lancer, 7 AP
- Goblin Marauder, 5 AP
- Klûne Militiaman, 8 AP
- Goblin Musician and Brats, 10 AP
- Goblin Standard-bearer, 10 AP
- Azzoth the Treacherous (Character, First Incarnation), 40 AP
- Kobalt the Caustic (Character, First Incarnation), 50 AP

DWARVES

It takes courage for a dwarf to turn their back on their own kind by refusing to embrace the cause of the Light. The Plains Dwarves, close to

nature and their instincts, have joined the Eagle to remain true to their destiny. They remember that Men once stole the plains of Avagddu from them!

- Dwarf with Crossbow, 16 AP
- Boor with Pick Hammer, 11 AP
- Boor on Razorback, 18 AP
- Forge Guardian, 18 AP
- Standard-Bearer of the Plains, 16 AP
- Dwarf Standard-Bearer, 15 AP
- Musician of the Plains, 16 AP
- Dwarf Musician, 15 AP
- Soldier of the Plains, 12 AP
- Bhor-Hok the Leader, 84 AP
- Nerak the Bold (Character), 69 AP
- Pillgrim the One-Eyed, 47 AP

ORCS

Having barely returned to Aarklash, the Eagle turned to Bran-Ô-Kor to rally the orcs of the Jackal to their cause.

The orcs of the Tree-Spirit, for their part, found refuge within the Concord in 1005, at the end of a long exile.

- ♦ From the Tree-Spirit
Warrior of the Winds, 27 AP
Behemoth Tracker, 26 AP
Kolghor (Character), 68 AP
Rantakh (Character), 66 AP



- ♦ From the Jackal
Orc Crossbowman, 19 AP
Orc Bruiser, 22 AP
Orc Brute, 22 AP
Jackal Warrior*, 26 AP
Orc Warrior, 17 AP
Brute Musician, 22 AP
Brute Standard-bearer, 22 AP
Orc Totem-Bearer, 20 AP
Aurochs-Horn Blower, 20 AP
Jackal Tracker, 30 AP
Vorak the Infallible (Character, first Incarnation), 65 AP

JACKAL WARRIOR (EAGLE)

M: 10
I: 2
A-S: 5-9
D-R: 5-6
A: -
Cou: 4
D: 3

Abilities: Resolution/I, Brutal, Fanaticism.
Rank: Regular of the Eagle
26 AP

* The Jackal warriors linked to the Eagle all have the profile in the inset above.

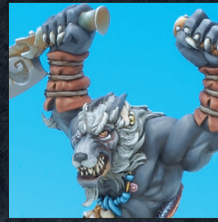
WOLFEN

The Wolfen of Yllia perfectly embody the ideals of the Eagle: instinct, destiny, and freedom. They are its most loyal allies and celebrate the battles they have fought in its name.

- Wolfen Hunter**, 30 AP.
- Wolfen Fang Warrior², 32 AP.
- Wolfen Great Fang, 40 AP.
- Wolfen Repentant, 32 AP.
- Wolfen Sacred Vestal³, 40 AP.

WOLFEN HUNTER (EAGLE)

M: 17,5
I: 5
A-S: 4-7
D-R: 3-5
A: -
Fear: 5
D: 2



Abilities: Resolution/I, Born Killer.
Rank: Regular of the Eagle
30 AP

** Wolfen Hunters linked to the Eagle all have the profile in the inset above.

OTHER REGULARS

"We fight for the fate of Aarklash. Our enemies are blinded by their principles; nature, however, lends us its strength to remind us every day that our cause is just."

— Asthenas, Centaur of the Eagle

- Sylvan Animae, 17 AP
- Pixie Trickster, 13 AP

ÉLITE OF THE EAGLE

CADWALLER

Cadwë Minotaur Maid, 63 AP

DEVOURERS

The Devourers who fight alongside the defenders of the Eagle were once part of the Hyena's elite. The flame of the Beast has left them, leaving only ashes in its wake. They are warriors who are as intelligent as they are formidable, yet often fierce. The Archons of the Faathi struggle to free them from their torment.

- Flesh Eater⁴, 65 AP
- Slasher of Vile-Tis, 40 AP
- Tyrant of Vile-Tis⁵, 85 AP

GEBLINS

— I'm warning you, goblin: today I fight by your side, but after our victory, I going to kill you.

— I'm warning you, dwarf: if you kill me tonight, tomorrow my family is moving in with you.

- Cyclops Gong-Banger⁶, 15 AP
- Ströhm Knight, 28 AP
- Ströhm Warrior, 20 AP
- Goblin with Ball and Chain, 10 AP
- Goblin Mutant 1, 15 AP
- Goblin Mutant 2, 15 AP
- No-Dan-Kar Fishbone Bearer⁷, 15 AP
- Samurat, 27 AP

- Goblin Sharpshooter, 24 AP
- Becbunzen (Character, first Incarnation), 80 AP
- Cyanhur, Dagger of the Rat God (Character), 150 AP
- Goreth the Massive (Character)⁸, 125 AP

KELAS

Centaur, giants, and minotaurs roamed Aarklash freely before the arrival of Men, who brought Light and Darkness with them. For centuries, the ancient peoples walked in the shadow of Man—the destroyer of civilizations. Now, the time for vengeance has come.

- Centaur Archer, 40 AP
- Giant Barbarian, 35 AP
- Kelt Centaur (excluding Murgan's profile), 38 AP
- Son of Ogmios, 61 AP
- Drune Minotaur, 64 AP
- Sessair Minotaur, 62 AP
- Baal the Conqueror (Character, second Incarnation), 148 AP
- Bragh An Scáthar (Character), 100 AP

DWARVES

The Dwarves of the Concord have retained their love of metallurgy and strategy. While they readily agree to coordinate troop maneuvers, they do not easily reveal their secrets as blacksmiths. They take pride in their craft and forge the Eagle's weapons themselves, in utmost secrecy!



- Khor Warrior, 25 AP
- Khor Musician on Razorback, 60 AP
- Khor Standard-Bearer on Razorback, 60 AP
- Thermo-Warrior (including Uren), 34 AP
- Hirh-Karn the Enraged (Character), 160 AP
- Kaël the Irascible (Character, first Incarnation), 127 AP
- Pilzenbhir, Defender of the Plains (Character, first Incarnation), 93 AP

IRCS

The brontops riders who boarded the Faathi's flying fortress brought their mounts with them. Brontops adapt well to all climates; their charges now make thunder rumble across the four corners of Aarklash.

Brontops Rider, 60 AP
 Amok Slayer, 40 AP
 Kal-Shadar (Character, first Incarnation), 110 AP
 Umran Kal (Character, first Incarnation), 165 AP

WELFEN

"But you're trembling! You're afraid! You shouldn't cry, little man. Thank me, instead, for granting you a quick death despite all the sacrileges committed by your kind."

Wolfen Crossbowman 1 (heavy crossbow), 35 AP
 Wolfen Crossbowman 3 (light crossbow), 32 AP
 Wolfen Predator, 62 AP

CREATURES OF THE EAGLE

CADWALLON

Persecuted by all the peoples of Aarklash, the Ogres owe their survival to the mercy of the first Duke of Cadwallon.

Today, the Eagle offers them the chance to avenge their ancestors and reclaim their lands.

Victory, they say, will restore their stolen destiny.

Khaurik's Trigger, 65 AP
 Khaurik's Guard, 63 AP
 Mercenary Ogre, 56 AP
 Firebrand Ogre, 93 AP

DAIKINEE

Mandigorn Warrior, 60 AP

GEBLINS

—Aha! Gotcha—you're trapped like a rat! But... what's that smell?

—Meet Crocus, my troll buddy. If you turn around fast enough, you might just catch a glimpse of his uvula.

War Troll (cannot be equipped with a Watchgoblin jar), 73 AP.
 Black Troll, 84 AP.



ERCS

Troll of the Behemoth, 75 AP

OTHER CREATURES

Abharûn and Nyris, the oracles of the Eagle, command an army of Elementals who have spontaneously joined the cause of the Paths of Fate. Most of them come from Realms conquered or destroyed by the Ways of Light or the Meanders of Darkness.

Elementals of Air, Water, Fire and Earth, 80 AP

SPECIALS OF THE EAGLE

The Eagle's armies are constantly on the move, making the maintenance of war machines difficult. The few artillerymen daring enough to join the Concord are either hotheads or genius inventors. They cobble their toys together using whatever is at hand, and the result is often... a motley sight.

Goblin Minelayer, 15 AP
 Dwarf Bombardier, 40 AP
 Dwarf Chariot (Ballista), 180 AP
 Dwarf Chariot (Cannon), 200 AP
 Goblin Mountain Breaker, 84 AP

WARRIOR-MAGES OF THE EAGLE

Mages of all kinds join the Eagle to share or expand their knowledge. They form a powerful assembly, and the Faathi oracles supply them with high-quality mana gems. In time, the magicians of the Eagle could very well form a conclave capable of rivaling those of the Acheron (Ram) or the Chimera herself.

CADWALLON

Fire Support Goblin, 26 AP

GEBLINS

"You Aarklash mages have imprisoned magic within complex rituals because it frightened you. In reality, magic yearns to be free."

— Nyris, oracle of the Faathi

Goblin Psychomutant 1, 27 AP
 Goblin Psychomutant 2, 27 AP

DWARVES

Lithomancer of Tir-Nâ-Bor, 30 AP
 Thermopriest, 40 AP

ERCS

"I saw an eagle taking flight at dusk. It called upon fifteen tribes to cease the wars and take their destiny into their own hands. This land is not ours; it is our children who lend it to us."

— Prophecy inscribed in a cave of the Black Mountain.

Mystic Warrior, 27 AP
 Animistic Shaman on Brontops, 82 AP

WELFEN

Wolfen Lonewolf 1, 53 AP
 Wolfen Lonewolf 2, 42 AP

MAGICIAN CHARACTERS OF THE EAGLE

The champions of the Eagle, embodied by the mysterious trinity of the Faathi, rally their peoples to the cause of the Paths of Destiny. Thunder-Eagle, demigod of the Concord, revealed their destiny to them and exacted a promise never to share this secret. Of all the Incarnates of Aarklash, those of the Concord are the most awakened to their true nature.

GEBLINS

Gidzzit the Bell-Ringer (Character, first Incarnation), 25 AP

ERCS

The Son of Thunder (Character), 80 AP
 Törk the Animal (Character, first Incarnation), 73 AP

DWARVES

Bâl-Torg the Elder (Character, first Incarnation), 40 AP

WELFEN

Irix the Sibyl (Character), 71 AP
 Irix the Fury (Character), 125 AP

WARRIOR-MENKS OF THE EAGLE

The faithfuls of Aarklash ponder the nature of the Faathi trinity. Some claim it is a single god with three faces; others believe it consists of three

gods who united portions of their respective peoples.

Whatever the truth, Asura's alliance with the Darkness casts doubt on the true aims of the Eagle Concord.

Jackal Master of Rites⁹, 35 AP
Provost of Uren, 30 AP
Goblin Prophet (Devout), 20 AP

FAITHFUL CHARACTERS OF THE EAGLE

Elghir the Resolute, 31 AP
Shaka-Umruk, 40 AP
Xherus the Visionary, 22 AP



SPECIAL RULES

ARMY MEDICATIONS

- Fighters with Reinforcement lose this ability and gain Survival Instinct. Goblins rally to the Eagle in droves, but they are not yet numerous enough to form a green tide.
- The Eagle accepts the Children of Destiny as they are: fighters with Pariah lose this ability.
- Some hatreds are unquenchable: an Eagle army containing Devourers cannot include Faithful or Immortals (and vice versa).

ARTIFACTS OF THE EAGLE

EDICT OF THE EAGLE (15 ΔP)

Abharûn and Nyris, the Oracles of the Concord, often entrust edicts possessing powerful mystical properties to their champions. These precious scrolls serve as safe-conducts: their bearers are under the protection of Destiny and become immune to harmful supernatural energies.

The Character possessing this artifact gains Insensitive/4.

This artifact is reserved for Characters of the Eagle.

FINION OF THE THUNDER-EAGLE (10 ΔP)

The Thunder-Eagle, demigod of Concord, is a being unlike any other in Creation. Its appearance always heralds events of great significance to Destiny.

The character possessing this artifact gains Authority.

This artifact is reserved for Characters of the Eagle.

SHENROTH GEM (5 ΔP)

Shenroth, the Concord of the Eagle's exiled realm, is a world of floating islands drifting through a sky of shifting colors. Charged with the energy of primordial elements, Shenroth mana gems are prized by all mages in Aarklash. Beware, however, for the Archons of the Faathi instinctively know how to track them down!

The Character equipped with this artifact gains Focus.

This artifact is restricted to Character Magicians of the Eagle.

Note: An enemy mage who has stolen a Shenroth Gem will almost certainly be pursued by the Concord's warriors. The Eagle player's opponent may equip one (and only one) of their mage Characters with this artifact for free (in which case it does not count towards their allotted number of artifacts). In return, Archons of the Faathi and Eagle Characters gain Bane against that Character. Any excuse serves for a confrontation!

SYMBOL OF THE FAATHI (5 ΔP)

The cult of the Faathi—the Trinity of Destiny—is itinerant. The only holy site associated with it on Aarklash is the flying fortress of the Eagle, currently grounded in Avagddu.

Followers of the Eagle believe in destiny. They pay homage to it whenever it smiles upon them. Faithfuls of the Faathi sometimes carry sacred symbols representing the Trinity of Destiny; when fortune manifests, their powers increase.

The Character gains 1 Temporary Faith (T.F) each time a friendly fighter within their aura of faith rolls a "6" on a test.

This artifact is reserved for Faithful Characters of the Eagle.

WEAPON OF DESTINY (100 ΔP)

Sometimes, on the eve of a great battle, a hero of the Eagle finds a legendary weapon, enchanted by Destiny itself. It might be bestowed upon them by a Faathi oracle, or simply appear on their path or at their bedside when they wake. The warrior thus blessed need not fear the outcome of the battle: whatever it may be, Destiny watches over them. Once the fighting ends, Destiny reclaims its due, and the weapon vanishes as if by magic.

The wielder of a Weapon of Destiny gains "Loved of the Gods" and Leadership / 30. If they already have Leadership / X on their card, X becomes 30.

This artifact is reserved for Characters of the Eagle. An Eagle army may possess only one such item.



NOTES

- 1: The "Private Militias of No-Dan-Kar" ability of Ströhm Bodyguards now applies to Characters of the Eagle.
- 2: The Wolfen Fang Warrior profile may be used with Wolfen Warrior miniatures.
- 3: Sacred Vestals allied with the Eagle lose Loyal/1 and gain Ambidextrous.
- 4: Flesh Eaters lose Possessed and gain Wild/10. The Flesh Eater profiles named "Endurance," "Pain," and "Strength" are not available within the Concord of the Eagle.
- 5: Vile-Tis Tyrants allied with the Eagle lose Possessed and gain Wild/10.
- 6: The Cyclops Gong-Banger loses Rallying Cry and cannot use The Howling Gong.
- 7: The No-Dan-Kar Fishbone-Bearer loses Consciousness and cannot use The Giant Piranha Bone.
- 8: When allied with the Eagle, Goreth the Massive has a Movement of 10 instead of 7.5.
- 9: Jackal Master of Rites allied with the Eagle have the following Faith Spiral: 0/1/1.