

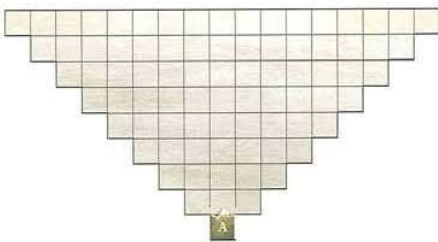


KEEP AN EYE OPEN... THE GOOD ONE!

BEFORE BEING ABLE TO KILL ONE'S OPPONENT, ONE MUST BE ABLE TO SEE HIM. THE DIM LIGHT AND THE CLUTTER IN THE HERESARCH'S LABORATORIES SOMETIMES MAKE COMBAT DIFFICULT. THIS ARTICLE'S GOAL IS TO CLARIFY THE HYBRID RULES ON ANGLES OF VISION AND LINES OF SIGHT.

ANGLES OF VISION AND DEAD ANGLES

The angle of vision is the triangular area in which a fighter can, in principle, see his opponents. It complements the playing of certain interactions such as opening a door. The depth of this angle is determined in the same way as that of an aura (see diagram below).



In order to determine the orientation (and thus the disposition) of the angle of vision, it may be useful to paint or mark the edge of the base that corresponds to the front of the miniature.

Within an angle of vision there are two possibilities:

- There is a "direct" line of sight.
- There is a dead angle.

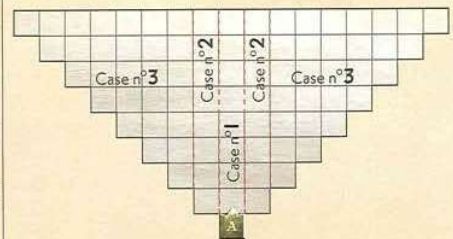
LEGEND

- Fighters
- Obstacle
- Dead angle
- Dead angle of the obstacle straight in front
- Dead angle of the obstacle to the side
- Enclosed squares
- Lantern
- Angle of vision
- Angle of vision
- Angle of vision
- Lighted area

Within an angle of vision, obstacles (miniatures, columns, etc.) can block a fighter's "direct" line of sight. These elements generate shadow zones that hide a part of the game board from the fighter's sight. These hidden areas are dead angles.

Determining the exact extent of these shadow zones is sometimes tricky. Yet there are precise rules. The illustrations on the game tiles (with the exception of the lines representing walls) are never an obstacle. The other elements on the game board to be taken

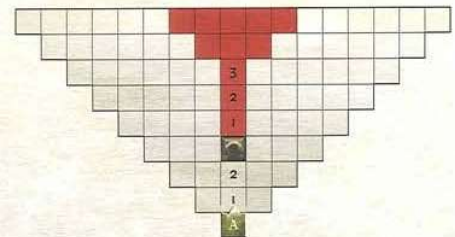
into account when determining a "direct" line of sight depend on four specific cases (see diagram below).



CASE NR. 1

The obstacle is standing in the line of sight straight in front of the fighter. To determine the dead angle it causes, one must:

- Count the number of squares between the fighter and the obstacle as if it were being targeted.
- Count the same number of squares as in a) behind the obstacle, which become just as many dead angle squares.
- Imagine a new inverted triangle beginning from the next square, which is also part of the dead angle (see diagram to the right).



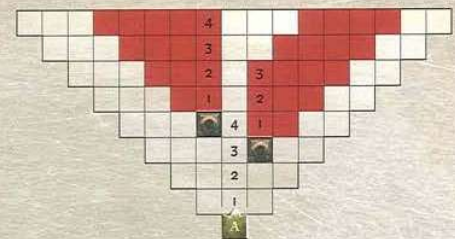
CASE NR. 2

The obstacle is slightly to the side of the middle of the angle of vision.

- Count the number of squares that the fighter would have to move for the obstacle to be directly on his right or left side (depending on the situation).
- Count the same number of squares of dead angle behind the obstacle in a straight line and parallel to the imaginary path made in a).
- Imagine, starting from the last counted square, a staircase leading away from the middle of the angle of vision (one of the dead angle's edges is thus determined).
- Imagine, starting from the obstacle itself, a staircase leading away from the middle of the angle of vision (the other edge of the dead angle is thus determined).

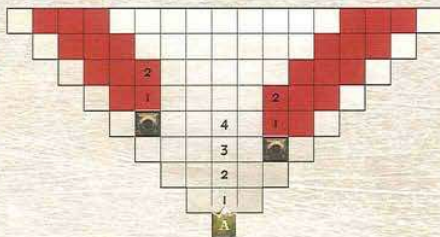
The zone between the two edges determined in c) and d) is the dead angle.

NB: On the diagram below, one of the edges of the dead angle to the left doesn't appear because it is outside of the angle of vision!



CASE NR. 3

The obstacle is well to the side of the middle of the angle of vision. One must proceed in the same way as for case nr. 2. However, in step b) one must subtract the number of squares between the obstacle and the middle of the angle of vision from the number of dead angle squares counted behind the obstacle (see diagram below).

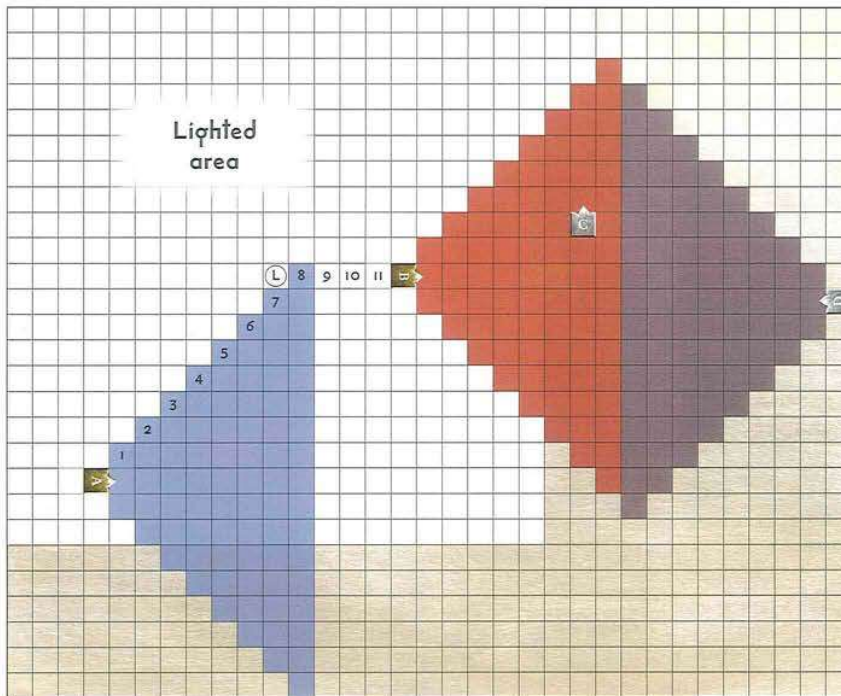
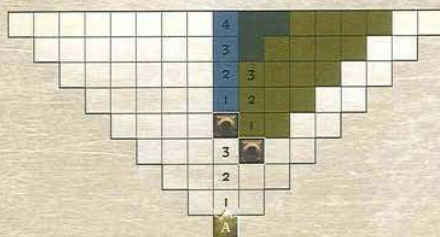


SPECIAL CASE:

OBSTACLES THAT OCCUPY SEVERAL SQUARES

When determining the dead angle caused by an obstacle occupying several squares (such as grenades of Darkness in NEMESIS) one must consider each of the occupied squares as a different obstacle. One must then use one of the three cases listed above to determine the dead angle in each case. These shadow zones are combined together to create the total dead angle caused by the obstacle. If there are squares enclosed by several dead angles, then they are also part of it (see diagram below).

NB: Two diagonally adjacent obstacles totally block an angle of vision.



RANGE OF VISION

The *HYBRID* rules set the “default” range of vision at eight squares. This range also counts for long-distance weapons. Thus, whatever the circumstances, if a fighter in Firing mode has a “direct” line of sight onto a target, then he can always fire at it.

EYE OF THE LYNX/X

This aptitude allows fighters to see further and thus to fire further. Furthermore, the value of Eye of the Lynx/X is always added to the range of vision, even when the range is equal to “0.”

Example: *Venerable Ambrosius (Eye of the Lynx/2) is fighting in a laboratory affected by Lights Out. His angle of vision's range is reduced to 5 squares but thanks to his aptitude he can really see 7 squares!*

Eye of the Lynx/X is therefore especially useful to marksmen who aren't very fond of hand-to-hand combat (such as Venerable Ambrosius). This aptitude also allows fighters to fire at opponents placed in Skilled Firing without risking being targeted themselves. Indeed, thanks to the increased range of his angle of vision, a fighter with Eye of the Lynx/X can see (8 + X squares) without being seen (8 squares by default without this aptitude). This aptitude remains active all the time, even when it isn't necessarily to the fighter's advantage: to place himself into Skilled Firing mode he must be unable to see any opponents and since the Eye of the Lynx/X is also active in such a situation, he may end up being unable to use this level of mastery at a crucial moment.

THE NEMESIS LANTERNS

The diagram above explains the sometimes indirect effects of a lantern (see NEMESIS). It projects a light that affects a perimeter of ten squares in the same way as auras.

Thanks to this zone, A can see and fire at B though the latter is standing 12 squares from A (which is further than the “default” angle of vision range of 8 squares). Unfortunately, B can't do anything against A since the latter is located outside of his angle of vision. However, B can fire at C because even though C is outside of the lighted area, he remains within B's normal angle of vision.

On the other hand C cannot be targeted by D because both of these fighters are outside of the lighted area and C is also outside of D's normal angle of vision.

Nevertheless, D can fire at B and even at A because both of them are present in the lighted area and can be seen by all, no matter the distance between them and their observers. Once again, B cannot target D because the latter is outside of the lighted area and of B's normal angle of vision.

And last but not least, there are two special cases:

- If, in the same situation, the lantern was being carried by a fighter with the “Eye of the Lynx/X” aptitude, then he wouldn't see further than ten squares because the rules on the “Lantern” card do not modify the angle of vision's range but create an exception to it.
- Interaction between the “Lantern” and “Lights Out” cards. The Lantern does not modify the angle of vision's range and is therefore not affected by Lights Out. When the latter happens, then the Lantern still generates a lighted area with a radius of ten squares.



TRIGGERING DEFENSIVE COMBAT

Defensive Combat, like the other action modes, must be declared at the moment that the fighter is activated (see *HYBRID*, p. 19). Once this is done, the fighter's miniature can be moved on the game board if desired. Indeed, every game mode allows a fighter to move in the laboratories thanks to his Mt value. The level of mastery chosen for Defensive Combat is only announced later, at the moment that the fighter must defend himself, meaning:

- During his movement if he is targeted by an opponent in Skilled Firing (see *HYBRID*, p. 21).
- The activation of an opponent who attacks the fighter thanks to the "Offensive Combat" or "Firing" mode is activated.

Furthermore, the player can choose a different level of mastery every time he makes a new parry. He might even be forced to do so by the use of Action cards. Indeed, these increase or reduce the value of an action mode and a fighter can thus be obliged to use a level of mastery that is lower than the one previously used.

NB: A fighter in "Defensive Combat" mode can use two different levels of mastery when facing two attacks carried out by the same opponent, especially thanks to a Skilled Strike or Heroic Firing. Yet the "Defensive Combat" mode is ineffective against a Combined Attack.

Once it has been chosen, the "Defensive Combat" mode remains active until the fighter's next activation. However, there are two exceptions to this rule, which each cancel the mode and leave the fighter defenceless:

YOU'LL NEVER GET ME!

NOBODY IS SAFE INSIDE THE HYBRID LABORATORIES. BLOWS COME FALLING AND BULLETS FLY THROUGH THE AIR IN THESE OLD TUNNELS HAUNTED BY GENETIC ABERRATIONS. VERY OFTEN THE ONLY REASONABLE REACTION IN FACE OF THIS VIOLENCE IS TO READJUST ONE'S SHIELD AND PREPARE ONE'S DEFENCE! THIS ARTICLE EXPLAINS HOW TO EFFICIENTLY USE DEFENSIVE COMBAT.

- The "Defensive Combat" mode is used without success;
- The fighter in "Defensive Combat" mode suffers a Wound, no matter its causes.

These two exceptions have no effect if the fighter has chosen the Heroic Parry level of mastery. Furthermore, this level of mastery allows the fighter to continue benefiting from it even if his Defensive Combat value becomes lower than 6, including due to Action cards.

PARTICULAR EXAMPLES

ONE AGAINST ONE

Venerable Ambrosius is confronting a hybrid.

At the start of the round the two fighters are already in base-to-base contact with each other. Venerable Ambrosius is activated first. The Griffin player chooses the "Defensive Combat" mode. Later on in the activation sequence the hybrid is activated and the Scorpion player chooses the "Offensive Combat" mode. The hybrid attacks Venerable Ambrosius by using the Skilled Strike level of mastery. Unfortunately for him, the Griffin manages to avoid the first attack thanks to the Master Parry level of mastery. Thus the round ends.

At the beginning of the second round the situation of the two fighters hasn't changed, but this time the hybrid is the first between the two to be activated. He uses a Master Strike to try to flatten Venerable Ambrosius, who again calls on the Master Parry level of mastery. Indeed, as is indicated in the rules on the "Defensive Combat" mode (see *HYBRID*, p. 20), Venerable Ambrosius having made a successful parry and not having suffered a Wound or being activated

again, he remains in "Defensive Combat" mode. The Griffin successfully uses this mode again and parries the hybrid's attack. Later on in the round Venerable Ambrosius is activated and goes into "Offensive Combat" mode. The hybrid has already been activated and has chosen Offensive Combat, so he cannot defend himself. Guided by Merin's hand, Venerable Ambrosius slays the hybrid with a single blow.

During this confrontation, Ambrosius carried out three actions in two rounds: a parry in the first round, another in the second one, and an attack also in the second one.

Imagine for a moment that in the first round the hybrid successfully used an Expert Strike instead of a Skilled one. Having uselessly used Defensive Combat, Venerable Ambrosius would have lost its benefits after this attack. Thus, in the second round he would not have been able to benefit from this mode and would have been defenceless in face of the hybrid, who would then have been able to use an Expert Strike to massacre the careless templar.

ONE AGAINST MANY

A seneschal of the Lodge of Hod is challenged by four hybrids.

At the beginning of the first round, caught between his opponents, the seneschal uses Defensive Combat and gets ready for the worst. Later on the first of the hybrids is activated and attacks the seneschal thanks to the "Offensive Combat" mode.

The Griffin player decides to risk it all: he uses an Action card to add "3" to the seneschal's NV as well as to the "Defensive Combat" mode's value. The Griffin now has a "6" in Defensive Combat and successfully uses a powerful Heroic Parry. Once this has been played, the seneschal's Defensive Combat value goes back down to "3," yet the rules on Heroic



Parry state that the fighter remains at this level of mastery until he voluntarily changes modes. So he's ready for the next fights! During the rest of the round the other hybrids attack the seneschal. Only one of them manages to wound him, but the Heroic Parry remains active.

At the beginning of the second round the situation is the same. However, the seneschal is activated first. Time is running out and the Griffin player decides to take the initiative. The seneschal therefore uses Offensive Combat and manages to kill one of the four hybrids. However, during the remainder of the round the three other Scorpions beat the defenceless seneschal to a pulp.

During this confrontation the seneschal carried out five actions in two rounds: four parries in the first round and an attack in the second one. If he had remained in Defensive Combat during the last round, he would have been able to carry out two times four parries, meaning eight actions!

THE BEST DEFENCE...

Because it allows multiple actions to be carried out during a same round, the "Defensive Combat" mode may seem a bit too powerful. However, it only leaves

one option: survival! Yet one doesn't win a game of *HYBRID* by saving one's skin but by fulfilling mission objectives. While a fighter is courageously parrying blows he is not helping his companions.

Nevertheless, this doesn't mean that the "Defensive Combat" mode is useless. One must learn to use it at the right moment. When enemy fighters spend

their time attacking a fighter in Defensive Combat they aren't either carrying out their mission. This mode therefore allows the enemy's advance to be slowed, a position to be held, etc. In *HYBRID* actions are extremely precious and making the enemy waste his on an untouchable fighter can be a strategy that pays off.

DEFENSIVE COMBAT LEVELS OF MASTERY

This table summarises the various parries. In addition to the information given, all parries share certain characteristics:

- They are all resolved by making a Natural Roll that, if successful, allows the fighter to cancel out an attack made by an opponent.
- They can all be used in hand-to-hand combat.

| PARRY | FROM A DISTANCE? | SPECIAL EFFECT |
|---------|------------------|----------------------------------|
| Basic | Yes | None |
| Novice | No | Passibility to Wound an attacker |
| Skilled | No | Passibility to counter-attack |
| Expert | No | SL + 2 |
| Master | No | 2d10 are rolled |
| Heroic | Yes | Cannot be cancelled |

NEFARIUS : †EΣ† 001

The clone was patiently waiting in one of the corridors of the complex. The cold metal against its skin annoyed it and its hunger was starting to become unbearable.

The one it now considered to be its mother had ordered it to stay there and wait for the signal. Its instinct pushed it to go hunting, yet its obedience was stronger. It wanted its mother to be proud of it more than anything else and saw the present situation as a test, a trial that it had to pass victoriously to be able to accompany her in her battles.

OBJECTIVES

The Scorpion player has to let the Nefarius clone pass its first test in laboratory SO-059 where it was entered by Sasia Samaris. To do so, the Nefarius clone must eliminate the equivalent of three rank levels of enemy fighters. All it has to do is give them the final blow.

The Griffin player leads an operation of purification. His fighters must eliminate the equivalent of six rank

levels of Scorpion fighters, no matter which ones. In this calculation the Nefarius clone counts double.

If neither of the two players accomplishes his mission, then victory goes to the Scorpions.

INSTRUCTIONS

This mission uses the gaming tile supplied with the third issue of Cry Havoc.

The Scorpion player must include the Nefarius clone in his combat group. Furthermore, he must deploy it in the "N" zone as indicated on the map. His other fighters – the bait – absolutely must be

fighters of rank 0 or 1 (or Sasia Samaris) who are deployed in the Scorpion deployment zone where there is no Nefarius.

TRAPS

Two randomly chosen Trap counters are included among the six Event counters used in the game.





SPECIAL RULES

This mission doesn't have any special rules.

COMBAT GROUP COMPOSITION

| | GIFFINS | SCORPIONS |
|---------------------|---------|-----------|
| CLASS TOTAL | 7 | 6 |
| STRENGTH IN NUMBERS | 6 | 6 |



-  Scorpion deployment zone
-  Nefarius deployment zone
-  Griffin deployment zone
-  Doors
-  Passages
-  Events
-  Rubble
-  Columns



OUT IN THE OPEN

HERE ARE THE RULES ALLOWING YOU TO USE THE RACKHAM REVERSIBLE GAMING TILES WHEN PLAYING HYBRID. UNLESS MENTIONED OTHERWISE, THE RULES ARE UNCHANGED WHEN USING THESE TILES.



For many years the lodge of Hod and the clones of Dirz have been fighting relentlessly in the Hybrid code laboratories. Until now the purifiers of the temple have been able to hide the truth from the people of Aarklash, but it was never going to last. The alchemical spawn has escaped from the laboratories and the struggle goes on outdoor, in the wide countryside as well as in town.

MATERIAL

The *Reversible Gaming Tiles* were made for Cadwallon but are compatible with other games, they are 12 by 12 squares in size. These tiles are the same scale as those provided with *Hybrid* and represent :

- Outdoor urban landscape, notably a harbor, village streets and city streets;
- Countryside landscape;
- Fortifications;
- Indoors of houses;
- Underground passages.

These tiles are geomorphic, which means they can be assembled no matter the side. It is therefore possible to cumulate the different indoor tiles (*Reversible Gaming Tiles and Hybrid*) to represent a great mansion, the house of an Akkylannian notable or a Scorpion alchemist.

To make things more convenient, and to affect the different type of tiles with various game effects, the rules use the following classification :

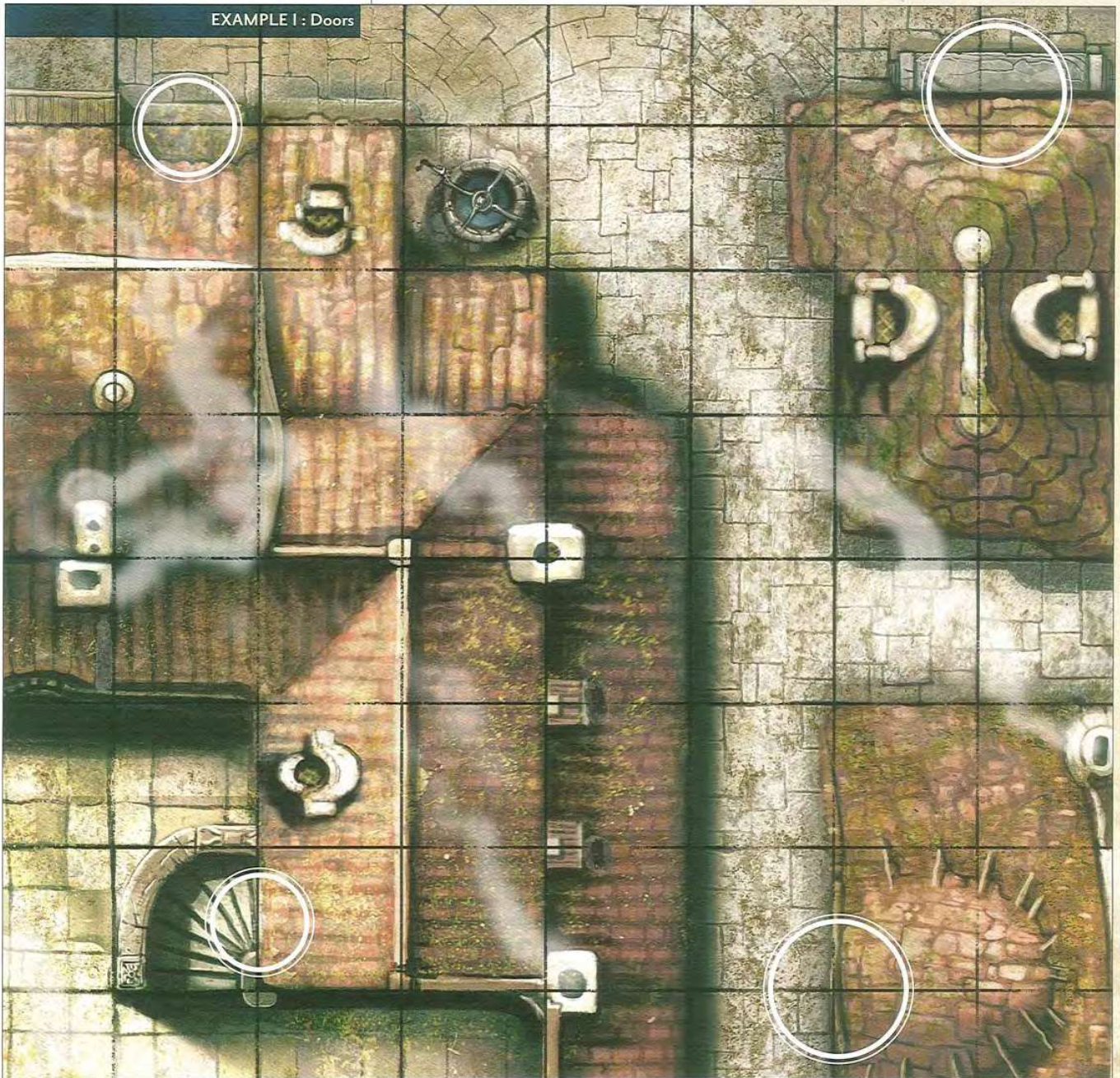
- **The underground tiles** represent the under-

ground passages (corridors, rooms and caves). This category includes another : **The laboratory tiles** provided with the boxes from the *Hybrid* range;

- **The outdoor tiles** represent the outdoor landscape (streets, gardens, etc.);
- **The indoor tiles** represent the inside of various buildings (houses, inns, etc.).

On an outdoor tile, fighters can enter buildings using doors. When it is the case, the miniature is placed on the roof of the corresponding building. Consider that there is no wall or separations to hinder the fighter's moves. He can move normally. It is unnecessary to use the doors and passages given with *Hybrid* and *Nemesis*. The new Rackham tiles directly represent the building doors and passages.

EXAMPLE I : Doors



EXAMPLE 2 : Visibility

- Line of sight OK
- Line of sight OK from the outside towards the inside
- No line of sight



Lit indoor

Night outdoor

VISIBILITY

On the underground tiles, angles and lines of sight, as well as shot ranges are managed using *Hybrid* rules. On indoor tiles the same rules are applied when the inside is **dark**. It is the same for outdoor tiles if the mission happens during the **night**.

On **lit indoors** (or outdoor when the mission happens during the **day**), there is no limit to how far a fighter might see or shoot. Although, the angle and the line of sight are determined as usual (see *Cry Havoc 03*). The ability "Cat's eye" is useless in such situations, the same goes for the equipment "lantern" (see Example 2).

Some effect might turn a lit indoor to a dark indoor and cause such darkness that even during the day the usual rules of *Hybrid* might be applied to outdoor sight.

Besides, a fighter cannot see beyond a square representing vegetation, no matter the level of lighting. He can shoot at a target standing on this square but not beyond (see Example 3).



EXAMPLE 3 : Vegetation





EXAMPLE 4 : Cost of movements

COST OF MOVEMENTS

| SQUARE | COST |
|---|----------------------|
|  | Muddy water, sewer 2 |
|  | Clear water 1 |
|  | Indoor flooring 1 |
|  | Cobbled street 1 |
|  | Cave 2 |
|  | Uneven ground 2 |
|  | Beaten earth 1 |
|  | Slanting roof 2 |
|  | Level roof 1 |
|  | Vegetation 2 |



EXAMPLE 5 : Falls

MOVEMENTS

The fighters' movements are managed following the usual rules of *Hybrid*. Although the cost in Movement points may vary depending on the nature of the square. This cost is indicated in the table besides and adds special moves to the latter (see *Hybrid* p.17).

Movement in water is only possible in squares of water adjacent to a square other than water. Only fighters with the "Titan" ability can move freely in all water squares. The others must rely on the capacity "skilful move". The fighters with the ability "Puny" suffer a Wound for every activation round they begin standing in water. The same goes for fighter who begin their activation phase in a water square he should not be standing in or in which he cannot move (for instance when he is pushed back by a "Titan").

Besides, if a character who falls down a hole, the bottom of which is represented, suffers a Wound. If the bottom is not represented, the fighter is automatically eliminated (see Example 5).



HYBRID STRATEGY

The new tiles represent various landscapes. To better adapt to this variety, the fighters have access to a new movement mode. The following abilities replace those found in *Hybrid*. All the fighters have to use the same group of abilities during a same game, no matter the tiles where they are.

The fighters who use **Movement mode** can open and close doors for free.

Basic movement : The fighter benefit from + 2 to his Movement.

Novice movement : The fighter may ignore an obstacle, a separation which is not topped with a roof or an opponent (see *Hybrid*, p.22), but cannot stop there.

Skilful movement : The fighter may move freely in water.

Expert movement : the fighter may climb up a tree or on top of a roof (or climb down). He only moves by one square when doing so this round.

Master movement : The fighter may jump from one roof to the next, from a tree to the next or to the ground. He has to spend 2 Movement points per square thus jumped over.

Heroic movement : If he is not blocked at the end of the round, the fighter may move again with a Movement equal to his current NV.

When a fighter is located on a roof, a token is used to distinguish him from other miniatures.

When a fighter who has the ability Titan, jumps and lands somewhere else than on the ground, the player controlling him rolls Id10. If the result is inferior to the NV written on the reference card, added to the Defensive combat bonus of equipment, the roof (or the tree) doesn't resist the shock and collapses. The fighter suffers an automatic Wound and lands at ground level.

A fighter can be deployed on a roof, but not in a tree or on an obstacle.

OBSTACLES

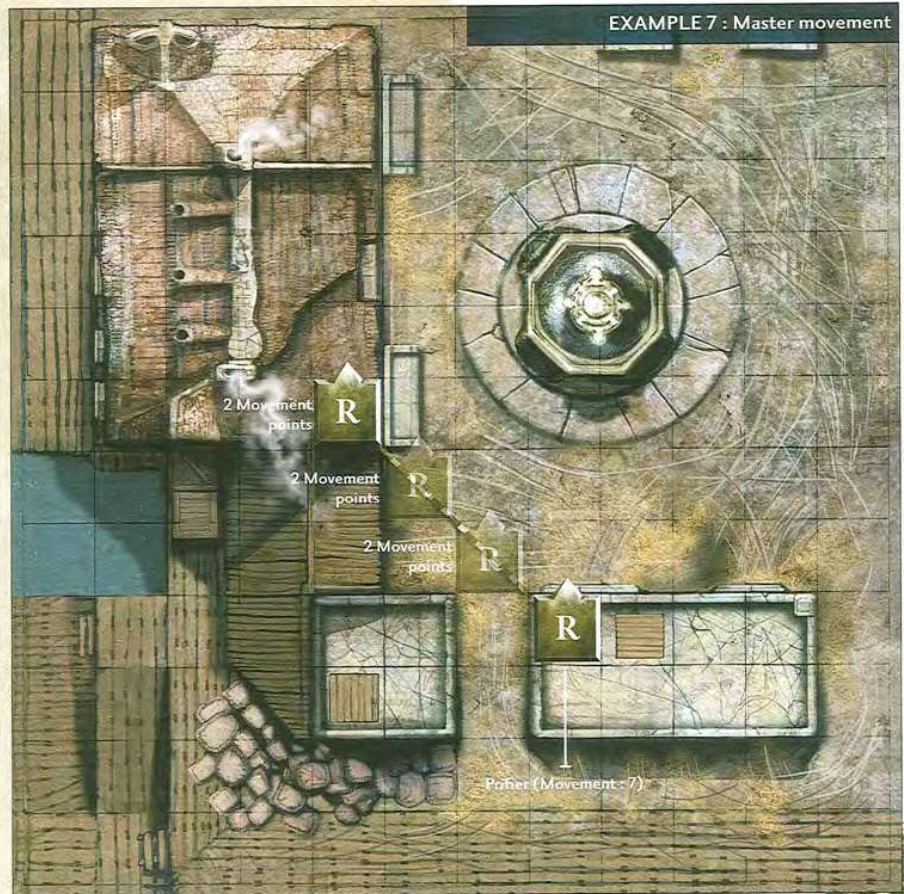
Contrary to code Hybrid laboratories, often abandoned centuries ago, the landscape represented on the *Reversible Gaming Tiles* are sometimes inhabited and often cluttered up. The elements of scenery represented on the tiles are considered real obstacles which the fighters must walk around when they move. If unclear, consider that if at least half of the square is covered by an obstacle, then it is an obstacle.

A fighter resorting to Novice movement can ignore obstacles when he moves.

“Puny” and “Titan” fighters can also ignore obstacles.

Even when an obstacle can be ignored, the fighter still has to spend the cost of the squares crossed, as if they were of the same nature as the surrounding ground.

EXAMPLE 7 : Master movement



EXAMPLE 8 : Movement mode



Obstacles influence the line of sight (See *Hybrid*, p. 15). Some obstacles are too small to thoroughly hide a fighter. A bed for instance only comes up to knee level.. When a fighter targeted by a shot is situated behind such an obstacle, the shot is possible but suffer a -1 penalty.

Finally, a fighter standing on top of an obstacle, on the roof of a house or even in a tree, benefit from a tactical advantage. When he determines a line of sight or shoots, he can ignore obstacles and fighters, apart from houses, trees or "Titan" fighters.



SPECIAL RULES

The following events suffer some restrictions :

- ♦ **Mass grave** : Can only be played on an underground tile.
- ♦ **Gestation tank** : Can only be played on a laboratory tile.
- ♦ **Debris** : Can only be played on an underground tile.
- ♦ **Lights out** : Cannot be played on an outdoor tile.
- ♦ **Flooding** : Can only be played on an underground tile or if the game board has water squares.
- ♦ **Purulent ground**: Can only be played on an indoor tile.
- ♦ **Toxic zone** : Cannot be played on an outdoor tile.

Besides, outdoor tiles can be subjected to particular game conditions which are mentioned in the mission text:

- ♦ **Heat** : Fighter whose equipment gives them a Defensive combat bonus suffer a -1 penalty on all their natural rolls
- ♦ **Rain** : At night, the range of sight of all fighters is reduced by two squares when located outdoor. By day, lighting is the same as if it was night. Besides, every beaten earth square costs an extra Movement point.
- ♦ **Wind** : Shots suffer a -1 penalty.

Some locations represented on the *Reversible Gaming Tiles* imply similar effects as objective rooms (see *Nemesis*, p. 12). A fighter standing on any square of such tiles can activate the effects.

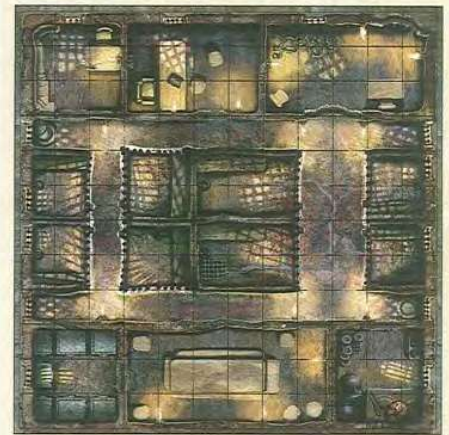


- ♦ In the **cellar of invocations** are carried out gruesome rituals. Darkness is particularly powerful there, thus all fighter from this way can benefit from it.

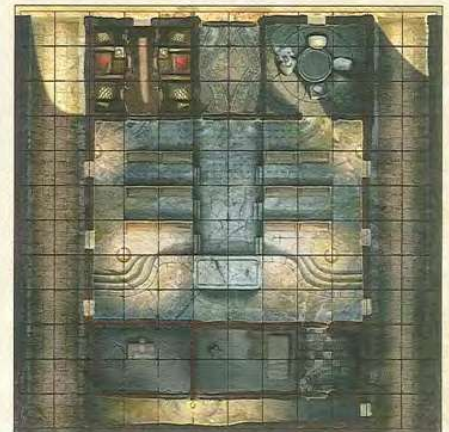
Griffin : All Mutations are thrown away.
Scorpion : the player picks a Mutation.



- ♦ **The warehouse** has the same effect as the armory (see *Nemesis*, p. 12).



- ♦ **The cells** have the same effect as the torture chamber (see *Nemesis*, p. 12).



- ♦ **The temple** is dedicated to the cult of Light. Fighters of this way benefit from divine favors.

Griffin : The X value of the "Aura/X" of all the fighters in the temple is increased by a point.
Scorpion : the "Conviction" ability of opposing fighters has not effective anymore`.

THE CURSED LABORATORY

The villagers had left several days ago, frightened by the creatures lurking close-by. The Hybrid code clones now rules the village and rumors of an invasion began to spread. The imperial army had moved in, but each time a clone was put down, a new one rose from entrails of the earth. They had to find the entrance and close it for ever. Such was the mission of the men of the Temple.



OBJECTIVES

The **Griffin** player must find the entrance of the laboratory, hidden somewhere inside the village itself.

The **Scorpion** player must prevent the Griffin player from doing so.

INSTRUCTIONS

At the beginning of the game, the Scorpion player is given three Trap tokens and one Event token. He places them face down, in his deployment zones, one per zone. The Event token represents the entrance of the laboratory, the three others are decoys. These tokens are considered the entrance of the buildings.

The Griffins are not displayed on the game board, but can enter from any side.

TRAPS

Not Trap or Event tokens are used as such for this mission.



**Scorpions
Deployment
zone**

SPECIALS RULES

This mission takes place outdoor in **day time**.

The Griffin fighters can activate the tokens spread by the Scorpion player as if they were normal Events. Any how the activation of these tokens doesn't have any effect; the Griffin player just needs to have at a

look at the hidden side of the token. If it shows a "!", the Akkylannian have found the entrance of the laboratory. The game ends immediately with the victory of the Griffin player.

The Griffin player can also try to guess the location of the entrance of the laboratory. Once he has revealed at least two tokens placed by the Scorpion player, he can point out another one, at any time. His opponent must show this token. If it is the entrance of the laboratory, the Griffin player immediately wins the game, otherwise he loses immediately.

SELECTING COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|--------------------------|----------|-----------|
| TOTAL RANK | 8 | 10 |
| TOTAL NUMBER OF WARRIORS | 8 | 14 |

HUNT ON THE DECKS



It was night in the port of Carthag-fero. The docks were deserted. The pouring rain falling on the Akkylannian city didn't have anything to do with it. Not long before sunset, several crates unloaded during the day had unleashed a horrid cargo: Syhar clones. The harbor had been evacuated right away; and while these ghastly creatures were about sow panic on Merin's land, the grave brothers of the Temple stepped forth.

SELECTING COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|--------------------------|----------|-----------|
| TOTAL RANK | 12 | 8 |
| TOTAL NUMBER OF WARRIORS | 10 | 10 |

OBJECTIVES

The **Scorpion** player must evacuate the equivalent of four Rank levels by the side of the game board indicated on the map. Fighter can get out at ground or roof level alike.

The **Griffin** player must prevent the Scorpion player from doing so.

INSTRUCTIONS

The Event token is placed on the building situated outside, on the roof.

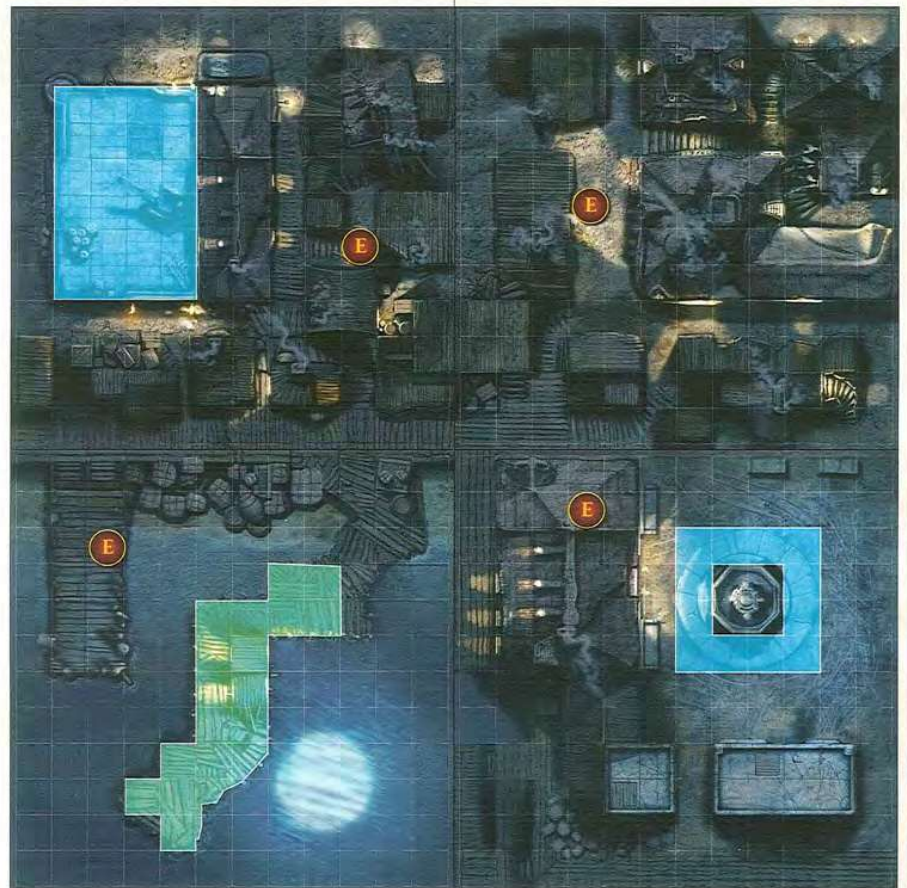
TRAPS

Two Trap tokens randomly determined are integrated to the four Event tokens of the game.

SPECIALS RULES

This mission takes place by **night** under the rain.

-  Scorpions Deployment zone
-  Griffins Deployment zone
-  Events



RESIDENT CLEANING

The hinges wailed stridently when the seneschal pushed the door open. Instead of his head, he put the end of his sacred gun through the gap first, ready to fire in the darkness. Nothing. He waved and the section of Hod silently moved into the great dark room. It had been weeks since any neighbor had last seen anyone come or go from the massive house. No doubt the alchemical spawn was responsible for this oddity. They had to track it and kill it!

OBJECTIVES

The Griffin player must discover where all the clones are hiding.

The Scorpion player must eliminate all the Griffin fighters before his last hiding place is discovered.

If at the end of the sixth round, the Griffin player has not fulfilled his objectives, victory goes to the Scorpion player.

INSTRUCTIONS

The Scorpion player does not deploy any fighters at the beginning of the game. Instead he places on the game board four event tokens and two trap tokens, all face down. The event tokens represent hiding places, Trap tokens are only decoys. The Scorpion player can

place these tokens in any room on the game board, apart from the room where the Griffin fighters deploy. He cannot place more than one token per room; and no more than two tokens on the same tile.

Whereas the Griffin player can divide his fighters between the deployment zone and the access point.



TRAPS



This mission uses no Event or Trap tokens as such.

SPECIAL RULES

This mission takes place indoor in a dark space.

At the beginning of the game, the Scorpion player doesn't control any fighters. He doesn't prepare any activation sequence and cannot play any cards. When a Griffin fighter has a line of sight on a square in a room containing a token, the scorpion player reveals

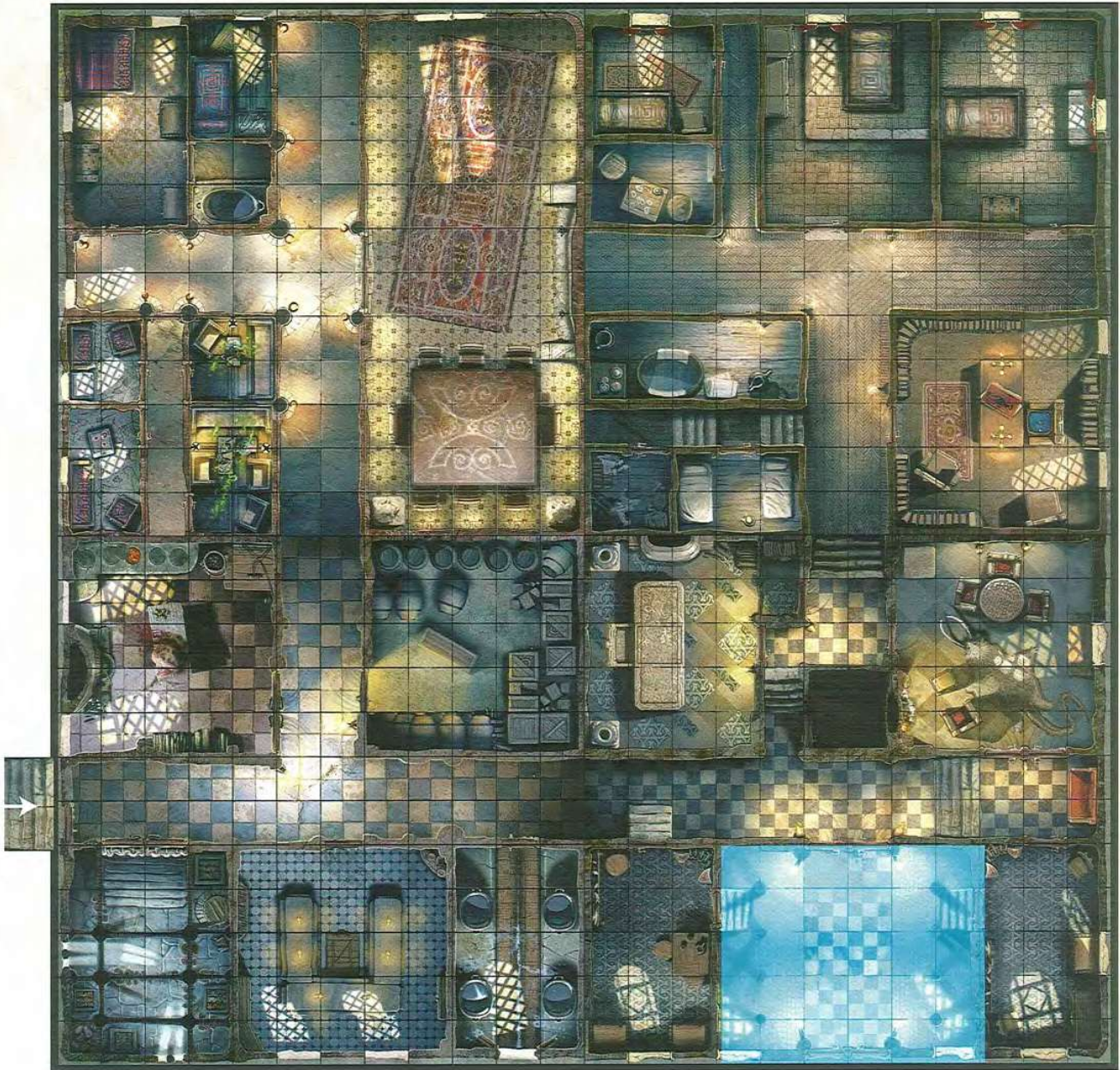
it. If it's a trap token, nothing happens and the token is taken away from the game. If it is an Event token, the Scorpion player immediately deploys fighters in this room. He can deploy up to a maximum of four rank levels. A fighter can only be deployed if he can get out of the room through an exit. These fighters cannot be activated at this round. They are considered in  or  mode (Scorpion player's choice). At the beginning of the next round, these fighters will be included in the activation sequence.

Besides, before setting the activation sequence, the scorpion player can reveal an Event token. Then he immediately deploys fighters, with the same restrictions as before. Anyway these fighters are included to the activation sequence of this round; they do not start in  or  mode.

SELECTING THE COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|----------------|----------|-----------|
| RANK TOTAL | 8 | 13 |
| N° OF WARRIORS | 8 | 18 |





Griffin's
Acces point



Griffin's
Deployment
zone

Tiles required: C02R, C05R, D10R and D13R.

DARK WATERS

By day, the canals of Cadwallon are full of gondolas transporting ambassadors on errands or idle lovers. These fools are far from imagining what roams in the stagnant waters of the Free city when night comes. And when night does come, the passers-by have other things to think about than the masses floating at the surface. As for the purifiers of the temple, they know that an aberration is hiding in these muddy waters.

OBJECTIVES

The Scorpion player must eliminate six passers-by. The Griffin player must prevent the scorpion player from fulfilling his objectives.

INSTRUCTIONS

The Griffin player can deploy his fighters on any water square.

The combat group of the Scorpion player is composed of a single aberration. The one staged in this mission has been elaborated from an aquatic stem. The Scorpion player is invited to use the Disturbing presence tokens usually used with the Nemesis clone (See *Nemesis*). He places them in different places on the game board, once the Griffin player has displayed his fighters. All these tokens must be placed on water squares.

TRAPS

Two randomly determined trap tokens are added to the four Event tokens.

SPECIAL RULES

This mission takes place at night. All the water squares are considered muddy water.

Passers-by can be represented by miniatures different from those used for the fighters or by simple tokens; they are displayed on the game board according to the map. The passers-by are never activated. They cannot benefit from any mode. They are

considered obstacles as if they were enemy fighters. The natural value of a passer-by is \square .

The aberration prefers to evolve in its natural habitat. It only comes out to attack the passers-by. Each time the aberration moves outside of the water or attacks a fighter or a passer-by, the token representing the aberration is replaced by its miniature. The other Disturbing presence tokens are discarded.

If the aberration remains out of the water during its whole activation, it suffers a wound at the end of its activation.

Once the miniature is entirely on water squares, the creature goes under water. The miniature is replaced by the Disturbing presence tokens and the player can move them with what is left of the aberration movement points.

When immersed, the aberration can move freely in the visible water squares if the whole Disturbing pres-

ence token remains on the square. If the gap is too narrow, the aberration can use \odot mode. Besides it can also use this mode to move under the houses and streets represented, in order to get to another water surface. Thus one way or another, all water squares are accessible to the aquatic aberration in this mission. When a Disturbing presence token is under a house or a street, it is impossible to target it.

To reveal a disturbing presence token, an enemy fighter must shoot at it with a -1 penalty. If it is a success, the token is revealed. If it is a decoy, it is discarded. If it is the aberration, the miniature is displayed and the decoy tokens are discarded.

If a fighter is in base to base contact with a Disturbing presence token, it is revealed as done above. If it is the aberration, it is possible to attack it in \odot or \odot mode.



SELECTING THE COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|----------------|----------|-----------|
| RANK TOTAL | 8 | 3 |
| N° OF WARRIORS | 6 | 1 |



-  Event
-  Passer-by

Tiles required: D01V, D02V, D03V and D12V.

POWER STRUGGLE

Important: These three missions can be played independently or as a campaign. In the first case, you just need to apply the rules presented in Nemesis (see p.17).

Ambrosius did not like what he did. The Venerable did not really like having to manipulate Darkness. Yet the orders were clear: the lodge had to gain control of this laboratory to obtain further knowledge concerning the code Hybrid threat.

While minelayer Zime was working on the mechanisms, the Venerable could feel that only a few rooms away a clone was doing the same, seeking to free his brethren...

OBJECTIVES

The Griffins and the Scorpions are fighting to capture laboratory SO-34. To do so they must gain control of strategic mechanisms within the complex. These mechanisms are represented by “Objective” markers.

To control the laboratory, each side must activate the “Objective” markers placed on the game board. When a player does so, he removes the marker from the game and keeps it. Once all the markers have been activated, the game is over and each player adds the values printed on the markers he has. The player who has the highest total wins.

INSTRUCTIONS

For this mission, the various decks can only contain Common cards.

SELECTING COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|-----------------------|----------|-----------|
| RANK TOTAL | 9 | 8 |
| TOTAL NO. OF WARRIORS | 5 | 6 |

TRAPS

No “Trap” markers are used in this game.

SPECIAL RULES

This mission does not use any special rule.



-  Scorpion deployment zone
-  Griffin deployment zone
-  Doors
-  Passages
-  Event
-   Objectives
-     Objectives
-  Fallen rocks



FATAL RACE

The hybrid silently advanced in the winding tunnel. The instructions implemented at birth urged him towards the lever. His programmed instinct was whispering to his mind that operating the mechanism would annihilate all the enemies of his kind. Suddenly, the clone swung around and spotted the purifier sneaking up behind him. Both fighters turned their eyes towards the lever. They were ready to give their lives to win this deadly race.

OBJECTIVES

Laboratory SO-34 conceals a fabulous - or horrible? - treasure within. To get hold of it, a series of levers opening a series of doors must be activated. The secret is represented by the sixth "Objective" marker. The player who activates this marker wins.

INSTRUCTIONS

The Event cards are not used in this mission.

Important: Because of the size of the accesses, no miniature standing on a Creature or Large Creature base can be used in this mission.

SELECTING COMBAT GROUPS

| | GIFFINS | SCORPIONS |
|-----------------------|---------|-----------|
| RANK TOTAL | 9 | 8 |
| TOTAL NO. OF WARRIORS | 6 | 10 |

TRAPS

No "Trap" markers are used in this game.

SPECIAL RULES

This mission uses the special rules of the "Armory" and "Gene library" Objective rooms.

The levers activating the five doors are represented by the five first "Objective" markers. When one of these markers is activated, the corresponding door opens and the marker is removed from the game. Therefore the objectives must be activated in the proper order to reach the last marker - marker number 6 - to win. Only a Rank I fighter or higher can activate the sixth objective.

No game effect other than the activation of the marker can allow to open one of the five doors. Once the doors are open they can not be closed.





-  Doors
-  Passages
-  Special doors
-  Objectives
-  Fallen rocks
-  Pillars



SECRET CODE





The purifier and the clone were toe to toe, but their arms were lowered. Fighting was useless; the alchemical contraption withholding all of laboratory SO-34's secrets would only open with the right code. Both warriors remembered their exploration of the complex. There had to be notes hidden somewhere, indicating the code.

OBJECTIVES

Each side must discover the laboratory's secret code by finding the notes scattered around the place. These notes are represented by "Objective" markers. The first player to activate the machine with the code wins.

INSTRUCTIONS

As the game board is set up, the players take six "Objective" markers and hide them under markers . They shuffle them and scatter them randomly on the game board, at the spot indicated on the map face down.

The players then determine (randomly once more) the laboratory's secret code. To do so, they use six "Activation" or "Skilled Firing" markers  marked from 1 to 6. They shuffle the markers face down and pick three. These three markers are revealed and constitute the secret code. They are arranged in the order they were drawn, from left to right, and are placed face up for all the players to see next to the game board.


SELECTING COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|-----------------------|----------|-----------|
| RANK TOTAL | 9 | 8 |
| TOTAL NO. OF WARRIORS | 5 | 6 |

TRAPS

No "Trap" markers are used in this game.

SPECIAL RULES

Although they are hidden, the “Objective” markers are activated using the usual rules. When it is the case, the player who activates the marker has a look at it without showing his opponent. He then puts it back into place under the marker .

To have access to the treasure of SO-34, one of the players must bring one of his fighters to the “Heart of the laboratory” Objective room. He then announces to his opponent that he enters the code and reveals the three “Objective” tokens one after the other in the proper order. If the sequence revealed corresponds to the code, the player wins. Otherwise, his opponent wins.

Note: The “Objective” markers must be concealed under the “Event” markers showed on the map.

-  Scorpion deployment zone
-  Griffin deployment zone
-  Doors
-  Passages
-  Event
-  Fallen rocks
-  Pillar



I. PROJECT HYB58

LABORATORY SO56, LEVEL 1

No one knows exactly how many experiments were carried out and how many prototypes of clones were secretly created in these clandestine laboratories. Some projects that were too ambitious for the time and abandoned now hold a whole new interest for Shamir. This is the case of Project HYB58, whose experimental being and its genetic code have caught the attention of many neuromancers. Among these is Athan Zakhil who has decided to send his most faithful ally, Ysis the Viper.

OBJECTIVES

The two camps have the same objective: to recover at least 3 of the 5 parts of the genetic code of Project HYB58's experimental being.

INSTRUCTIONS

At the beginning of the game the technomancers' envoy is already searching the laboratory (place him in the green zone on the mission map on the next page) when a troop of clones also enters to help him. Yet the envoy's task becomes a bit more complicated, for this troop has been followed since dawn by a Griffin detachment, which enters through a different entrance...

At the beginning of the second game round the player who won the Activation Roll randomly draws where the Objective counter 1 (the first code) appears in the laboratory. As soon as a miniature manages to recover this code, the player controlling it randomly draws where Objective counter 2 appears. This is repeated for Objective counters 3, 4 and 5.

SELECTING COMBAT GROUPS

| | GRIFFIN | SCORPION |
|-----------------|---------|----------|
| Rank total | 9 | 8 |
| No. of warriors | 6 | 7 |

TRAPS

Include one Trap counter among the Event counters used for this mission.



MISSION HYBRID

SPECIAL RULES

To randomly draw where the code is located, roll 1d10 to determine the game tile it is to be placed on (refer to the tiles' numbers on the mission map). The Objective counter is then placed on the square indicated by ● on the map..



If the code appears on a miniature, then this miniature automatically recovers it but cannot move during this round and is automatically put into Defensive Combat mode.

If Ysis is being played in the game, then no Dirz creature of Rank superior to hers may be used. She is also considered to be the chief of the group.



↑
GRIFFIN
Entry

II. CONFIDENTIAL DATA

LABORATORY SO56, LEVEL 2

Once laboratory SO56 seemed to have been neutralised, the Akkylannians discovered a passage leading to a second part of the complex. This is where important information is kept, such as the locations of two other laboratories. This data is crucial to the Griffins. The Scorpions must therefore destroy this data in order to protect the Hybrid Project.

OBJECTIVES

This laboratory contains two interconnected control panels that give access to the data or allow it to be forever destroyed.

The Dirz player must deactivate the two panels. The Griffin player, on the other hand, must activate these panels in order to carry on with his mission: the total destruction of the Hybrid Project's laboratories.

INSTRUCTIONS

To activate or deactivate the interconnected panels a miniature must be standing on either Objective counter 1 or 2. If it remains there for 2 consecutive rounds (including the round in which it moved onto it) without being in base-to-base contact with an enemy, then the panel is either deactivated (for the Scorpions) or activated (for the Griffins).

The game ends as soon as one of the miniatures has managed to activate or deactivate one of the two panels.

SELECTING COMBAT GROUPS

| | GRIFFIN | SCORPION |
|-----------------|---------|----------|
| Rank total | 6 | 6 |
| No. of Warriors | 6 | 6 |

TRAPS

Include two Trap counters among the Event counters used for this mission.

SPECIAL RULES

This mission doesn't have any special rules.



III. THE TRAP

NEMESIS LABORATORY, LEVEL 2

Several Akkylannians have ventured into an unexplored sector of the laboratory where their footsteps should have never brought them. During their explorations they set off one of the security systems of the complex that has ever since been relentlessly generating more and more terrifying clones. Faced with the impossibility of exterminating all of these creatures the valiant Griffins have decided to forever seal off this portion of the Nemesis laboratory.

OBJECTIVES

The Griffin player must booby-trap the door leading to the exit and then have at least two of his fighters leave the laboratory.

The Scorpion player must eliminate enough Griffin fighters to prevent his opponent from being victorious, or he must activate the spread of a deadly gas in this portion of the Nemesis laboratory.

INSTRUCTIONS

Objective counter 1 frees a deadly gas. At the end of a round in which this counter was activated all Griffins still present on the game board are killed!

The game ends as soon as one of the players has managed to reach his objective.

SELECTING COMBAT GROUPS

| | GRIFFIN | SCORPION |
|-----------------|---------|----------|
| Rank total | 7 | SPECIAL |
| No. of Warriors | 6 | SPECIAL |

TRAPS

Include a "Firebomb" Trap counter among the four Event counters used in this mission.

SPECIAL RULES

The Scorpion player may never have more than 10 miniatures present on the game board at a time. At the beginning of each game round, right before making the Activation Roll, the Scorpion player can place miniatures for a total rank of 2 in his deployment zone. These fighters are included

in the activation sequence following the Activation Roll. If he only places one single miniature of rank 0, then it counts for 1 full rank.

The Scorpion player can place less ranks than he has the right to in order to transfer the unused value to the next round's total. For example, if he chooses to bring only one hybrid into play (rank 1) then in the following round he can place one or several miniatures (obviously Scorpions) for a total of 3 ranks.

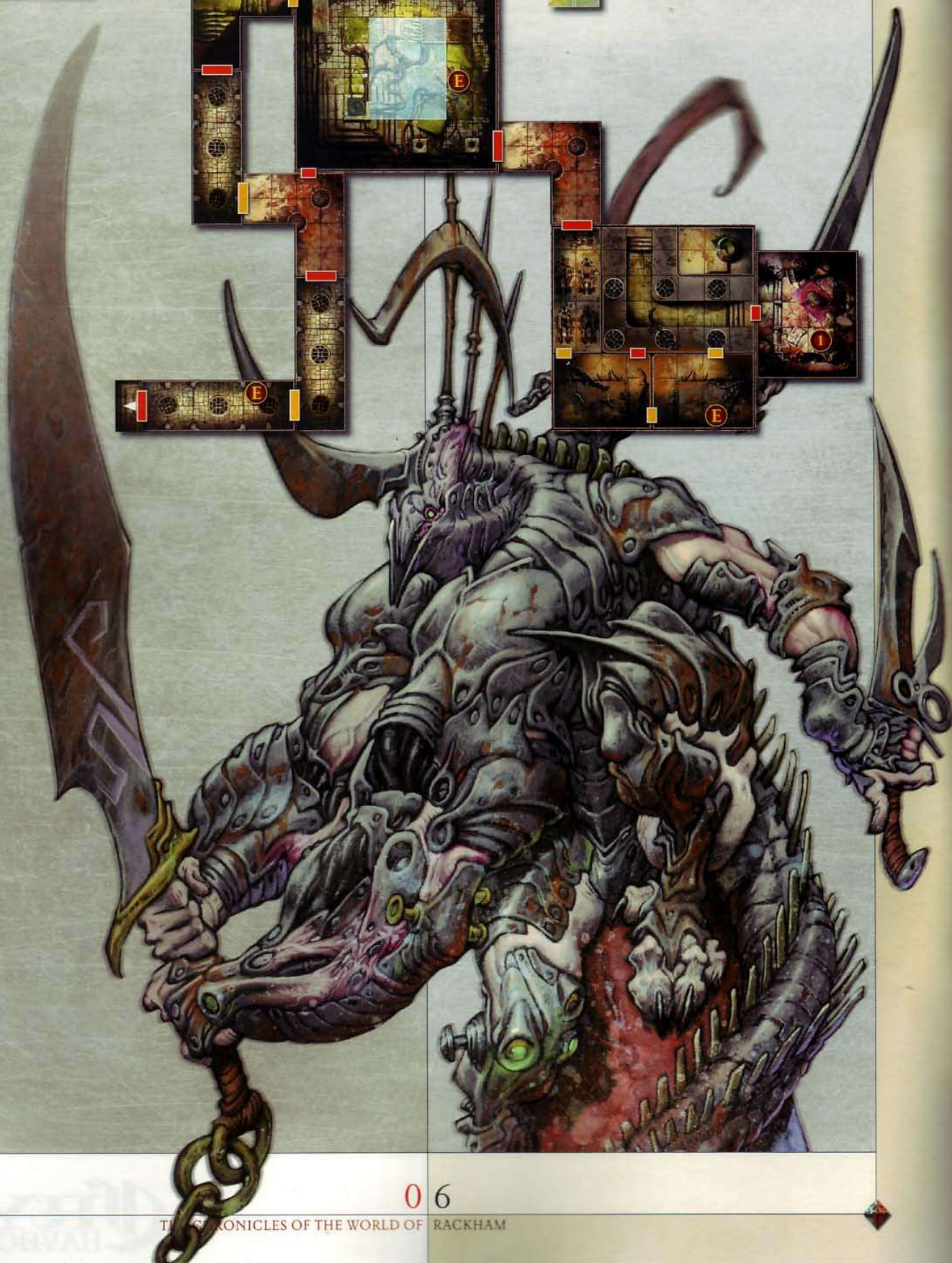
To booby-trap the evacuation zone the Griffin player must place at least one of his miniatures in contact with the exit's door. At the beginning of his next activation, if this miniature is not touching an enemy fighter, it may attempt to booby-trap the door. In this case the Griffin player makes a non-modifiable natural roll using the NV printed on the profile card of the fighter attempting to set the trap. If this test is passed, then the door is booby-trapped and the zone must be evacuated. If it fails, then the Griffin player may attempt this test again at his next activation.

While attempting to booby-trap the door the fighter is considered to be in "Defensive Combat" mode and cannot move during this round.

The special rules for the "Omnimancer's Office" and the "Storage Tanks" do not apply in this scenario.



MISSION NEMESIS



LABORATORY SE.28

These scenarios can be played separately, even without integrating the two Lion Characters, or be played as a mini-campaign using the rules of the Nemesis extension.

In these two missions the Lodge of Hod benefits from the help of two emblematic figures of the Barhan army within its ranks: the Red Lioness and Alahel the Messenger.

One after the other the lights of Kallienne were extinguished while the rain fell harder and harder onto the capital of the Lions. Sheltered beneath heavy cloaks, the members of the small troop discreetly left the city. How many of them would return to see this city again?

This question obsessed them but it was now too late to turn back.

The menace spawned by the laboratories of the Hybrid Project alone was enough to justify the sacrifice of several fighters. On this day, at the sides of the Lodge of Hod's men, several Lions will be fighting for the safety of their kingdom. Walking near Ambrosius, the Red Lioness remained silent, her eyes set on the horizon. A bit further behind, Alahel was talking with a reaper, preparing him for what they were going to encounter. The two Barhans were chosen by Gorygn, their king, for these heroes were both willing to give their lives for the Crown. They would forever keep the secret of the Lodge

of Hod. They would never reveal what they may discover during their mission.

The small troop entered the city's old cemetery after having walked for half an hour. Silently the fighters moved on between the tombs, their eyes fixed on a mausoleum that held the remains of a good number of outstanding warriors who fell in combat. These men and women were the heroes of past times and were examples to be followed by the younger generations and the nobility of Alahan.

In the distance a lightning bolt split the sky and disintegrated an ancient tree.

With a high-pitched creak the mausoleum's double door was opened by the combined strength of two purifiers. A strong odour greeted them, a strange mix of dust and something else that none of them could identify. One after the other they entered the mausoleum and took off their long coats. Without saying a word they all got ready for combat.

"May Merin protect us," whispered Ambrosius.

With the palm of her hand the Red Lioness flipped a small Barhan symbol that was built into the central stele and pushed it into the stone like some kind of switch for a hidden mechanism. For a few moments nothing happened and then all around them the stone walls began rumbling and several rays of light burst out of them, drawing complex patterns on the ground.

"Into position!" ordered Misericord.

Like a single man the Akkylannians posted themselves around the Venerable and held their breath. The Red Lioness addressed a short prayer to her ancestors while Alahel readied an arrow in his bow and the reaper cocked his pistol.

The ground sunk before them and formed a staircase veined with light. Soon the servants of Light would enter the tomb. The odour immediately became stronger. The stench filling the room was acrid and went to the head, making a few expressions of disgust appear on the fighters' faces.

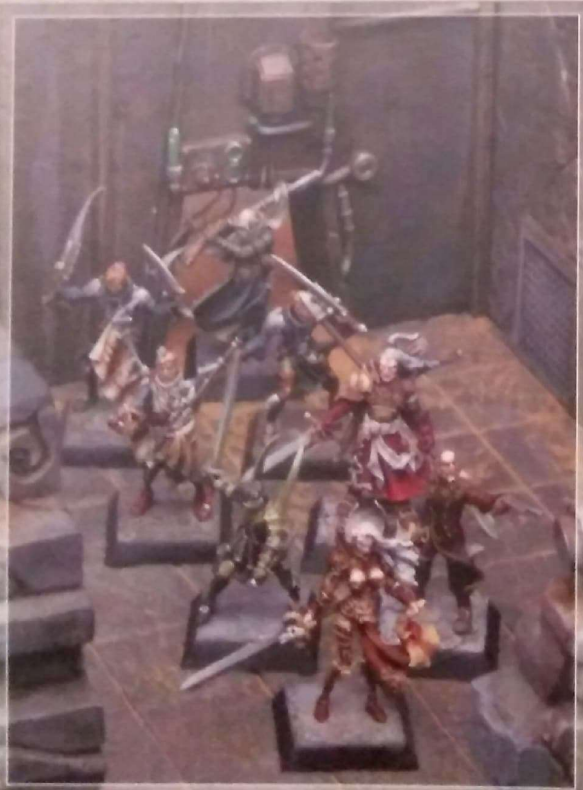
"We'll go down and deploy rapidly."

Experienced and bold, Misericord climbed down first, her rifle's barrel pointed in front of her. Behind her the Red Lioness silently watched, ready to react if the slightest danger appeared in front of them. There were only about twenty steps leading down into the crypt.

There where they should have found the sepulchres of these heroes of ancient times they only saw broken stones. Someone or something had desecrated this place. At the back of the room a metal door that has turned green stood out in contrast from the tomb's old stones. An imposing Syhar symbol was placed right in the middle of this entryway.

"Open this door," ordered the Red Lioness, her eyes burning with anger.

It was time for action. The Venerable nodded at the minelayer. An explosion was heard and the metallic door was shattered.



I. THE HEROES' PEACE

After having entered laboratory SO.28 the group splits up. The Red Lioness, accompanied by several fighters, goes looking for the laboratory's storage tanks. The bodies of the Lion heroes that were stolen from their graves have been stocked in this room. It is imperative that the corpses of these fighters are recovered so that their souls can rest in peace.

OBJECTIVES

The **GRIFFIN** camp has to bring one of its miniatures of rank 1 or higher onto Objective 2. This miniature must then spend an entire round on it without being in base-to-base contact with an enemy fighter in order to activate the Objective before returning to the Griffin deployment zone.

The **SCORPION** camp must prevent its opponent from reaching its objective.

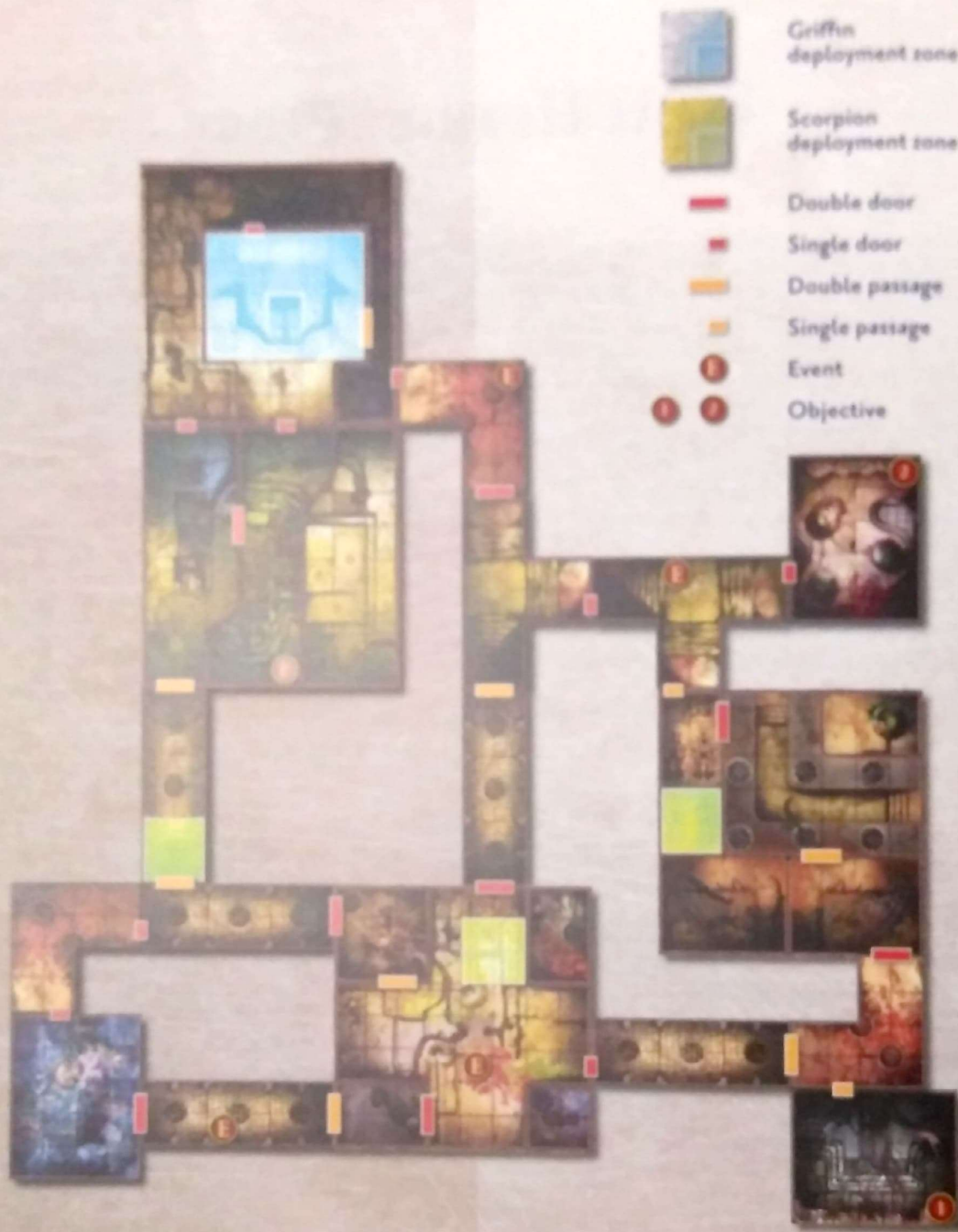
SELECTING COMBAT GROUPS

| | GRIFFIN | SCORPION |
|-----------------|---------|----------|
| Rank total | 7 | 7 |
| No. of warriors | 7 | 6 |

"May their souls find peace. In a few hours this nightmarish place will no longer be," whispered the Red Lioness while wiping the blade of her sword.

The combats had been difficult and they all paid the price in blood for justice to triumph. The survivors headed back to the laboratory's entrance. It was time to meet up with Alahel and seal off SO.28 forever.





INSTRUCTIONS

Objective 1 is a lever that controls the opening of the laboratory's cooling system. As long as a Scorpion miniature of rank 1 or higher is standing on this counter (without being in base-to-base contact with an enemy miniature) this lever can be activated. To do so a Natural Roll with a +2 modifier has to be passed. This test can be modified using Action cards.

If the cooling system is activated, then all Griffin miniatures see their SL decrease by 1 point when in Offensive Combat, Defensive Combat and Firing modes. If the miniature that activated the lever leaves the Objective counter's square, then these game effects are no longer applied. The cooling system has to be activated again for these benefits to apply anew.

TRAPS

Include 1 "Purulent Carnage" counter and 1 "Paralyser" trap counter among the 5 Event counters used in this mission.

SPECIAL RULES

This mission uses the "Heart of the laboratory," "Storage tanks" and "Gene library" objective rooms. However, the rules concerning the "Heart of the laboratory" and the "Storage tanks" don't apply in this mission.

It is recommended that the Griffin player use the Red Lioness who is then considered to be a Griffin fighter.

II. REVELATIONS

While the Red Lioness was making progress on her side, Alahel and several fighters managed to break open a door that led to a secret part of the laboratory. There they were alarmed to discover a second, smaller laboratory that must have belonged to the omnimancer who was in charge of SO.28, Yshen Dhèr.

OBJECTIVES

The **GRIFFIN** player must manage to recover information in the laboratory and then neutralise it.

The **SCORPION** player must prevent his opponent from reaching his objective.

SELECTING COMBAT GROUPS

| | GRIFFIN | SCORPION |
|-----------------|---------|----------|
| Rank total | 6 | 6 |
| No. of warriors | 7 | 5 |

A shiver of terror ran down Alahel's spine while he deciphered the Syhar inscriptions. Another laboratory, SO.05, threatened the kingdom's security. Located near the Kaiber Pass, it was a real menace to the Alliance of Light.

"We must act quickly," he announced, absorbed in his thoughts. "I'd rather not think of what would happen if it frees these creatures before we're able to neutralise it. The Kaiber Pass would then be caught between the Acheronian forces and the creatures of the Hybrid Project. This wouldn't mean the fall of the Pass, but it would mean the death of a great number of men and women."

"My faction will accompany you. Together we'll neutralise this menace," answered Venerable Ambrosius while reloading his rifle. "It's time to leave, the minelayer has placed the explosive charges near the heart of the laboratory. In a few minutes these installations will be destroyed."



MISSION HYBRID



INSTRUCTIONS

The Griffin player must reach Objective 1 and activate it. He then has to roll *Id10*.

1-5: **OBJECTIVE 2** is used to launch the laboratory's self-destruction.

6-0: **OBJECTIVE 3** is used to launch the laboratory's self-destruction.

The Griffins must activate the selected objective in order to win the game. To do so the Griffin player must bring one of his miniatures onto this counter and make a Natural Roll with a +3 modifier.

TRAPS

Include 2 "Mine" trap counters (supplied in the *HYBRID* box) among the 6 Event counters used in this mission.

SPECIAL RULES

The Scorpion troops present in the Scorpion player's deployment zone are asleep at the beginning of the game. They can only be activated at the start of the third round. None of the Griffin player's miniatures can enter these rooms in any way before these fighters are woken up.

If one of the sleeping fighters is wounded, then all those of his camp wake up and can be integrated during the next activation phase.

It is recommended that the Griffin player use Alahel the Messenger who is then considered to be a Griffin fighter.

III. THE TRAP

"This way!"

Running in front of them, Ethan guided the troops through the forests, leading them to the place called the White Cave. In the ranks of Hod they all remained silent, once again readying themselves for the combat they were going to wage.

"Why did we take a child to guide us? He can't be any older than 12 or 13," the Red Lioness asked the Venerable.

"Like all those of his age he knows the region perfectly well and won't ask any questions. And if he should talk, who would believe a child?"

"I don't like your methods," exclaimed the young woman.

"But they're efficient and time is not on our side."

That late afternoon heavy clouds hung above their heads, strengthening the regions disquieting aspect. Finally, after having walked for over an hour, they reached a cave and the boy moved aside.

"Nothing must leave this laboratory," Alahel reminded the others as he entered the dark opening.

It was here in one of the underground halls that the entrance to another nightmare could be found.

Behind them, agile and surefooted, the boy who had been their scout discreetly followed. Today his life would reach a turning point. Today he would get the strength that will make him a hero as the "dark man" had promised him. In his right hand he clenched a small tube of cold metal decorated with strangely shaped inscriptions.

"We're here, the time has come to cleanse this place," exclaimed one of the Griffins in front of a metallic door that led to laboratory SO.05.

The moment was close; Ethan would soon be an adult. He would then have the strength of a hero.

The men of the Lodge of Hod, accompanied by the Red Lioness and Alahel, entered the dimly lit entryway. Suddenly the young boy jumped from his hiding place.

Taken by surprise the fighters spun around at the moment that the door was shutting itself thanks to the boy's intervention. The last thing they saw was their guide holding a tube pointed at them. A thin needle shot out of it and flew at its target at the speed of a bullet, then the door shut and they were plunged into darkness.

Inside the laboratory all the creatures woke up, aware of the presence of new prey...

Light returned.

The fighters then discovered that the needle had hit one of them. The victim's veins became purple while his strength quickly was drained.

"We have to find an antidote and a way out of here!" shouted one of the fighters.



OBJECTIVES

The **GRIFFIN** player must play using the Red Lioness or Alahel the Messenger. The miniature he chooses not to use represents the victim hit by the poisoned needle. This miniature is nevertheless deployed (NV: 2; Movement: 6; the action modes are reduced to 1 and it cannot fire or benefit from bonuses or effects bound to equipment). However, it isn't counted in the Griffin player's rank total or number of miniatures. It must nevertheless be integrated into the activation sequence.

The Griffin player must recover the antidote represented by Objective 1 and a blowtorch represented by Objective 2. To recover either of these the fighter must end his movement on one of them and announce that he is picking it up. The fighters controlled by the Scorpion player cannot pick up either of these two Objectives. The carrier of an Objective cannot pass it to another miniature. If he is killed, then the counter is placed on the square where the carrier was killed.

If the carrier comes under the Scorpion player's control, he still remains the Objective's carrier. In this case apply the rule explained above if he happens to be killed.

Once the two Objectives have been reached, the Griffin player must bring them back, as well as the victim, to the room where Objective 4 is located and close its door. Once inside this room the Griffins can care for the victim and open the laboratory's second door using the blowtorch. If he manages to do so, the Griffin player wins the game.

The **SCORPION** player must capture the victim and add him to his gene library. As soon as a Scorpion fighter of rank 1 or higher is activated while he is in contact with the victim, he can attempt to capture him. To do so the victim must not be in base-to-base contact with any other miniature of his camp and the Scorpion fighter must be in "Moving" mode.

The Scorpion player then rolls Id10. On a result of "7" or less the fighter snatches the victim, who comes under the Scorpion player's control and is moved at the same time as the fighter who captured him. The victim cannot free himself on his own for he is too weak to do so. If the fighter who snatched him dies, then the victim comes under the Griffin player's control again and is included in his activation sequence in the following round. The victim cannot be passed from one fighter to another.

Once he has reached the gene library the fighter must kill the victim in order to take a sample of his genes. To do so, the next time the "jailer" is activated and if he still controls the victim, the Scorpion player rolls Id10. On a result of "9" or less he slits the victim's throat. If he manages to do so, the Scorpion player wins the game.

If the victim dies outside of the gene library, then both players have lost the game.

TRAPS

Include a "Purulent Carnage" counter, a "Firebomb" counter and a "Drainpipes" counter among the 8 Event counters used in this mission.

SPECIAL RULES

During this game the rules concerning the Gene Library are not used. Objective 3 triggers a switch that changes the luminosity within the laboratory. If a fighter ends his movement on this counter, the player controlling him can decide to increase or decrease the range of lines of sight by 2 squares. This range cannot, however, be made less than 6 squares or more than 12 squares.

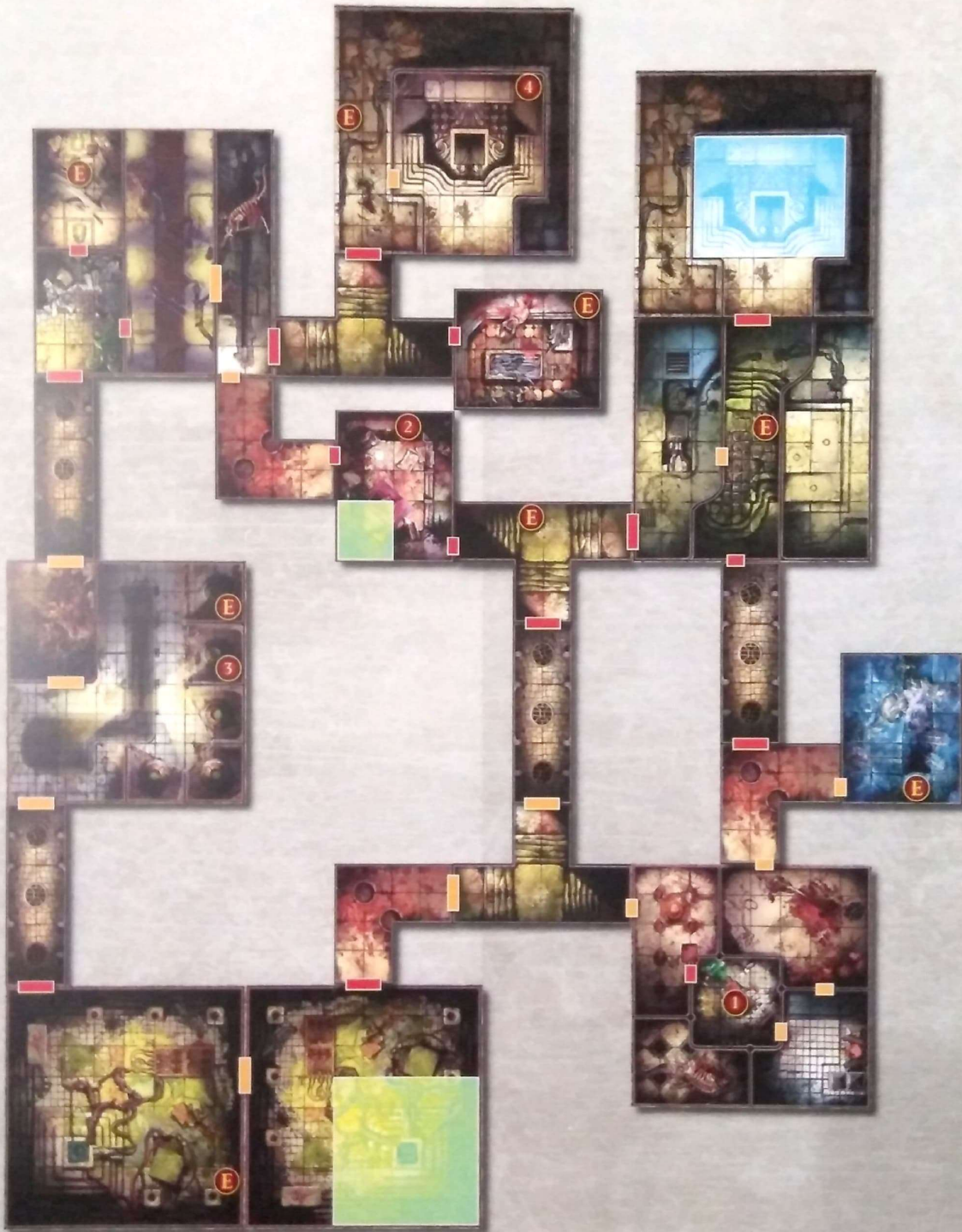
SELECTING COMBAT GROUPS

| | GRIFFIN | SCORPION |
|-----------------|---------|----------|
| Rank total | 8 | 7 |
| No. of warriors | 7 | 7 |

With a huge final effort the last survivors managed to open the heavy metallic door. Their pain and fatigue could be seen on each of their faces. They had spent several hours underground, confined to this hellish place. The smell of blood and chemicals soaked their clothes and nothing would ever make them forget what they had just been through.

The Venerable made the minelayer a sign. The time had come to seal off this impious place forever. The man pushed a small trigger. For a few seconds nothing happened, and then several explosions could be heard and the structure collapsed onto itself, crushing the creatures inside it born of the Heresiarch's demented mind under countless tonnes of steel and stone.

A few kilometres away Ethan was returning to his village, his hands tightly clutching the small carmine gem the dark man had given him. When he heard the explosion he looked at the horizon for a moment. So the man was right and they really managed to escape from the cave, but for them it was too late, the damage had already been done...



Griffin
deployment zone

Scorpion
deployment zone

- Double door
- Single door
- Double passage
- Single passage
- Event
- Objective

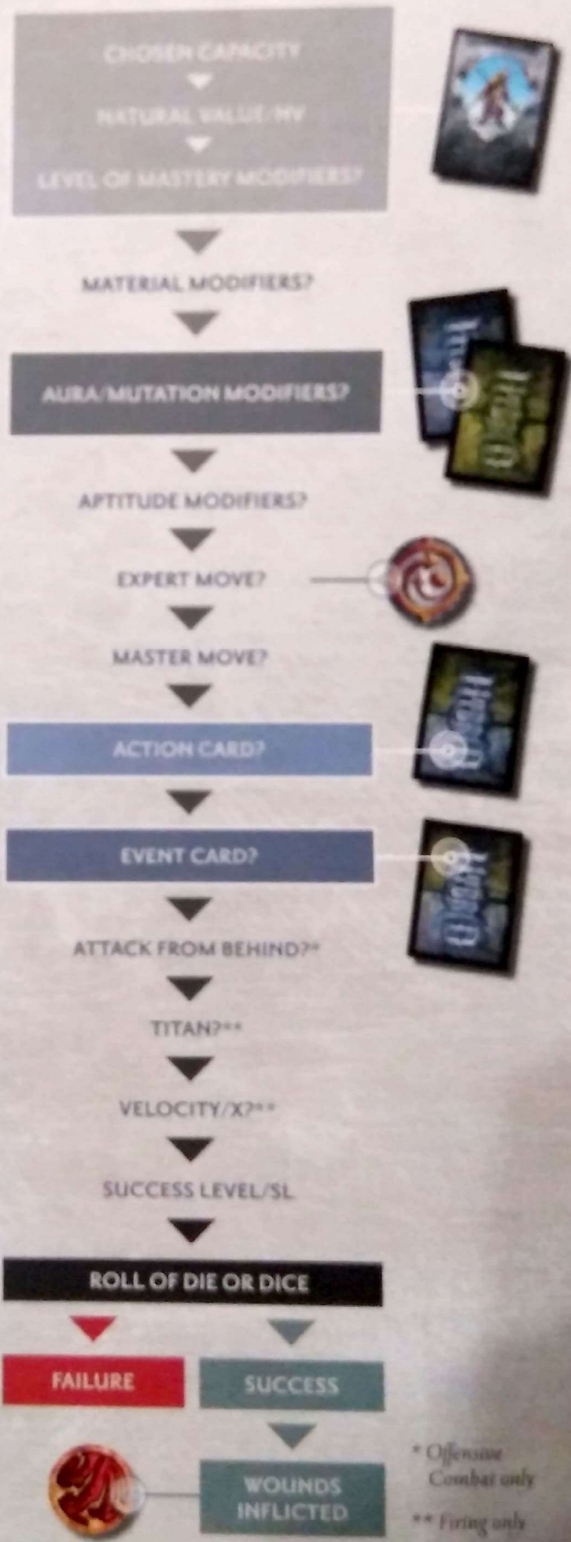
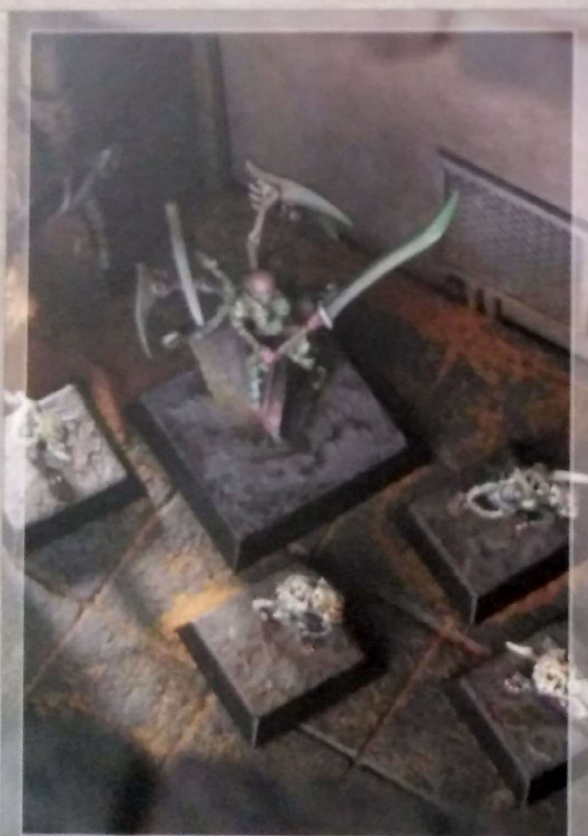
QUICK REFERENCE SHEET

THE UNFOLDING OF THE GAME

1. Choice of mission
2. Composition of combat groups
3. Composition of the Event deck
4. Selection of Army cards
5. Selection of Aura/Mutation cards
6. Selection of Action cards
7. Composition of the Action deck
8. Setting up the game board
9. Deployment of miniatures
10. First round of the game

RESOLUTION OF AN ATTACK

To resolve an attack in *Hyzkai*, numerous parameters, of which some are optional, must be taken into account. Some of these options influence the calculation of an action's success level (SL). The steps marked by a "*" after the SL, so as not to forget anything, one can consult the list to the right and follow the sequence of steps.



* Offensive Combat only
 ** Firing only



A GAME ROUND LIKE ANY OTHER

In an interactive game such as *HYBRID*, it can happen that one of the game's steps is forgotten. To avoid this from happening, here is a detailed summary of the phases of the game.

1. BEGINNING OF THE GAME

The "Before the Activation Roll..." effects are played.

2. ACTIVATION ROLL


- A. As of the second round, **Action cards** can be staked.
- B. Resolution of the **Activation Roll**.

3. CHOICE OF THE ACTIVATION SEQUENCE



- A. Placement of **Activation counters** face down by all players.
- B. Use of **Event cards**, when applicable.
- C. Revealing of the **first counter** of the first camp's activation sequence.

4. ACTIVATION OF THE FIRST CAMP'S FIRST FIGHTER

- A. Use of one or several **Event cards**.
- B. Use of one or several **Mutation cards**.
- C. Choice of the activated fighter's **Aura**, when applicable.
- D. Announcement of the chosen action mode. 
- E. Movement of the fighter. Use of the "Skilled Firing" level of mastery by enemy fighters, when applicable (in which case go to step G).

F. Activation of **Event counters**, when applicable.

G. Use of the action mode:

- Announcement of its use and of its target.
- The player controlling the activated fighter uses no, one or several **Action cards**.
- The other player can use only one **Action card** to perform a **Hindrance**.
- The player controlling the activated fighter reacts to the **Hindrance** with one or several **Action cards**, when applicable.
- Choice of the activated fighter's level of mastery.
- The activated fighter's **Natural Roll**.
- Use of **Defensive Combat** by the targeted fighter when applicable. In this case the steps above must be played.
- If the attack strikes true, then its effects are applied. If a second attack is possible, then the steps above must be repeated.

H. End of the activation.

5.+ ACTIVATION OF THE OTHER FIGHTERS

FOLLOWING THE ORDER OF THE SEQUENCE.

6. EFFECTS OF THE END OF THE ROUND

(**TENEBOUS BLOOD**, FOR EXAMPLE).

7. EXTINCTION OF ANY EFFECTS OF LIMITED DURATION

The "Until end of round..." effects are discarded.

GAME OPTIONS

The game options presented in this third issue of *Cry Havoc* are made for gamers who have played all the *HYBRID* and *NEMESIS* missions, as well as for beginners who wish to add more spice to their future games. They can be adapted to any scenario and offer rules of varying complexity.

USING THE OPTIONS

Each option suggests a way of playing and rules that may modify those presented in the mission descriptions. It can therefore happen that some instructions concerning options contradict those of a scenario. When this happens the players must systematically consider that the optional rule replaces the one that normally applies. With this in mind, if an option's text declares that all fighters can see a distance of four squares, then this rule must be respected. This also applies when an option imposes a different deployment or an alternative treatment of certain counters.

This option is the most complex one because it introduces numerous changes. It can apply to any mission, but it best suits those presented in the *Hybrid* rulebook.

INSTRUCTIONS

The *Dirz* player starts the game with a rank total of 1 and must place his fighter(s) in any of his camp's deployment zones. He must place this trooper last.

The *Griffin* player starts the game in the usual way. One of his fighters carries an antidote that he can administer to a companion who was contaminated. This antidote makes its carrier immune to the virus and allows him to treat another *Griffin* by inflicting him with a *Wound* in hand-to-hand combat (this *Wound* is not counted if the target is then cured).

- The *Scorpions* deployed in the first round benefit from two additional points in their *Movement* until the end of the second game round. Furthermore, they are the carriers of a dreadful virus that they must use to contaminate (and rally to their cause) their opponents.
- The contamination can only happen if a carrier of the virus is facing and in base-to-base contact with his target. If this is so, then the carrier must manage to inflict his opponent with a *Wound* in order to infect him. If the target suffers the *Wound*, then this *Wound* is not taken into account, but the contamination happens. A contaminated enemy immediately switches camps, whether he has already been activated or not.
- Every contaminated fighter comes under the *Dirz* player's control. He keeps his special capacities, and his state of health doesn't change.
- Infected fighters cannot use *Defensive Combat*.

TREASON

This option can be used with any mission, including the most complex ones, and does not modify the basic *HYBRID* rules.

INSTRUCTIONS

- A traitor is present in each of the camps confronting each other on the game board. The players secretly select this fighter among their opponent's troops (the traitor can only be of Rank 1 or 2) and writes down his name on a piece of paper that must remain in full sight with its face down.

- The traitor acts normal and follows orders like any of his camp's fighters until the player who chose him says the word "treason." This announcement can be made at any time as long as the concerned fighter hasn't already been activated in the round being played.
- Once the traitor has been unmasked, he changes camps and can be freely controlled by the player who selected him.

INTOXICATION

The security systems of certain laboratories, suffering from lack of maintenance and the passage of time, sometimes have unpredictable effects. This option is designed to add zest to all types of missions, especially those that are played on vast game boards.

INSTRUCTIONS

In every round of the game a toxic cloud is freed in the laboratory. Its effects are determined at random by rolling 1d6. The player who rolls the die is the one who got the higher result on the *Activation Roll*. These are the effects that the gas can have depending on the result of the roll of the d6:

- 1-2 All fighters are considered to be in *Offensive Combat* until the end of the round and must attack any friend or foe located within their field of vision and at less than 4 squares.
- 3 The mission's objectives are inverted until the end of the round. The *Griffins* must act in such a way as to reach the *Scorpions'* objectives, and vice versa. Yet the rules specific to each camp (clone production, use of *Objective rooms* in *Nemesis*, access to *Mutation* or *Aura* cards, etc.) are not inverted.
- 4 The two players draw an *Event card* and an *Action card*.
- 5 The gas reduces the visibility to four squares for all fighters of the two camps. If the mission already has special rules concerning lighting, then this effect only applies when visibility is normal.
- 6 The freed gas has no particular effect.

ISOLATION

This option is best used with missions that have simple objectives and that are played on rather small game boards.

INSTRUCTIONS

- Each player builds his squad however he wishes, but starts the game with only one of his squad's fighters.
- This lone fighter, be he a *Griffin* or a *Scorpion*, has a maximum range of vision of 4 squares.
- Every time a fighter enters a corridor or a room, the player controlling him must roll 1d6. If the result is a "1" or a "2," then there is a friendly fighter in the room or corridor (who is placed on any square chosen by the player and is considered to be in "*Offensive Combat*" mode). If the result is a "3" or a "4," then an enemy fighter is in the room or corridor (who is placed on any square chosen by the enemy player and is considered to be in "*Defensive Combat*" mode until the end of the round). And finally, if the result is a "5" or a "6," then the room is empty. The die is rolled in this way by each player until all fighters in his squad have been deployed.

AGAINST THE LABORATORY

Being so busy killing each other from one mission to the next, the Griffins and Scorpions tend to forget one of the principal elements of their struggle: the battlefield! The laboratories are full of deadly traps and dormant clones. They risk collapsing onto their occupants and visitors. The following rules turn the laboratory into a full-fledged actor in *HYBRID*, an impersonal and merciless camp playing against all other players.

THE PRINCIPLE

The laboratory in which the mission is taking place can defeat the camps that are confronting each other within its walls. To do so, a laboratory supervisor is designated in every round (see below). This player controls the tools provided by the complex: Events, clones and the collapse.

Please note: *The clones generated by the laboratory do not induce first contact, and the losses inflicted by Events or the laboratory's clones do not count as first blood.*

THE LABORATORY'S EVENTS

Certain Event cards, which are usually drawn at random, are used here to simulate the dangers inherent to the laboratory. Since they are played in a particular way, their texts are modified.

- **Bad draw (NEMESIS/Field event):** The chosen miniature can be part of any camp.
- **Debris (HYBRID/Field event):** If this Event cannot be played, then a different one must be chosen at random.
- **Explosive zone (HYBRID/Field event):** The chosen miniature can be part of any camp.
- **Flood (NEMESIS/Field event):** This card's effects last until the end of the game.
- **Giant vermin (HYBRID/Scorpion event):** The penalty applies to all fighters.
- **Pit (HYBRID/Field event):** The chosen miniature can be part of any camp.
- **Purulent ground (HYBRID/Field event):** If this Event cannot be played, then a different one must be chosen at random.

These Events can each happen several times during the game, independently of the number of cards that are actually available and of the number of Events of the same name that have already been played.

Example: *In the first round the laboratory supervisor puts the "Toxic zone" Event into play. In the fourth round this same Event is randomly drawn. Though only one card representing this Event is available, two game tiles are now affected by this Event.*

A laboratory Event can be cancelled in the usual way. However, each of its occurrences is considered to be a separate Event.

Example: *The Griffin player draws the "A change of tactics" Event in his name. He can use it to cancel out the "Toxic zone" Event, but only on one of the multiple tiles affected by it.*

CLONES

All the laboratory's clones have not been awakened at the Griffins' arrival. Some are still dormant. On awakening, being famished, degenerate and raging mad, they don't obey their fellow creatures and indifferently attack Scorpions and Griffins.

At the moment that they are deployed (see further below), these "autonomous fighters" are selected freely by the laboratory supervisor among the following:

- Aberration ;
- Hybrid ;
- Nemesis clone ;
- Pest of flesh.

These autonomous fighters are under the laboratory supervisor's control, but he does not fully direct them. Indeed, these clones obey a decision scheme.

- If the autonomous fighter is touching one or several fighters, then he goes into "Offensive Combat" mode and attacks the fighter who has inflicted him with the most Wounds and/or who has attacked him first.
- If a fighter is near enough for the clone to move into base-to-base contact with him, then the laboratory supervisor announces Offensive Combat and attacks this target. If several fighters are in such a position, then the clone attacks in priority the one who has fired at him, and/or who is nearest, and/or who has attacked him first.
- If no fighters can be attacked in this round, then the laboratory clone moves in the "Moving" mode towards the nearest fighter.

Furthermore, these clones are too enraged to use the "Firing" and "Defensive Combat" modes, and they never attack each other.

COLLAPSE

The laboratory has an unusual activity and this causes accidents and malfunctions. The complex threatens to implode and bury all the fighters inside it. This phenomenon is called "collapse" and causes rocks to fall (see *HYBRID*, p. 38).

THE LABORATORY WINS!

- The laboratory wins if:
- All fighters other than the laboratory's clones are eliminated.
 - The laboratory is destroyed.
 - Neither camp can reach its objective.

It can happen that the game has to be continued after the total elimination of one of the camps. In this case the eliminated player is the laboratory supervisor in every round. If several players are eliminated, then they take turns bearing this responsibility.

THE UNFOLDING OF THE GAME

SETTING THE GAME UP

The following cards must be removed from their respective decks:

- Explosive zone
- Debris
- Giant vermin
- Lights out
- Pit
- Flood
- Bad draw
- Secret passageway
- Explosive traps
- Security door
- Booby-trapped door
- Purulent ground
- Toxic zone

RANDOM EVENTS

| RESULT | EVENT |
|--------|---|
| 1 | Secret passage |
| 2 | Security door |
| 3 | Booby-trapped door |
| 4 | Pit |
| 5 | Giant vermin |
| 6 | Explosive zone |
| 7 | Debris |
| 8 | Purulent ground |
| 9 | Toxic zone |
| 10 | Re-roll the die twice or re-roll once and refer to the "Nemesis events table" |

BEGINNING OF THE ROUND: RANDOM EVENT

Before the Activation Roll one of the players is chosen to be the laboratory supervisor. In the first round the players each roll 1d10. The one who gets the lower result acquires this position (no Action card can be played). In the following rounds this responsibility is swapped from round to round between the players, or is passed on in a clockwise direction if a "multiplayer" game is being played.

Furthermore, before each Activation Roll the laboratory supervisor rolls 1d10 and refers to the table above to determine the laboratory Event that is triggered in this round. He then reads the text on the corresponding card. If the Event requires a condition to be met in order to be played (such as a Booby-trapped door), then it must be played as soon as this condition is met. If this does not happen during the round, then the Event must be played in a later round as soon as the condition is met, even if a different laboratory supervisor is responsible at the time. If an Event needs a choice to be made, then it is up to the laboratory supervisor to make it.



NEMESIS EVENTS

| RESULT | EVENT |
|--------|----------------------|
| 1-3 | Bad draw |
| 4-6 | Flood |
| 7-9 | Lights out |
| 10 | Explosive traps (**) |

(**) - Can be played only once per game. The second time this is drawn no laboratory Event happens in this round.

EVENT ACTIVATION

Every time a fighter activates an Event counter (be it a trap or not), a clone is awakened. The laboratory supervisor freely chooses this fighter (see above) and deploys him while respecting the three following parameters:

- The clone is deployed on the same tile as the Event counter that was activated.
- The clone must be able to leave the room in which he is deployed.
- The clone cannot be placed into base-to-base contact with a fighter.

If these conditions cannot be respected, then the clone is not deployed.

ACTIVATION OF LABORATORY CLONES

The autonomous fighters are activated after all the others in an order that is determined by the laboratory supervisor. The latter then sets his activation sequence and plays these clones as if they were a regular combat group.

END OF THE ROUND: COLLAPSE

The laboratory supervisor counts the number of laboratory Events that are still active, the "instantaneous" ones (such as Explosive zone) that were triggered during the round, as well as the Rank total of the autonomous fighters in play. He then consults the following table and proceeds with any rocks that may fall (see *HYBRID*, p. 38).

Each incident of falling rocks can happen on a different tile.

COLLAPSE

| TOTAL | EFFECT |
|-------------|---|
| 1 | None |
| 2-4 | One falling rock |
| 5-6 | Two falling rocks |
| 7 | Three falling rocks |
| 8 | Four falling rocks |
| 9 | Five falling rocks |
| 10 | Six falling rocks |
| 11 and more | The laboratory is destroyed: end of the game! |

INTO THE HEART OF DARKNESS

All of the laboratory's lights suddenly go out. The Griffins and Scorpions must continue their merciless combat in darkness. Yet a glimmer of hope remains at the heart of the *HYBRID* laboratories. The emergency lighting works, yet only at intervals.

THE PRINCIPLE

The range of vision of all fighters, no matter their camp, is seriously reduced. However, the emergency lighting can be activated.

Remember: A fighter can only fire at things he sees (see Strategy), and everything he sees can be targeted.

DARKNESS

There is so little light that the **depth of the field of vision is equal to 0**. This field only covers the square right in front of the fighter. To simulate the incertitude this causes in either camp, all miniatures are replaced by counters. These must have the following characteristics:

- Be of the same size as the corresponding fighter's original base.
- Be numbered in order to determine to which fighter it corresponds.
- Be marked on its front edge.

The tiles and elements of the scenery indicated on the mission map (doors, Event and Objective counters) are placed in the usual way.

When a fighter is represented by a counter, he is **hidden**. When this counter is replaced by the fighter's miniature, then he has been **revealed**. This can happen in various ways (see below), notably when an opponent (revealed or not) has a direct line of sight onto the hidden fighter. Only revealed fighters can be targeted by Offensive Combat or Firing. However, being hidden does not protect from zone effects (such as explosions) or from effects that don't directly target a specific fighter (such as epidermal blades).

- In this context some game effects take on a particular role.
- The **"Lights out"** card has no effect since it is already dark by default. However, it can be played to diminish the emergency lighting's efficiency (see below).
 - The **Lantern** has its usual effects. All fighters in the lit area are revealed, with the possible exception of those with the "Invisible/X" aptitude.
 - The **"Eye of the lynx"** aptitude is especially useful in this kind of game. Indeed, it produces its usual effects, which allow the fighter with it to have a normal field of vision of X squares. He can therefore reveal and see opponents at a greater distance without himself being revealed, which is a certain tactical advantage. However, this aptitude's effect is automatic; the Griffin player cannot omit to use the Eye of the lynx/2 in order to avoid having his opponent understand that this counter is Venerable Ambrosius and decide to eliminate him.

The **"Invisible/X"** aptitude applies in addition to the darkness rules. A fighter with this aptitude is not represented by one of the counters specific to this way of playing, but rather by the usual Disquieting Presence counter. However, the fighter is hidden in the same way as the others in this mode.

EMERGENCY LIGHTS

The emergency lights restore the normal *HYBRID* lighting conditions on one tile. All game effects bound to the normal lighting conditions are played without taking into account this mode. On a tile where the emergency lights are activated, all fighters are revealed except those with the "Invisible/X" aptitude.

Outside of this tile it is normally completely dark and the fighters can't see a thing, but there are three exceptions:

- The fighter is at the edge of the illuminated tile but is facing the dark tile. The rules on darkness apply in the usual way. The fighter sees the square right in front of him in the dark zone (case A).
- The fighter has the "Eye of the lynx" aptitude. His field of vision is applied as if the tile weren't illuminated. If his field of vision allows the fighter to see squares of the dark tile, then he actually sees them (case B).
- A Lantern counter is in play.

In the diagram below, C doesn't see anything on the dark tile for he is facing the wrong direction. D doesn't either because he is too far from the dark tile.



UNFOLDING OF THE GAME

When no particular explanation is given in this chapter, then the usual *HYBRID* rules are to be used.

SQUAD COMPOSITION

To simulate the uncertainty caused by the darkness, the squads' composition is made secretly by each of the players (even the reference cards are

hidden) and must be written down on a piece of paper with each fighter identified by the number on the counter representing him on the game board. If it should happen that the combat group's composition doesn't respect the mission's parameters or that a counter doesn't correspond to the right fighter, then the player at fault immediately loses the game.

MINIATURE DEPLOYMENT

At the start of the game only counters are deployed. If the mission restricts the deployment of certain types of fighters to certain specific areas, then those represented by the counters placed on the game board must respect these restrictions.

Example: In Return to Glassthar the Scorpions of Rank 1 must be deployed in the lower right hand corner of their tile. This also counts for the counters representing them when playing a game of Into The Heart of Darkness.

All fighters therefore start the game **hidden**.

CHOICE OF THE ACTIVATION SEQUENCE:

ILLUMINATION TEST

As of the second round, after the sequences have been revealed but before the first fighter is activated (phase 3), the players determine if the emergency lights are switched on or off on one of the laboratory's tiles.

For each tile on which at least one fighter is standing, the player who lost the Activation Roll rolls 1d10. On a result of "1" the emergency lights are switched on and the tile is illuminated.

For every tile on which the emergency lights have been active for at least a round, the player who lost the Activation Roll rolls 1d10. On a result of "10" the emergency lights are switched off and the tile is once again plunged into darkness.

No game effect can modify these rolls. Place a counter on the illuminated tiles to indicate that they are lit.

FIGHTER REVELATION

Counters representing a fighter can be replaced by the latter's miniature in several cases.



- Every time he moves one of his fighters from one square to another, a player can check his fighter's field of vision for opponents in it (normally this field only includes the square right in front of the fighter). If opponents are in it, then they are immediately revealed. The player can then continue his fighter's movement and repeat this operation as often as required.
- Conversely, when a fighter moves he can enter an opponent's field of vision, in which case he is revealed.
- Furthermore, when a fighter uses Offensive Combat or Firing, then he is automatically revealed, even if he isn't in an opponent's field of vision. Indeed, this revelation is due to the noise or the flash (when using a firearm) caused by the attack. After this, the miniature is again replaced by the counter representing it; though this revelation is automatic, it is only temporary.
- And finally, all fighters on an illuminated tile are revealed, even if they are outside of their opponents' fields of vision (with the possible exception of those endowed with the "Invisible/X" aptitude).

A miniature that occupies several squares is revealed as soon as one of these squares meets the conditions described above.

HIDING FIGHTERS

After having been revealed, a fighter's miniature is again replaced by the counter representing him in the following cases:

- Because he moved out of the field of vision of all his opponents, notably by moving from an illuminated tile to a dark one.
- Because his opponents have moved, a fighter is no longer in their field of vision.
- The emergency lights of the tile on which the miniature is standing are switched off. If, moreover, the fighter isn't in an opponent's field of vision, then he becomes hidden again.

In the game's interest it is forbidden to write down which counters correspond to which enemy fighters. One must make the effort to remember them!



MASSIVELY MULTIPLAYER

HYBRID is obviously already “multiplayer,” but why limit a game to two players when it’s possible to gather three or four players around the table and let several factions confront in fratricidal struggles?

THE PRINCIPLE

One can play “massively multiplayer” in two ways: cooperation or every man for himself. Furthermore, the number of players can vary: three, four or even more. Indeed, this doesn’t fundamentally change the rules of the game.

COOPERATION

In this mode the idea is to form teams of Griffin and/or Scorpion players. Within a same team the players cooperate to collectively reach the objective set by the mission for their camp. So there are several winners in this variation of *HYBRID*: all the players of a same camp.

Each team of players has the combat group available as indicated in the mission’s description. Within these groups one must clearly distinguish right at the start of the game which fighters are controlled by which player. This distribution cannot be changed during the game. When the chosen mission entails that fighters of a same camp are deployed on various tiles or at different entrances, then it is wise to give each player the responsibility for the miniatures deployed in one of these zones.

Also, the number of cards each camp has at its disposal remains unchanged in regards to the *HYBRID* rules. However, the cards must be distributed fairly between the various players of a same camp.

During the game the players can collaborate freely among each other, discuss their strategy, and:

- Together they take the decisions that concern the whole camp (such as the activation sequence).
- Individually they take the decisions that concern the fighters they are in charge of.

In the first case, if a disagreement slows the game down or seems to be unsolvable, then the other player(s) can demand that the disagreement be solved at once or through a random draw.

This variation works even if a lone player confronts several others because the balance of forces is not upset. All that changes is the number of brains coordinating a same camp.

EVERY MAN FOR HIMSELF

New Griffin and Scorpion camps are created and controlled by additional players who manage their combat group and fight against all the other players. “Every man for himself” means that there can be only one victor.

In this variation, the Griffins and the Scorpions are each split into two camps:

- The **Griffins** are torn apart by a fratricidal struggle between the extremely secret **Lodge of Hod** and the **Inquisition**. The latter has heard about the Lodge of Hod’s missions and has gone on their pursuit in the *HYBRID* laboratories. Unless noted otherwise, these two camps must each fulfil the mission objective indicated for the Griffin player.
- The **Scorpions** can have been created in the laboratory itself (**old Scorpions**) or invade the latter on orders from the second Shamir (**new**



UNFOLDING OF THE GAME

When no particular explanation is given in this chapter, then the usual *HYBRID* rules are to be used.

SETTING UP THE GAME

In the “Cooperation” variation, the making of the decks of cards and their use at the beginning of the game is different. Each camp draws the usual number of cards and when a choice must be made, then all players in the team make it together. Then the players of each team distribute the cards amongst themselves as they did for the miniatures. However, for the Griffin players, only the one who controls a fighter with the “Aura/X” aptitude can have cards of this name. Apart from this exception, the cards should be distributed fairly among all the players.

In the “Every man for himself” variation, each player draws the number of cards that he would have drawn when playing the non-multiplayer mode. So each one has two Event/Army cards, two Aura/Mutation cards, and four Action cards. The cards are all drawn at the same time, thus making it impossible for a Scorpion player to draw a Mutation card refused by a different Scorpion player. Once again, only the Griffin player controlling a fighter with the “Aura/X” aptitude can draw cards of this name.

DEPLOYMENT OF MINIATURES

In the “Cooperation” variation the miniatures are deployed in the usual way. As explained above, it is wise (but not mandatory) to gather the fighters controlled by the same player into tight groups.

In the “Every man for himself” variation, deployment is more complicated than it usually is. To allow all camps to deploy in a fair way, the deployment zones must be modified or new ones created. To do so, the usual zones must be considered to be those of the Lodge of Hod and of the old Scorpions. In the following pages the Inquisition’s and new Scorpions’ entrances or deployment zones are indicated.

ACTIVATION ROLL

In the “Cooperation” variation, the Activation Roll is made in the usual way.

In the “Every man for himself” variation, it is done in a different way. First of all, every player can use one or several Action cards to improve his roll through an “auction” as explained on page 24 of the *HYBRID* rulebook. This auction is done between all players and only ends once they have all decided not to bid any higher. Then the player who won the Activation Roll chooses at what moment he will begin his activation sequence. The player who got the next best result on his Activation Roll does the same, and so on until all the places are taken.

Example: Arnaud, Ivo, Sebastien and Willem make their Activation Rolls (in the increasing order of their results). Arnaud decides to play last, Ivo first, Sebastien second and Willem third.

ACTIVATION SEQUENCE

In the “Cooperation” variation, the players of a same camp distribute the activation counters amongst themselves. Each one of them then waits for one of the fighters he controls to be activated to play him.



In the “Every man for himself” variation, each player has his own activation sequence. The player placed first in the order determined earlier on plays his first fighter. Then it is up to the second player to activate his first fighter, and so on until all players have activated their first miniature. The first player then activates his second fighter, and this goes on until all fighters have been activated.

Example: Following the order determined in the previous step, Ivo activates his fighter with the activation counter number 1 first, and then Sebastien, Willem and Arnaud do the same. Ivo then activates his second fighter, and so on.

ACTION CARDS

Whatever variation was chosen, the use of Action cards when making Natural Rolls is subject to the following rules.

From the point of view of the player controlling the miniature, the use of Action cards is done in the usual way. On the other hand, only one opponent can attempt a Hindrance of a Natural Roll: the one who is concerned by this roll. Most often the player in question is the one controlling the miniature targeted by the attack bound to the roll. If a same Natural Roll affects miniatures controlled by various players, then one of them is chosen to be the opponent when using Action cards. Once this “opponent” has been named, the normal rules apply and only this player can use his Action cards, either for their points or for their action effect. Players cannot swap Action cards amongst each other. If they cannot agree on which one of them will play the role of opponent, then the one who got the best result on his Activation Roll is automatically selected.

DRAWING CARDS

During a game of *HYBRID* the players are brought to draw cards. In multiplayer mode, the player whose fighter triggered the draw (owing to his action, his movement or his elimination) makes it and can use the drawn card either right away or later on.

EVERY MAN FOR HIMSELF: DEPLOYMENT ZONES

HYBRID MISSIONS

RETURN TO GLASINHAR

For the Inquisition a simple entrance must be added to the room holding an Event counter at the bottom right of the map, and the same must be done for the new Scorpions in the room holding an Event counter at the top left of the map.



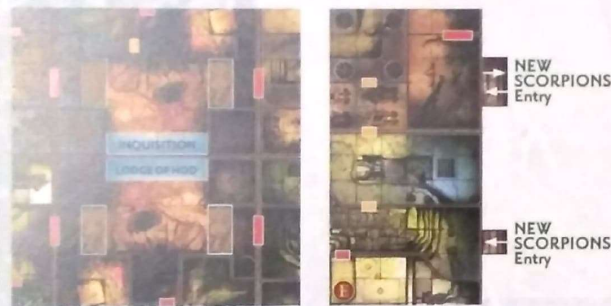
PROWLERS!

The Inquisition enters the laboratory by entrance 4, and the new Scorpions by entrance 2. These accesses can only be used as exits in the way indicated for this mission.



THE SCARLET HIVE

The two passages in the middle of the Griffin deployment zone are removed and each half that is thus created becomes a deployment zone for either of the two Griffin factions. The two Scorpion entrances on the right side of the map are reserved to the new Scorpions.



THE HERESIARCH'S DIARIES

The Inquisition is deployed in the room where Objective 1 is located. The new Scorpions enter the laboratory by the upper right-hand corner of the tile on which Objectives 2 and 3 are located.



THE SCORPION'S VENOM

The Inquisition is deployed in the big room at the centre-left of the map in the middle of which an Event counter is located. The new Scorpions enter the laboratory by the two exits located at the top of the map.



THE HERESIARCH'S PRISON

The Inquisition enters the laboratory by the bottom of the tile on which the Scorpions are deployed. The new Scorpions enter by the exit indicated on the map.



INVISIBLE WAR

The Scorpion deployment zone located on the map is ignored. The Scorpion entrances become double. At the start of the game, each of the four entrances is attributed to one of the camps.



THE DARK JEWEL

The Inquisition is deployed in the right half of the tile located at the bottom middle of the map. The new Scorpions are deployed in its left half.



THE HEROES' TWILIGHT

The Inquisition enters the laboratory by exit 3. The new Scorpions use the Aberration's deployment zone and replace it.



EVERY MAN FOR HIMSELF: DEPLOYMENT ZONES

NEMESIS MISSIONS

REINFORCEMENTS!

The Inquisition is deployed on the tile adjacent to the "Heart of the Laboratory" objective room on which an Event counter is located. The new Scorpions are deployed on the tile adjacent to the "Torture Chamber" objective room on which there is an Event counter.



THE ESCAPE

The Inquisition is deployed in the same zone as the Lodge of Hod. The Scorpion entry is reserved to the new Scorpions.



THE MYSTERY OF THE COLD CHAMBER

The Inquisition enters the laboratory by the corridor below the "Gene Library" objective room. The new Scorpions are deployed on the big tile at the centre-left (the one representing storage tanks).



DEATH TO THE CARRIER!

The additional camps that do not control the carrier are deployed on one of the two tiles at the centre of the map on which there are Event counters.



THE PREDATOR'S SHADOW

The Inquisition enters by the tile located at the bottom of the map. The new Scorpions are deployed on the tile holding Objective 1.



CRACKS IN THE CEILING

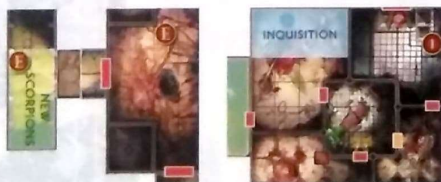
The Inquisition enters by the tile on which Objective 3 is located, from the wall right below this Objective. The new Scorpions enter just to the right of the Inquisition, below the Event counter.



THE DEADLY MAZE

The Inquisition is deployed on the tile holding Objective 1 and the new Scorpions on the one with an Event counter and a Trapdoor.

Note: New Scorpions – Rank total: 6; Total number of warriors: 7.



FOR A KEG OF POWDER...

The Inquisition is deployed on the tile to the left on which an Event counter is located, and the new Scorpions on the one with Objective 3.



FLEE OR DIE

The Inquisition is deployed in the room at the upper left corner of the map. The new Scorpions enter by the T-shaped corridor with an Event counter.



IN TROUBLED WATER

In *Troubled Water* uses the two sides of the exclusive "Reservoir" tile supplied with this issue of *Cry Havoc*. The two players must therefore pool their respective copies in order to play this mission.

OBJECTIVES AND INSTRUCTIONS

The **Griffin** player must open a breach in the water reservoir in order to flood the laboratory.

The **Scorpion** player must open the drainage valve to empty the water into the Syharhalna desert.

A breach can be opened in one of the two squares indicated on the map (Objective counters 2 and 3). To do so, one must inflict one of them with a total of 3 Wounds (the Firing mode cannot be used for this).

The drainage valve is opened when Objective counter 1 is activated.

If the players have *NEMESIS*, then they can add two additional corridors to the laboratory as indicated on the map below, and add another Trap counter (randomly chosen) to this mission's Event counters (of which there are then a total of six).

TRAPS

Include one randomly chosen Trap counter among the five Event counters used for this mission.

SELECTING COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|-----------------|----------|-----------|
| RANK TOTAL | 8 | 7 |
| NO. OF WARRIORS | 6 | 7 |

SPECIAL RULES

The tile holding Objective 1 is partially flooded, as is the one neighbouring it. It cannot be targeted by a Field Event, and those played on its neighbouring tile don't affect the two squares holding water. The flooded squares are subject to the following special rules:

- Fighters with the "Puny" aptitude automatically suffer a Wound at the beginning of each activation that they start while standing in the water.
- Fighters with the "Titan" aptitude are not affected by the flooded squares.
- The other fighters can use the four modes on these squares, but the cost to cross them is increased by one point.
- No object can be thrown or placed into the water (a minelayer therefore cannot set traps there).

Note: The two squares representing stairs are also flooded.



Counters to be photocopied and cut out.
Counters Cry Havoc 1 volume 3 © Rackham 1996-2004 All rights reserved.



DEATH TO THE INFIDELS!

This time the Lodge of Hod was condemned. Its last secret mission in Akkylannie hadn't gone unnoticed by the Inquisition, which was now bent on punishing the rebel templars. It didn't matter what excuses these infidels would claim to justify the exploration of this strange tunnel... none of them would get out of it alive!

OBJECTIVES

The **Lodge of Hod** player must evacuate a total of three Rank levels, distributed as he sees fit.

The **Inquisition** player must prevent the Lodge of Hod player from reaching his objective.

INSTRUCTIONS

This mission opposes two factions of the Griffin camp. It uses some of the "multiplayer" mode rules. The Lodge of Hod's combat group must include at least one Rank 2 fighter. The Inquisition's group must include at least one Griffin inquisitor.

TRAPS

Include one randomly chosen Trap counter among the six Event counters used for this mission.

SPECIAL RULES

If the templars of the Lodge of Hod have decided to evacuate, it is for a good reason (which the Inquisition is unaware of): this laboratory is teeming with clones who are rushing for the exit like a human tide... or rather like an almost human one.

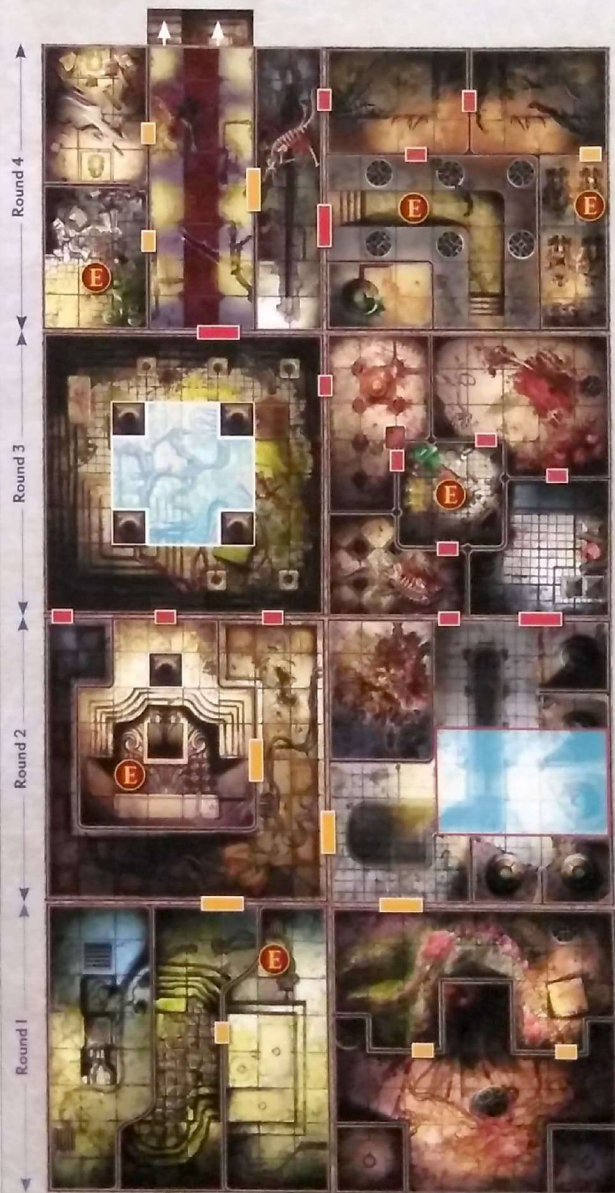
At the end of each round the wave of clones takes over a new row of tiles as indicated on the map. All fighters standing on these tiles at the end of the round are directly eliminated, and these tiles then become uncrossable since they are swarming with clones.

If a fighter must enter one of these infested tiles, then he is immediately eliminated.









At the end of the fourth round, if neither of the two camps is victorious, then the laboratory wins the game and hundreds of clones flood over Akkylannie.

SELECTING COMBAT GROUPS

| | HOD | INQUISITION |
|-----------------|-----|-------------|
| RANK TOTAL | 10 | 10 |
| NO. OF WARRIORS | 10 | 10 |



↑ Waves of clones ↑

-  Lodge of Hod deployment zone
-  Double door
-  Single door
-  Inquisition deployment zone
-  Double passage
-  Single passage
-  Event
-  Fallen rocks

UNITED AGAINST THE MACHINE

Darkness suddenly invaded the laboratory. And then light reclaimed its rights. But now it was red as blood. Sirens were screaming in the abandoned hallways. Every door hid a trap and every tank held an opponent. Griffins and Scorpions now had better things to do than fight each other: if they weren't careful, then this laboratory would become their tomb...



OBJECTIVES

The Griffin player must deactivate the laboratory's machines by placing one of his fighters of Rank I or higher on **Objective counter 1**.

The Scorpion player must take control of the laboratory's main control panel by placing one of his fighters of Rank I or higher on **Objective counter 2**.

The first camp to reach its objective wins the game. If both camps are eliminated before this, then the laboratory is victorious.

INSTRUCTIONS

This mission uses the rules of the "Against the Laboratory" mode. Its special rules must be respected as soon as the game is being set up.













SELECTING COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|-----------------|----------|-----------|
| RANK TOTAL | 8 | 8 |
| NO. OF WARRIORS | 8 | 9 |

TRAPS

Include two randomly chosen Trap counters among the seven Event counters used for this mission.



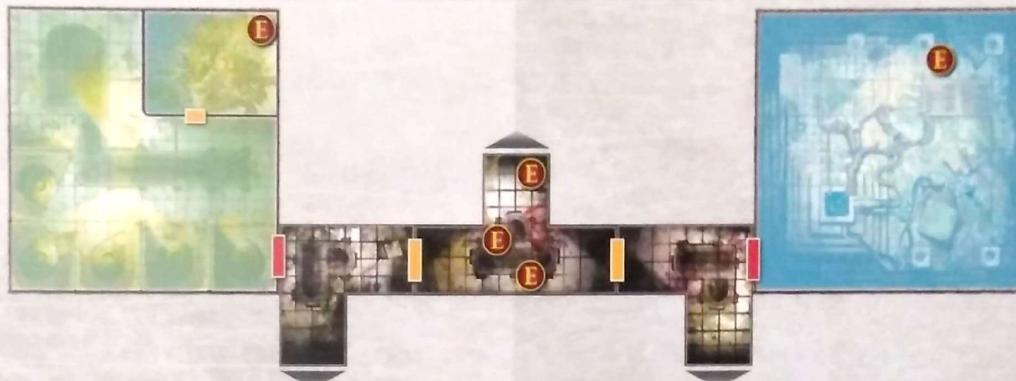
-  Griffins deployment zone
-  Inquisition deployment zone
-  Double door
-  Single door
-  Double passage
-  Single passage
-  Event
-   Objectives
-  Fallen rocks
-  Pit
-  Search zone

SPECIAL RULES

An objective is reached as soon as a fighter of Rank I or higher activates the corresponding Objective counter as if it were an Event counter. The game then ends immediately.

The clones generated by the rules of the "Against the Laboratory" mode are always deployed on the tile holding the Objective counter of the camp opposed to the one that triggered their generation.

MISSION: PITCH BLACK



"By Merin, I can't see anything in here!"

"Shhh, they might hear us."

The purifier fell silent. His companion monitored the silence and picked up the horrible sound of a claw scratching against a wall of metal.

OBJECTIVES, INSTRUCTIONS AND TRAPS

The camp that manages to evacuate the higher total of Ranks wins the game.

This mission uses the "To the Heart of Darkness" mode.

Include two randomly chosen Trap counters among the five Event counters used for this mission.

SELECTING COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|-----------------|----------|-----------|
| RANK TOTAL | 8 | 8 |
| NO. OF WARRIORS | 7 | 9 |

SPECIAL RULES

The map above only represents the known part of the laboratory. The two camps must grope their way around it to find an exit. Each of the three edges indicated by an arrow on the map is a search zone for the fighters in "Defensive Combat" or "Moving mode" at the end of each round if they are touching the concerned edge and are not in base-to-base contact with an enemy fighter. Each fighter in a position to do so then makes a Natural Roll. If it succeeds, then a new tile is discovered (see table to the right).

These new tiles each form a potential research zone by all their edges except the one by which they are attached to the rest of the map. At the end of each round further searches can be undertaken to find other tiles.

However, only one new tile can be revealed in each zone that is probed (meaning per edge). Furthermore, if a discovered tile cannot be attached to the laboratory owing to its configuration, then the discovery is cancelled. The new tile or corridor must always be

placed in such a way that the fighter who found it is touching its edge. Moreover, the passage or door leading to the new tile must be placed in such a way as to allow the fighter who discovered it to move through it without having to be previously moved.

The table below indicates how many of each type of tile can be integrated during a game. If the die roll indicates a tile that can no longer be used, then one goes down the list until finding a tile that is still available. When no more straight corridors are available, then the result of the draw is equal to "10."

Moreover, when an Objective room is drawn, then the player who made the roll can choose the tile among the Armoury, the Omnimancer's Office and the Torture Chamber.

Once two of these rooms have been added to the laboratory, the player can choose to discover the exit instead of a third room. In this case he places a simple or double access counter, at his choice, as if it were a new tile (see above).

If a tile is lit up by the emergency lights, or if one of its edges is in an area lit by a lantern, then a draw is immediately made using the table below to determine if there is an adjacent tile or not. Only one zone can be discovered in this way for every tile during the game. The new tile is then placed as decided by the player with the most fighters on the tile, but only on a side that is lit.

This mission uses the special rules on Objective rooms.

| NEW TILES | | |
|-----------|------------------------------|---------------|
| RESULT | EFFECT | MAXIMUM DRAWS |
| 1-2 | Objective room | 3 |
| 3-4 | L-shaped corridor | 4 |
| 5-6 | T-shaped corridor | 3 |
| 7-8 | Straight corridor | 6 |
| 9 | Cry Havoc 3 "Reservoir" tile | 2 |
| 10 | Error! No new tile | - |

If the result on the die is even, then the access to the tile is a door; if not, then it is a passage. The access is simple or double at the choice of the player who discovered the tile.

REVENGE!

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

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

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

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

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

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

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

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


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



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

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

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

BREAK DOWN THE WALLS!

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

- This wall is destroyed by being inflicted with one Wound. Replace this "counter" with a SIMPLE PASSAGE. 
- This wall is destroyed by being inflicted with two Wounds. Replace this "counter" with a DOUBLE PASSAGE. 

REVENGE!

I. LIBERATION

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

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



OBJECTIVES

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

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

INSTRUCTIONS

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

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

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

COMBAT GROUP COMPOSITION

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

TRAPS

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

SPECIAL RULES

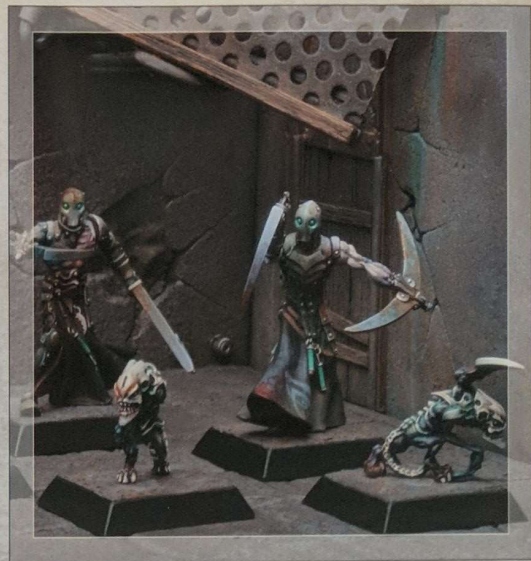
The Scorpion fighters have the zone under surveillance and are subject to the following rules.











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

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

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

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



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



REVENGE!

II. HOSTILITY

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

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

OBJECTIVES

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

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

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

INSTRUCTIONS



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

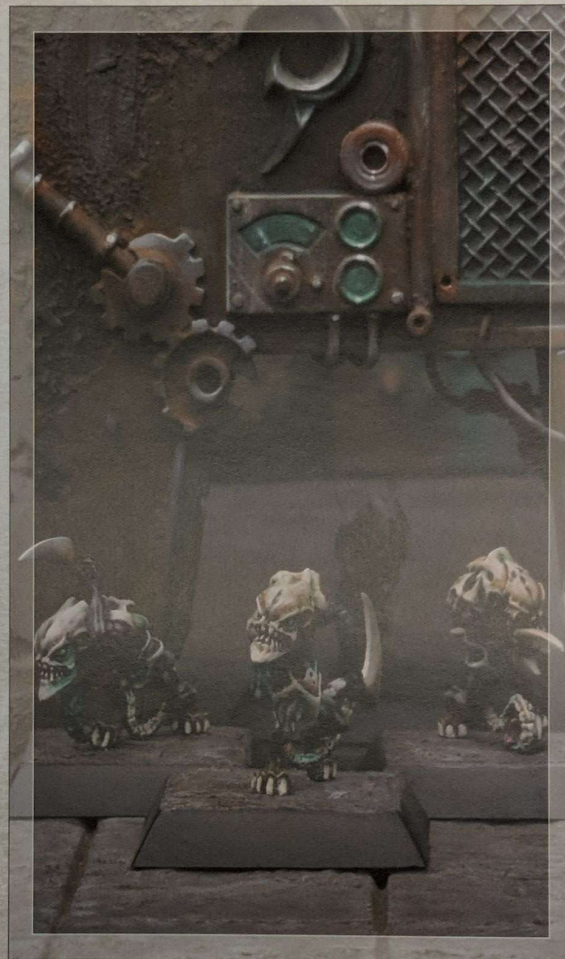
The game ends as soon as one of the players has activated his Objective.

COMBAT GROUP COMPOSITION

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

TRAPS

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



SPECIAL RULES

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

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

YSIS
entry

DIRZ
entry



REVENGE!

III. DESTRUCTION

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

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

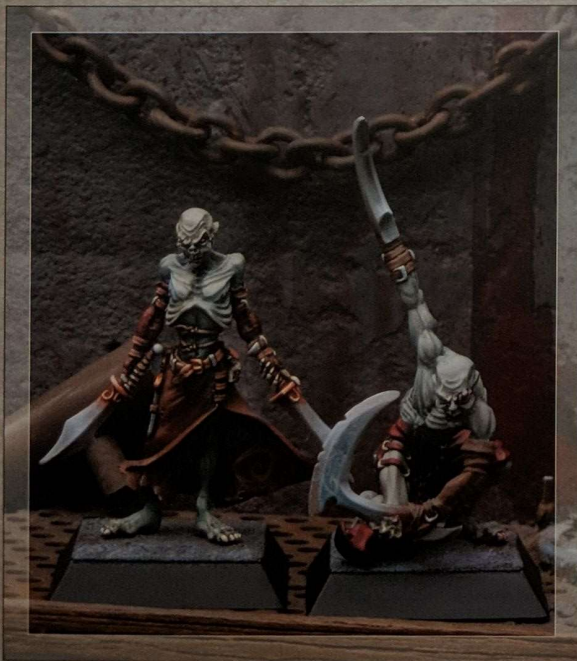
The ghouls of the Dog of Darkness finally had the chance to eat to their fill. They were determined to make the most of it. Numerous creatures now prowled in these corridors, and each one represented a feast that was just waiting to be consumed.

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

OBJECTIVE

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

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



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

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

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

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

INSTRUCTIONS

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

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

COMBAT GROUP COMPOSITION

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

TRAPS



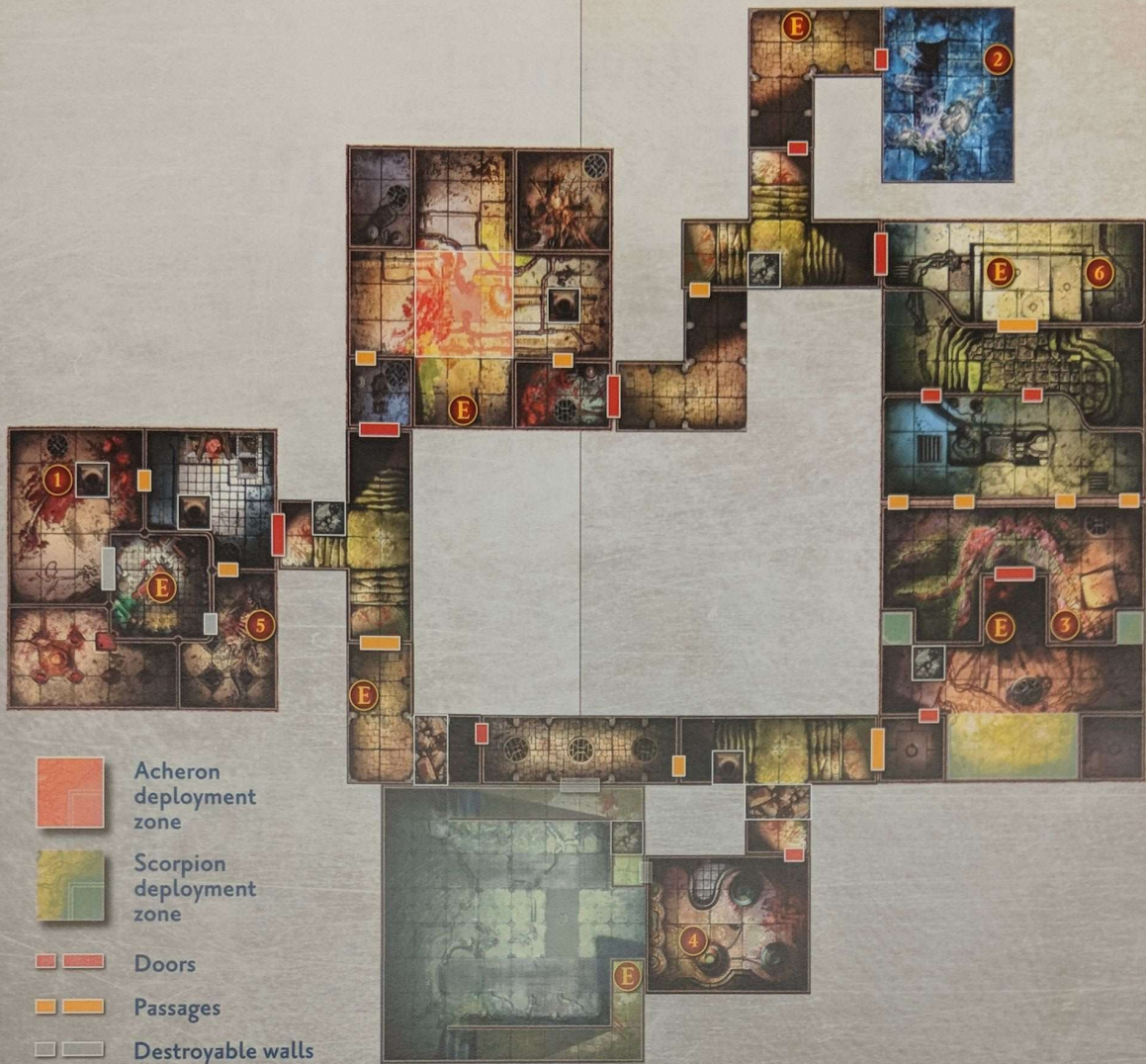
A "Gas," a "Paralyser," and a "Mine" trap counter are included among the seven Event counters used in this game.

SPECIAL RULES

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

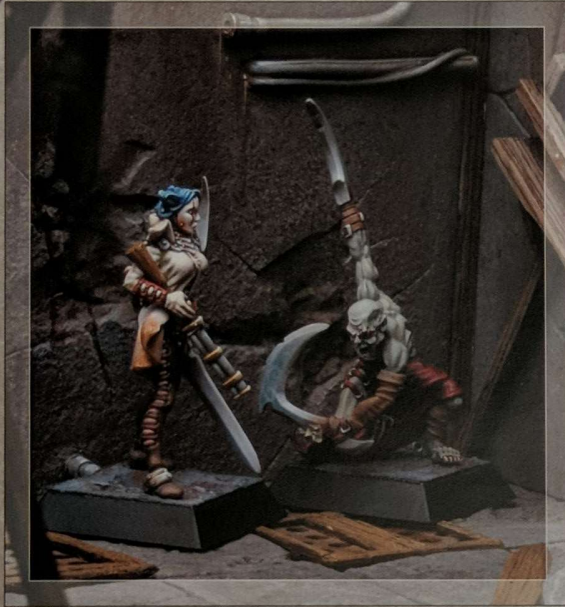
- **If the Acheron player wins the game**, then he may choose to increase or diminish the laboratory's lighting. The range of vision is modified accordingly (maximum: 2 squares) until the end of the campaign.

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



REVENGE!

IV. ESCALATION



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

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

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

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

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

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

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

OBJECTIVES & INSTRUCTIONS

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

COMBAT GROUP COMPOSITION

FOR TWO PLAYERS

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

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

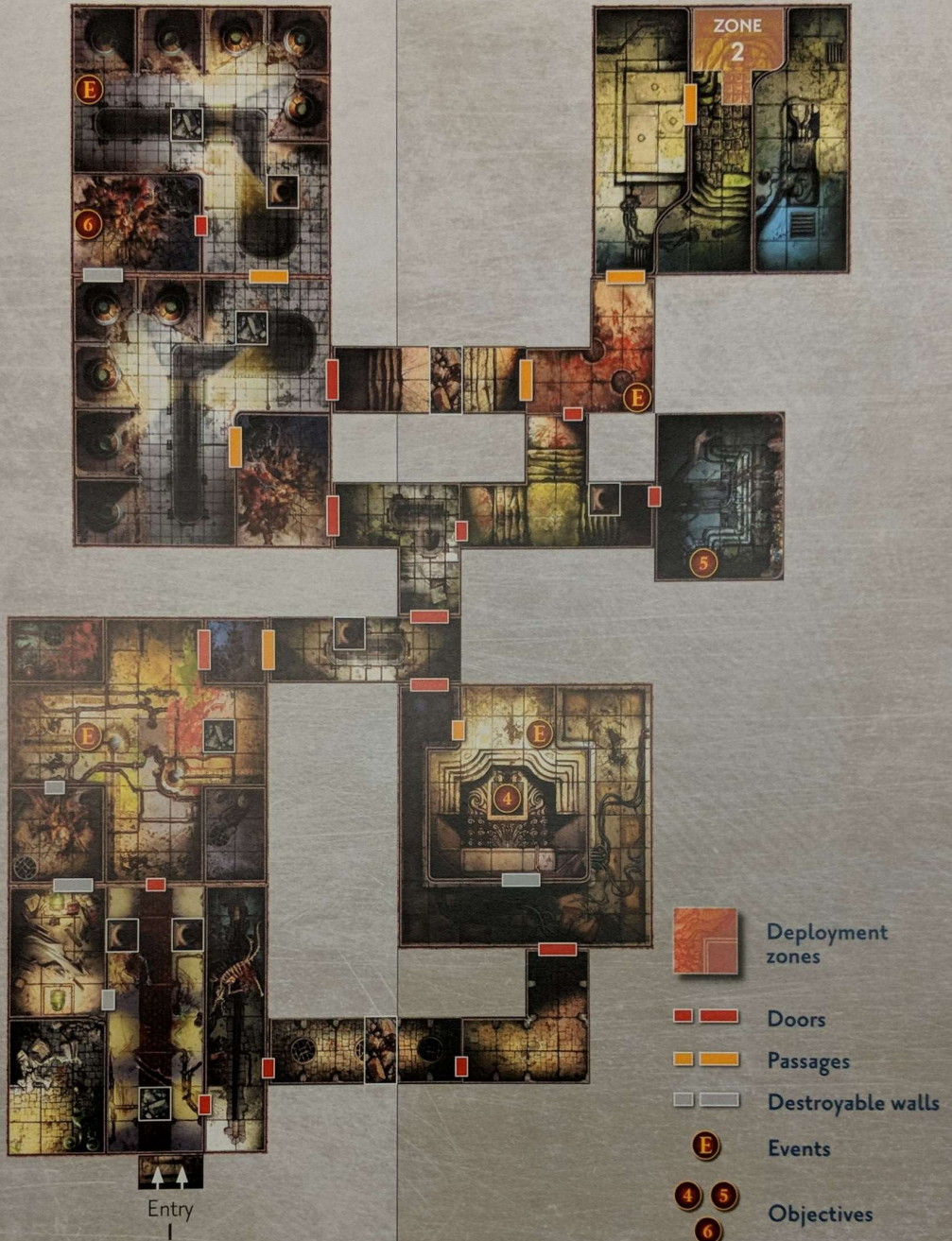
| | OLD SCORPIONS | NEW SCORPIONS |
|-----------------|---------------|---------------|
| RANK TOTAL | 6 | 6 |
| NO. OF WARRIORS | 5 | 6 |

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

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

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

BASEMENT LEVEL 1



-  Deployment zones
-  Doors
-  Passages
-  Destroyable walls
-  Events
-  Objectives
-  Fallen rocks
-  Pillars

BASEMENT LEVEL 2

Legend:

- Deployment zones (Orange square)
- Fallen rocks (Dark grey square)
- Pillars (Small black square)
- Doors (Red rectangle)
- Passages (Yellow rectangle)
- Destroyable walls (Grey rectangle)
- Events (Circle with 'E')
- Objectives (Circles with 1, 2, 3)

FOR THREE PLAYERS

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

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

FOR FOUR PLAYERS

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

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

TRAPS



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

SPECIAL RULES

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

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



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

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

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

OBJECTIVES

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

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

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

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

VICTORY CONDITIONS

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

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

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

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

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

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

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

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

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

REVENGE! V. FRATRICIDE



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

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

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

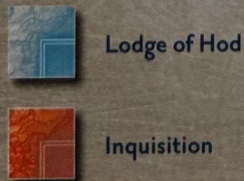
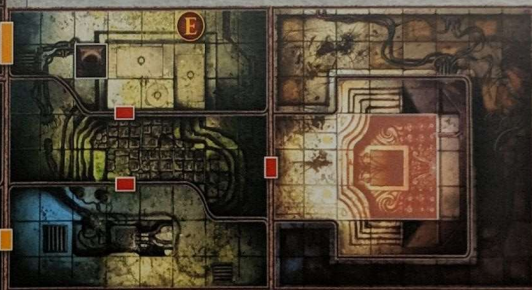
The reaper of Alahan returned faster than he had left, his face wearing a serious expression.







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

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

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

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



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



OBJECTIVES

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

INSTRUCTIONS

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

COMBAT GROUP COMPOSITION

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

TRAPS

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

SPECIAL RULES

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

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

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

OF FIRE AND OF BLOOD

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

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

"But? Young knight..."

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

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

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

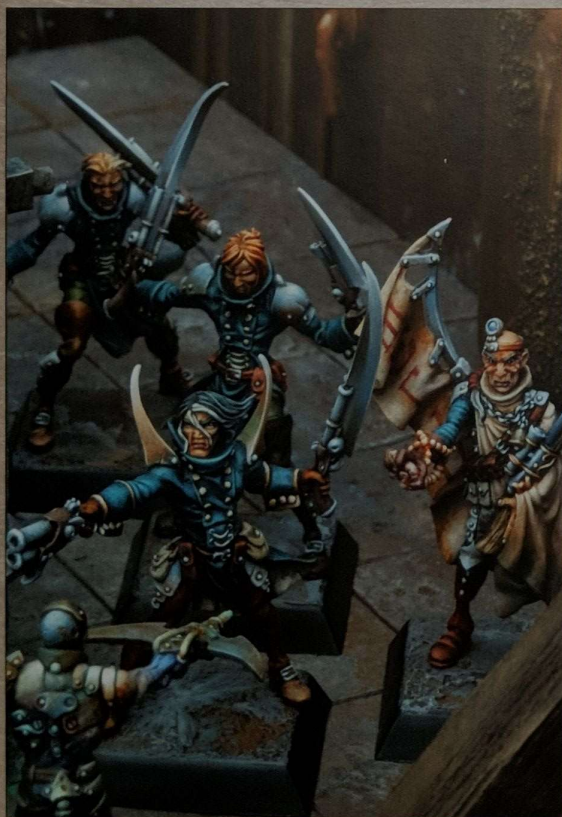
This lack of faith dismayed Ambrosius.

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

OBJECTIVES

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

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



INSTRUCTIONS

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

COMBAT GROUP COMPOSITION

| | GRIFFINS | SCORPIONS |
|-----------------|----------|-----------|
| RANK TOTAL | 20 | 20 |
| NO. OF WARRIORS | 20 | 25 |

TRAPS

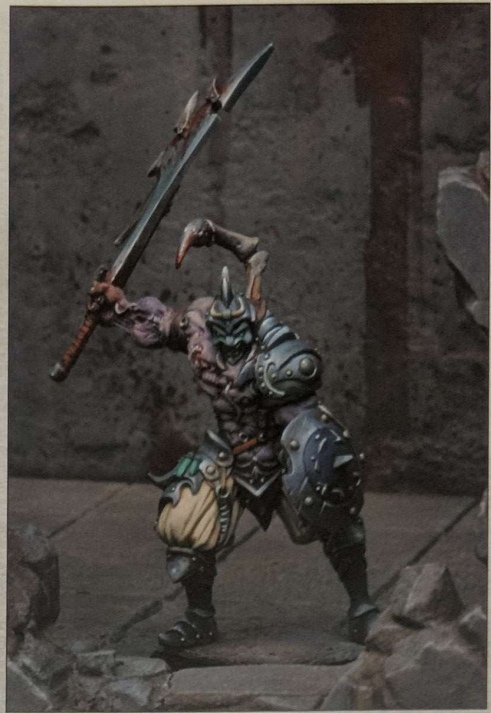
Two Trap counters are included among the seven Event counters used in this game.

SPECIAL RULES

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

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

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



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

THE CLONE HUNT

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

An anonymous true-born

OBJECTIVES

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

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

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

INSTRUCTIONS

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

SELECTING COMBAT GROUPS

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

TRAPS

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

SPECIAL RULES

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

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









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

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

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



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



THE PRICE OF BLOOD

I. BLEEDY REVENGE

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

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

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

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



OBJECTIVES

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

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

INSTRUCTIONS

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

BREAK DOWN THE WALLS!

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

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

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

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

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

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

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

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

SELECTING COMBAT GROUPS

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

TRAPS

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

SPECIAL RULES

S'Erum must be played with the Scorpions.



THE PRICE OF BLOOD

II. THE PRICE OF HATRED

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

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

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

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

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

"When will it be ready?"

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

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

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

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

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

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

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

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

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

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

"That's fine with me."

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

Several days later in a laboratory of the Hybrid Project.

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

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

OBJECTIVES

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

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

INSTRUCTIONS

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

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

SELECTING COMBAT GROUPS

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

TRAPS

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

SPECIAL RULES

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

The rules on the Torture Chamber do not apply.

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

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

Objective 4 allows a fighter to try to acquire a new Mutation. If a fighter with the "Mutation/X" aptitude ends his movement on this counter, then 1d10 is rolled. On a result of "1" to "5," draw a Mutation card and give it to the fighter in question. On a result of "6" to "10" the fighter suffers a Wound. The same fighter can try to benefit from this effect only once per game. He cannot surpass his maximum number of Mutations by this means.

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

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



THE DAWNING OF WRATH

ACT I. INFORMATION

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

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

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

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

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

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

"..."

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

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

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

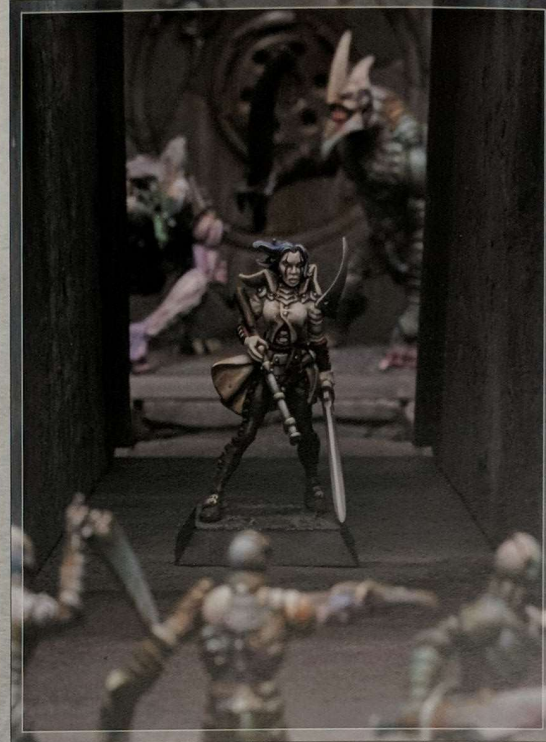
The first clones thus produced were immediately destroyed to supply fuel to power other machines. Within several minutes, metal came back to life. The intruders had to be eliminated and the prisoner protected, such was this laboratory's mission.

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

OBJECTIVES

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

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



INSTRUCTIONS

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







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

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



SELECTING COMBAT GROUPS

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

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

TRAPS

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

SPECIAL RULES

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

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



THE DAWNING OF WRATH

ACT II. THE FIRST LOCK

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

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

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

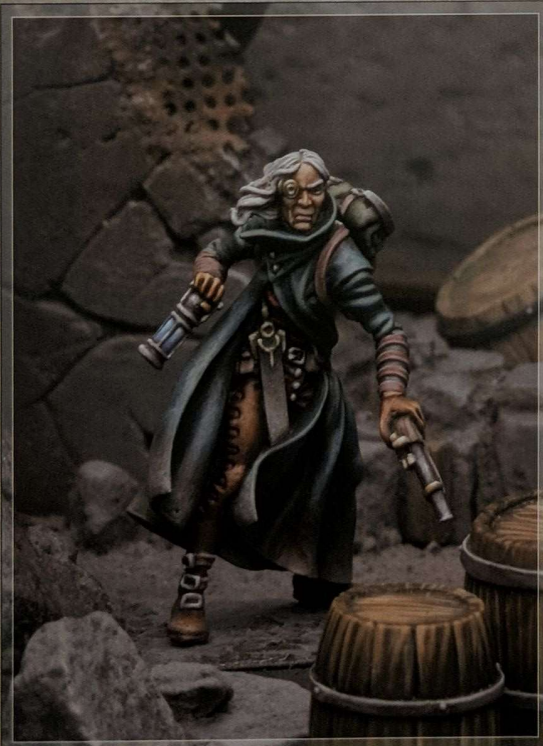
"I've warned you. In any case if things don't go well I'm going to blow this whole place up."

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

"As usual..."

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

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



OBJECTIVES

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

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

INSTRUCTIONS

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

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

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

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

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

SELECTING COMBAT GROUPS

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

TRAPS

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

SPECIAL RULES

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

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



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



Griffin
deployment
zone



Scorpion
deployment
zone



Doors



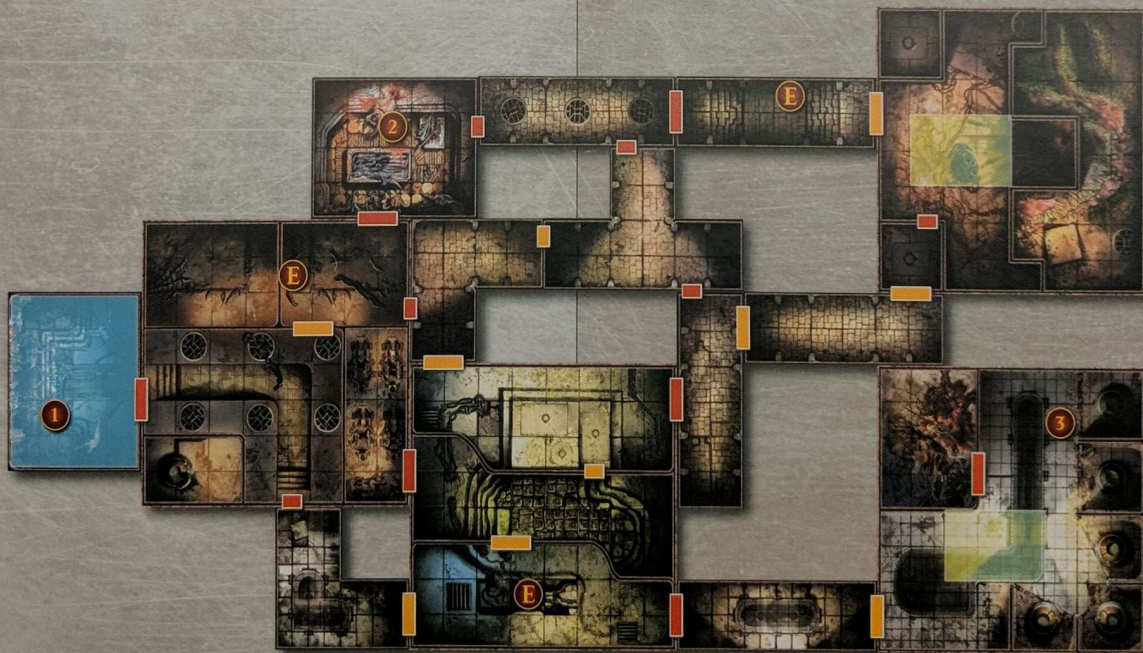
Passages



Events



Objectives



THE DAWNING OF WRATH

ACT III. THE SECOND LOCK

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

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

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

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

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

OBJECTIVES

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

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

INSTRUCTIONS

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

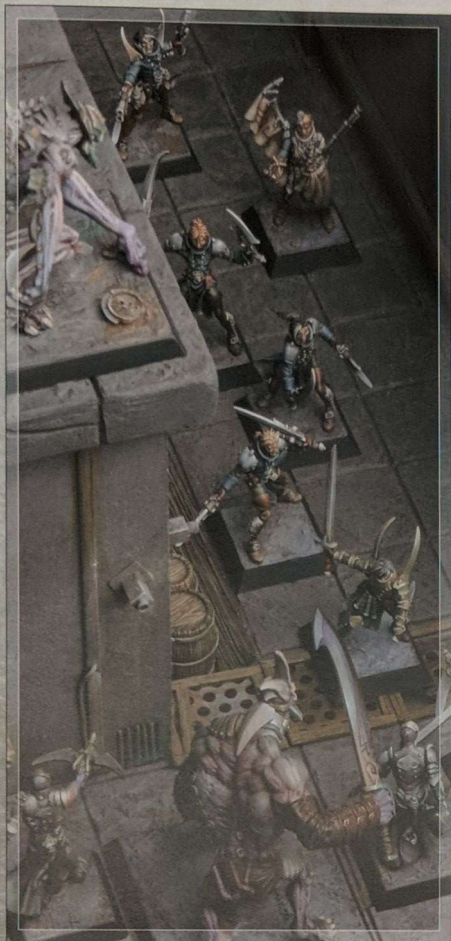
- If this test is passed, then the lock is opened or blocked as chosen by the player controlling the miniature. The game then immediately ends.
- If the test is failed, then it can be attempted again for this fighter (if he still meets the conditions listed above) with a +2 on the SL of the new roll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

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



SELECTING COMBAT GROUPS

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



TRAPS

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

SPECIAL RULES

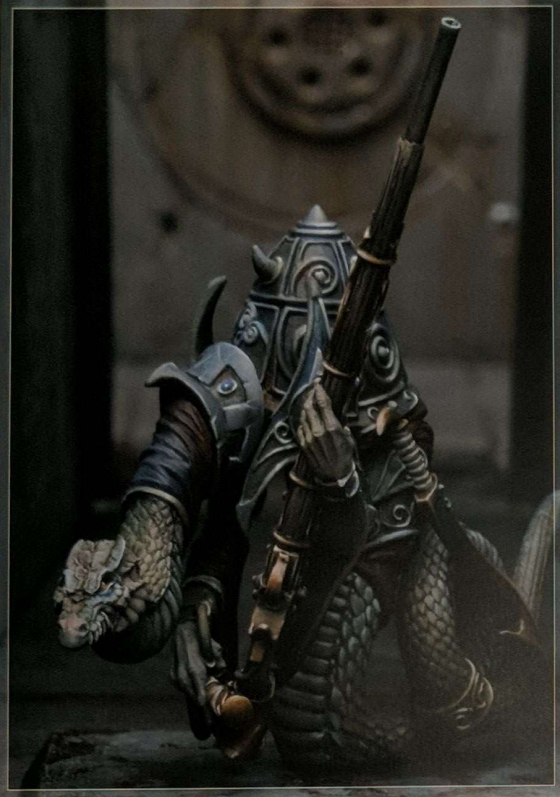
The regular rules on the Nemesis objective rooms are not used in this mission.

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



THE DAWNING OF WRATH

ACT IV. PASSAGE



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

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

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

"Rest in peace, my brother."

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

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

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

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

OBJECTIVES

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

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

INSTRUCTIONS

Objective 1 marks the position of a trapdoor leading to the lower level. Using it proves to be particularly difficult and requires coordinated action by the fighters.

To win this game, one of the two players must have all his live fighters in the room where Objective 1 is placed (and not just on the game tile on which this room is located) at the end of a round, starting from the third round onwards. Also, not a single of his opponent's miniatures may be in this room for the victory conditions to be met.

SELECTING COMBAT GROUPS

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

TRAPS

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

SPECIAL RULES

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

1-4: The player draws an Action card.

6-7: Nothing happens.


8-10: The opponent draws an Action card.




E Event

1 Objective

 Griffin deployment zone

 Scorpion deployment zone

 Doors

 Passages



THE DAWNING OF WRATH

ACT V. SANCTUARY

"An ophidian?"

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

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

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

"Should we retreat?"

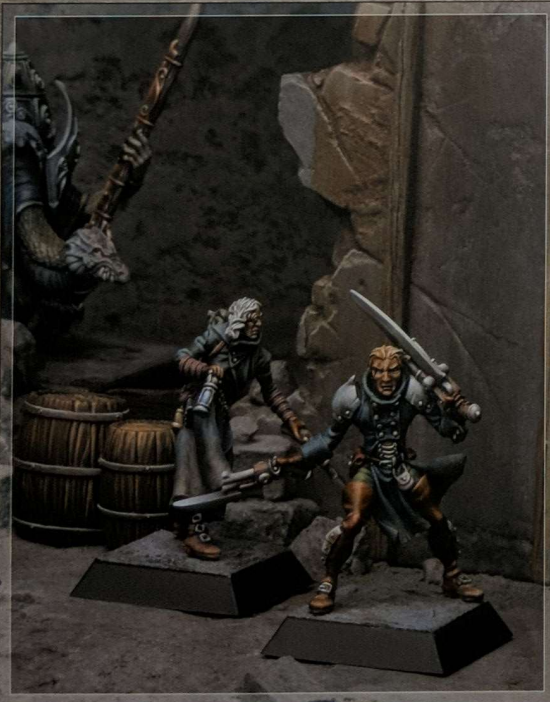
"Of course not! We're going in and will force it to follow us. If she resists, even just a little, then we'll riddle her with bullets until there's more metal than flesh in her body!"

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

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

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

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



OBJECTIVES

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

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

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

INSTRUCTIONS

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

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

Objective 1 can be activated only once per game.

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

SELECTING COMBAT GROUPS

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

TRAPS

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

SPECIAL RULES

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

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

Event

Objectives

Scorpion deployment zone

Griffin deployment zone

Doors

Passages



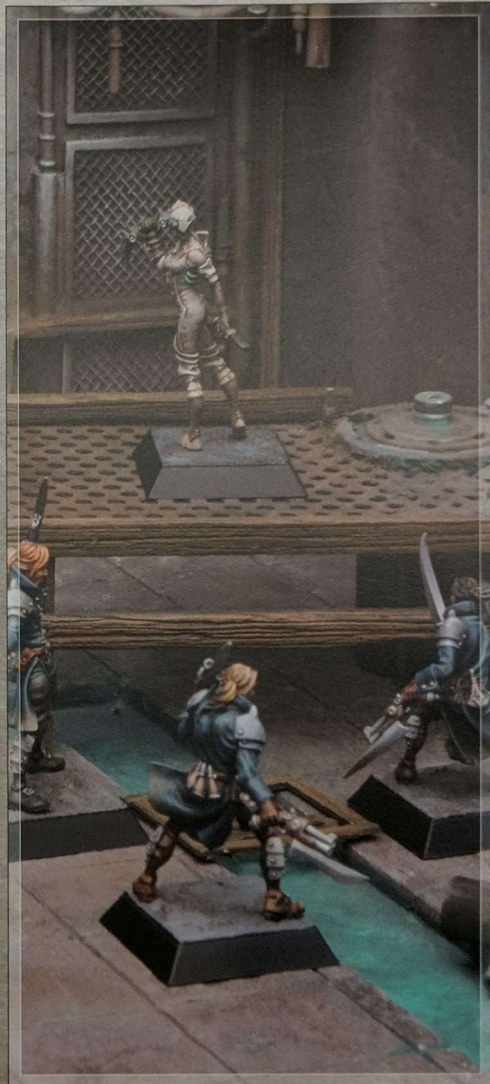

We had found her; there she was, gigantic and superb. She was asleep, filled with alchemical substances, unaware of the combats that had been fought around her. Without knowing it, we had neutralised a laboratory of the Hybrid Project, the first one in my career.

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

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

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

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



SACRILEGE

TRAITORS AND ALLIES

Nelphaëll rarely ever missed her target. Yet that night she cursed herself for having missed, for this failure would have serious consequences.

The clone was running off at great speed in Kaïber's maze of streets and alleyways. He had to be caught and killed, and all his companions had to be hunted down. It was a question of the whole Alliance of Light's survival.

The elf rushed off in hot pursuit of the intruder, running over the rooftops of houses and down staircases while concentrating all her energy into her legs. Yet to no avail, for the clone's legs, which were so overdeveloped that it was almost grotesque, gave him an unbeatable advantage.

Suddenly a figure holding a sword appeared from the shadows. Taking the clone by surprise, it thrust its blade into his chest. Nelphaëll took advantage of the situation to reload her crossbow. The stranger was courageous, yet she had seen the clone finish off tougher fighters than him. The elf analysed the two fighters' movements while her mysterious ally was having a hard time parrying the clone's blows. As soon as she saw an opening, Nelphaëll sent a bolt flying straight into the clone's skull. She rarely ever missed her target...

While Nelphaëll neared the corpse, the stranger bent over it to examine the remains of his opponent. She now recognised him: he was a Darkness hunter charged with the surveillance of the fortress's interior.

Nelphaëll quickly noticed that the clone didn't have what she was looking for. The others had all fled. Her people and her honour were done for. Yet her attitude didn't betray the terror weighing down on her. The Darkness hunter nevertheless seemed to understand.

"What's this clone doing here?" he asked.

"He snuck into my people's quarters."

"This isn't a leader. Where are the others? Where is his chief?"

"They have all left."

"With the thing they came looking for?"

It was obvious that the Akkylannian already knew the answer.

"This only concerns my people."

"We are here on the Alliance's territory, not on that of a people."

"We all have our secrets."

Nelphaëll had struck a chord and quickly took advantage of having the upper hand.

"I thank you for your help. I'll take care of the corpse and will send my report to Commander Kyrô. Your prelate will have to get in touch with him if he wants further information."

"You won't find the others."

"I'm used to tracking my enemies."

"Not these. This clone is of a strain that you don't know."

It's true that this clone's appearance was surprising.

"It's a hybrid," he continued, "a strain that was abandoned after the fall of the first Shamir, yet which remains powerful."

"Thanks for the information."

"My men and I have already fought against them."

"Very well."

"We'll be able to find their lair if..."

"If what?"

"If you share your secret with me."

~

Kyrô nevertheless seemed nervous. He gazed at Kaïber through the window with his back turned to Nelphaëll.

"You think that he warned his superiors?"

"No, he was visibly working alone."

"Does he seek glory?"

"Most probably not, seeing he is an envoy of the Inquisition. Maybe he doesn't trust those around him."

"What happened last night is too serious to be revealed."

"Yes, commander."

"Yet the Akkylannian is right. This clone is unknown to us. The hunt promises to be long and we cannot give them too much time. We don't have the right to. And we must not fear the truth."

Nelphaëll remained silent. She didn't want to take sides. It was up to the commander to decide.

"Go with the Akkylannian, but only reveal the truth to him as a last resort."

"Very well."

"I'm letting Mehöl, one of us, join you. He's exuberant, yet can prove to be very useful."

~

The varsÿm and the Darkness hunter quietly returned to the camp. Nelphaëll, Mehöl and the inquisitor went to meet them. The Darkness hunter seemed satisfied.

"The laboratory's entrance is on the other side of this hill. We'll be there before the suns rise."

Nelphaëll's gaze discreetly met the varsÿm's, who confirmed what the Akkylannian just said with an imperceptible nod. She then turned to the Darkness hunter, knowing what was to follow.

"I have held my word, now it's up to you to hold yours, Nelphaëll."

"This must remain between us."

"As long as it doesn't harm the Alliance... or Merin."

"That won't be the case if we succeed in our mission."

"Very well, in that case you have my word."

Nelphaëll moved away from the camp, summoning the Darkness hunter to follow. Once they were far away from the others she whispered into his ear.

"The Syhars have committed an unpardonable crime. One of them has intruded the sacred towers and has torn a sample of flesh from one of our dragons."

The Akkylannian went pale.

"We don't know how they did it," she continued. "We only know that they must not be allowed to create clones using this draconic strain. My mission is to retrieve the sample before this happens. And now this is also your mission."

Nelphaëll stared at the Darkness hunter, who just barely managed to gulp.

"This has always been the case. We haven't met by chance. I was aware that a traitor in the heretics' service was hiding in Kaiber. Now I know what his mission was. No doubt that this laboratory not only hides your sample, but also the traitor's identity."

"So that makes us allies."

"Just like you, I punish sacrileges."

Nelphaëll smiled behind her mask. She realised that the rumours about the Inquisition weren't true; this institution's faults didn't hinder its efficiency. Accompanied by her new ally, she returned to the camp with a confident stride. That night they were going to enter laboratory SO 082 and prevent Darkness from corrupting Light

CAMPAIGN RULES

Sacrilege is a Hybrid campaign made up of four missions. Though they can be played separately, they can also be played using the campaign rules (see *Nemesis*, p. 17). Furthermore, *Sacrilege* uses other rules to simulate the particular circumstances of its intrigue.

Note: During this campaign the Cynwäll player is the one controlling Nelphaëll and her allies of the Inquisition.

MISSION SEQUENCE

Sacrilege is presented in three "stages" that give rise to four games. Indeed, *Breakthrough!* takes place in the central sector of laboratory SO 082, which is the only access from the outside and the only way to reach the other two sectors. *The Traitor* and *The Experiment* each allow the Cynwäll player to reach one of his two objectives (uncovering the traitor's identity and retrieving the draconic sample). However, the Cynwäll combat group can't reach these two objectives without passing through the central sector first.

Thus, *Breakthrough!* is played a first time when the Cynwälls and the Inquisition's envoys enter laboratory SO 082. Depending on how the mission unfolds, *The Traitor* or *The Experiment* is then played. This campaign's third mission is again *Breakthrough!*, even though it involves slightly different objectives this time: the Cynwäll combat group must cross this sector to reach the one holding the last objective to carry out. The campaign's fourth and last mission (*The Traitor* or *The Experiment*) is then played.

STRATEGIC CONSEQUENCES

To simulate the stakes and the tension of *Sacrilege*, strategic consequences are associated with its two fundamental missions: *The Traitor* and *The Experiment*. The text describing these two missions indicates the benefits the game's winner gets from them. If one or the other ends in a tie, then neither of the associated strategic consequences is brought into play. These consequences remain valid for the remainder of the campaign even if, later on, the player benefiting from them loses a game.

Moreover, *Breakthrough!* has its own consequences when it is played for the first time: the winner gets to choose the second mission (*The Traitor* or *The Experiment*).

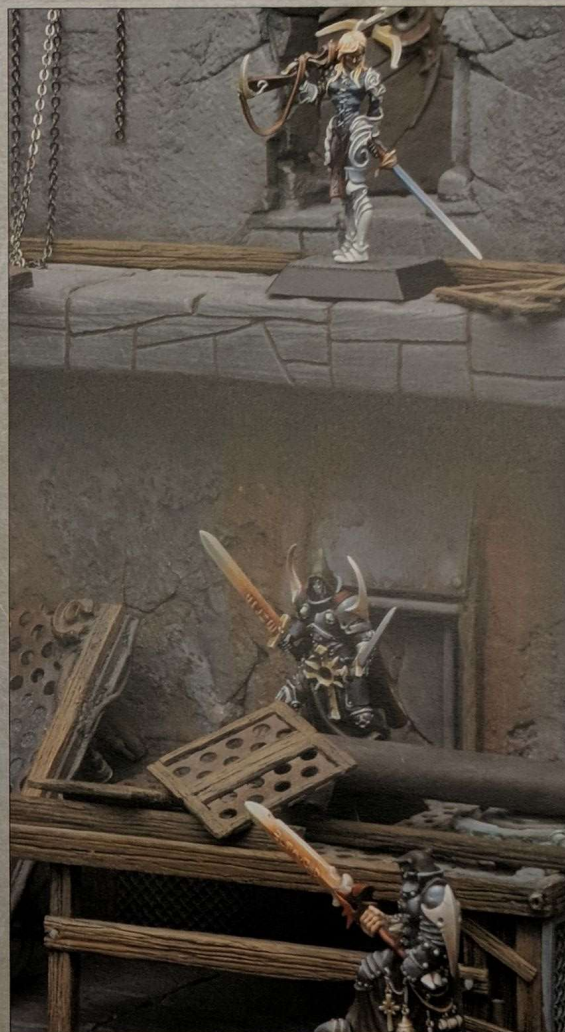
COMBAT GROUP COMPOSITION

Sacrilege puts into play an alliance between Cynwälls and Akkylannians of Kaiber. The trip from the fortress of Light to laboratory SO 082 was a long one, and though reinforcements are available, they aren't unlimited. Thus, at the start of the campaign the Cynwäll player must build the hard core of his combat group. It is made using a **Rank total of 8 and a total number of warriors of 5**. Furthermore, it absolutely must include Nelphaëll and a Griffin reserved to the Inquisition (see *Cry Havoc* vol. 3, p. 10). Once it has been built, this hard core has to be integrated into all of the campaign's combat groups. It may be complemented with freely chosen fighters if allowed by the mission's combat group composition and the campaign rules. On the other hand, even when in small numbers, it must always include at least Nelphaëll and one Griffin reserved to the Inquisition.

What more, Old and New Scorpions team up against the invaders of Light. Though the Scorpion player can use the troops he wishes, he must remember that certain strategic consequences only affect certain Scorpions and not others.

COMBAT GROUP DEPLOYMENT

The *Sacrilege* missions make troop deployment a crucial moment. To avoid any problems during this phase, the players proceed with an Activation roll. Its winner decides who will deploy his troops first.



SACRILEGE I & III: BREAKTHROUGH!

The clones were attacking from all sides, yet Nelphaëll was shooting her crossbow bolts at fascinating speed. All around her was the gloom of laboratory SO 082. The inquisitors had warned her: the Hybrid Project's laboratories were true labyrinths. Yet she was ready to lead her troops through this maze. Unfortunately her choice didn't only obey tactical parameters: she knew that her Akkylannian allies were in a hurry to uncover the traitor's identity. For her, retrieving the sample was her only priority.

Suddenly a movement caught her attention. No clone could be seen, but her heightened elf senses detected a presence. She would first have to neutralise this opponent before taking her decision...

OBJECTIVES

When it is played for the first time, this mission imposes the Cynwäll player to evacuate the equivalent of 2 Rank levels. He can have his fighters leave by either of the two exits. However, he must reach a total of 2 Rank levels thanks to fighters who used the same exit.

The second time this mission is played, the Cynwäll player must also evacuate a total of 2 Rank levels, but the fighters are required to leave using the other exit on the map.

Each time the Scorpion player must prevent his opponent from reaching his objective.

INSTRUCTIONS

When played for the second time, *Breakthrough!* uses different deployment zones:

- **The Cynwäll player** ignores the indicated deployment zone. His troops enter this sector by the access they used to reach the previous mission.
- **The Scorpion player** cannot deploy fighters on the game tile with the Cynwäll player's access.

COMBAT GROUP COMPOSITION

| | CYNWÄLLS | SCORPIONS |
|-----------------|----------|-----------|
| RANK TOTAL | 10 | 10 |
| NO. OF WARRIORS | 8 | 12 |

TRAPS

Two randomly chosen Trap counters are included among the six Event counters used in the game.

SPECIAL RULES








This mission has no special rules.



STRATEGIC CONSEQUENCES

If the Cynwäll player wins this game, then the next mission played is the one led to by the access through which he had 2 Rank levels leave.

If the Scorpion player is victorious, then he can freely choose the next mission (*The Traitor* or *The Experiment*). Though warriors of Light have managed to infiltrate the laboratory, the Scorpions bravery has allowed them to impose the theatre of the next battle on their assailants.

| | | | |
|---|---------------------------|---|----------|
|  | Scorpion deployment zones |  | Doors |
|  | Cynwäll deployment zone |  | Passages |
| | |  | Events |
| | |  | Rubble |
| | |  | Pillars |



SACRILEGE II OR IV: THE TRAITOR

Sin Assyris scanned the omnimancer's office with his gaze. He thought about the many months of preparation that had been needed to steal the sample. Now everything threatened to come crumbling down. His first reaction had been to grab some documents and flee towards the lower levels of the laboratory, far away from the Cynwälls and Akkylannians. Yet he had quickly realised that this wouldn't be enough to protect the traitor's identity. There were too many notes, too many missives, too many documents for him to remove to be able to solve the problem. And burning the office would only make matters worse: the Empire of Syharhalna would no longer have a way to contact the traitor without the precious codes hidden here. Yet at all costs this damning evidence had to be kept from falling into the hands of the servants of Light, especially the inquisitors. If he didn't manage to push back their assaults, then Sin Assyris would have to destroy everything.

OBJECTIVES AND INSTRUCTIONS

The Cynwäll player must retrieve the notes hidden in the Omnimancer's Office and bring them to shelter in his deployment zone.

The Scorpion player must prevent his opponent from reaching his objective, even if this means burning down the Omnimancer's Office.

COMBAT GROUP COMPOSITION

| | CYNWÄLLS | SCORPIONS |
|-----------------|----------|-----------|
| RANK TOTAL | 9 | 8 |
| NO. OF WARRIORS | 6 | 10 |

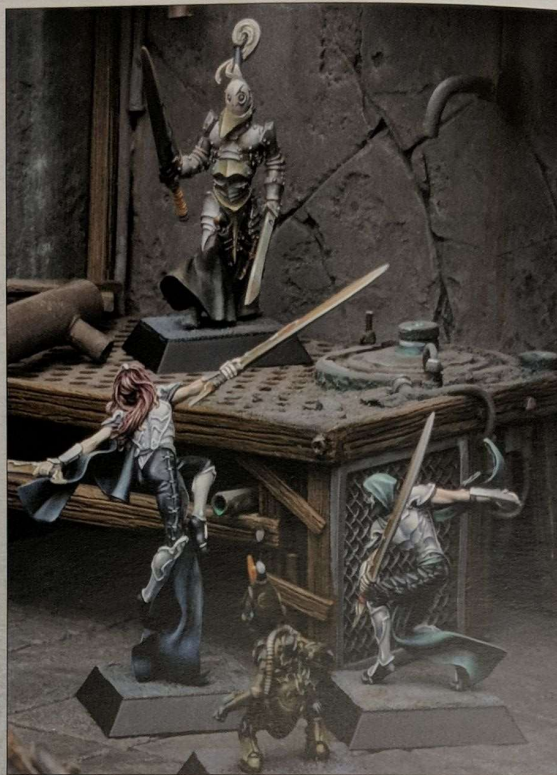
TRAPS

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

SPECIAL RULES

This mission uses the "Armoury" and "Omnimancer's Office" objective rooms.

Only the Cynwäll player's fighters can retrieve the notes. To do so, Objective I counter simply has to be activated as if it were an Event counter (see *Hybrid*, p. 27). A fighter who is attempting to activate the Omnimancer's Office effect cannot pick up the notes, and vice versa. Once the notes have been retrieved, the Cynwäll player places the Objective I counter under the miniature of the fighter who picked them up: he is now the carrier of the valuable notes. He can pass them to an allied fighter in base-to-base contact with him, whether this fighter has already been activated or not. If the carrier of the notes is eliminated,










then the Objective I counter remains at the spot where his miniature was standing when he was eliminated. The notes can then be picked up again like at the beginning of the mission. The game ends with a Cynwäll victory as soon as the carrier of the notes enters the Cynwäll player's deployment zone.

On the other hand, the Scorpion player can set the Omnimancer's Office ablaze to destroy the priceless documents in it. This action follows the same rules as the activation of an objective room (see *Nemesis*, p. 12): the same fighter can attempt only one of these two actions during the same activation of his. If the Omnimancer's Office is set on fire while the Objective I counter is still in it, then the game immediately ends in a draw.

STRATEGIC CONSEQUENCES

If the Cynwäll player successfully carries out this mission, then the Griffin fighters reserved to the Inquisition all benefit from the effects of the "Fiery Favour" card, which is then removed from the Event (Army) draw pile for the campaign's other games.

If the Scorpion player is victorious, then the fighters reserved to the New Scorpions benefit from the effect of the "Predator's Instinct" card, which is then removed from the Event (Army) draw pile for the campaign's other games.

-  Scorpion deployment zones
-  Cynwäll deployment zone
-  Doors
-  Passages
-  Events
-  Objectives
-  Rubble



SACRILEGE II OR IV: THE EXPERIMENT



The two varsjms were moving at a fast pace slightly ahead of Nelphaëll. She knew that speed was of essence and was counting a lot on the talents of the two scouts. She made them a sign and the two Cynwälls rushed off into the darkness of the laboratory.

When they reached a crossroads, the scouts took a short break. Further on they could make out a glow and could hear the mechanical hum of the Syhar machines. At the same moment that one of them spotted the shape of Sin Assyris at the heart of the laboratory, the other one heard the first clones coming out of their tanks.

With the cold discernment that was characteristic of the Cynwälls, the two varsjms knew which one of them would have to sacrifice himself and which one would have to go back to warn Nelphaëll.

OBJECTIVES

The Cynwäll player must destroy the draconic sample stored in the Gene Library.

The Scorpion player must find this sample and bring it off the game board using the exit indicated on the map.

INSTRUCTIONS

The Scorpion player must deploy at least one fighter of Rank I (maximum: 2 Rank levels) inside the Heart of the Laboratory. The rest of his troops are deployed in the Storage Tanks. If the Scorpion player uses New Scorpion fighters (see *Cry Havoc*, vol. 3), then he must place them

in priority in the Heart of the Laboratory (within the limit of 2 Rank levels).

COMBAT GROUP COMPOSITION

| | CYNWÄLLS | SCORPIONS |
|-----------------|----------|-----------|
| TOTAL RANK | 8 | 9 |
| NO. OF WARRIORS | 6 | 10 |

TRAPS

Two randomly chosen Trap counters are included among the five Event counters used in this game.

SPECIAL RULES

This mission uses the “Storage Tanks”, “Heart of the Laboratory” and “Gene Library” objective rooms.

At the start of the game the sample is in the gene library. The Cynwäll player’s fighters and those of the Scorpion can retrieve it by activating the objective room following the usual rules (see *Nemesis*, p. 12). In this case the discovery of the sample replaces the Gene Library’s regular effect.



If it is discovered by the Cynwäll player, then the sample is automatically and immediately destroyed, and the game ends with this player’s victory. If the sample is discovered by the Scorpion player, then the same rules are used as in the notes of the previous mission (the sample is represented by an Objective counter). If it’s lying on the ground, then the sample can be destroyed by a fighter: to do so, the same procedure must be followed as to activate an Event counter (see *Hybrid*, p. 27). Furthermore, the sample is destroyed if an explosive charge or a time bomb is set off inside the Gene Library.



And finally, fighters with the “Puny” or “Titan” aptitude cannot pick up or carry the sample.

STRATEGIC CONSEQUENCES

If the Cynwäll player wins the game, then his Cynwäll fighters are relieved and galvanised by their success: they all then benefit from the effect of the “Vengeful Hand of Merin” card for the rest of the campaign. It is removed from the Event (Army) card draw pile.

If the Scorpion player succeeds in this mission, then his fighters ransack the Gene Library and carry off as many treatments as they can before leaving for combat. At the beginning of every following game the Scorpion player can choose four Mutations among six cards.

-  Scorpion deployment zone
-  Doors
-  Passages

-  Events
-  Rubble

SCORPION
Exit



THE RIGHT STUFF

In this sixth issue of *Cry Havoc* we propose to play *Hybrid* like a role-playing game with miniatures.

Unlike a game of *Cadwallon*, it isn't a question of playing the "role" part of the following missions, but rather of playing *Hybrid* with a single fighter per player.

One of the players nevertheless dons the role of "game master" and uses the usual rules. He must coordinate several fighters against the heroes played by his opponents, who are therefore in the same camp and must cooperate in their fight against the game master.

The comparison with a role-playing game doesn't end here. Indeed, the fighters allied against the laboratory progress from mission to mission. The rules below explain the modifications to make to *Hybrid* in order to play in *The Right Stuff* mode.

ACTIVATION

Together, the Hero players determine and agree on the activation order of their fighters. If they can't reach an agreement, then each player rolls 1d10 and the one who gets the lowest result decides the activation sequence. In case of a tie, the dice are rolled again.

CARDS

HERO ΔΣΙΠΠΣ

Each Hero player draws an Action card at the start of the game. From then on he gets another one every time his fighter eliminates an enemy. A Hero player cannot have more than four Action cards in his hand at a time.

The Action cards played by the heroes are discarded into a pile called "Torment."

LABORATORY ΔΣΙΠΠΣ

The game master draws three Action cards at the start of the game.

During the game, at the beginning of a round, he can randomly draw one Action card from the Torment pile and place it in his hand (if this pile has at least three cards in it when making this draw).

EVENTS

The two camps take turns drawing these cards. The heroes count as a single camp. It can therefore happen that only one of the heroes ends up activating Events.





COMPOSITIONS

Each Hero player controls a single miniature. To play it he has a gaming aid called a “character sheet.”

The game master can deploy a rank total equal to that of the heroes plus the mission’s difficulty. His number of fighters is then equal to three times the number of heroes, to which he adds the mission’s difficulty.

Example: *If the game master is confronting three heroes of rank 2 in a mission of difficulty 1, then his rank total is $2 + 2 + 2 + 1 = 7$ and his maximum number of fighters is $(3 \times 3) + 1 = 10$.*

DEPLOYMENT

The deployment of the heroes and of the game master’s fighters is similar to that of a regular game of *Hybrid*.

During the game the game master can’t have more than X fighters in the same room. X is equal to the number of heroes plus one. If for any reason the game master doesn’t respect this rule, then the SL of all his fighters is reduced by one point for each surplus fighter. This penalty stops applying as soon as the game master respects the rule again.

EVOLUTION

The heroes evolve from one dangerous mission to the next. They find useful equipment in the laboratories and gain experience.

LOOT

When one of the game master’s fighters dies he leaves some loot behind, which is immediately recovered by the hero who killed him. The player controlling this hero rolls 1d10 and refers to the “Loot” table of the

mission being played. These objects can only be used by the hero and on himself. This can only be done at the beginning of his activation. A hero can use only one such object at a time.

A hero can give one such object to another hero. This is to be done at the beginning of a round and the two heroes must be in the same room (and not only on the same game tile).

An object that isn’t used during the game can be kept for a later one.

A hero cannot have more than four objects at a time. If he has the possibility to get another one, then he can discard one of the objects he is carrying to replace it with the new one. The discarded object cannot be retrieved in any way.

EXPERIENCE

Every hero who can be played in *The Right Stuff* mode has a character sheet that summarises his or her stats and evolution (as a flow chart). Every time a hero survives an adventure he ticks one of the available evolutions. The first level is at the top of the list. One can only move on to the next level once all the evolutions on the previous level have been ticked (see the character sheets).

There are four types of evolution identified by four different colours. Evolution that applies to mode values and NV is coloured red. New equipment is blue. New aptitudes or aptitude bonuses are green. And Movement bonuses are yellow.

DEATH

If a hero should happen to die, then the gods of Aarklash resuscitate him before the next game. The character’s new incarnation loses the last evolution that he gained, yet he keeps his previously acquired loot.

MISERICORD



Movement: 7 points

Class: Rank 2 of the Griffin

Equipment: Rifle/+1 in Firing

“Hauteclaire” sword/+3 in Offensive Combat.

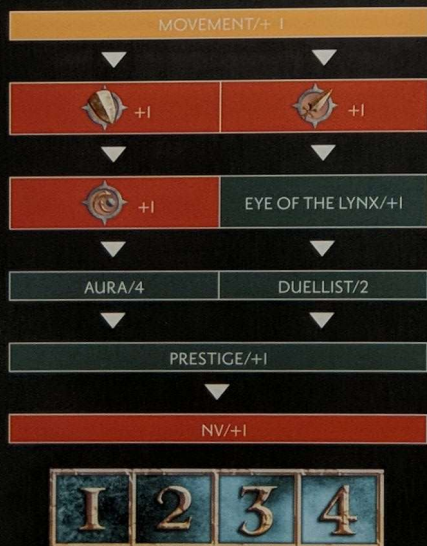
Aptitudes: Conviction/1. Prestige/1.

In combat Misericord uses a legendary sword named Hauteclaire. This weapon provides her with various powers.

Justice of Fire: Once per game, at the beginning or the end of her activation, Misericord can unleash a powerful wave of flames. All fighters (friend and foe) located within two squares or less of hers must make a test of NV + 2. If this test is failed, then the concerned miniature suffers a Wound.

Mercy of the Virtuous: Once per game, at the beginning or the end of her activation, Misericord can call on Hauteclaire’s power to heal one of her Wounds. Her NV then improves by one point, but it cannot become greater than its initial value.

EVOLUTION



GARELL THE REDEEMER



Movement: 9 points **Class:** Rank 2 of the Griffin

Equipment: Rifle/Eye of the Lynx/2 and +2 in Firing, or Pistol/Armour-piercing shot/2 and +2 in Firing.

Aptitudes: Mineclearer/2. Infiltration/2.

Mineclearer/X : When the fighter ends his movement on an Event, the player can choose one of the following actions:

- Announce the counter’s activation according to the usual rules.
- Look at the counter’s hidden side (even if it isn’t the player’s turn) without applying its effects.
- Defuse a trap.
- Lay a mine. The fighter has X mines available at the start of the game (see reference card).

ATTENTION! The fighter can only place a mine in the room he is in. Moreover, the mine only explodes when one of the squares adjacent to it in the same room is crossed.

EVOLUTION



THE RED LIONESS



Movement: 8 points

Class: Rank 2 of the Lion

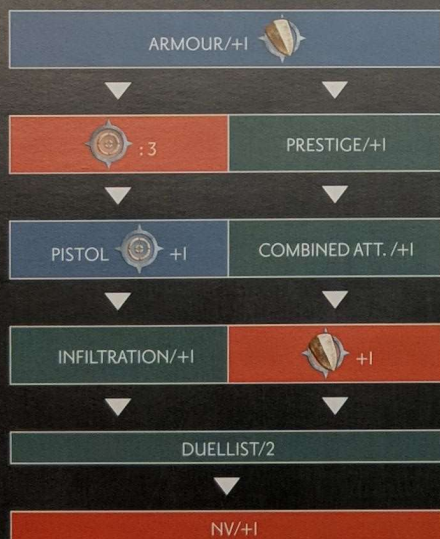
Equipment: Sword of Llyr/+3 in Offensive Combat

Aptitudes: Prestige/1, Combined Attack/1, Infiltration/2.

The Red Lioness is a Lion fighter, yet she can be enlisted by the Lodge of Hod. She is then subject to the same rules and effects as any other Griffin fighter.

Sword of Llyr: When the Red Lioness gets a natural result of \square in Offensive Combat, she automatically inflicts enough Wounds to kill her opponent.

EVOLUTION



1 2 3 4

ALAHIEL THE MESSENGER



Movement: 8 points

Class: Rank 2 of the Lion

Equipment: Longbow/+2 in Firing

Aptitudes: Combined Attack/2, Eye of the Lynx/2

Alahiel the Messenger is a Lion fighter, yet he can be enlisted by the Lodge of Hod. He is then subject to the same rules and effects as any other Griffin fighter.

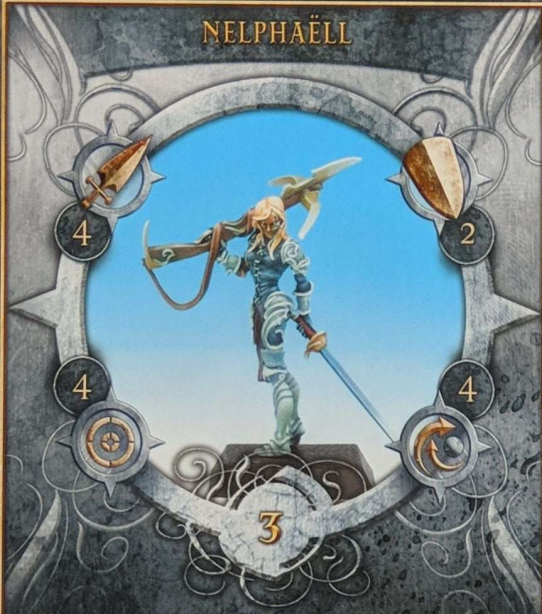
Sacrament and Deliverance: When using his "Combined Attack" aptitude, if Alahiel gets a natural result of \square on his additional attack, then he automatically inflicts enough Wounds to kill his opponent.

EVOLUTION



1 2 3 4

NELPHAËLL



Movement: 8 points **Class:** Rank 2 Cynwäll
Equipment: Helianthic crossbow/+2 in Firing.
 Sword/+2 in Offensive Combat.
Aptitudes: Felon/2. Duellist/2. Concentration.

Nelphaëll is a Cynwäll fighter, yet she can be enlisted by the Inquisition. She is then subject to the same rules and effects as any other Griffin fighter.

Concentration: Once per round the player can re-roll a die bound to one of the four action modes for one of his miniatures that has this aptitude.

NOTE: Trihedron: When Nelphaëll is standing within eight squares or less of Syd de Kaiber or of Soïm, then she gets +1 on her SL in Firing.

EVOLUTION



MEHÖL



Movement: 9 points
Class: Rank 2 Cynwäll
Equipment: Cynwäll sword/+2 in Offensive Combat.
 Armour/+1 in Defensive Combat
Aptitudes: Concentration. Velocity/2.

Mehöl is a Cynwäll fighter, yet he can be enlisted by the Inquisition. He is then subject to the same rules and effects as any other Griffin fighter.

Concentration: Once per round the player can re-roll a die bound to one of the four action modes for one of his miniatures that has this aptitude.

EVOLUTION



BLEEDY ENCOUNTERS

The mission that his creator and master had given him was his only reason to be, the only goal in his life: he had to protect his nation and help it defeat its enemies in the torment of the Rag'narok. In the meantime his master had died, yet his mission nevertheless had to be carried out.

For several weeks he had thought about how he would fulfil his task. His creator had conceived him from a strain of Kithairin Saar, the greatest of the Saar class trackers. He would therefore have to do what he was naturally talented at: extractions.

Abeèn Saar had taken the first decision ever in his life: he would strike the enemies of Arh-Tolth with a fatal blow by abducting their most charismatic leaders! Deprived of them, the enemy troops would put up very little resistance when confronted by the alchemical hordes.

Abeèn had turned his master's old laboratory into a detention centre and had created several clones to serve him. His plan was perfect. His creator-master would have been proud of him.

The hunt had begun and his first victim had fallen into his hands almost by chance. Alahel was travelling alone, carrying a message of utmost importance. Abeèn had followed him and easily captured him in his sleep. The Barhan had been the first one to discover Abeèn Saar's jail.

Thanks to the message, it had been easy for him to locate the Red Lioness. Yet knowing himself incapable of rivalling such a warriorress, Abeèn had hesitated before taking her on. He had therefore used manipulation and several pieces of gold to hire a band of goblins from Cadwallon.

Outnumbered by 21 to one, the Lioness hadn't had the slightest chance to win. The children of Rat had captured her and delivered her to Abeèn.

By pure luck he had located two Griffins, a man and a woman, near the place where the Red Lioness had fallen. He again had had to deal with the goblins.

The task had proved to be much harder than he had expected. The Akkylannians had defended themselves with uncommonly fierce determination. Luckily, when the net had fallen down onto them, their ardour had melted away like snow in the sun.

The mission was going well. Abeèn already had four prisoners, of which one was particularly prestigious. Soon he would inform Shamir and then reinforcements would be sent.

The goblins, and more specifically one named Cyanhur, had then taken the initiative to contact him themselves. As talented and he is cupid, the assassin had offered him his help and the delivery of two Cynwälls.

Thus, in exchange for several coins and the Lioness's armour of alliance, Abeèn had gotten two new prisoners, not to mention the information needed to capture Syd de Kaiber.

Locked up in their cells, the prisoners weren't a threat. The time had come for Abeèn and Cyanhur to go to Kaiber to abduct the Cynwäll general.

Mehöl had been locked up in his cell with Nelphaëll for several days now. He didn't have the slightest idea where they were or who their jailer

was. All that he was sure about was that he wouldn't remain there for very long.

This laboratory was very old, much older than it should have been, but the room had only recently been turned into a cell. Mehöl studied the faded symbols above the door. If his calculations were right and if what was written was true, then he would simply have to press down five specific stones in a given order to trigger the opening of... something.

Click...

The mechanism had opened a passage through which he had reached an air shaft that led to a room filled with surgical instruments and then to a long corridor.

His innate sense of direction had told him that one of the corridor's countless doors led to his cell. Mehöl was pretty sure that other prisoners were being kept in this sinister place. He had to find Nelphaëll as quickly as possible. Together they would be able to find a way to escape and help the other captives.

So he tiptoed down the corridor and opened the small surveillance hatch at eye level in the first door to his right. In the cell a young, white-haired woman was sitting on a straw mattress. Despite the prisoner's pitiful state, the sparkle in her eyes left no doubt as to her identity: the Red Lioness!

What should he do? Mehöl absolutely had to find Nelphaëll! Encumbering himself with someone else would slow him down, yet he couldn't bring himself to leave the Lioness behind.

Half an hour later Mehöl was gazing at the motley group that had formed. Once she was free, the Red Lioness had insisted on opening all the cells, making little of the Cynwäll's objections.

In an adjacent room they had found a good part of their equipment and they were now all ready to fight.

DIFFICULTY LEVEL: 2

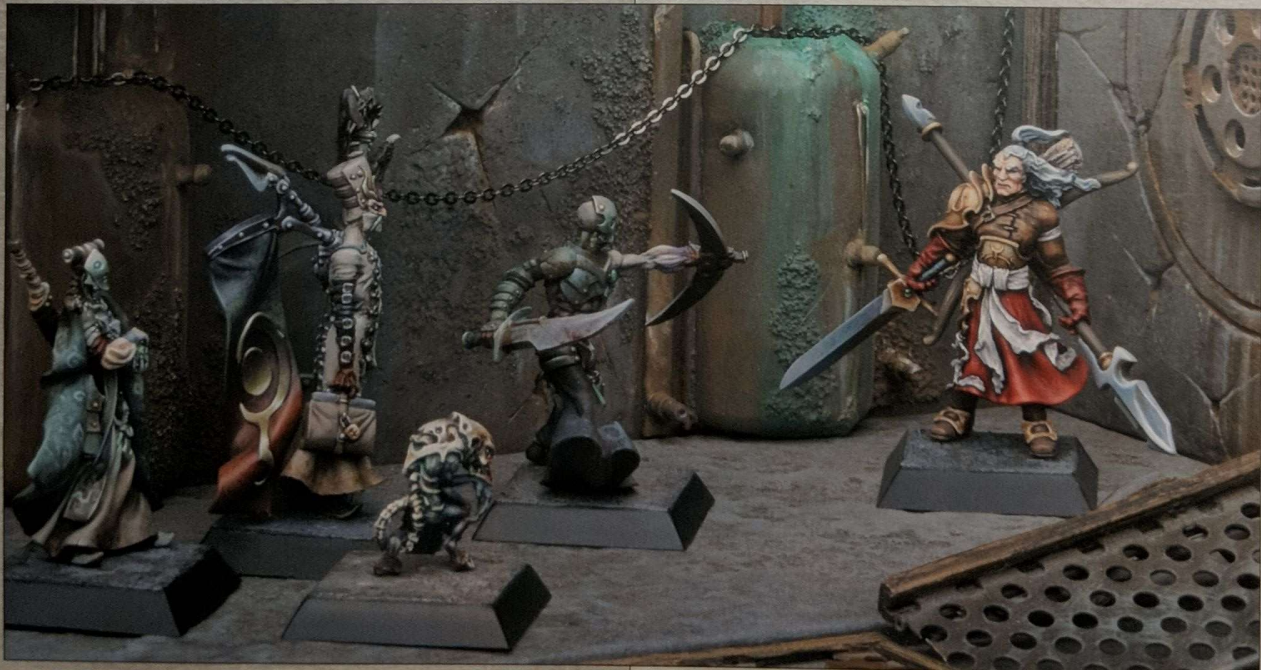
OBJECTIVES

The adventurers must eliminate the enemy menace and get out of Abeèn Saar's prison.

INSTRUCTIONS

Objective counter 1 represents the laboratory's exit. It can only be used once at least half of the game master's fighters have been eliminated. Once this has been done, any hero who ends his Move in Moving mode on this counter is saved and removed from the game board.

-  Scorpion deployment zone
-  Hero deployment zone
-  Doors
-  Passages
-  Events
-  Rubble






TRAPS

Include one Trap counter among the three Event counters used in the game.

LOOT

| | Rank 0 | Rank 1 | Rank 2 | Rank 3 and + |
|----|----------------------|----------------------|--------------------------|-----------------------|
| 1 | Minor healing potion | Healing potion | Regeneration potion | Lucky stone |
| 2 | Blade poison | Blade poison | Healing potion | Regeneration potion |
| 3 | Rusty blade | Slave collar | S.O. symbol | Healing potion |
| 4 | Broken dagger | Minor healing potion | Dead rat | Minor healing potion |
| 5 | Slave collar | Rusty knife | Abeèn's manuscript | Ceremonial Syhar vest |
| 6 | Slave hood | Stained parchment | Minor healing potion | Engraved bone |
| 7 | Bandage | Wooden fork | Blade poison | Healing potion |
| 8 | Broken pendant | Bandage | Blackened shard of glass | Blade poison |
| 9 | Dead rat | Dirty rag | Slave collar | Broken dagger |
| 10 | Old socks | Torn shirt | Worn shoes | Old Syhar mask |

- **Bandage:** The hero ignores one Wound when calculating his SL until the end of the round. The bandage is then destroyed.
- **Minor healing potion:** The hero heals by one Wound. The potion is then destroyed.
- **Healing potion:** The hero heals by two Wounds. The potion is then destroyed.
- **Regeneration potion:** The hero heals by one Wound at the beginning of his next two activations. The potion is then destroyed.
- **Blade poison:** If the hero's next attack in  wounds an opponent, then it inflicts an additional Wound. The blade poison is then destroyed.
- **Lucky stone:** The hero can use this object after any roll of the die. The roll is rolled again and the new result must be kept. This object can just as well be used on a friendly roll as on an enemy roll. The lucky stone is then destroyed.
- **Abeèn's manuscript:** This object cannot be activated. As soon as it is picked up the hero carrying it gains great knowledge about the creatures roaming the laboratory. All his SL in  and  are increased by one point until the end of the game. This bonus can be given to the same hero only once per game.

In no way had their captivity dampened their desire to vanquish, and their jailers had discovered this at their own expense! Sitting in front of the laboratory's entrance, the heroes relished the short period of well-deserved calm and enjoyed the caress of the wind on their skin.

Mehöl took off his mask and studied his companions for a few moments before speaking. All of them had suffered and their torn and tattered clothes didn't flatter them very much. Yet they visibly all felt intense satisfaction while thinking about their escape. Only the Red Lioness had a downcast expression. The loss of her breastplate of alliance deeply troubled her and she would never stop looking for it.

"I must say, we do form a great team." They all turned towards the Cynwäll. "We have escaped our jailers with rare efficiency and speed. Each one of us has his speciality and we complement each other wonderfully."

"And?" asked Misericord.

SPECIAL RULES

There are no special rules for this scenario.

"Certain missions can only be carried out in small groups. Our enemies are numerous. Maybe we should join forces for a longer period. We won't let the Red Lioness go looking for her breastplate all alone, will we?"
Nelphaëll smiled behind her mask, amused by her companion's speech. She had once been part of a trihedron and remained very fond of this memory.



FIERY PACIFICATION

"... and never were they seen again!" exclaimed the man while wiping his fat and greasy hands on his sweat-stained shirt. "I'm telling you, Acheron is preparing an invasion and that's why people disappear! They turn them into living-dead fighters in order to kill us better! I don't know what's keeping me from leaving this place..."

"Maybe the fear of travelling all alone?" said Nelphaëll with an ironic tone.

From the start the fat Lion had annoyed her. He transpired fear and smugness, two things that she couldn't stand. Alahel threw a dark glance at her. The Messenger was taking this affair very seriously. There had been many disappearances lately, but from there to claiming it was an invasion by the forces of Darkness was going a bit too far for the Cynwäll.

"Me, I don't know fear. I'm an Alahanian and I'm proud of it. I'm not an elf, but..."

"Please, mayor, let's not change subject and stick to what we came here for, we don't have much time."

The man deliberately turned towards Alahel and ignored Nelphaëll as she left the room.

Twenty minutes later the Messenger appeared from the house and joined his travel companion at the stables.

"So? Did he say anything useful?"

"Yes. With all the information that we now have I'm beginning to get an idea of the region where we should be looking. Let's join the others and get ready to leave."

Squatting between the empty cloning tanks, Chagall was feasting on the still warm flesh. Ever since he moved into this metallic cave everything seemed much easier to him. The machines gave birth to creatures that he and his brothers could devour, and when their needs became too urgent they just had to go out hunting in the surrounding villages.

Several humans were waiting in the cells, aware of what fate had in store for them. He had only spared them their lives until now out of fondness for good food. Chagall just loved eating a still-beating heart, feeling its warm blood running down his throat, and then playing with his victim's eyeballs...

"Here we are. Those miserable creatures are hiding in a laboratory of the Hybrid Project," grumbled Misericord.

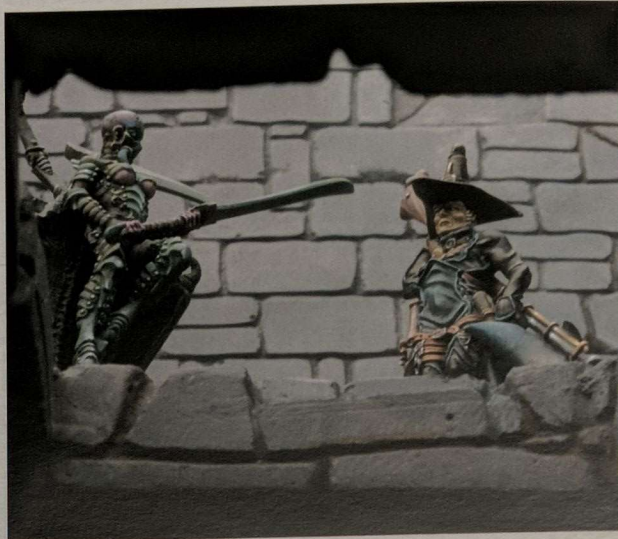
She tightened the straps on her mask and inspected her rifle, glad to finally be getting some action.

"Remember that our main goal is to determine if there are survivors and then save them if there are any," the Red Lioness reminded her companions.

"And then the entrance to this place must be forever sealed," added Garell.

The door was opened and revealed a staircase covered with green moss. At the bottom a pool of saline water awaited them.

"Stop the muzzles of your weapons," recommended Garell, "we're going to have to go for a swim."



DIFFICULTY LEVEL: 2

OBJECTIVES

The heroes must save the last survivors and eliminate the threat posed by the fighters of Darkness (cards available in *Cry Havoc*, volume 4).

INSTRUCTIONS

The Objective counters represent where the survivors are located. Each hero must save at least one of these prisoners. Once their mission has been accomplished, they can make their way to one of the exits.

To free a survivor the hero must end his movement (in Moving or Defensive Combat mode) on the Objective counter. This counter is then removed from the game board and placed on the hero's card. If he should happen to die, then the counter is lost.









It's not possible to pass Objective counters from one hero to another. Once it has been picked up, the counter is bound to its carrier.

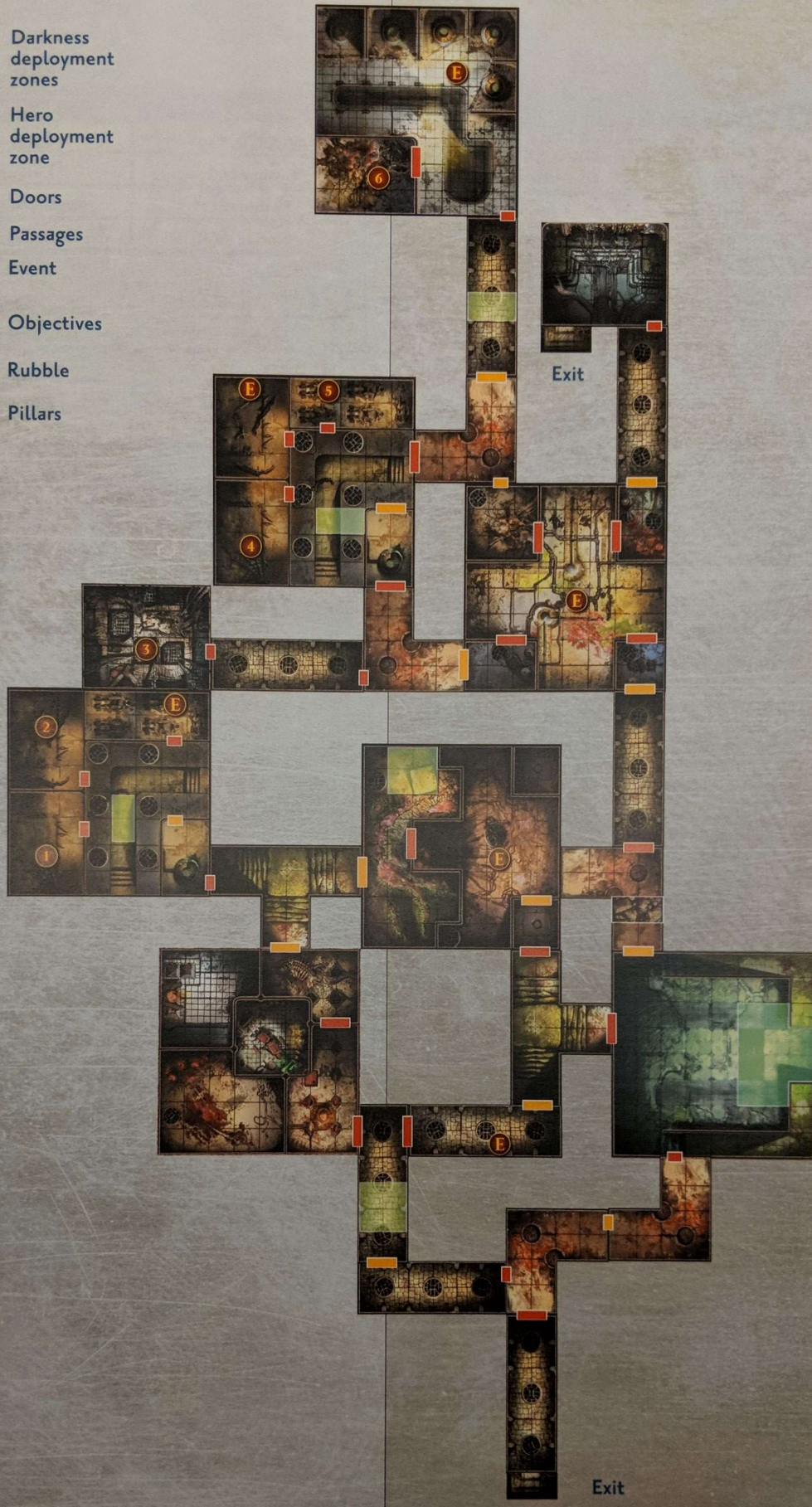
TRAPS

Include three Trap counters ("Purulent Carnage," "Gas" and "Mine") among the six Event counters used in the game.

SPECIAL RULES


The rules of the "Heart of the Laboratory" and "Torture Chamber" objective rooms do not apply in this scenario.

-  Darkness deployment zones
-  Hero deployment zone
-  Doors
-  Passages
-  Event
-  Objectives
-  Rubble
-  Pillars



LOOT

| | Rank 0 | Rank 1 | Rank 2 | Rank 3 and + |
|----|----------------------|----------------------|----------------------|----------------------|
| 1 | Minor healing potion | Healing potion | Regeneration potion | Lucky stone |
| 2 | Blade poison | Minor healing potion | Healing potion | Lucky stone |
| 3 | Rusty blade | Gnawed bone | Broken sword | Regeneration potion |
| 4 | Rotten meat | Minor healing potion | Rotten meat | Healing potion |
| 5 | Torn skin | Blade poison | Minor healing potion | Blade poison |
| 6 | Broken dagger | Torn shirt | Minor healing potion | Claws |
| 7 | Bandage | Bandage | Blade poison | Symbol of Darkness |
| 8 | Bandage | Bandage | Deformed helmet | Minor healing potion |
| 9 | Dead rat | Stained cloth | Bandage | Blade poison |
| 10 | Vermin trap | Infectious mushrooms | Vermin trap | Infectious mushrooms |

- **Bandage:** The hero ignores one Wound when calculating his SL until the end of the round. The bandage is then destroyed.
- **Minor healing potion:** The hero heals by one Wound. The potion is then destroyed.
- **Healing potion:** The hero heals by two Wounds. The potion is then destroyed.
- **Regeneration potion:** The hero heals by one Wound at the beginning of his next two activations. The potion is then destroyed.
- **Blade poison:** If the hero's next attack in  wounds an opponent, then it inflicts an additional Wound. The blade poison is then destroyed.
- **Lucky stone:** The hero can use this object after any roll of the die. The roll is rolled again and the new result must be kept. This object can just as well be used on a friendly roll as on an enemy roll. The lucky stone is then destroyed.
- **Vermin trap:** Used to trap various kind of vermin, this trap is made up of two metal jaws that snap closed onto the hero's finger while he searches the body. The hero's SL in Offensive Combat and Firing is reduced by one point until the end of the following round.

- **Infectious mushrooms:** When the hero touches these mushrooms they explode and free microscopic infectious spores. The hero is taken by shivers and by itching that is more annoying than it is painful. His Movement is reduced by one point until the end of the game. This penalty is not cumulative, even if the same hero is the victim of this effect several times.

His eyes bloodshot and one of his arms mangled, Chagall was screaming with hatred in front of the pile of rubble blocking his way. Those blasted humans had destroyed his beautiful cave, broken his food machines and killed his brothers. That last point didn't bother him much. Fewer mouths to feed meant more food for him; every ghoulish knew that!

The intruders had freed the prisoners, his food stock, and had sealed the only way out. The thought of being locked in this place made him go mad with anger. He had to find a solution.

Chagall retraced his steps and let his instincts guide him...



FOR FREEDOM

Sitting at the rear of a dimly lit tavern, the shaggy-haired man stared fixedly at the entry door. His master had entrusted him with an important mission and he couldn't imagine the consequences if he failed, and the suffering and disappointment of his beloved master that this would cause.

Finally, the door opened and a hooded figure entered the tavern. Yscilius made a discreet sign with his hand and the newcomer approached him, sat down at his table and slightly pulled back her hood. A couple of white locks framed her delicate face, yet her eyes sparkled with anger and cold determination.

"How dare you?" whispered the Red Lioness with a voice as sharp as her blade.

She placed a parchment in front of her and stared at the man sitting across from her. She had received this message a few days earlier. Someone had summoned her, threatening to kill the son of the Barhan ambassador in Akkylannie. Checks were made and the child truly had disappeared. The menace was therefore real.

The Red Lioness had come. Her companions had remained outside, deployed and ready to intervene in case of any problems.

"The child has nothing to fear, my master doesn't know what to do with it. You and your friends, however, have real potential. My master has chosen you. He has accepted all of you to be his slaves. You should be thankful to him."

The Lioness's hand shot forward like lightning and grabbed the man by his tunic. With a sharp jerk she pulled his face down and pressed his cheek to the sticky, beer-coated table.

"I ought to kill you for this! Speak! Tell me where the child is and I promise I'll try to show you a bit of mercy."

"My master has given me another message for you: he offers you the chance to save the child. If you refuse, the ambassador's son will die."

"Go on, continue!" the Red Lioness ordered harshly.

"Can you let me go?"

"No. Now continue, and fast, I'm not in a very patient mood today."

"My master offers you a challenge. If you manage to find the child in his lair and get out of it, then you are free. Of course, if you fail, then you'll become his slaves."

"And what is your master's name?"

"You'll find out soon enough when you kneel down before him."

"Tell your master that we will come and once the child has been freed, he'll have to pay for this. Now get out of my sight, miserable creep!"

Without losing a second, Yscilius placed a parchment indicating where the "challenge" would take place and rushed off as quickly as he could. He had once been a purifier. Now he was a slave of the magnificent S'Erum. His life had meaning again.

Standing in front of the metal door, the Red Lioness and her companions were getting ready for the trials awaiting them. Garell pushed down the door's handle and the game began. The one who had organised this would have to pay dearly for his affront!

DIFFICULTY LEVEL: 2

OBJECTIVES

The heroes must save the ambassador's child and get out of the laboratory before becoming victims of the ophidian vapours of enslavement.

INSTRUCTIONS

The heroes must free the child, which is represented by Objective counter I. To do so, a hero must end his movement on this counter while in Moving or Defensive Combat mode. The counter is then bound to the hero and cannot be passed on.

If this hero dies, then the counter is left on the game board at the spot where its bearer passed away. The counter can then be picked up by a different hero in the same way as described above.

The bearer of Objective counter I must then escape the laboratory by one of the two exits.

TRAPS

Include two Trap counters ("Paralyser" and "Drainpipes") among the five Event counters used in this mission.

SPECIAL RULES

The rules of the "Omnimancer's Office" and "Torture Chamber" are not used in this mission.

The game master can include S'Erum, ophidian slaves, and a maximum of three enslaved purifiers (whose characteristics are provided below) in his numbers.

ENSLAVED PURIFIER

Offensive Combat: 4

Defensive Combat: 2

Moving: 4

Firing: 3

NV: 3

Movement: 7 points

Class: Rank I Ophidian

Equipment: Ophidian blade/+2 in Offensive Combat. Pistol/+1 in Firing.

Aptitudes : Possessed/1. Abnegation/5.

Possessed/X: When a fighter who has this aptitude uses the Offensive Combat mode, he ignores the modifiers of X Wounds when calculating the SL.

Abnegation/X: The fighter is willing to do anything for his masters. To benefit from this aptitude he must be within X squares or less of an ophidian who doesn't also have this aptitude. As long as he remains within this area of effect the fighter benefits from +1 in the calculation of his SL in Offensive Combat and Defensive Combat.

The vapours floating in the laboratories have a terrifying effect on the heroes' minds. The longer they remain in this place, the weaker their resistance to S'Erum's power of enslavement becomes ... and the higher becomes the risk of being enslaved. This state is measured by the Grasp.

When the total number of a hero's Grasp points becomes greater than the NV printed on his reference card, he is enslaved and goes under the game master's control.

- **In the first round**, all heroes who get a "10" on any roll of the die get 1 Grasp point.
- **In the second round**, all heroes who get a "9" or a "10" on any roll of the die get 1 Grasp point.
- **In the third round and all the following ones**, all heroes who get an "8", a "9" or a "10" on any roll of the die get 1 Grasp point.


If the bearer of Objective counter 1 becomes enslaved, then the counter is placed on a square adjacent to the one he is standing on (as chosen by the game master).

Objective counter 2 indicates the position of an awakening potion. If a hero ends his movement on this square, then he automatically picks up this object. Objective counter 2 is then removed from the game board. The "Loot" section of this mission describes the awakening potion.

When one of the game master's fighters ends his movement on the game tile on which Objective counter 3 is located, he coats his weapons with a poisonous substance. If this fighter manages to wound (in Offensive Combat) an enemy before the end of the following round, then this enemy gets one additional Grasp point.

LOOT

| | Rank 0 | Rank 1 | Rank 2 | Rank 3 and + |
|----|----------------------|------------------------|----------------------|----------------------|
| 1 | Minor healing potion | Healing potion | Regeneration potion | Lucky stone |
| 2 | Blade poison | Minor healing potion | Dry flowers | Regeneration potion |
| 3 | Slave tunic | Ophidian cloth | Healing potion | Healing potion |
| 4 | Broken blade | Holed bag | Ophidian slave hood | Ophidian symbol |
| 5 | Slave collar | Blade poison | Minor healing potion | Shredded quiver |
| 6 | Slave hood | Awakening potion | Broken axe | Awakening potion |
| 7 | Bandage | Broken ophidian armour | Blade poison | Healing potion |
| 8 | Bandage | Bandage | Awakening potion | Awakening potion |
| 9 | Old nails | Stained cloth | Bandage | Blade poison |
| 10 | Wrist shackles | Ankle shackles | Confusion gas | Stone of enslavement |

- **Bandage:** The hero ignores one Wound when calculating his SL until the end of the round. The bandage is then destroyed.
- **Minor healing potion:** The hero heals by one Wound. The potion is then destroyed.
- **Healing potion:** The hero heals by two Wounds. The potion is then destroyed.
- **Regeneration potion:** The hero heals by one Wound at the beginning of his next two activations. The potion is then destroyed.
- **Blade poison:** If the hero's next attack in  wounds an opponent, then it inflicts an additional Wound. The blade poison is then destroyed.

• **Lucky stone:** The hero can use this object after any roll of the die. The roll is rolled again and the new result must be kept. This object can just as well be used on a friendly roll as on an enemy roll. The lucky stone is then destroyed.

• **Awakening potion:** When this potion is swallowed, the hero's Grasp level is reduced by one point. The potion is then destroyed. The Grasp level cannot become lower than 0, even by using this potion.

• **Wrist shackles:** While the hero is inspecting a corpse, a trap is suddenly triggered and a heavy shackle closes on his wrist. Its chain is about a metre long and is especially bothersome. The hero's SL in Offensive Combat and Defensive Combat is reduced by one point until the end of the game. This penalty can be gained twice.

• **Ankle shackles:** While the hero is inspecting a corpse, a trap is suddenly triggered and a heavy shackle closes on his ankle. Its chain is about a metre long and is especially bothersome. The hero's Movement is reduced by one point until the end of the game. This penalty can be gained twice.

• **Confusion gas:** A gas bursts from the corpse, blurring the hero's vision and causing dizziness. The hero can no longer use the Firing mode until the end of the following round.

• **Stone of enslavement:** While searching the corpse, the hero touches a small, dark and wet stone. He then feels his mind waver. His Grasp value increases by one point.

Never would they have thought that it would have been so hard! Out of strength, wounded, and mentally exhausted, they gazed at the steps in front of them. Everything was finally over. A few more steps and they would leave this accursed place.

The ophidian magic had crept into each one of them and they had all nearly fallen into the mirage of bliss that enslavement represented. For some this had been their first contact with the Serpents, and they were

now fully aware of the danger posed by these creatures.









The child was saved, yet they all secretly feared that he might have been manipulated in some way. Alas, it was impossible to check this and his parents probably wouldn't allow him to be kept under observation.

"Destroy this place!" ordered the Red Lioness while getting out with the child.

Without the slightest hesitation, Misericord grabbed Hauteclair and shot forth a torrent of flames that set the place ablaze.

The fire quickly spread, yet none of the heroes was fooled. They knew that the ophidian would surely survive the blaze and that they would certainly encounter him again one day.



-  Ophidian deployment zones
-  Hero deployment zone
-  Doors
-  Passages
-  Events
-  Objectives
-  Rubble
-  Pillars