

VOLUME 01



# WIRY HAVOC!

THE CHRONICLES OF THE WORLD OF RACKHAM



## NEWS

Rackham Previews.  
Presentation of RAG'NAROK®.

## WORKSHOP

Painting guide: the Griffin Inquisitor / Scenery: Nemesis  
Diversity using the "multi-part" system: The orc brutes

## STRATEGY

Battle report of RAG'NAROK®, the mass battle game in the  
CONFRONTATION® fantasy universe (*previews of the upcoming US release*)

## UNIVERSE

Portrait: Baron Mirvilis d'Allmoon / The Enchained  
The origins of Kel / The Fortress of the Ivory Dunes

## GAMING AIDS BOOK

Hybrid missions / Confrontation scenarios  
New rules for CONFRONTATION®/RAG'NAROK®

## 11 EXCLUSIVE CARDS

“

From the Forest of Diisha rise dreadful howls.  
Every night they greet the appearance  
of the moon, but those howling  
are not simply animals...

Who will wake the primal fears hidden  
deep within the hearts of men? Who will give  
shape to their most terrifying legends?  
For on Aarklash the wolves walk upright and  
the rest of the world is their hunting ground.

”



The Almighty Crane guides the Crane warriors on the battlefield, just as the latter lead the accursed hordes in combat. Forged with the fire of impious souls and soaked with the blood of the dead, Twilight is the greatest and most infamous carnage blade of Acheron. The Almighty Crane's weapon of choice, it is the symbol of the fate awaiting the living who dare oppose Darkness.



**ARTISTIC DIRECTOR:** Jean Bey.  
**EDITOR:** Philippe Chartier.  
**PUBLISHING DIRECTOR:** Sébastien Célerin.  
**CHIEF OF PRODUCTION:** Nicolas Hutter.  
**GRAPHIC DESIGN:** Franck Achard.  
**INFOGRAPHY:** Mathieu Harlaut, Sébastien Lavergne.  
**LAYOUT:** Soleil Noir.  
**CORRECTIONS:** Raphaël Guiton.  
**TEXTS:** Jean Bey, Vincent Fontaine, Gwendal Geoffroy, Martin Grandbarbe, Raphaël Guiton, Julien Lissarrague, Pascal Petit, Nicolas Raoult and Jérôme Rigal.  
**HAVE CONTRIBUTED TO THIS FIRST ISSUE:**  
 Ivo Garcia, William Grosselin, Josselin Moreau, Willem Peerbolte and Olivier Roullier.  
**ILLUSTRATIONS:** Paul Bonner, Florent Meaudoux, Nicolas Fructus, Édouard Guiton, Paolo Parente, Pierre Alain Chartier, Humbert Chabuel.  
**COVER ILLUSTRATION:** Paul Bonner  
**MINIATURE SCULPTING:** Michaël Bigaud, Benoît Cosse, Yannick Fusier, Yannick Hennebo, Alexandre Aragorn Marks, Nicolas N'Guyen, Olivier Nkweti Lafitte, Nicolas Normand, Elfried Perochon and Stéphane Simon.  
**MINIATURE PAINTING :** Frédéric Bisseux, Vincent Fontaine, Martin Grandbarbe, Guillaume Hemery, Julien Lissarrague and Sébastien Picques.  
**SCENERY:** Vincent Fontaine.  
**PHOTOGRAPHY:** Jean-Baptiste Guiton.  
**TRANSLATION:** Peter Patzak.

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RACKHAM 44, rue de Lagny, 93 100 Montreuil-sous-Bois, FRANCE  
 Tel : + 33. (0) 1.55 86 89 28. Fax : + 33. (0) 1.55 86 89 25  
[www.confrontation.fr](http://www.confrontation.fr) [www.rag-narok.com](http://www.rag-narok.com)  
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**CAUTION !**  
 Some articles in this issue mentions accessories that must be handled extremely carefully: the modelling knife with which one can cut oneself, the cyanoacrylate glue that bonds very quickly... We recommend that the youngest players and collectors only do the following activities under adult supervision and always carefully read and follow the instructions supplied with this material.

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## CRY HAVOC!

|   |    |
|---|----|
| <b>EDITORIAL</b> .....  | 03 |
| <b>NEWS</b> .....   | 04 |
| <b>RACKHAM PREVIEWS</b>   |    |
| Sneak Preview: RAG'NAROK .....                                  | 12 |
| <b>WORKSHOP</b>   |    |
| Painting guide: The Griffin Inquisitor .....                    | 16 |
| SOIII: Nemesis, Birth of a Laboratory .....                     | 20 |
| Modulate your warriors: the orc brutes .....                    | 27 |
| <b>STRATEGY</b>   |    |
| Battle report: The Oasis of Blood                               |    |
| The tribe of the Red Lands versus the garrison of Danakil ..... | 30 |
| <b>UNIVERSE</b>   |    |
| Portrait: Baron Mirvilis d'Allmoon .....                        | 58 |
| The Enchained .....   | 60 |
| The Origins of Kel .....  | 64 |
| The Fortress of the Ivory Dunes .....                           | 74 |
| <b>PICTURE GALLERY</b> .....                                    | 81 |

## GAMING AIDS BOOKLET

|   |    |
|---|----|
| Project HYB58 (Hybrid mission) .....  | 02 |
| Confidential Data (Hybrid mission) .....  | 04 |
| The Trap (Nemesis mission) .....  | 05 |
| The Night of the Horn (Confrontation scenario) .....                            | 07 |
| The Nexus (Rules: The places of power) .....                                    | 12 |
| A War of Movement (Rules: The deck in Confrontation) .....                      | 19 |
| Assaulting the Scenery (Fortification rules) .....                              | 22 |
| Flying Fighters (Rules: Altitude and levels) .....                              | 27 |
| Playing the Pack of the Moaning Moon (Alternative profiles Wolfen/Devourers) .. | 29 |
| Map: The Fortress of Danakil .....  | 31 |

## CARDS

|                                 |                                      |
|---------------------------------|--------------------------------------|
| Praetorian Guardsman (Hybrid)   | The Spiral of Disintegration (Nexus) |
| Dawn Warrior (Hybrid)           | The Guardian of Eternity (Nexus)     |
| Dasyatis (Hybrid)               | The Herald of Mercy (Nexus)          |
| The Monolith of Shaytan (Nexus) | Elemental Acolyte (Spell)            |
| The Bloody Totem (Nexus)        | Immortal Disciple (Miracle)          |
| The Elemental Fountain (Nexus)  |                                      |

These cards may not be sold separately!



# editorial



“CRY HAVOC! GIVE NO QUARTER!”

EVERYTHING, ABSOLUTELY EVERYTHING, IS REVEALED IN THIS NEW PUBLICATION BROUGHT TO YOU BY RACKHAM.

*CRY HAVOC!* IS A COLLECTION OF ARTICLES PUBLISHED EVERY THREE MONTHS MADE TO SUPPORT THE RACKHAM RANGE OF GAMES AND MINIATURES.

IN EACH ISSUE *CRY HAVOC!* GATHERS ALL KIND OF INFORMATION ON THE WORLD OF RACKHAM GAMES, SUGGESTIONS ON HOW TO MAKE THE MOST OF YOUR MAGNIFICENT MINIATURES (HOW TO ASSEMBLE, PREPARE, PAINT AND INTEGRATE THEM INTO BEAUTIFUL SETTINGS), AND A BATTLE REPORT TO BETTER BECOME ACCUSTOMED TO THE MECHANISMS OF *RAG'NAREK*.

RACKHAM HAS ALWAYS STOOD OUT FOR ITS HIGH QUALITY GRAPHICS, AND *CRY HAVOC!* DOESN'T FORGET THIS. A GALLERY SECTION LETS YOU (RE)DISCOVER THE ILLUSTRATIONS AND SKETCHES THAT ARE THE SOURCE OF RACKHAM'S CREATIVE PROCESS.

*CRY HAVOC!* IS ALSO A WINDOW TO NEW WAYS OF PLAYING, WHICH IS WHY IT IS ACCOMPANIED BY A BOOKLET OF GAMING AIDS. IN IT YOU WILL FIND SCENARIOS AND ADDITIONAL RULES FOR *HYBRID* AND ITS EXTENSION *NEMESIS* AS WELL AS FOR *CONFRONTATION* AND *RAG'NAREK*. AND LAST BUT NOT LEAST, 11 EXCLUSIVE CARDS COMPLETE THIS VOLUME TO ENHANCE YOUR GAMES.

SO THERE, THIS PUBLICATION IS YOURS. IT IS MADE TO GIVE YOU A MAXIMUM OF ENJOYMENT.

GIVE NO QUARTER!  
STORM THE BARRICADES! CHARGE!

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THE LIONS OF ALAHAN MIRVILIS D'ALLOON, MASTER HERMETIST OF THE LION



THE ELEMENTALS OF LIGHT (EXPLANATORY CARD), SPARKLING (REFERENCE CARD), SPARKLINGS (EXPLANATORY CARD WITH SUMMONING SPELL ON BACK), INVOCATION OF LIGHT (SPELL, 50 A.P.), PRIMAL ATTACK OF LIGHT (SPELL, 5 A.P.), CELESTIAL SCOURGE (SPELL OF SPECIAL A.P. VALUE), NEW HOPE (SPELL, 18 A.P.), SOURCE OF LIGHT (SPELL, 5 A.P.), ANNIHILATION OF THE SHADOWS (SPELL, 11 A.P.).

MIRVILIS D'ALLOON  
RANK: LION MASTER.  
167 A.P. (WHEN STANDING)  
270 A.P. (WHEN CARRIED BY THE ELEMENTAL)

ELEMENTAL OF LIGHT  
RANK: ELEMENTAL IRREGULAR.  
75 A.P.

SPARKLING  
RANK: ELEMENTAL IRREGULAR.  
12 A.P.

**THIS BOX INCLUDES:**

19 CARDS: MIRVILIS, BARON OF ALLOON (REFERENCE CARD), MASTER OF THE DOMAIN (RESERVED SPELL, 12 A.P.), THE SERMON OF SHAON (MAGIC OBJECT, 22 A.P.), THE ORB OF IMMORTALS (MAGIC OBJECT, 22 A.P.), THE SECRET OF AZËL (RITUAL, 37 A.P.), STEEL OF JUSTICE (RITUAL, 30 A.P.), CHIMERICAL GLAIVE (SPELL, 20 A.P.), ELEMENTAL OF LIGHT (REFERENCE CARD), KNIGHT OF LIGHT (REFERENCE CARD OF THE MASTER RIDING THE ELEMENTAL), THE ELEMENTAL KNIGHT (EXPLANATORY CARD),

**T**

he magician Mirvilis d'Allmoon reigns over a barony in the south of the Kingdom of Alahan. This elemental knight is so powerful that the envoys of Light let themselves be trained to carry him on their gilded wings to conquer the heavens. The occult forces of the Rag'narok hold promise of an exceptional fate for this Master surrounded by glory and mystery.

Master of the Lion. This prestigious title lets Mirvilis, the baron of Allmoon's power be divined. Endowed with a Power rate of 9, he is a Master of Light, Water and an Element of your choice (excluding

Darkness) and a disciple of the ways of hermetism, fayery and sorcery. Mirvilis marks the arrival of a new era in the very closed circle of the most respected magicians of Aarklash.

Mirvilis is escorted by Sparklings, small flying fighters he can summon, and an Elemental of Light completely devoted to his cause. The baron of Allmoon is able to fight by his own means or can let himself be carried through the skies by his Elemental. Then he can unleash his power from the heavens above the battlefield.





THE ALCHEMISTS OF DIRZ SASIA SAMARIS, *Second Incarnation*



**B**orn in a tank, Sasia Samaris was designed to serve the masters of Syharhalna and to kill in their name. Sasia Samaris is a technomancer and an Adept of the Scorpion. This clone with feminine features uses a forbidden science and the magic of Darkness to fuse flesh with metal. The implacable cruelty she shows towards her enemies has become legendary, for the Rose of the Desert feeds on blood.



In addition to the cards intended for *CONFRONTATION* and *RAG'NAROK*, the Second Incarnation of Sasia Samaris is delivered with two reference cards allowing her to be played in *HYBRID*. These miniatures are supplied with two head models (with or without the respirator). The Rose of the Desert returns to conquer the battlefields with not only one but two new sculptures for her Second Incarnation! The first one represents her the way Scorpion players already know her, wearing her infamous and dreadful Cloak of Crawling. The second one reveals Sasia Samaris



without her cloak. Her reference profile has evolved to show the power the Rose of the Desert has gained over the battles she has waged. Thus her Power rate becomes 7 when she is equipped with her Cloak of Crawling! Her martial capabilities have also improved. While the Hemostite Mask lets her become a warrior-mage, the Blade of Sijjan, an artefact of mysterious origins, lets her vanquish her enemies from a distance all the while increasing her Strength.

**+THIS BOX INCLUDES:**

15 CARDS: SASIA SAMARIS (FOOT SOLDIER REFERENCE CARD), SASIA SAMARIS, THE ROSE OF THE DESERT (REFERENCE CARD WITH THE CLOAK OF CRAWLING), THE CLOAK OF CRAWLING (EXPLANATORY CARD), ENDOCRINAL TREATMENT (MAGIC OBJECT, 12 A.P.), THE BLADE OF SIAJAN (MAGIC OBJECT, 18 A.P.), THE HEMOSTITE MASK (MAGIC OBJECT, 15 A.P.), THE TEARS OF SYHARHALNA (MAGIC OBJECT, 34 A.P.), SYMBIOTIC ATTACK (RESERVED SPELL, 30A.P.), BLOODY BITTERNESS (SPELL, 10 A.P.), WORD OF PAIN (SPELL, 14 A.P.), PLASMATIC SILICA (SPELL, 15 A.P.), DESERT WIND (SPELL, 20 A.P.), THE PURPLE VESTAL (SPECIAL CAPACITY, 10 A.P.), SASIA SAMARIS (FOOT SOLDIER REFERENCE CARD FOR HYBRID), SASIA SAMARIS, THE ROSE OF THE DESERT (REFERENCE CARD WITH THE CLOAK OF CRAWLING FOR HYBRID).

RANK: SCORPION ADEPT.  
SASIA SAMARIS: 84 A.P.  
SASIA SAMARIS, THE ROSE OF THE DESERT: 162 A.P.



◆ YH-IBENSETH, DOMINANT OF MID-NOR ◆



NIMHE 01



+HIS BLIS+ER PACK INCLUDES:

5 CARDS: YH-IBENSETH, DOMINANT (REFERENCE CARD), TENTACULAR APPENDICES (MAGIC OBJECT, 13 A.P.), ARALITH (MAGIC OBJECT, 16 A.P.), THE MASK OF THE TORTURER (MAGIC OBJECT, 30 A.P.), YMSUR'S FAVOUR (EXPERIENCE CARD, 8 A.P.).

RANK: ELITE CHAMPION. 137 P.A.



During the centuries where the possessed ones hid in the shadows, Yh-Ibenseth carried out the Ymsur's deadly sentence when violence became unavoidable. After the day the Wolfen of the Circle of Stones of the Throne of Stars finally defeated him he slowly faded into oblivion. Yet Yh-Ibenseth had escaped annihilation. Kanizhar the Cannibal borrowed his enchanted mask and watched over his remains for decades. The blood of the Wolfen of the Throne of Stars has managed to awaken him from his deathly sleep. The Torturer is back!

Yh-Ibenseth is a Dominant. This Elite Champion is gifted with the "Possessed," "Ambidextrous," "Leadership/15" and "Implacable/1" abilities. His tentacular appendices are the receptacles of powers fed by the faithful and magicians. Aralith, his infernal sword, allows him to advance ever further into the enemy ranks. The Mask of the Torturer is an artefact that increases its wearer's range of Leadership. The "Ymsur's Favour" experience card lets him increase his DIS and acquire the "Loyal/X" ability.

GARELL THE REDEEMER,  
◆ GRIFFIN MINELAYER CHAMPION ◆



GRHE 03



+HIS BLIS+ER PACK INCLUDES:

5 CARDS: GARELL THE REDEEMER (REFERENCE CARD), THE REDEEMER (EXPLANATORY CARD), THE GRIFFIN MINELAYERS (EXPLANATORY CARD), SUSTAINED FIRE (EXPERIENCE CARD, 6 A.P.), GARELL THE REDEEMER (HYBRID REFERENCE CARD).

RANK: GRIFFIN SPECIAL CHAMPION. 88 P.A.

In the past I preached Merin's word. One day I no longer felt the One by my side. I couldn't tell if I had lost my faith in Him or if He had lost his faith in me. Not knowing which sin I had committed, I sought His pardon through acts of devotion. I traded my pastor's staff for that of a pilgrim. Time went by and I got lost. My staff turned into a rifle. My brethren now see me as a redeemer. Bringing justice is a noble way of saving my neighbour...

Garell the Redeemer is supplied with the reference cards that let him be played in HYBRID and in CONFRONTATION. This Griffin minelayer Champion is gifted with the "Scout," "Harassment" and "Leadership/10" abilities. A true prodigy with firearms, he can choose to fire with his long rifle (Sharpshooter) or with his pistol (Instinctive firing). To represent his long path towards redemption, Garell is supplied with an experience card, "Sustained Fire," which makes him able to unleash a barrage of shots at the enemy ranks.

◆ ARDOKATH, DRUNE ZEALOT ◆



DRFI 01



+HIS BLIS+ER PACK INCLUDES:

9 CARDS: ARDOKATH, THE WATCHFUL-ONE (REFERENCE CARD) AND THE WATCHFUL-ONE (EXPLANATORY CARDS), DRUNE WRAITH (REFERENCE CARD), THE SWORD OF DESPAIR (MAGIC OBJECT, 11 A.P.), INVOCATION OF NA'GOTH (MIRACLE, 115 A.P.), NA'GOTH, SIHIR OF DARKNESS (REFERENCE CARD), ELEMENTALS OF DARKNESS (EXPLANATORY CARD), AURA OF PROFANATION (MIRACLE, 18 A.P.), THE FORMOR'S MALEVOLENCE (MIRACLE, 12 A.P.).

ARDOKATH. RANK: DRUNE KELT ZEALOT. 97 P.A.

Unheeding the warriors' cries, Ardokath held his sword stained with the blood of his enemies over his head. Suddenly the air turned heavy, the most fragile plants dried up in seconds and the sky became menacing. Ardokath then thrust Gamrha into the ground with a measured restraint. The ground turned into a malodorous fluid around the accursed blade. From it sprang a disgusting creature that looked like a worm that had sucked on the carcass of a putrid god for too long. Na'goth had joined the carnage.

Ardokath the Watchful-One is a Zealot Warrior-monk devoted to the protection of the Drunes' necropolis. This terrifying Living-dead Iconoclast can awaken dead warriors, the Wraiths, to accompany him into combat. His great Formor sword gives him the «Implacable/1» ability and allows him to accumulate Temporary Faith over the course of the battle. He will need it to call his most faithful ally, Na'goth, a Living Legend Elemental of Darkness!

◆ THE SON OF THUNDER, ORCISH ADEPT ◆



ORMA 02



+HIS BLIS+ER PACK INCLUDES:

7 CARDS: THE SON OF THUNDER (REFERENCE CARD), THE SON OF THUNDER (EXPLANATORY CARD), THE PENDULUM OF MESMERISM (MAGIC OBJECT, 18 A.P.), IBOHAK'S SKULL (MAGIC OBJECT, 20 A.P.), SONG OF DAYS PAST (RITUAL, 30 A.P.), THUNDER'S WRATH (RESERVED SPELL, 25 A.P.), FAVOUR OF THE LONG SUN (RESERVED SPELL, 9 A.P.).

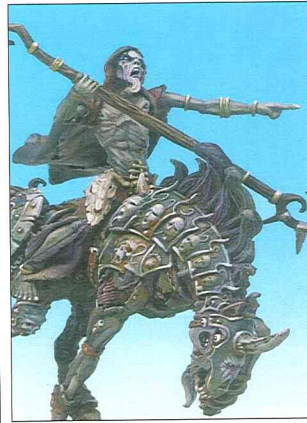
RANK: ORC ADEPT. 78 P.A.

Orcs see thunder as being a powerful warrior split between the world of spirits and that of the living. He gives a child named the Son of Thunder to every generation of orcs. This shaman shares thunder's power and his affinity for the world of spirits, which the orcs call the Land of the Long Sun. He has journeyed all over the Realms. Not only is he able to call on all the primordial Elements, but he can also solicit their benevolence.

The Son of Thunder has everything needed to change the army of Bran-Ô-Kor's tactics. In addition to a Power of 5 he is gifted with valuable abilities: Leadership/10 and Rallying cry. Furthermore, he can choose two elements among Air, Water, Fire and Earth and acquire spells that cannot be used by instinctive magicians! The spell reserved to him allows him to carry out magical attacks similar to powerful artillery with zone effect.



THE LIVING-DEAD OF ACHERON ASURA DE SARLATH, MASTER NECROMANCER OF ACHERON



THIS BOX INCLUDES:

11 CARDS: ASURA DE SARLATH (STANDING) (REFERENCE CARD), ASURA DE SARLATH (ON ZOMBIE WARHORSE) (REFERENCE CARD), THE LORD OF INSANITY (EXPLANATORY CARD), THE SEAL OF PHOBOS (MAGIC OBJECT, 51 A.P.), THE SPECTRE'S RAGS (MAGIC OBJECT, 46 A.P.), THE SCEPTRE OF DARK ABSOLUTION (MAGIC OBJECT, 22 A.P.), HORDE OF HELL (RITUAL, 33 A.P.), REIGN OF CHAOS (SPELL RESERVED TO ASURA, 25 A.P.), THE SHADOW OF DEATH (SPELL, 35 A.P.), CARNAL MYSTIQUE (SPELL, 20 A.P.), FLESH OF THE HYDRA (SPELL, 17 A.P.).

**A**sura de Sarlath is the patriarch of one of the noble houses of Acheron. His opponents fear him for the ghostly legions placed under his command and for his mastery of necromancy. What he doesn't obtain by force or magic he gets using the power of his mind: no one can distinguish the web of Darkness as well as the Lord of Insanity can.

Thanks to the variety of its troops, the army of Acheron is able to confront any opponent. Asura de Sarlath is no exception to this rule (POW 8, Master of Darkness, Air and an Element of his choice/Necromancy, Typhonism, Shamanism, Sorcery). He has a vast selection of spells at his disposal and just as many ways of defeating those careless enough to defy him.

Asura de Sarlath has everything needed to become an indispensable part of the dead armies of Acheron: though he may appear to be alive (DIS 6), he is able to command

the Living-dead (FEAR 10, Leadership/20). The Lord of Insanity is also a nightmare for his opponents: the Spectre's Rags allow him to cross battlefields like a ghost, and the Sceptre of Dark Absolution guarantees that his fleeing enemies won't come back. Asura is also owner of the Seal of Phobos, the key to the infernal Realm of Air. In addition to giving him a considerable amount of mana, this terrifying artefact also permits him to fly!

Asura de Sarlath is presented in two versions: standing and riding a zombie warhorse.







THE LIONS OF ALAHAN

THE ROYAL GUARD OF DORIMAN



**T**

he royal guardsmen form a prestigious army corps devoted to the protection of King Gorgyn and the highest noblemen of the Kingdom of Alahan. The baron of Doriman has carried out his greatest feats of arms among them and now leads them in combat. Armed and protected with sacred steel, the royal guardsmen are the rock on which the waves of the Lion's enemies are broken.

The dependability of the royal guardsmen no longer has to be proven (RES 10). Endowed with the "Hard-boiled" ability and sacred weapon and armour, these fighters are among the toughest and most dangerous of all Aarklash. Now they are equipped with a new weapon, a broadsword, and a new sculpture that is worthy of the RACKHAM studio's latest techniques. The Lions of Alahan are engaging with force in the Rag'narok. After Baron Mirvilis d'Allmoon in July, here is Valdenar, the baron of Doriman, a Living Legend! How could it be anything else for a fighter

of this calibre? He has combat characteristics that would make all the fiends of Darkness tremble (INI 7, ATT/STR II/12, DEF/RES 10/13...), abilities worthy of a conqueror (Leadership/30, Righteous, Born killer, etc.) and indispensable magic objects among which the legendary sword, Ephren. The Lion no longer contents himself with defending his kingdom. From now on he hunts Evil all the way to its lair.

**THIS BOX INCLUDES:**

8 CARDS: VALDENAR, BARON OF DORIMAN (REFERENCE CARD), THE BARON OF DORIMAN (EXPLANATORY CARD), PALADIN OF DORIMAN (REFERENCE CARD), THE GUARDIAN'S AMULET (MAGIC OBJECT, 50 A.P.), EPHREN (MAGIC OBJECT, 40 A.P.), THE ARMOUR OF ALERION (MAGIC OBJECT, 33 A.P.), ROYAL GUARDSMAN (1) (REFERENCE CARD), ROYAL GUARDSMAN (2) (REFERENCE CARD).



## KAËL, THE IRASCIBLE



UKNACH 03



**+THIS BLIS+ER PACK INCLUDES:**

1 CARDS: KAËL THE IRASCIBLE (REFERENCE CARD).

RANK: DWARF ELITE CHAMPION. 124 A.P.

Stubborn, narrow-minded, hot-tempered, grudge bearing, all of these terms seem to have been coined for the Khor Champion on Razorback. Riding the same mount for many years, this Dwarf's traits of character seem to have worn off onto the Razorback. Together they make a team that nothing seems to be able to stop, not even the sharpest blades or the spells of the vilest enemy magicians.

Perched on an impressive war razorback barded with metal, Kaël fears nothing and no one. Endowed with impressive combat characteristics and an incredible resilience, he also shows an unequalled temperament for leadership. Let it be known: the one who will knock Kaël off his mount hasn't been born yet!

## STRÖHM BODYGUARDS



UKGBEL 03



**+THIS BLIS+ER PACK INCLUDES:**

2 CARDS: STRÖHM BODYGUARDS (REFERENCE CARD), THE PRIVATE MILITIAS OF NO-DAN-KAR (EXPLANATORY CARDS).

RANK: GOBELIN ELITE. 21 A.P.



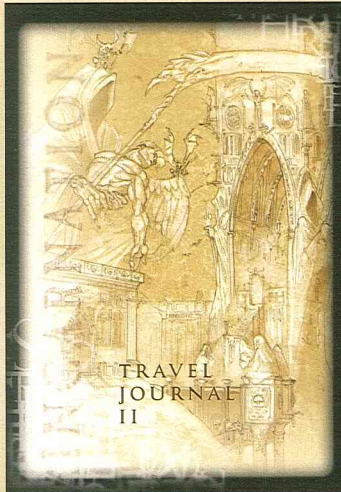
*"You will not touch a single hair of the Empress Albumine, you villain, not over our dead bodies!"*  
A Ströhm Guard challenging the infamous troll bandit Tymus. A challenge taken up literally...

The Ströhm bodyguards are Elite warriors for the goblins of No-Dan-Kar. These eccentric yet formidable fighters count among the bravest of their army. They place themselves in the service of goblin champions to protect them on the battlefields and to help them defeat their most dreadful opponents.

## TRAVEL JOURNAL 2



UKCVAC 02



**+THIS PACK INCLUDES:**

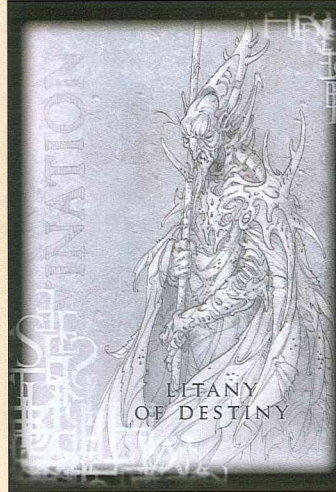
15 CARDS: 3 "SERVICES" CARDS FOR INCARNATION, 1 CARD "DÉFI DES ANCIENS" QUI VOUS AIDERA À DÉTERMINER ALÉATOIREMENT L'OBJECTIF DE VOS PARTIES, 5 EXPERIENCE CARDS, 4 SHADOW CARDS, 2 MAGIC ARTEFACT CARDS.

In this second travel journal you will find experience cards, artefacts, equipment improvements for all types of fighters as well as illustrated cards describing the characteristics of legendary characters such as the bounty hunter Kithairin Saar and the accursed brothers of Aran!

## LITANY II: THE PATHS OF DESTINY



UKLTCD 01



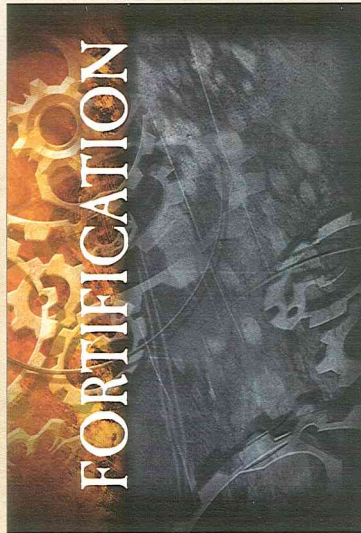
**+THIS PACK INCLUDES:**

15 MIRACLE CARDS: EQUIVOCAL ABSOLUTION (9 A.P.), ARMY OF DESTINY (14 A.P.), CONDEMNING OF THE HUNTER (9 A.P.), SWORD OF SAVAGERY (9 A.P.), ALTERATION OF DESTINY (14 A.P.), DIVINE GRACE (5 A.P.), SUBJUGATION OF REALITY (10 A.P.), HYMN TO DESTINY (18 A.P.), INFLUENCE OF THE POSSIBLE (19 A.P.), MORTAL INSOLENCE (12 A.P.), JUSTICE OF BALANCE (13 A.P.), INSIDIOUS INTUITION (11 A.P.), THE MIDDLE WAY (22 A.P.), PRIMAL VIGOUR (7 A.P.), VEIL OF THE SOULS (8 A.P.).

The gods of destiny show the middle way and their faithful strive to preserve the harmony of their world. The line between harmony and chaos is a fine one, so much so that the two sometimes become confused... The litany of the paths of destiny includes 15 miracle cards that can be used by all faithful affiliated to the peoples of destiny.

◆ FORTIFICATION ◆

*"...During the last moments of the world, under a deluge of fire and steel split forth from hell, the earth will resonate of the iron-banded wheels..."*



Alongside the armies on the march rise disquieting shapes made of metal, wood and fire: the war machines. The fortification booklet enjoyably develops the rules concerning these new weapons: war chariots, ballista, catapults, besieging cannons, etc.

**SOON IN YOUR ARMY**

**TRAVEL JOURNAL 3**

This third Travel Journal includes experience cards to be used for Incarnation, equipment improvements and illustrated cards describing Shadows, the legendary opponents of adventurers, such as Meghan the Enchantress or Llyr, a Crâne warrior...

**HERMETIC SPELLBOOK**

Hermetism is the Path of the Kingdom of the Lion's mages of Light. The hermetic spellbook includes 15 spell cards intended for magicians and warrior-mages of the Lion, such as Meliador the Celestial, Migail the Selenite and the Bards of Alahan.

◆ FIREBRAND OGRE ◆

The Firebrand Ogre and his goblin crew are mercenaries attached to Cadwallon's Guild of Blade but one is free to hire their services. This dreadful team combines the advantages of brutal strength and artillery, thanks to a clever system of a heavy gun mounted on the ogre's back.



◆ KARNAGH DRUNES ◆

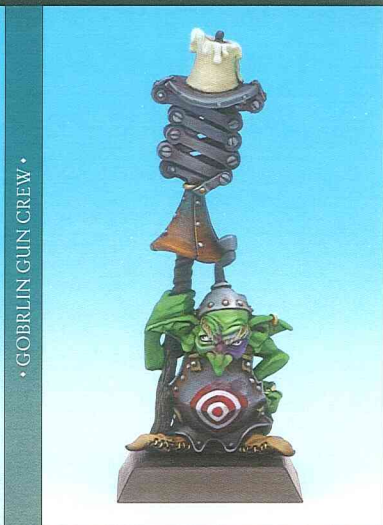
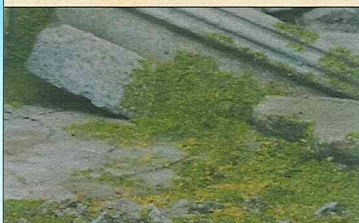


The Karnagh are warriors whose rage for victory has made them blind to all other considerations. More than just elite troops for the army of the Drune Kelts, the Karnagh are true beasts of war. Their characteristics make them perfect for fast, violent and prolonged assaults. Furthermore, the Karnagh are equipped with Formor axes!



◆ GOBLIN MOUNTAIN-BREAKER ◆

Presented in a box, the Mountain-Breaker is a striking piece of artillery for Fortification. In game terms the Mountain-Breaker is able to shoot several types of loads, from the dreadful Cerberus charge to the naphtha concentrate. Discover the power of heavy artillery with zone effect thanks to this oversized cannon!



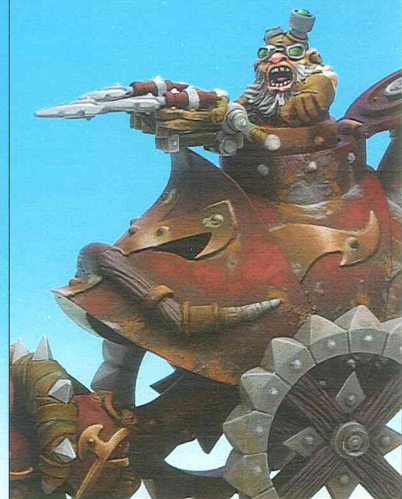
◆ GOBLIN GUN CREW ◆



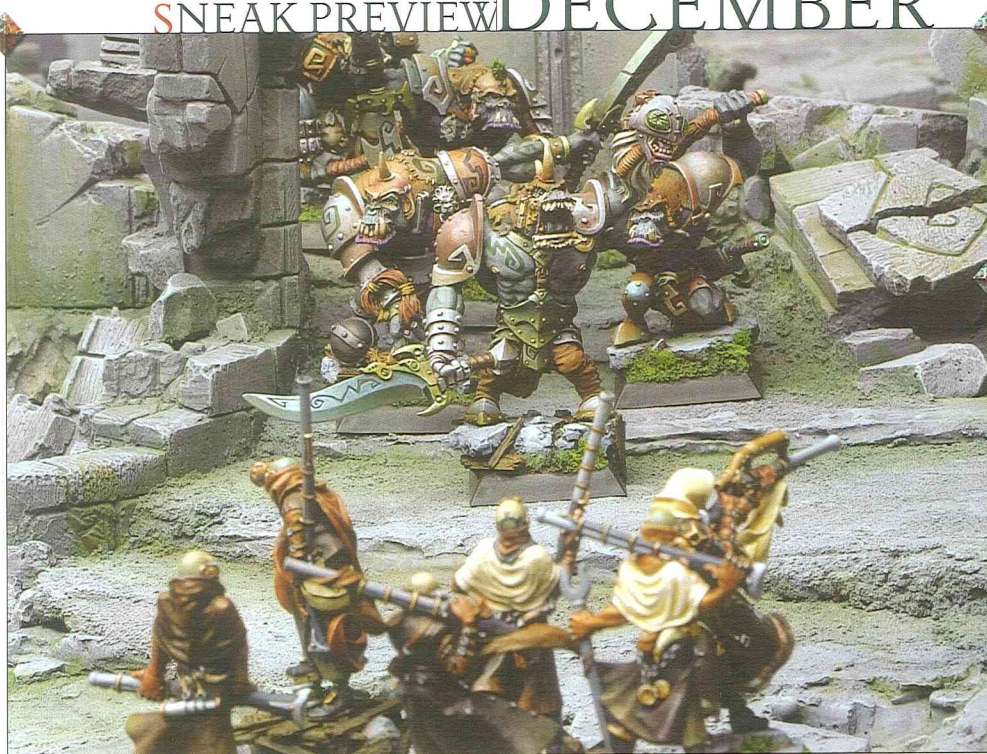
◆ DWARF ARMoured CHARIOT ◆



Sometimes the disquieting rumble of a creature with a body made of metal rises from the dwarves' ancestral forges. Steam flows in its copper veins and its heart beats to the rhythm of the gears of an imposing boiler; its monstrous mouth is a promise of death for anyone that stands in its way. May the enemies of Tir-Nâ-Bor tremble: presenting the dwarf chariot, harbinger of a new era for a continent at war!



Armor piercing Heavy Artillery : Armoured Chariot with dwarf shooting a ballista. Ballista turret, dwarf, cards and rules are only available by mail order.

**RAG'**

**The Rag'narok has befallen Aarklash. All over the continent armies are on the march and heroes rise to lead them to victory.**

RAG'NAROK, the heroic-fantasy battle game created by RACKHAM, is designed for beginners as well as CONFRONTATION players who dream of larger-scale conflicts. Its dynamic and innovative system of rules allows the various aspects of mass combat to be managed, all the while keeping the miniatures, profiles and game effects that make CONFRONTATION so enjoyable. One can therefore go from one game to the other without any difficulties.

Though RAG'NAROK uses the same mechanisms as its predecessor, it nevertheless presents many differences to CONFRONTATION as well as its own particularities bound to playing with a larger number of miniatures. Parameters such as weather, landscape, formations, unit size and chain of command are covered in detail to give players the adapted strategic level of depth.

While respecting the alliances already present in CONFRONTATION and in order to preserve the heroic dimension specific to Aarklash, the composition of armies in RAG'NAROK is left up to the player and allows a large number of characters to be enlisted (up to 50% of an army's total in A.P.). Thus, the presence of living legends and illustrious fighters within the ranks of the various armies lets the epic atmosphere already present in CONFRONTATION be preserved despite the amplitude of the encounters.

The battles of the Rag'narok are the earthly expression of a celestial struggle. The faithful,

servants to divine wills, play a crucial role in these conflicts, which gather countless warriors. The rules of RAG'NAROK therefore place the power of Faith into the foreground. Communions, which are miracles specific to this game and need the participation of several faithful, are a good reflection of the cosmic stakes that underlie the struggles of the various armies. Magicians are not left out and can also join forces in order to carry out powerful rituals.

Unlike most battle games, RAG'NAROK places much importance on the players' ability to react to the unexpected and allows each one to intervene several times during the same round of the game. Decisions are made without the players knowing in advance what their opponent has in mind and are progressively revealed. This dynamic is put into place right from the start of the game during the approach phase. The players make a Tactical Roll to determine who between them takes the lead and they then place the cards corresponding to their units face down onto the gaming table. It is therefore impossible to precisely know the opponent's strategy, thus adding to the suspense. At the end of this first step of the game, the units' positions are revealed and the miniatures are deployed on the battlefield. The surprise and tactical restrictions created by the approach phase often thwart the players' plans, thus pushing them to be inventive and to fully exploit their troops' special capacities. The system of assigning and revealing orders maintains this momentum until the end of the game.

*The Red Lioness removed the bony hand still clinging to her warhorse's mane, a gruesome souvenir of the last assailant she had sent to the grave. Around her the swordsmen formed a rampart with their bodies to withhold the wave of morbid puppets that threatened to engulf them. Their synchronised swings of the sword cut short-lasting gaps into the compact mass of attackers while chopping off arms and crushing heads. Standing high on her stirrups like a statue devoted to the glory of her conquering ancestors, the Red Lioness shouted orders that the tumult of the fray rendered useless. The situation was hopeless.*

*The troop, an island of virtue in an ocean of rot, wouldn't hold out forever. Among the puppets a few ghouls of Acheron advanced in the thick layer of dismembered corpses that lay scattered on the plain and refused to die. Gorged with a putrid rain, the clouds spewed forth groups of morbid angels whose wings of skin made a sinister clapping sound above the battlefield. A whole day of combat hadn't weakened the determination of the living-dead. They had kept up the pressure and isolated one Barhan unit after the other. Now no allied troop was visible and the seeds of rout were flowering in the hearts of the survivors.*

*"Stand firm, my brothers! For Alahan! For Arin! The circle must hold!" she shouted while seeing another swordsman fall. She then felt as if hungry eyes were watching her. Her innards suddenly churned brutally and bile rose in her throat. A joyless laugh erupted from behind and an imposing shadow covered her.*

*The Red Lioness spun around to confront this new adversary, the one she had so awaited since the start of the battle. Malkuth finally accepted to grant her a combat worthy of her.*

# NAREK

AFTER HAVING KNOWN A HUGE SUCCESS IN EUROPE, RAG'NAREK, THE BATTLE GAME IN THE WORLD OF CONFRONTATION, WILL LAND IN AMERICAN SOIL BEFORE THE END OF THE YEAR. THIS IS THE OPPORTUNITY TO DEVELOP ONE'S ARMY AND TO GET TO KNOW NEW STRATEGIC PRINCIPLES.





A game round is divided into nine distinct phases devoted to the various tactical aspects (movement, firing, magic, etc.). The players can act during each of these steps depending on the troops and characters making up their army.

**PHASES OF THE GAME**

1. Rallying
2. Entry of the reserves
3. Attribution of orders
4. First firing and incantation phase
5. Movement phase
6. Divination phase
7. Second firing and incantation phase
8. Hand-to-hand combat phase
9. Mana recovery phase

The attribution of orders is one of the most original aspects of RAG'NAROK. These orders are represented by counters that are placed face down next to the units and the players reveal them when they have the lead or when they wish to react to an enemy order. There are therefore two order categories: actions and reactions. Actions group together manoeuvres such as charging, firing, marching, etc. and are revealed only when the player has the lead. Reactions, on the other hand, can be declared in response to an enemy order (right after it has been announced) but also when the player has the lead just like an action order.

The number of orders a player has available depends on his result on the Tactical Roll associated with the Discipline rate of his army's Commander-in-Chief. Obtaining orders and assigning them among the various units is therefore crucial and contributes to enriching the game from one round to the next.



These game principles are illustrated in the following pages through the detailed description on an encounter between the Tribe of the Red Lands and the Garrison of Danakil.

To allow players to accept this new challenge more easily, RACKHAM has created boxes specially designed for RAG'NAROK. Each of these includes a ready-to-play Unit made up of miniatures that can be personalised (see p. 27). Players can also integrate the miniatures of the CONFRONTATION range into their armies, be they characters or troops.

While waiting for the opportunity to defy opponents worthy to be called so, Cry Havoc! invites you to turn to page 30 to discover more about RAG'NAROK before the next issue of this publication is released.

◆ RAG'NAROK, REVISED EDITION ◆

The English-language version that will soon be available will not just be a simple translation!

This game has evolved and matured in the past year thanks to the French players. This is why RACKHAM will offer a revised version of its miniatures battle game, whose essential mechanisms (strategy, movement and frays) you can discover in advance in this issue of Cry Havoc! (See Strategy: The Oasis of Blood, p. 30).

**+THIS EDITION WILL INCLUDE:**

- A RULEBOOK (INCLUDING THE NECESSARY EVOLUTION OF INCANTATION, DIVINATION AND FORTIFICATION TO RAG'NAROK SCALE). THESE RULES WILL BE EXPLAINED USING CONCRETE EXAMPLES ACCOMPANIED BY PHOTOS OF EXCLUSIVE MINIATURES.
- AN ILLUSTRATED UNIVERSE BOOK DESCRIBING THE POWERS THAT CLASH ON THE SURFACE OF AARKLASH, THE WORLD OF CONFRONTATION.
- 55 EXCLUSIVE CARDS (NEW REFERENCE PROFILES, NEW GAME EFFECTS BOUND TO MAGIC AND THE SPIRITUAL BELIEFS OF THE PEOPLES AT WAR, TACTICAL EFFECTS SPECIFIC TO RAG'NAROK...).
- AND MORE!

# SNEAK PREVIEW DECEMBER

## GRIFFIN CONSCRIPTS

*Conscripts are the most numerous of the Empire of Akkylannie's warriors. Their armour is a wall of steel and their weapons mete out Merin's justice! The legions of the Griffin take pride in the fervour of these soldiers of a new age...*

This box includes the elements needed to build a Unit of 8 Griffin Conscripts equipped with three different types of weapons and all the accessories needed to turn one of them into a Leader.



## GUARDS OF ALAHAN

*The Kingdom of Alahan's Bards often vaunt the feats of the Knights of the Baronies, but they also should tell of the valour of these soldiers, born among the common rank, who have vowed their lives to the battle against Darkness.*

This box contains the elements needed to create a Unit of 8 Guards of Alahan equipped with four different types of weapons and the accessories destined to turn one of them into a Leader.



## SOLDIERS OF THE PLAINS

*The soldiers of the plains are fighters of Regular rank for the army of the dwarves on Tir-Nâ-Bor. The tenacity and the valour of these warriors have become legendary all over Aarklash. It is said that the blood of the mountains flows in their veins...*

This box contains all the elements needed to build a Unit of 8 different soldiers of the plains (with a choice of two different weapons) as well as the accessories needed to turn one of them into a Leader.



## THE WARRIORS OF THE CHASMS

*The warriors of the Chasms of Mid-Nor rise from the depths of the earth to carry out the will of their master, the Despot. They prowl under cover of the night, striking without warning and never leaving a corpse behind.*

This box contains all you need to create a Unit of 8 Warriors of the Abyss equipped with two different types of weapons, as well as all the accessories needed to turn one of them into a Leader. Each fighter is accompanied by his canopic doll.



## ORC BRUTES

*The orc brutes are fighters of Regular rank for the army of Bran-Ô-Kor. After centuries of fierce guerrilla warfare, the orcs have gathered into a formidable army and are preparing for vengeance of the most dreadful kind! May the orcs' enemies tremble in fear!*

This box contains the elements needed to build a Unit of 7 different Orc Brutes (with a choice of two different weapons) as well as the accessories needed to turn one of them into a Leader.



## CLONES OF DIRZ

*Deep in the heart of their laboratories the alchemists of Dirz spawn the warriors of a conquering army. The Clones of Dirz are designed to continue fighting until final victory has been reached!*

This box includes all the elements needed to assemble a Unit of 8 Clones of Dirz equipped with three different types of weaponry, and the accessories used to turn one of them into a Leader.







The moulding of the miniatures leaves a fine trace of excess metal around the miniature in the axis of the base bar.

This line must be removed by scraping it with a modeller's knife. The base bar can be removed using cutting pliers or a small metal saw if the piece is fragile.

The miniature's foot is then pierced using a manual drill with a fine bit (about 0.6 mm), and then a thin metal pin (a piece of a paperclip or of wire) is glued

## PAINTING GUIDE: THE GRIFFIN INQUISITOR

This section is a step-by-step presentation of the painting of a miniature. In this first issue the Rackham painters focus on the Griffin Inquisitor, who is to be painted to fit the atmosphere of the *HYBRID* board game.



In terms of ambiance, the Inquisition represents the darkest aspect of the Ways of Light.

With all these elements in mind, the main orientations of the paint job are chosen: the Inquisitor will be dark and dirty except for the elements bound to the cult of Merin, which will be luminous and clean, for only they deserve attention and care in the eyes of a Griffin Inquisitor.

Each miniature tells a little story within a greater context, and it is the respect for these kinds of little details that gives life to a miniature as you personalise it.

### THE COLOURS' DRAMATICS

To sense the dust, smell the leather, show a cloth's wear: these are the stakes of our paint job. A wrong choice of colours, a badly adapted scheme or a too strong contrast can ruin the best intentions and can sometimes even have an unintended comic effect.

One's techniques can be greatly enhanced by studying the history of art and the contributions of great painters and theorists. Yet without going that far, getting to know the chromatic circle, and primary and opposing colours is necessary for a quality paint job, be this on a miniature or on anything else.

Colour has its own language, its codes, its meanings. As Zao Wou-Ki<sup>(1)</sup> put it: "the lightness of a space, the fusion of colours, (...) the silence of white, the serenity of blue, the despair of purple or orange."

### PREPARATION AND UNDERCOAT

into it. This operation lets the miniature be held by the manual drill while being painted and later ensures that it is solidly attached to its base.

The undercoat is applied using acrylic spray paint and then dried using a hairdryer to bake the paint and strengthen the undercoat's resistance.



### THE CHOICE OF COLOURS DEFINING THE ATMOSPHERE

It is best to think about the effect and the emotion one wishes to express before starting to paint.

**In this example the miniature is an Inquisitor (ref. nr. GRGM01) destined for *HYBRID*.**

The miniature and its history bear a certain number of elements that help define the atmosphere of its paint job. The gloomy and dirty environment of the laboratories crossed with the implacable spirit of the Inquisition offers many possibilities.

The Inquisition is a fanatical religious branch of the Griffin Empire. An Inquisitor's heart is dry and hard, and his presence is impressive.



<sup>(1)</sup> Contemporary painter born in 1921.

## METALS

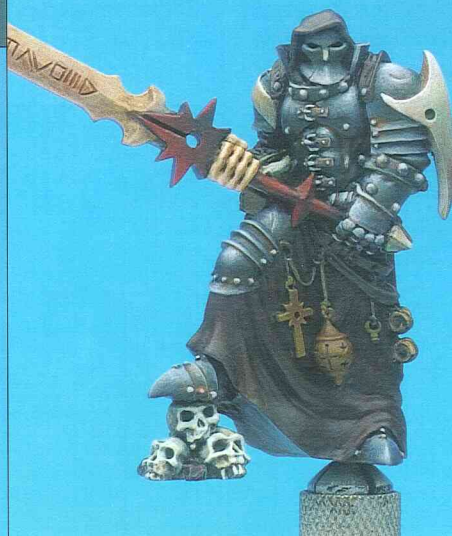
### BASE LAYER OF COLOUR



Once the colour scheme has been chosen, the base layers are applied to the whole of the miniature in order to set the relations between the colours and to determine the overall atmosphere.

Dark grey is used for the armour's base, dark red is used for the robe and the sword's hilt, and a sand-colour is used for the sword's blade and the shoulder armour. At first the colour is pretty dark. This strengthens the realism of the volume when it is later highlighted using lighter colours.

The base colours must be very opaque and applied in several thin and diluted layers instead of only one thick layer.



The armour, being the miniature's principal element, is already worked in more detail at this step. According to the principle of lighting from above, the parts the most exposed to light such as the top of the shoulder armour and the parts of the forearms, chest and thighs facing upwards are progressively made lighter by shading the dark grey of the base layer with a lighter grey. The colours aren't made lighter simply by adding white, for this tends to make the colour too bland and chalky. White is only used for the final highlights to give the paint job its finishing touches.

The fundamental principle when working the effects of light is to imagine that the miniature is lit by a light coming from above. The parts directly exposed to the source of light will be lighter than the parts hidden in the shade.

The armour is made darker by adding black to the dark grey in the hollows. A little bit of marine blue wash is applied to the darkest areas. Wash is prepared by diluting the paint a lot, meaning that the paint's colour is thinned by adding water to it.

The blue very slightly modifies the armour's colour by adding a bluish tinge without being outright blue. Furthermore, this colour goes well with the red parts of the miniature. Colours are selected for their own qualities, but also for the value they add to the other colours they are combined with.

The blade and the shoulder piece are darkened by tinting the parts that aren't exposed to light with a medium brown using a very diluted paint that modifies the previous colour without covering it. The idea is to play with the paint's transparency. The darkening is done in several steps. It is always better to add several thin layers than one thick one.

### AGE, RUST AND GRIME



In order to get the effect of wear and rust, apply several light layers of brown wash in the hollows followed by reddish-brown wash.

This step is done before the final highlighting of the armour with white so as not to lose the quality of the shine.

The brown wash must remain located in the darkest parts of the hollows. The effect is accentuated in the deepest hollows, notably under the arms, in order to make these zones stand out by giving them a bit of colour.

### WORKING OF LIGHT



### THE EFFECTS OF MATTER AND HEAT



The blade has been given special treatment. Its metallic sheen, similar to the shoulder armour's, is obtained by making the sand-colour lighter using lighter shades of sand and then white. A heat effect has been added to represent the incandescence of the magic letters.





A first red wash is applied to the light blade around the letters. The effect sought is a dynamic reddening.

An orange-brown wash is then applied and the letters are traced with an intense yellow and then white. This makes the letters appear very clearly in their grooves and makes them stand out thanks to the intensity of the orange-red.



The folds are shaded with dark brown and a bit of blue in the darkest areas, and the projecting parts of the folds are made lighter using light grey and medium brown. The grey dulls the colour and gives it a faded aspect.



The fairly dark paint of the main parts is highlighted by a more luminous and coloured treatment of the details such as the censer, the golden cross on the robe, the straps, the skulls and the parchments.

These elements are the symbols of the cult of Merin and are therefore well kept and look precious. The overall appearance is thus that of an imposing and dark figure, and this ambience is strengthened by the contrast introduced by the details.

## CLOTH AND TEXTILES



## THE MASK, THE FOCAL POINT

The face is the first area caught by the eye when one looks at a miniature. The quality of this zone's paint job and the way it is highlighted are therefore important.

In this example the Inquisitor is masked. The dreadful appearance of these characters is also due to the fact that one cannot see their face, the duty symbolised by this mask replacing their identity. To reinforce the miniature's dehumanisation the mask has been painted like the rest of the armour. By countering the rule, the effect is accentuated.

The Inquisitor's robe was to have been red, yet its colour has changed. It sometimes happens that the colours that were planned have a different effect than the one expected, or that one comes up with a better colour scheme while painting the miniature.

Red, which is good for creating an atmosphere of violence and is bound to religious iconography, has been kept only on the Judgment Blade's hilt in order to make the part stand out.

The robe is made to look like a cowl, thus strengthening the Inquisitor's austere appearance.

Yet the red of the base colour can still be seen by transparency and gives the brown a warm glow.

The highlights are mainly towards the bottom of the miniature to simulate dust gathered on the cloth when it touches the ground. Several very thin, crossed lines have been painted at the bottom of the robe, as if the dust were revealing the cloth's texture.



## DETAILS, HARMONISATION

Once the various parts of a miniature have been finished, one must look at it from a certain distance. Does the overall appearance and emotion comply with the effect one had hoped for?



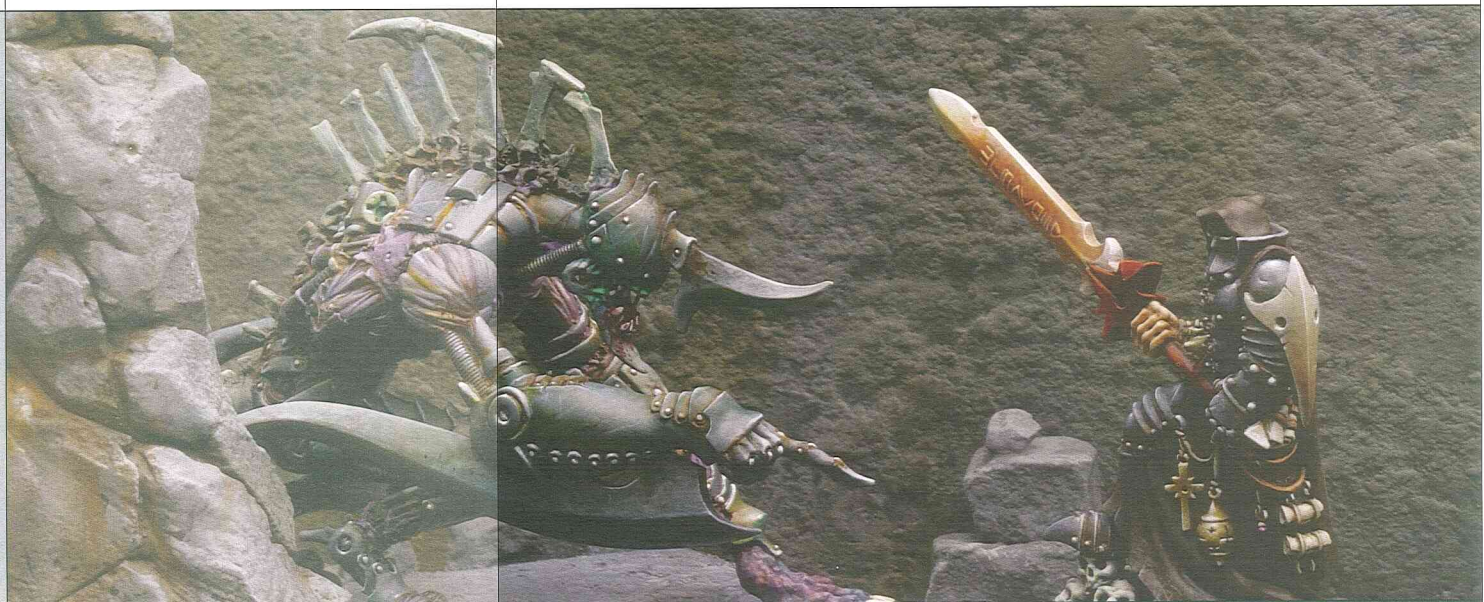
The directions one took at the start are now confronted with the result. One can still push a bit further and try to make a part stand out better, attempt an original effect, or add an arabesque or any other decorative element.

Painting is a dynamic creative process that mainly demands sensitivity.

Know to make the most of your observations and your imagination to enrich your miniatures and bring them to life.



“  
You take care of my enemies,  
I'll keep an eye on my friends.”



## OF ODDS AND ENDS

After having read this article and others to come you'll be able to build your very own scenery. No specific material is needed. What is needed most is imagination and time. The quality of your scenery depends on nothing but the work and effort you put into making it.

In every issue this column will present a particular scenery built by Rackham's model makers. The goal isn't to explain how the scenery was designed, how to copy it or to teach you to make scenery identical to Rackham's. Of course tips and technical techniques will be given in these articles, but this column will cover model making in a more global way.

The objective is to get you to experiment and to create your own tools and ways of working. A scenery is more than just a logical succession of fundamental steps. A scenery is planned, of course, but before this it is imagined, as if one were visiting a historical site. One soaks it up: the colours, the atmosphere, the smells, texture and sounds, etc. Only then does one try to render this particular ambiance. So it is a question of letting one's imagination flow and then using it to reproduce this ambiance in a concrete way.

This column is made up of three parts. Each one covers a specific aspect of building scenery: the imaginary, the use of materials and a tutorial.

For this first issue we have decided to begin with a choice piece of scenery: the sumptuous Dirz laboratory. Follow the guide!

## SOIII : NEMESIS BIRTH OF A LABORATORY

"They all felt fear in their stomachs. Only their faith in Merin let them resist it. Even Misericord couldn't hold back a feeling of anxiety on seeing the walls and rooms of this laboratory. Here the architecture and the machines, even the tanks, were different."

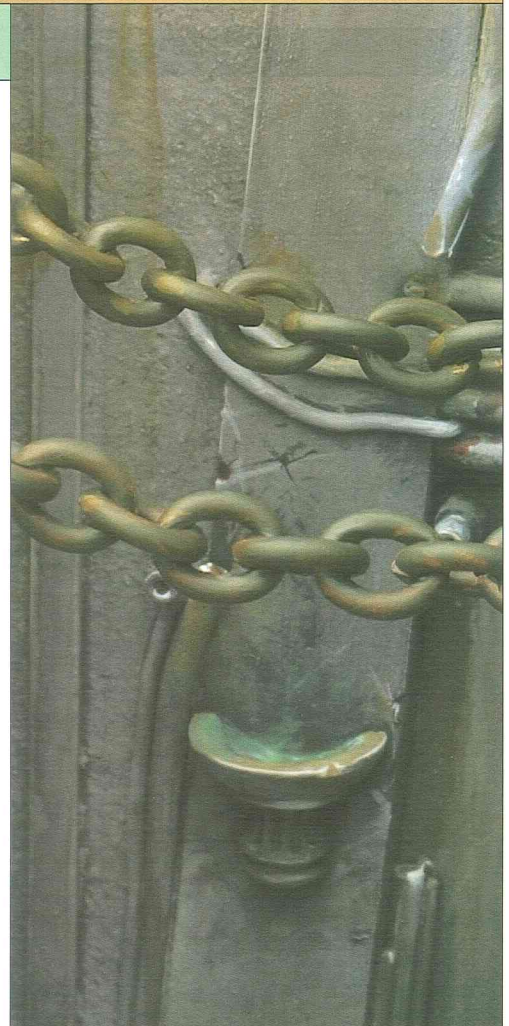


THE DIRZ LABORATORY DESIGNED FOR HYBRID: A GAME SETTING THAT'S AS DARK AND GLOOMY AS CAN BE...

## OLD STONES

Sand, as far as the eye could see. Dune after dune after dune. An endless repetition that's as stifling as this desert in which I've been roaming for the past two days. The scorching sun crushes, burns and blinds me. And the wind is as hot as the sand beneath my feet, scalding them despite the shoes protecting them. I'm going to have to find some shelter for the day. A tree, a rock, anything that will provide some shade. Yet hope is small. Suddenly, against all odds, at the bottom of one of the countless dunes a rocky outcrop bids me welcome. And, what luck, a crack in the rock is wide enough for a man to pass through. I rush into it, willing to risk surprising some wild animal. But there is no life around here. The passage, which becomes darker and wider as I move deeper into it, is a dead end. The wall at its end is engraved with strange designs and complex arabesques, testifying that intelligent life has been here before me. No matter, first I need to lie down and profit from this unexpected place of resting...

A sound and then a smell. A kind of grating sound, like a mill grinding grain, but considering the smell it must be rotten. A slight breeze finally wakes me up. No mill in sight, but there is a wide opening in the engraved wall. No grain, but a stuffy odour of rot coming from the other side of the wall. What mechanism could have triggered this opening? Curiosity is stronger than fear and pushes me towards this opening. Can this discovery be my salvation?



NO NEED FOR A TORCH TO VISIT THIS PLACE...

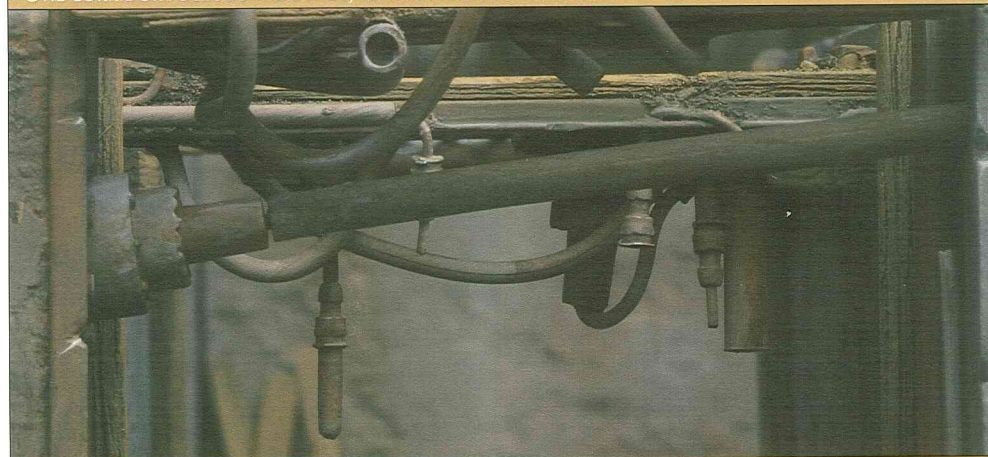


ONE CORRIDOR FOLLOWS THE OTHER, YET THEY AREN'T ALL THE SAME.

On the other side the rock is hewn, forming a long and dark corridor. The ochre of the desert progressively gives way to greyish walls. What's most surprising isn't the absence of torches. No, what bothers me is the weak fluorescent glow that lets one do without one. The rubble and debris seem to testify that this place hasn't had any visitors for a very long time. Dark and more damaged areas slow my advance, but I end up crossing another corridor.

This passage is wider than the corridor I just left and the atmosphere is more disquieting. The temperature has fallen a lot and almost makes me miss the desert heat. Metal pipes run along the ceiling and sometimes along the walls, disappearing just to reappear a bit further on. Chains dangle from the walls, eaten at by the rust. Dubious-looking traces can be seen here and there, soiling the walls and the chains as well as the floor.

Further on a room can be made out in the sickly light of the walls. It is relatively big and is strewn with various objects. In its middle stands a metallic table pierced with holes. It is stained with pools and trickles of dried blood. The smell is even stronger and makes me feel nauseous. The shelves still standing are filled with glass jars in which things float that I would rather not take a good look at.



THROUGH THIS TANGLE WORRISOME NOISES CAN BE HEARD...



IT'S BEST NOT TO IMAGINE WHAT COULD HAVE BEEN HELD PRISONER BY THESE CHAINS.



WHAT ACCURSED EXPERIMENTS CAN HAVE BEEN CARRIED OUT ON THIS TABLE?



WHAT STRANGE EVIL SPELL IS HIDDEN BEHIND THESE ARABESQUES?

The rooms and corridors that I walk through all share the fact that they cause me to feel uneasy and anxious. The air is always putrid, but sometimes it is filled with stifling humidity while at other times it is so cold so as to chill me to the bone and freeze my

blood. It also happens that the air is completely dry, but that I hear water flowing when I near pipes that are still in working order. The grey and grimy walls and floors as well as the rust are everywhere. The variation is in the stains and irregular runoff. All this is sometimes adorned with one or two corpses that are impossible to identify.

IT ISN'T EASY TO DETERMINE THE ORIGINS OF CERTAIN STAINS ON THE WALLS. IS IT RUST, BLOOD, OR EVEN SOMETHING ELSE?



Other rooms of the same kind follow each other. Are these dissection tables, torture chambers or experimentation areas? I couldn't tell.

After a long time, having explored this strange laboratory, I turn back. But then I notice a low opening in a wall with rubble on either side of it, as if the hole had been made using explosives. The room the opening leads to was the set of a true massacre. In the back, facing a wall identical to the one by which I entered this laboratory, a dozen skeletons are piled together. They are armed and seem to have been protecting themselves from an intrusion. Or from an escape? The wall is splattered with what looks like blood. The bones of a forearm are lying on the ground, visibly separated from its owner by the wall of stone. A deep sense of worry gripes me when I hear a clicking sound coming from the wall. What did they wish to prevent from getting out, and above all, is it still alive?

Along the arabesques there are thin cracks allowing a hidden door to be opened. My exploration can continue...



THE WALLS SOMETIMES TRICKLE WITH WATER DUE TO THE GROUND WATER NEARBY.

## GETTING ONE'S HANDS DIRTY

The material we use most often being plaster of Paris, choosing our first subject was fairly easy. This is an extraordinary material that has very interesting properties in regard to model making. Furthermore it has the advantage of not having the constraints imposed by comparable malleable materials such as resin or earth. It doesn't need to be baked and has no known toxicity. It is a common product that can be moulded, engraved, sculpted, coloured and painted. And once dry it looks a lot like rock.

There are various sorts of plaster, from the most coarse to the finest kind. The finer the plaster one uses, the better the imprint comes out when moulding. The one we use is modelling plaster of the finest kind.

Having decided what your scenery should look like and that plaster is the best material to use to make it, the mould or moulds now have to be created. It is easiest to divide the scenery into several parts of simple geometrical form. Indeed, these can then be glued together using carpenter's wood glue. When creating a mould one must keep several things in mind. First of all, the mould has to be slighter wider at the top in order to remove the plaster once its dry without having to break the mould. Secondly one must remember that the plaster cast will reproduce the texture of the mould. One must therefore choose the right mould to get the right texture, even though one can work the plaster cast later on. The mould's texture also affects how easily the cast is removed from the mould. It is thus better to use relatively non-porous material that won't absorb the water in the plaster. One should for example avoid using paper and it is best to cover wood with plastic film. And finally, one must take into consideration



THE MATERIAL USED IN THIS ARTICLE.

the mould's volume when preparing the plaster so as not to make too much. If you have plaster left after having poured it into the mould, you can use the surplus to make rubble, fallen rocks or other debris.



WHEN THE PLASTER IS CRACKED  
LIKE THIS, IT CAN BE MIXED.

One can begin by preparing the plaster in an appropriate recipient. For this the powder must be gradually added to the water in order to make it malleable. To get a medium level of plasticity one must add powder until it reaches or goes slightly over the water's surface (by 2 or 3 mm is usually enough). In reality the plaster's quality and especially what it will be used for influences the amount of powder one has to mix into the water. It is therefore best to do a few trials beforehand. This also lets one get a better feeling for the quantity to prepare depending on the time needed to dry and the volume or surface area to be filled. The plaster must then be left to stand until it cracks at the surface (after about five or six minutes) before mixing it. Mixing can be done using a knife, a spatula or by hand. Remember to work near a source of water and to protect the area in which you're working. It's important to make sure that no bubbles or lumps are formed. (See photos on the next page.)

Then one pours the plaster into the mould little by little. It takes about half an hour for the plaster to set. One must make sure that the mould is correctly filled and that no air bubbles are trapped in it. To do so one can lightly tap the mould or the surface on which one is working in order to make them rise to the surface.

When the plaster has set the cast can be removed from the mould and one can begin engraving and sculpting it. Some tools are needed for this. One can invest in special stone, wood or plaster sculpting tools, such as files, rasps, scissors, saws and scrapers, but a box cutter or a nail is usually enough. Knives and spatulas are also very useful and inexpensive.

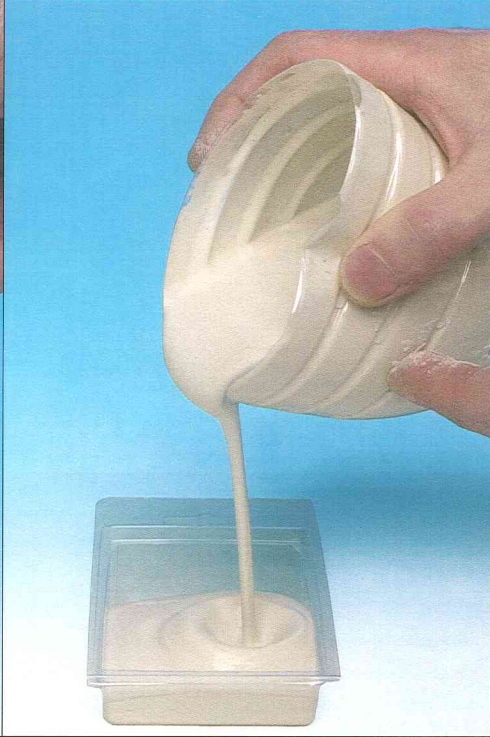
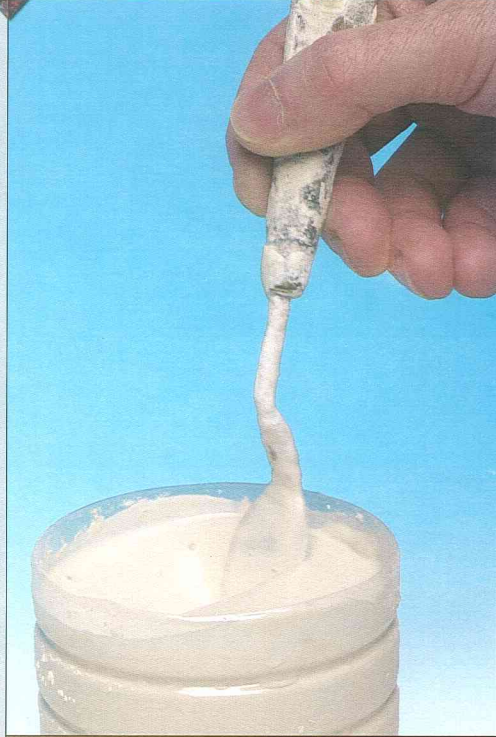
The time needed for the plaster to dry completely depends on the volume and shape of the cast (between several hours and several days). The plaster then becomes totally white. It can still be worked or broken to get various effects. One can also humidify it again by soaking it in water.





The sculpting phase needs everyday reality to be observed. It isn't because a world is imaginary that it doesn't have to respect the laws of physics or that no material can be found there. Observation, taking photos and getting information are essential activities when one wishes to reproduce real elements.

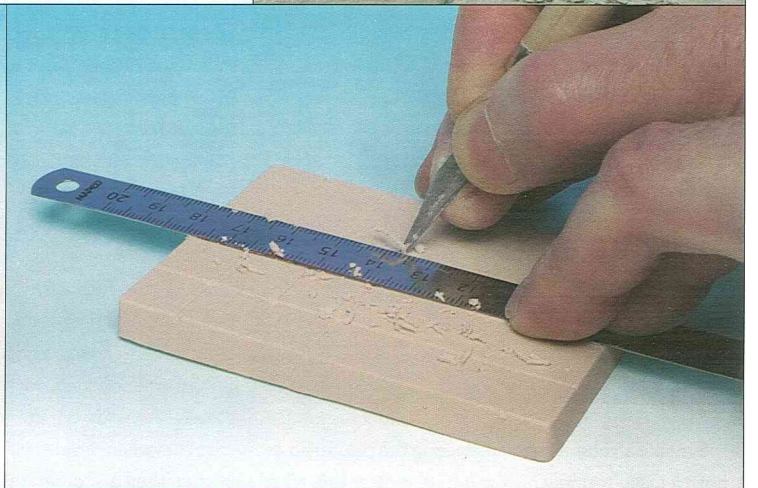
Looking at what's around oneself, remembering, reproducing, and being curious about everything: these are the bases of model making. The rest is personal and comes from experimenting. All you have to do is open your eyes to look and not just see.



WHEN THE PLASTER HAS BEEN MIXED AND IT IS LIQUID, ONE HAS ABOUT TEN MINUTES BEFORE IT STARTS TO SET.



FROM LEFT TO RIGHT: PENCIL, MODELLING KNIFE, SCRAPER, ROUGH FILE, CLAW, RULER, RASP, BRUSH, TROWEL, COMPASS AND SAW.



HUMID PLASTER IS EASIER TO WORK THAN DRY PLASTER.

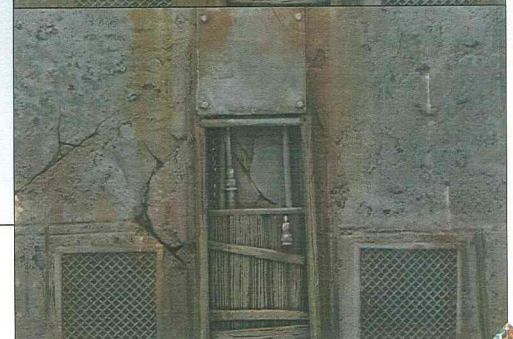
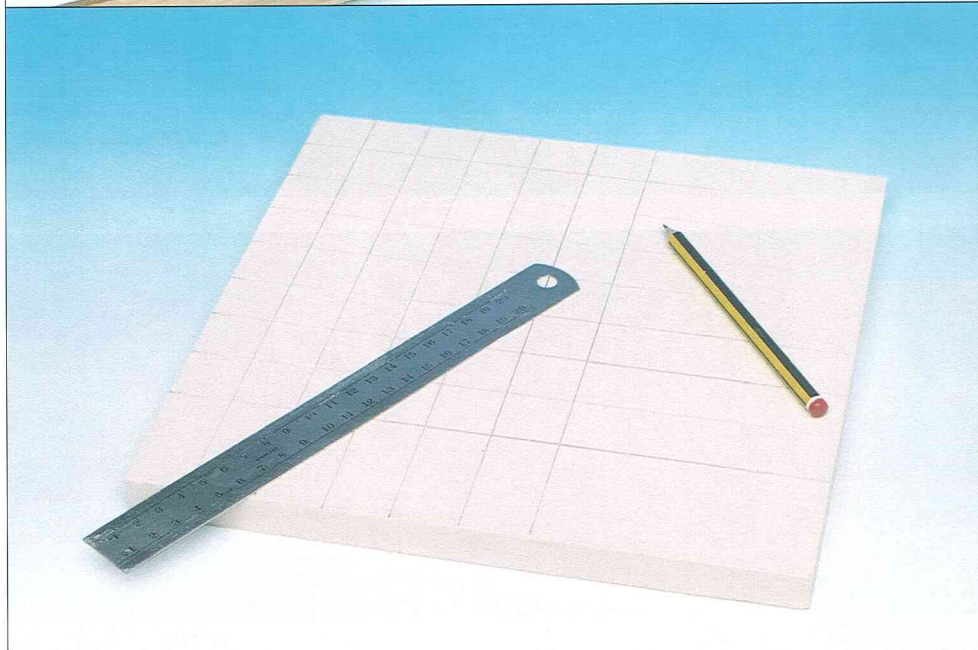
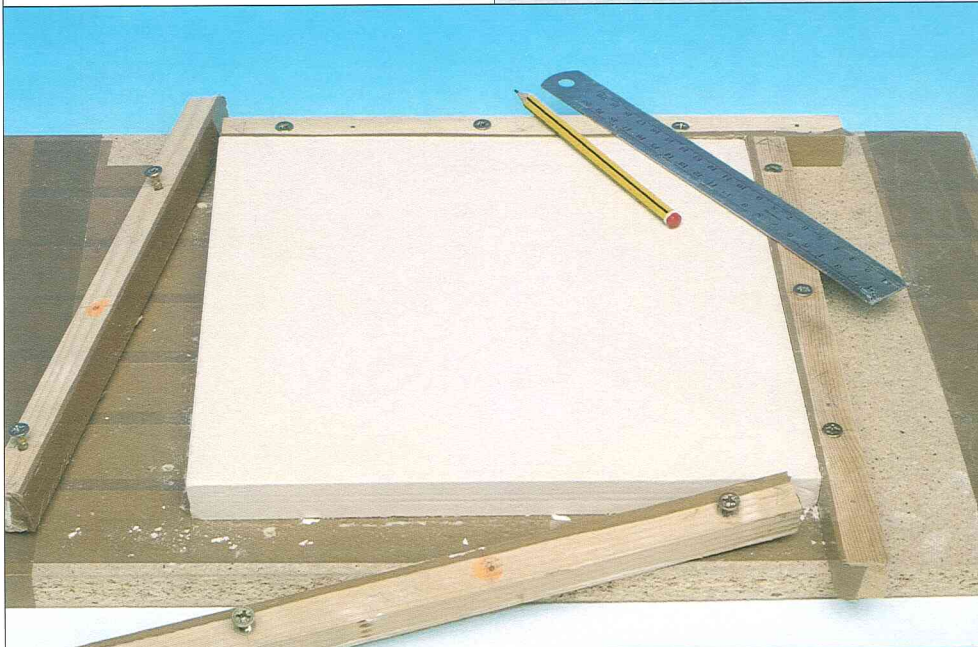
## TUTORIAL

After the theory, now the practice! It would be quite inconvenient of us to end this article here without letting the tips and techniques given above be tested. As a first trial it is best to start with something simple. You have surely noticed that the laboratory's floor is made up of an assembly of stone tiles. So here we will see how to create this relatively simple kind of tiling.

First a mould has to be made. A board of wood made non-porous is used as a base. Then the buttresses, which will set the slab's size, have to be fastened to the board. Pour the plaster into the explained above.

Once the slab has been removed from the mould, one has to create the numerous tiles the floor is made of. To do so one just has to draw a checkerboard on the slab using a pencil and ruler. This will help you engrave the plaster slab slightly using a metal tool after having floated it.

Floating is an operation that consists of pouring fresh plaster onto the slab and spreading it with a spatula or a trowel. The slab absorbs the water of the new layer of plaster, which will therefore tend to set rapidly. So the floating must be done quickly. If the plaster becomes too hard to spread, don't hesitate to wet it. The secret to succeeding a beautiful tile floor is to not float in a uniform way. It must be chaotic, there has to be movement with areas that are more uniform than others.

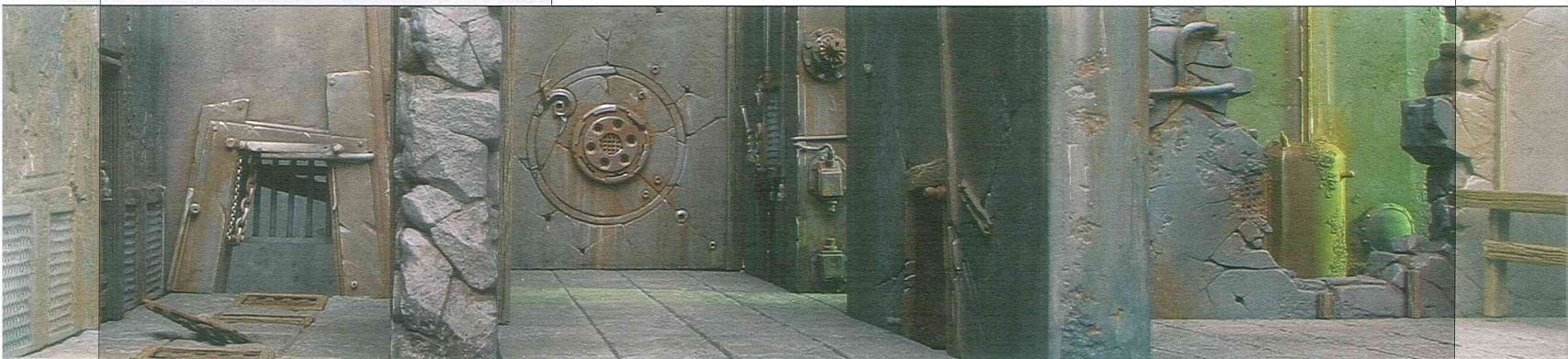
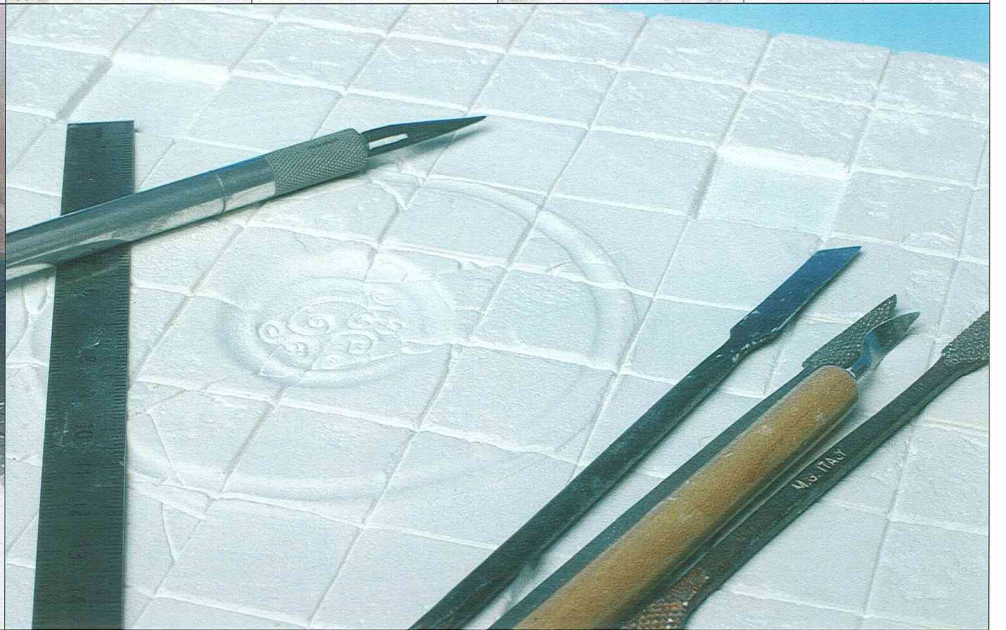
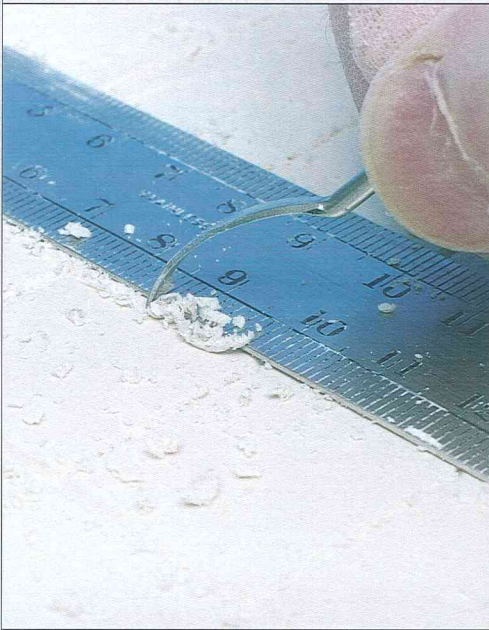


# SCENERY WORKSHOP

Once this has been done the plaster's surface has to be levelled using a flat instrument such as a metal ruler to make it as even as possible (while retaining the effects of wear and chaos).

Now the lines can be engraved following the checkerboard previously drawn on the slab. There you have your tile floor. Once the slab is completely dry you can paint it (no undercoat is needed).

Show what you can do!



More and more Rackham miniatures are designed in a way to give players and collectors the opportunity to personalise their pieces. Our sculptors focus on this modularity and we are on a constant quest for new assembly techniques. The objective of what we call “multi-part” miniatures is to allow various combinations of the elements (bodies, heads, etc.) without cutting up or sacrificing miniatures.

Of course, these modifications are only of aesthetic value and don't change the miniatures' characteristics in any way. Yet it is more enjoyable to play with pieces that are all different from each other, especially in RAG'NAROK where a much bigger number of miniatures are used.

## THE SECRETS OF “MULTI-PART”

This article's goal is to show the results one can get thanks to “multi-part” miniatures and to provide various techniques one can use. We have chosen a unit of Orc Brutes to be our example. These miniatures come from three identical army boxes, which each include seven bodies, eight heads, four different types of arms as well as seven hands holding machetes and seven hands holding scimitars. Among these elements, one head and one weapon are specially made for the unit's Leader. In all, this troop of Brutes therefore includes seven groups of three miniatures with the same body. These bodies can be equipped with eight different heads (of which that of the Leader) for a total of eight different groups of miniatures with the same head.

It's then up to you to make them unique.

PRESENTATION OF THE ELEMENTS USED (photo 1).



# MODULATING YOUR WARRIORS: THE ORC BRUTES

Bigger battles mean bigger units. The upcoming mass battle game RAG'NAROK will have these units come in very useful. For you to create your own unique armies, Rackham has designed special regiment boxes of modular miniatures.

The Orc Brutes is one of these forthcoming regiment boxes which allow your troops to be assembled in various different ways.

This column reveals the secrets of “multi-part” miniatures.

## STEP 1: THE BASES

The first step consists of cutting a slit into the miniatures' bases. To avoid having a body face the same way several times, it is best to cut these slits in a different direction in each base (see photo 2).

The main obstacle one can meet during this step is the length of the shank on which the miniature is standing. Indeed, it can happen that the slit cut into the base isn't of the right size. In this case one can shorten the shank using cutting pliers (see photos 3 and 4).

This is all the more important since having them all face the same way would make the miniatures look too similar. Therefore each of the three bodies is systematically positioned facing a different direction. Thanks to this technique the warriors will all look different even though they have identical bodies (see photos 5 and 6).



ORIENTATION OF THE SLITS IN THE BASES (photo 2).



CUTTING THE SHANK WITH PLIERS TO EASE FITTING THE MINIATURE INTO THE BASE'S SLIT (photos 3 et 4).



## STEP 2: THE BODIES

The second step of the assembly concerns the miniatures' bodies. Photos 5 and 6 clearly show the result of simply changing the way they are facing on the Brutes' overall appearance.

The body remains the same, yet one has the impression that the three pieces don't look alike. When several models of bodies are available, it is best to set them all on a base so as to have an overview and to avoid that a same version is in a similar pose several times.



TWO EXAMPLES OF THREE IDENTICAL BODIES FACING THREE DIFFERENT WAYS (photos 5 et 6).



## STEP 3: THE HEADS

The third step concerns the heads. Their assembly lets the differences between the various miniatures be made to stand out. Like the arms, their big advantage is that they're adjustable on a rounded stump representing the miniature's neck. It is therefore possible to attach a head to a body in several different positions.

Like for the body, it is best to fix a different head to each of the three bodies to make any similarities even harder to detect (see photo 7).

Furthermore, when deploying miniatures on the battlefield it is important to avoid placing miniatures with the same head next to each other (see photo 8).



ASSEMBLING THE HEADS (photo 7).



ALIGNMENT OF MINIATURES WITH IDENTICAL HEADS (photo 8).



## STEP 4: THE ARMS

The Brutes' left arm is fully part of their body, yet their right arm is modular and is presented in four different models and three different positions: bent, slightly bent and held out. Furthermore, the arms are also adjustable on the shoulder's rounded stump, thus allowing multiple positions (see photo 9).



ASSEMBLY OF THE ARMS (photo 9).



ASSEMBLY OF WEAPONS IN AN AGGRESSIVE POSE (photo 10).



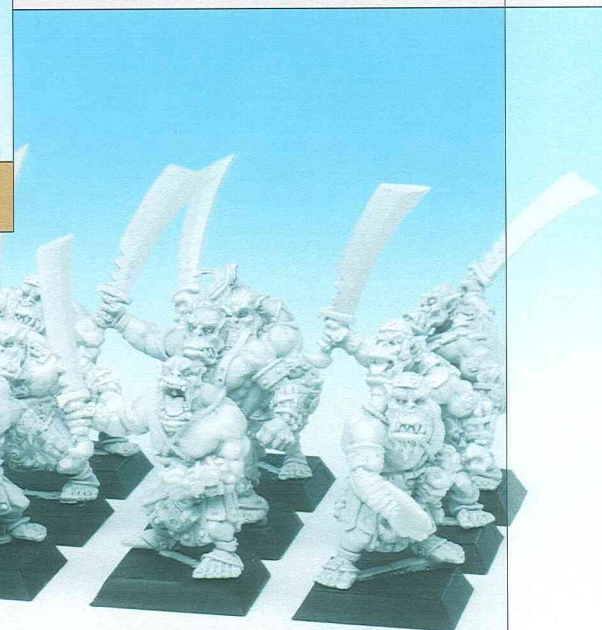
THREE DIFFERENT ORIENTATIONS, HEADS AND ARMS ON THE SAME BODY AND ADJUSTING THE WEAPON'S POSITION ALLOW ONE TO CREATE THREE DIFFERENT MINIATURES (photo 11).

## STEP 5: THE HANDS AND WEAPONS

Every box of Brutes includes two types of weapons, not counting the unique one reserved to the Leader. The right hands are part of these elements and also have rounded stumps allowing them to be attached to the arm in various positions.

This step of the assembly is very important, especially for *RAG'NAROK* players. Indeed, one must keep in mind that the position of the weapons must hinder the positioning of miniatures on the tabletop as little as possible (compact units and base-to-base contact during frays).

Furthermore, the way the weapons are fixed can give warriors personality by accentuating their aggressive or dangerous appearance (photos 10 and 11). A Brute holding his sword like a stick of French bread wouldn't seem very believable. And the alignment between the hand and the arm must be in a realistic position.

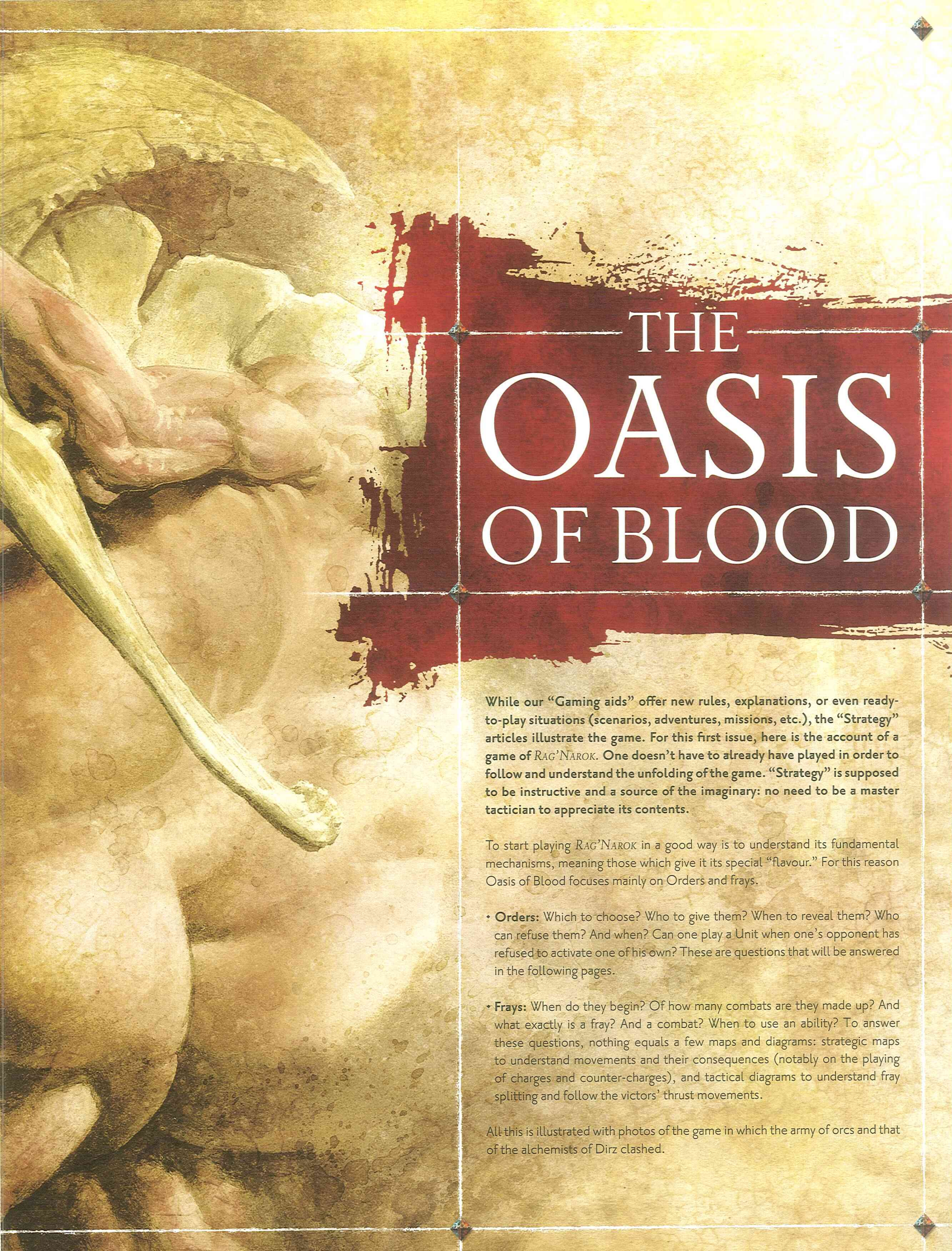


## CONCLUSION

We hope this article will allow all Rackham fans to enjoy using our "multi-part" miniatures and to design original armies more easily that reflect their visions of the game and their talents as modellers.

As a continuation of this article you will soon find a painting guide for your Orc Brutes in the Workshop column.





# THE OASIS OF BLOOD

While our “Gaming aids” offer new rules, explanations, or even ready-to-play situations (scenarios, adventures, missions, etc.), the “Strategy” articles illustrate the game. For this first issue, here is the account of a game of *RAG’NAROK*. One doesn’t have to already have played in order to follow and understand the unfolding of the game. “Strategy” is supposed to be instructive and a source of the imaginary: no need to be a master tactician to appreciate its contents.

To start playing *RAG’NAROK* in a good way is to understand its fundamental mechanisms, meaning those which give it its special “flavour.” For this reason Oasis of Blood focuses mainly on Orders and frays.

- ♦ **Orders:** Which to choose? Who to give them? When to reveal them? Who can refuse them? And when? Can one play a Unit when one’s opponent has refused to activate one of his own? These are questions that will be answered in the following pages.
- ♦ **Frays:** When do they begin? Of how many combats are they made up? And what exactly is a fray? And a combat? When to use an ability? To answer these questions, nothing equals a few maps and diagrams: strategic maps to understand movements and their consequences (notably on the playing of charges and counter-charges), and tactical diagrams to understand fray splitting and follow the victors’ thrust movements.

All this is illustrated with photos of the game in which the army of orcs and that of the alchemists of Dirz clashed.





## THE TRIBE OF THE RED LANDS

### UNIT 1: Jackal's Anger

Shaka-Mokhāi with the "The Scavenger's Indulgence" miracle and 4 Amok slayers.

### UNIT 2: The Proud Horde

13 orc brutes.

### UNIT 3: Jackal's Thunderbolts

6 Jackal warriors.

### UNIT 4: The Fury of Bran-Ô-Kor

1 animistic shaman on brontops with the "Spirit of the Battles" spell accompanied by 2 brontops riders.

**ARMY'S TOTAL COST:** 997 A.P.



Shaka-Mokhāi leads the tribe of the Red Lands. He is a living legend whose offensive and defensive capacities alone can have decisive influence on a battle's outcome. He is accompanied by powerful units such as the Jackal warriors, the brontops riders and the Amok slayers, who are capable of sowing destruction among enemy ranks right in the first round of a fray.

Shaka-Mokhāi's army also includes a unit of dependable regulars, the orc brutes, who can hold their positions when facing stronger opponents or outnumbered. No marksmen are present in the tribe of the Red Lands, but the orcs count a warrior-mage among them: the animistic shaman on brontops.

In the shadows of the palm trees, the brontops graze the rare grass smothered by the red sand while the Jackal warriors gather around their chief. The presence of the great Shaka-Mokhāi among them gives them courage and determination: they were ready to defend the oasis until their dying breath. Close by a shaman was dancing to attract the wild spirits' protection onto his brothers.



The Syhars were encamped less than 500 paces further north near the entrance to their underground laboratory. They were many and the battle would be tough.

"This water that we have found is a gift from Jackal!" exclaimed Shaka-Mokhāi while pointing at the oasis with his bony finger.

"Our families need it and it belongs to us, just like this land that we have conquered at the price of many sacrifices. We will send these dogs back to the depths of the earth and show them that the children of Jackal won't tolerate the slightest intrusion in their territory! Prepare your weapons, my braves, and prove yourselves worthy of your ancestors."

The Amok slayers raised their weapons to the sky and let out a dreadful war cry. The Jackal warriors joined them, howling and hitting their tattoo-covered chests with their fists. Then Shaka-Mokhāi raised his enormous flail and spun it around above his head, thus showing his braves that the time had come to march on the enemy.



## THE GARRISON OF DANAKIL

### UNIT 1: Androctis Phalanx

Thissan Ka equipped with Meriaghen's Shield, 8 sentinels of Danakil and 1 neuromancer.

### UNIT 2: Amodys Phalanx

1 Dirz biopsist Leader (A.P. + 10 A.P.) with the "Tetany" spell, and 8 clones of Dirz.

### UNIT 3: Atheris Phalanx

1 clone of Dirz Leader (A.P. + 10 A.P.) and 7 clones of Dirz.

### UNIT 4: Therydion Phalanx

1 vicar of Dirz Leader (A.P. + 10 A.P.) with the "Dark Blades" miracle and 4 Keratis warriors.

### UNIT 5: Howler of Danakil

1 Dasytis clone with the Antiome treatment (A.P. + 8 A.P.) instead and in place of the Leader recommended on the GARRISON OF DANAKIL army list.

### UNIT 6: Scourge of the Desert

3 tigers of Dirz.

Thissan Ka commands the Garrison of Danakil. It is a considerable army including many regulars and creatures. All these beings can be sacrificed! The gestation tanks will quickly reinforce the garrison. Luckily the sentinels of Danakil and the Keratis warriors are troops one can depend upon. Sand storms are frequent in the region of Danakil and its warriors prefer hand-to-hand combat. None of these Units is equipped for combat from a distance.

Thissan Ka reread his orders again. The letter was written in skilled calligraphy that could still be read despite the ravages of the desert that it had endured. The journey from Danakil to the laboratory hadn't been an easy one. The clones and the creatures had suffered because of the lack of water. It was impossible to profit from the injections to make the journey more comfortable. Orcish activity being more and more frequent, the Commander had expected an ambush on their way, yet the orcs let them arrive safe and sound.

ARMY'S COST IN A.P.: 997 A.P.

They will regret it, he thought while delving back into his parchment, his face beaming with a carnivorous smile.

"You will take command of the garrison of Danakil and diligently conduct it to the laboratory of Dirz. From there you will lead an assault on the oasis of the Red Lands where you will eliminate the orcish menace. At the same time you must protect the laboratory from any enemy incursion..."

The rest was just futile rant. His reading was interrupted when his aide-de-camp enter his quarters, who then proceeded to make his report. Thissan Ka only listened distractedly while concentrating on the positioning of his troops... His attention was suddenly caught when he heard the name "Shaka-Morkhai" being pronounced. The day would be a tough one but victory would be a fast lane to glory. He was sure of this, and of the fact that the orc's head would return to the tank from which it should never have left.

## THE BATTLEFIELD

The tribe of the Red Lands, led by Shaka-Morkhai, has discovered an oasis in the heart of the Syhar desert. The orcs need this source of potable water to survive, yet they aren't the only ones to desire it. Indeed, a laboratory of the alchemists of Dirz was established not far from the oasis and uses it for its water supply. At the head of his garrison the formidable Thissan Ka is determined to prevent the orcs from taking control of the water hole or from invading the laboratory.

THE TABLETOP IS DIVIDED INTO THREE ZONES.



1. The objective zone situated in the southwest is where the **oasis** is located. It is in the orcs' deployment zone and covers an area of 30 x 30 cm.
2. The objective zone situated in the northeast is where the **alchemists of Dirz's laboratory** is located. It is in the Scorpions' deployment zone and also covers an area of 30 x 30 cm.
3. At the centre of the battlefield lies an impassable zone of an area of 20 x 20 cm: a **rocky outcropping**.

The troops occupying these zones at the end of the game give the player controlling them an amount of victory points proportional to the value in A.P. and the strategic importance of the occupied zone. At the end of the game every miniature standing:

- ♦ in its deployment zone counts for 50% of its value in A.P.
- ♦ in the median area counts for 100% of its value in A.P.
- ♦ in the objective zone controlled by the opponent at the start of the game counts for 150% of its value in A.P.

The winner is obviously the one who has the higher total of victory points. Yet he must win them in less than six game rounds.



## THE TRIBE OF THE RED LANDS

**Ivo:** "I decide to place my bets on Jackal's Anger, and therefore on Shaka-Morkhai, to defend the oasis. I place my troops in consequence. I am sure that the Amok slayers and the brutes of the Proud Horde, with help from my living legend, will be able to push back the assaults of the most formidable enemy Units: the Dasyatis clone and the tigers of Dirz.

I'm convinced that Willem will place them on this side of the tabletop. I also need a strong strike force to break the enemy lines and take the objective in the northeast. I therefore consider placing my Jackal warriors and the Fury of Bran-Ö-Kor to my right. In this way I deprive them of Orders (Shaka-Morkhai being too far to use his Leadership) but I count on the additional Orders that my Commander-in-Chief's high Discipline rate will give me to manoeuvre them. I don't doubt their ability to crush the enemy Regulars and to give a very hard time to the Elites, which Willem will surely place on the path leading to the northeastern objective zone.

I will also need my Units, which are smaller in numbers, to remain grouped around the centre so that they can strike back quickly on both flanks. I risk stretching my troops a bit too much, but the central obstacle leaves me little room to manoeuvre.

Furthermore, I count on the two refusals I have due to my lower number of Units to force Willem to deploy his Units first, which can be very useful while placing my cards."

## THE GARRISON OF DANAKIL

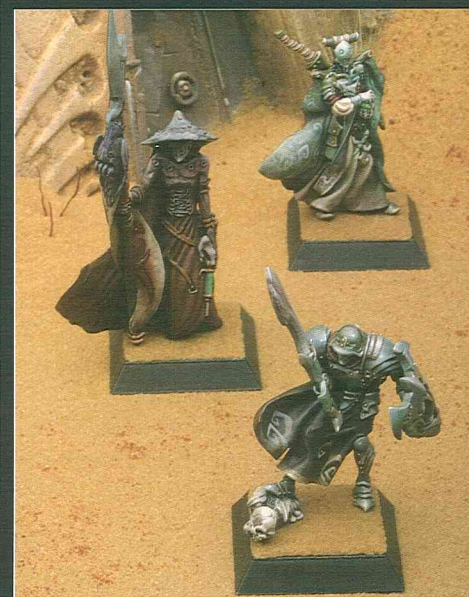
**WILLEM:** "I decide to divide my Units into three groups. Each one will have objectives in this battle.

First of all, the buffer group. These are the Ammodys and Atheris phalanxes. They are made up of clones of Dirz. These troops are not especially mobile, but they have the "Mutagenic" ability. I count on these two phalanxes to bog down the Veterans or to bear the brontops riders' charge. Mutagenic allows them to die with dignity in combat by taking a maximum number of enemy fighters with them to the abyss.

Then, the spearhead: this group is made up of the Androctis and Theridyon phalanxes. There is a good reason to unite these two in this battle: Shaka-Morkhai! The neuromancer and the vicar of Dirz have powers that increase Characters' capacities. The only one among them strong enough to fight Shaka-Morkhai is my Commander-in-Chief. For this to work, the neuromancer and the vicar must remain within a perimeter of 15 centimetres around Thissan Ka.

And last but not least, the creatures. The Howler of Danakil and the Scourge of the Desert have good Movement rates. The tigers of Dirz being used are endowed with the "Scout" ability. Grouping them together seems to be a good solution in order to quickly reach the objective and install a strong combat force there. In the worst case they can be repatriated quickly. This mobility combined with their combat abilities makes these creatures an excellent substitute for a cavalry.

Seeing the number of refusals Ivo has the right to, I decide to keep this distribution no matter what his strategy is. When he starts deploying his Units I will already have placed most of mine. Changing my mind at the last moment risks making me make mistakes such as separating my vicar of Dirz from Thissan Ka."



## APPROACH AND DEPLOYMENT

Willem decides that the vicar of Dirz's powers will support Thissan Ka. As for Ivo, he chooses to have the two brontops riders benefit from the "Masters of the Spirits" card given by the animistic shaman on brontops.

The garrison of Danakil gains the advantage by winning the Tactical Roll.

The orcish troops are less in number: four Units of orcs against six for the Scorpions of Dirz. So Ivo, being the orc player, gets the right to two refusals that will surely cause Willem and his Scorpions some trouble.

- 1) Willem places his **Atheris phalanx**.
- 2) Ivo asks Willem to place one of his Units. Willem places his **Howler of Danakil**.
- 3) Willem asks Ivo to place one of his Units. Ivo places his **Amok slayers**.
- 4) Ivo asks Willem to place one of his Units. Willem places the **Ammodys phalanx**.
- 5) Willem places the **Androctis phalanx**.
- 6) Ivo asks Willem to place one of his Units. Willem places the **Theridyon phalanx**.
- 7) Willem asks Ivo to place one of his Units. Ivo places his **brontops** with their riders and the **animistic shaman**.
- 8) Ivo places his **Jackal warriors**.
- 9) Willem asks Ivo to place one of his Units. Ivo places his **orc brutes**.
- 10) All of Ivo's Units have been placed, so Willem places his last troop: the **Scourge of the Desert**.

### THE RED DRAGON'S OPINION

- Willem has wisely placed his fast creatures on his right flank in order to rush towards his objective. Yet he should have gone further and also placed his Keratis warriors there, whose offensive potential would be more useful for conquering the oasis. The laboratory's defence could have been left to Thissan Ka's Unit supported by the two groups of clones of Dirz.
- As for the orcs, Ivo's decision to place Shaka-Morkhaï and his Amok slayers in defensive positions is questionable. This Unit would be more efficient if launched in an assault on the alchemical laboratory at the sides of the brontops riders. The orc brutes and the Jackal warriors are fully capable of defending the oasis, even when faced with the tigers of Dirz and the Dasytis clone. Maybe Ivo should have used his right to refusals.



**WILLEM:** "I have already noticed that Ivo has spread his front in a spectacular way. Shaka-Morkhaï has a good "Leadership" ability, yet this seems very risky to me. What concerns me most is the orcish Commander-in-Chief's positioning. Seeing his position, he will be defending the oasis. I'm surprised by this choice. I was expecting a "train" of orcs rushing at the laboratory with Shaka-Morkhaï and the Jackal warriors, maybe also with the brontops riders as backup due to their mobility.

I also realise that I'm in a bad position to defend against a charge of brontops. I wanted to use the

Atheris phalanx for this, but since I don't have the initiative (because of the refusals!) I couldn't afford this luxury. The Keratis warriors and the sentinels of Danakil will have to prepare themselves for the attack. I have a hard time reminding myself that the brontops are a Detachment and could therefore pass through the Unit of Keratis warriors to charge the Androctis phalanx. This is not good news and I will have to be patient.

At the start of the battle I already lost the initiative!"



**Ivo:** "I was expecting to see the Dasytis clone and the tigers of Dirz on the west side, and they are there as foreseen, supported by a Unit of clones of Dirz. I thought I would find the sentinels of Danakil instead of the clones, but Willem has placed them on the other side of the tabletop in the objective zone.

The other positions don't really surprise me. On the other hand I'm not really very happy with mine. I badly estimated the area of the ground my Units would cover when placing the cards. I ended up with Shaka-Morkhaï and the Amok slayers within changing distance of the tigers of Dirz! The impassable zone

in the centre inconveniences my brutes and it surely would have been wiser to place my brontops riders to the right of the Jackal warriors.

This being said, the battle is just beginning and I can still take advantage of the surprise my deployment visibly seems to have caused Willem."



## THE TRIBE OF THE RED LANDS

|                                 |         | Unit 1                  |              | Unit 2          | Unit 3                | Unit 4                       |                 |
|---------------------------------|---------|-------------------------|--------------|-----------------|-----------------------|------------------------------|-----------------|
|                                 |         | JACKAL'S ANGER          |              | THE PROUD HORDE | JACKAL'S THUNDERBOLTS | THE FURY OF BRAN-Ô-KOR       |                 |
|                                 |         | Shaka-Morkhai           | Amok Slayers | Orc Brutes      | Jackal warriors       | Animistic shaman on brontops | Brontops riders |
| RANK                            |         | Living legend (3)       | Elite (2)    | Regular (1)     | Veteran (1)           | Initiate (1)                 | Elite (2)       |
|                                 | MOV     | 12.5                    | 12.5         | 10              | 10                    | 15                           | 15              |
|                                 | INI     | 6                       | 3            | 2               | 2                     | 3                            | 3               |
|                                 | ATT/STR | 10 - 13                 | 5 - 9        | 4 - 7           | 5 - 10                | 4 - 11                       | 5 - 9           |
|                                 | DEF/RES | 9 - 9                   | 5 - 9        | 3 - 6           | 4 - 6                 | 5 - 9                        | 5 - 10          |
|                                 | AIM     | -                       | -            | -               | -                     | -                            | -               |
|                                 | COU     | 9                       | 5            | 4               | 4                     | 6                            | 6               |
|                                 | DIS     | 8                       | 3            | 2               | 3                     | 3                            | 3               |
| WOUNDS                          |         | 5                       | 1            | 1               | 1                     | 3                            | 2               |
| COMBAT DICE                     |         | 3                       | 1            | 1               | 1                     | 2                            | 2               |
| ABILITIES:                      |         | Faithful of Jackal/17.5 | Brutal       | Brutal          | Brutal                | Brutal                       | Brutal          |
|                                 |         | Warrior-Monk            | War fury     |                 | Fanaticism            | Bravery                      | Implacable/2    |
|                                 |         | Righteous               | Bravery      |                 |                       | Implacable/2                 | Brutish charge  |
|                                 |         | Fanaticism              |              |                 |                       | Brutish charge               |                 |
|                                 |         | Exalted                 |              |                 |                       | Initiate (instinctive magic) |                 |
|                                 |         | Sequence                |              |                 |                       |                              |                 |
|                                 |         | Loyal/2                 |              |                 |                       |                              |                 |
| A.P. with equipment & abilities |         | 274                     | 37           | 17              | 24                    | 94                           | 54              |
|                                 |         | Aspects: 1-2-1          |              |                 |                       | POW: 2                       |                 |

## THE GARRISON OF DANAKIL

|                                 |         | Unit 1            |                      |                   | Unit 2            |              | Unit 3          |              | Unit 4            |                  | Unit 5         | Unit 6         |
|---------------------------------|---------|-------------------|----------------------|-------------------|-------------------|--------------|-----------------|--------------|-------------------|------------------|----------------|----------------|
|                                 |         | ANDROCTIS PHALANX |                      |                   | AMMODYDYS PHALANX |              | ATHERIS PHALANX |              | THERYDION PHALANX |                  | HOWLER         | SCOURGE        |
|                                 |         | Thissan Ka        | Sentinels of Danakil | Neuromancer       | Dirz biopsist     | Dirz clones  | Dirz clones     | Dirz clones  | Dirz vicar        | Keratis warriors | Dasyatis clone | Tigers of Dirz |
| RANK                            |         | Elite (2)         | Elite (2)            | Special (2)       | Initiate (1)      | Regular (1)  | Regular (1)     | Regular (1)  | Devout (1)        | Elite (2)        | Creature (1)   | Creature (1)   |
|                                 | MOV     | 10                | 10                   | 10                | 10                | 10           | 10              | 10           | 10                | 12.5             | 15             | 17.5           |
|                                 | INI     | 5                 | 3                    | 3                 | 4                 | 2            | 2               | 2            | 3                 | 2                | 3              | 4              |
|                                 | ATT/STR | 6-7               | 4-7                  | 4-6               | 4 - 8             | 2-6          | 2-6             | 2-6          | 4 - 4             | 4-10             | 6-12           | 5-9            |
|                                 | DEF/RES | 5-9               | 3-7                  | 3-7               | 3 - 5             | 2-5          | 2-5             | 2-5          | 4-6               | 2-8              | 3-11           | 3-8            |
|                                 | AIM     | -                 | -                    | 3                 | -                 | -            | -               | -            | -                 | -                | -              | -              |
|                                 | COU     | 7                 | 4                    | 4                 | 3                 | 2            | 3               | 2            | 4                 | 5 (Fear)         | 8 (Fear)       | 8 (Fear)       |
|                                 | DIS     | 8                 | 4                    | 4                 | 4                 | 3            | 4               | 3            | 5                 | 3                | 0              | 0              |
| WOUNDS                          |         | 2                 | 1                    | 1                 | 1                 | 1            | 1               | 1            | 2                 | 1                | 2              | 2              |
| COMBAT DICE                     |         | 2                 | 1                    | 1                 | 1                 | 1            | 1               | 1            | 1                 | 1                | 2              | 2              |
| ABILITIES:                      |         | Leadership/15     | Mutagenic/1          | Mutagenic/0       | Mutagenic/0       | Mutagenic/-1 | Mutagenic/-1    | Mutagenic/-1 | Mutagenic/1       | Mutagenic/1      | Mutagenic/2    | War fury       |
|                                 |         | Bravery           | Survival Instinct    | Survival Instinct | Scout             |              | Leaders./0      |              | Master strike/0   |                  | Born killer    | Brutish charge |
|                                 |         | Counter-Attack    |                      |                   | Darkness          |              |                 |              |                   |                  | Possessed      | Scout          |
|                                 |         | Mutagenic/1       |                      |                   | Initiate          |              |                 |              |                   | Iconoclast       |                |                |
|                                 |         |                   |                      |                   | Biopsy            |              |                 |              |                   | Warrior-Monk     |                |                |
| A.P. with equipment & abilities |         | 122               | 25                   | 33                | 43                | 11           | 21              | 11           | 39                | 26               | 97             | 51             |
|                                 |         |                   |                      |                   |                   |              |                 |              | Aspects: 1-0-1    |                  |                |                |

## ROUND 1

**Before the Tactical Roll** Ivo and Willem check their miniatures' capacities and all the possibilities given by the other cards chosen for their armies.

♦ **Ivo** makes the roll required by the "Masters of the Spirits" card for every brontops of the Fury of Bran-Ô-Kor Unit and gets two "4s," which gives a Savage Spirit (+1 in INI, ATT and STR but forbids placing more d6 in defence than in attack) to the two brontops riders.

♦ **WILLEM** allots his army's Mutagenic Points (M.P.). It has 844 A.P. of fighters gifted with the "Mutagenic" ability. It therefore has 3 M.P. (The tigers of Dirz don't have the "Mutagenic" ability...). He chooses to favour the Units that might be involved in hand-to-hand combat right in the first round, though this is normally impossible. So the Howler of Danakil and the two Units of clones of Dirz each get 1 M.P. Willem decides to place 1d6 next to each of these Units with the "6" facing upwards, hoping that this would intimidate Ivo.

### MUTAGENIC/X

If the M.P. must be attributed **before** the tactical Roll, then the Mutagenic Rolls can be made at any time during a round. Every result is added to the value X in Mutagenic/X printed on the fighter's reference card in order to determine the number of bonus points one can give a characteristic at any time (yet before a characteristic roll is made).

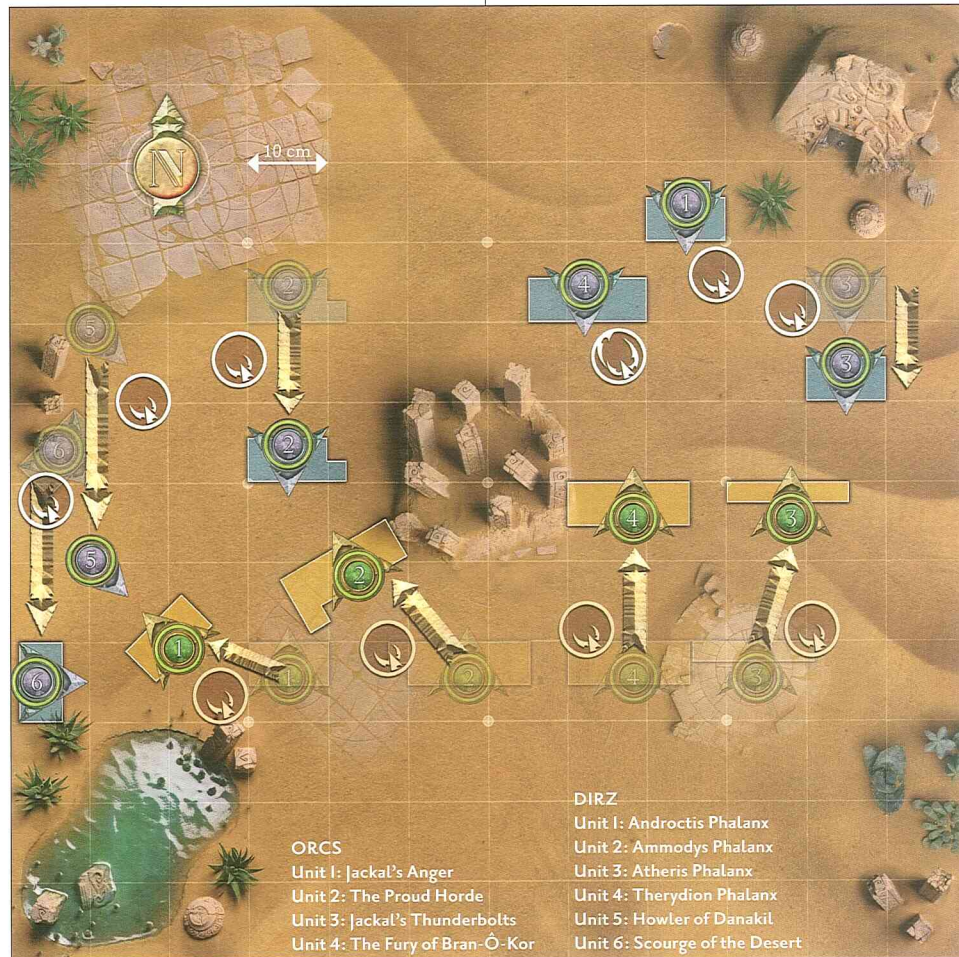
Willem must also determine which powers This-san Ka benefits from as long as he remains within the vicar of Dirz's aura of faith. This advantage is due to the free capacity of "The Eminences of Arh-Tolth" bound to the latter. In round 1 Willem chooses the "Survival instinct" ability. As for the neuromancer, he can use psychic powers as explained in the free special capacity "The Masters of the Spirits." Willem succeeds the Discipline Roll required by the latter, which allows him to strengthen Thissan Ka's Survival instinct (see box on next page).

Willem wins the **Tactical Roll** with a "6" that is rolled again for a final result of "16" (Ivo only got a "10"). He therefore gets five additional Orders for the garrison of Danakil. Ivo gets four of them for Shaka-Morkhai thanks to his rank (Living legend (3)).

**WILLEM:** "My goal for this round is to push the front as far as possible. However, the brontops riders are too dangerous for my Theridyon phalanx to move into their reach. The left flank must be hollowed out to create a nook into which the brontops riders must rush. If they decide to strike the Atheris phalanx, they risk being charged by their flanks. The Atheris phalanx will play its role by advancing towards the orc brutes and the Jackal warriors.

My Androctis phalanx will support the Theridyon phalanx in the fight against the brontops.

On the right flank the Howler of Danakil and the Scourge of the Desert will move as quickly as possible towards my objective. I will sacrifice them in order to block Shaka-Morkhai at the edge of the battlefield; Ivo would have to depend only on his additional Orders to move his Units. Thanks to this manoeuvre I hope to put more than 250 army points into the 150% zone and bog the combat down in this part of the terrain. I also know that Shaka-Morkhai will cause great damage during the battle. While I'm at it, I prefer containing him in this position."



**Ivo:** "Seeing the small number of Units I have, I can't afford to lose any time. If Willem places too many troops in the 100% zones on the battlefield I risk being overwhelmed. So I decide to free myself of all finesse for this round and to advance as far as possible while still using my refusals to force Willem to move first.

I count on Shaka-Morkhai to keep the Dasyatis clone and the tigers of Dirz busy for at least two rounds and decide to block the clones of Dirz supporting them with my orc brutes.

On the right flank the number of enemy troops worries me. I fear that my two isolated Units will

get caught in an endless combat for the control of Willem's objective zone. Charging at will seems to be the best thing to do to break the enemy lines, and I'm counting on the brontops of the Fury of Bran-Ô-Kor's offensive power to help me cleanse this zone. If possible, they'll attack the Keratis warriors first. The Jackal warriors will take care of the clones of Dirz who shouldn't cause too much trouble. Which leaves the sentinels of Danakil..."



## SURVIVAL INSTINCT

This ability works in the same way in CONFRONTATION as in RAG'NAROK.

Theoretically it can't be cumulated (see RAG'NAROK).

The "Masters of the Spirit" card allows this restriction to be avoided. Indeed, it stipulates that if it gives Survival Instinct to a fighter who already has this ability, then the result of "5" or "6" on a d6 cancels the Damage Roll!

## Phase 1: RALLYING

No troops to rally.

## Phase 2: ENTRY OF RESERVES

No reserves.

## Phase 3: ATTRIBUTION OF ORDERS

Orders are attributed without the players knowing what their opponent has decided (see strategic map on previous page).

## Phase 4: FIRST FIRING AND INCANTATIONS

No shot or spell.

## Phase 5: MOVEMENTS

The Orders are revealed in the order determined by the Tactical Roll. Willem takes the lead thanks to his "16."

- 1) **WILLEM** asks Ivo to reveal an Order. Ivo refuses.
- 2) **Ivo** gets the lead and asks Willem to activate a Unit. The **Atheris phalanx's** Order is revealed.



This Unit of clones of Dirz runs, yet it fails its Discipline Roll. It is therefore moved a distance of MOV cm (no more, no less, since the Order's test was failed).

- 3) **WILLEM** takes back the lead and asks Ivo to play. Ivo refuses.

## THE RED DRAGON'S OPINION

The strategy adopted by Willem and Ivo is typical of a beginning of a battle. The two Commander-in-Chiefs are trying to make the opponent move his Units first so that he reveals his strategy.

At this moment in the game a fast-moving Detachment can attract an enemy Unit into a position from which it would have a hard time returning to the combats while the fast-moving fighters could return to the heart of the fray without any trouble.



- 4) **Ivo** asks Willem to reveal an Order: the **Ammodyx phalanx's** run is revealed. This Unit follows the Orders (the Discipline Roll being successful).
- 5) **WILLEM** asks Ivo to reveal an Order. The **Jackal warriors** start running. Their Unit's Discipline Roll is successful and Jackal's Thunderbolts are moved without restrictions.
- 6) **Ivo** takes back the lead and asks Willem to reveal an Order. The **Scourge of the Desert** is activated. No roll is made for these tigers of Dirz because they make up a Detachment!
- 7) **WILLEM** takes the lead and decides to activate one of his Units. He reveals a running Order for the **Androctis phalanx** and cancels it right away thanks to Thissan Ka's Discipline.  
**WILLEM:** "Um... too early."







## THE RED DRAGON'S OPINION

Canceling the Androctis phalanx's run is a strange decision made by Willem. By advancing this Unit to his left to place it halfway between the Keratis warriors and the clones of Dirz, the sentinels of Danakil would have been in a good position to give support to either of these two Units in the next round. This decision was probably made due to the dissuasive presence of the brontops riders, but the distance at which they are located as well as the numerical advantage of the Scorpion's troops should have been enough to calm the Scorpion's Commander-in-Chief.

In a scenario like this one the number and the mobility of the Units are of capital importance. The stakes are therefore to intercept the enemy Units and to bring one's own into the objective zones.

The army of orcs has fewer Units, yet they are stronger than those of the garrison of Danakil. Ivo is counting on this singularity to crush the enemy and force his way. However, he isn't taking into account the fact that the mass of the Units he wishes to destroy will allow them to absorb the impact of the tribe of the Red Lands!

A less risky strategy could have been to divide his Units before having them charge those of his enemy thanks to a "Unit Division during the movement phase" manoeuvre. At this moment in the game the attribution of Orders and the possibilities to refuse are less important. Some of the Units created could block the enemy while the others move around the fray to take control of the objectives. Shaka-Morkhaï would prove once again that his people knows how to combine strength with ruse!



8) Ivo takes back the lead and asks Willem to reveal an Order. Willem, who is patiently awaiting the enemy, reveals a counter-charge for the **Theridyon phalanx**.

**Ivo:** "I prefer making a breach into which the brontops will rush. They won't charge the Atheris phalanx during the next round out of fear of being taken from behind..."

9) **WILLEM** takes the lead and asks Ivo to reveal an Order. A run is announced for the brutes of the **Proud Horde**. The roll needed to be made for this movement is successful. The Unit is moved in such a way as to move along the impassable rocky mass while remaining in compact formation.

10) Ivo takes back the lead and asks Willem to reveal an Order. Willem has the choice between a charge and a run for the **Howler of Danakil**. He chooses the run...



**WILLEM:** "I had the choice between running and charging. The only Unit within range (by using Mutagenic) being Shaka-Morkhaï, I thought better of it. Time is on my side, seeing the living leg-end's current position."

No roll is made for the running movement since the Dasyatis clone is a Detachment on its own!

## THE RED DRAGON'S OPINION

Here Willem makes the wise choice of not attempting a charge at Jackal's Anger.

Of course, by placing the Dasyatis clone touching the two Amok slayers he could have benefited from an additional round that would surely have turned to his advantage... unless Ivo succeeded his counter-charge. Because in this case we wouldn't have placed our bets on the Dasyatis clone when faced with Shaka-Morkhaï!

Jackal's lair would surely have been decorated with a brand new rug very soon...



11) **WILLEM** then asks Ivo to activate a Unit. Ivo reveals a run to be made by **Jackal's Anger**.

**Ivo:** "Here my goal is to stop the Dasyatis clone before it reaches the objective on my side. Shaka-Morkhaï and his Amok slayers will give him one hell of a rough time if everything goes well."

The Discipline Roll that has to be made to run is failed. Jackal's Anger's run is halted after having moved a distance of MOV cm.

12) Ivo takes the lead again and plays his last Unit. A running Order is revealed for the **Fury of Bran-Ô-Kor**.

**Ivo:** "I made this choice for my orcs to place my brontops into a position allowing them to rush to either side of the impassable zone depending on the Scorpions' movements."

The Fury of Bran-Ô-Kor rushes towards the Theridyon phalanx. No roll is made because the brontops make up a Detachment! The Unit moves a distance of MOV cm, which is the minimum possible when running.

## THE RED DRAGON'S OPINION

The position of the brontops at the end of these first movements strongly risks costing Ivo his victory. Indeed, they are within the Theridyon phalanx's charging range. If Willem wins the second round's Tactical Roll, he will be able to deprive Ivo of the advantage of his brontops' charge!



## Phase 6: DIVINΔ+IΩN

The faithful don't call on their gods.

## Phase 7: SECOND FIRING ΔNΔ INCΔN+Δ+IΩNS

Nothing happens.

## Phase 8: HΔNΔ-+Ω-HΔNΔ CΩMΒΔ+

No fray has been formed yet.

## Phase 9: MΔNΔ RECOVERY

The "2" rolled for the Dirz biopsist allows him to increase his mana reserve by 2 points for a total of 3+2=5. The animistic shaman on brontops's attempt gets the same result: his mana reserve reaches its maximum.

## ROUND 2

Before making the Tactical Roll, the Characters' powers are used.

- IVO makes the rolls required by the "Master of the Spirits" aptitude for every brontops rider and again he gets two "4s" giving them a Savage Spirit (+1 in INI, ATT and STR but prohibition from placing more combat dice in defence than in attack).

- WILLEM distributes the M.P. among his Units. The Howler of the Desert, the Atheris phalanx and the Ammodys phalanx each get one. Willem decides to determine these Units' Mutagenic bonuses before setting his strategy in a specific direction.

The Dasyatis clone benefits from five Mutagenic points! The clones of Dirz and the Atheris phalanx each have two points at their disposal. However, with a result of "2" on the Mutagenic Roll and a Mutagenic/-1, the Ammodys phalanx doesn't get any bonus.

Willem decides that Thissan Ka gets an improved Survival Instinct thanks to the neuromancer and the vicar of Dirz.

The Tactical Roll is a tie, so it is rolled again. The new results are in Willem's favour (he got a "14"). So Thissan Ka's rank gives four additional Orders to be given to Willem's Units. Ivo gets five additional Orders thanks to his living legend.

### BECOMING A LEGEND

Round 2's Tactical Roll is a good illustration of the supremacy of an army that includes a living legend. With an identical result on the Tactical Roll, the rank of Commander-in-Chief makes all the difference between the two armies. Combined with several wise refusals, this difference could very well hand victory to the tribe of the Red Lands before the fifth round.



### Phase 1: RALLYING

No Unit is disorganised.

### Phase 2: ENTRY OF RESERVES

No reserves are expected.

**WILLEM:** "It's time to prepare for combat. I'm pretty sure that the orcs' Orders will be a general charge or counter-charges, for Ivo will use his refusals to force me to move before he does. I have therefore planned a general counter-charge, with a charge for some Units. I hope to begin combat in a favourable way against Shaka-Morkhai and his Amok slayers.

I have therefore ordered my creatures to charge using my additional Orders."



Ivo: "All my Units having the enemy within their charging range, all I can do is follow my plan and launch a massive attack. Though the conditions seem favourable to me at my right flank, they seem a lot less so on my left flank. Indeed, Jackal's Anger is within charging range of two of the most formidable enemy Units.

For Willem the best solution would be to give "charging" and "counter-charging" Orders to his most exposed troops. So I have to be very careful when using my refusals and making my decisions, or else my orcs' impetuous charge risks turning into a disaster due to overconfidence.

I fear that the Fury of Bran-Ô-Kor will become trapped in front of the alchemists of Dirz's objective. Yet I must eliminate the Keratis warriors."



**Phase 3:****Δ++RIBU+IION OF ORDERS**

See strategy map on previous page.

**Phase 4:****FIRST FIRING AND INCANTATION**

Nothing happens.

**Phase 5:****MOVEMENTS**

The Orders are revealed. Willem takes the lead thanks to his «I4» on the Tactical Roll.

1) **WILLEM** asks Ivo to reveal an Order. The **Jackal warriors** charge the **Atheris phalanx**, which immediately counter-charges. The Initiative Roll required by this reaction is successful. The clones of Dirz launch their assault. A second Initiative test is now made to determine which of the two Units will take the advantage for the positioning of fighters. Willem gets a better final result than Ivo. The Jackal warriors will therefore have to move to within 15 cm of the clones of Dirz (see **RAG'NAROK**). Since they are already within less than 15 cm of the Scorpion Unit, their movement isn't made. Therefore Willem can move his clones of Dirz as if he had charged the Jackal warriors.

2) **Ivo** takes the lead and asks Willem to reveal an Order. The **Scourge of the Desert** charges **Jackal's Anger**. The Amok slayers then counter-charge brilliantly after having succeeded their Courage Roll thanks to the presence of the Jackal lord. At the outcome of the Initiative tests, the Elite orcs get the upper hand over the tigers of Dirz and manage to outflank them.

3) **WILLEM** takes the lead and asks Ivo to reveal an Order. Ivo refuses.

4) **Ivo** takes the lead and asks Willem to activate a Unit. The **Howler of Danakil** charges the Amok slayers.

The charging distances are verified and confirmed. The movement does very well take place. The Amok slayers pass their Courage test under the wrathful gaze of the orcish living legend. The miniatures are moved in the regular way. A huge fray is soon to come...

5) **WILLEM** takes the lead. The **Ammodyd phalanx** gets ready to launch a counter-charge. The round isn't over yet...

6) **Ivo** takes the lead and asks Willem to reveal an Order. The **Theridyon phalanx** positions itself in view of a counter-charge, thus confirming Willem's strategy for the garrison of Danakil.

7) **WILLEM** takes the lead and announces a counter-charge for his last Unit, the **Androctis phalanx**. So Ivo won't have been able to use his last refusal. He reveals his last Orders.

8) The **Proud Horde** charges the **Ammodyd phalanx**. So the latter's counter-charging Order is activated, but this Unit fails its Initiative test. The counter-charge is therefore cancelled.

9) The **Fury of Bran-Ö-Kor** charges the phalanx. Willem succeeds his first Initiative test: the Keratis warriors' counter-charge is activated. However, he loses the second Initiative test, and so Ivo places his brontops riders the way he likes without the enemy Unit even having been moved (since it was already within less than 25 cm of these mastodons).

**WILLEM:** "I realised that I made a mistake. I should have given the order to charge instead of to counter-charge."

**Phase 6:****DIVINATION**

The faithful don't call on their gods.

**Phase 7:****SECOND FIRING AND INCANTATIONS**

The **Dirz biopsist** casts the "Tetany" spell on an orc brute. The three points of mana needed by this spell are spent as well as another one in order to roll one additional d6. The magician has none left for this round; the Incantation Roll is therefore made using 2d6 (+ POW (3) on the result) with a difficulty of 6 (RES of the orc brutes). It is successful! Ivo must divide three penalty points between his fighter's INI, ATT and DEF.

He cunningly avoids this spell's consequences by choosing DEF -3 for his fighter. One thing is for sure: in the combat coming up, this orc brute won't just be there to defend himself!

**Phase 8:****HAND-TO-HAND COMBAT**

The clash of weapons resonates in the desert; the cries and grunts of the creatures sound like deathly echoes. Thissan Ka observes the battlefield from his rearward position. The cloud of dust caused by the brontops' charge begins to clear as the courageous Keratis warriors give their lives to protect their commander. In the distance the roar of the tigers of Dirz and the spooky howls of the Dasytis clone could be heard.

Shaka-Morkhai remains nowhere to be seen...

There are four frays on the battlefield.



## FRAY I

### THE Δ+HERIS PHALANX VERSUS JACKAL'S THUNDERBELTS

This combat opposes eight clones of Dirz against six Jackal warriors. One of the clones being Unit Leader, his combat must be resolved separately. Having won the Tactical Roll, Willem decides to resolve the combat involving the seven clones of Dirz before that of the Leader. The Atheris phalanx wins the initiative. Six orcs are in contact with these seven clones of Dirz, but one of them is also touching the Scorpions' Leader. Ivo nevertheless chooses to devote this orc's combat die to the fight against the other clones of Dirz.

So Willem has 7d6 for this combat against Ivo's 6d6. The way these dice are placed is indicated in the following table.

|      | ATTACK | DEFENCE |
|------|--------|---------|
| DIRZ | 4      | 3       |
| ORCS | 3      | 3       |

Willem launches the alchemists of Dirz's attack:

**WILLEM:** "I decide to profit from the two Mutagenic points I have to increase the ATT of my clones of Dirz by two points."

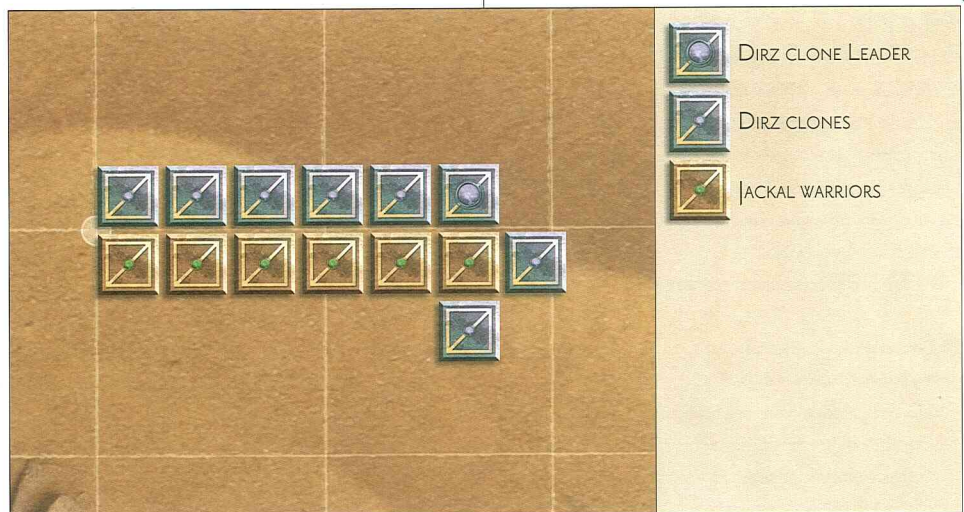
|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| DIRZ | 7                  | 3/4                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| ORCS | 7                  | 3/3                                 |
|      | DAMAGE             | WOUNDS                              |
| DIRZ | 0                  | 0                                   |

**WILLEM:** "Argh!"

Ivo's orcs attack.

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| ORCS | 7                  | 2/3                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| DIRZ | 7                  | 1/3                                 |
|      | DAMAGE             | WOUNDS                              |
| ORCS | 1                  | 1                                   |

The Jackal warriors' attack causes the death of a clone of Dirz. Ivo decides to remove one of those touching the orc who is fighting the Scorpion Leader. Yet despite the colossus's strength, the number of Wounds inflicted isn't enough to cause the devastating attack that would have allowed him to get rid of the enemy Leader before the latter could attack.



Willem now attacks with his Leader. The Jackal warrior facing him having already used his combat die, Willem can attack without hassles and without even having to make an Initiative Roll for this combat. Unfortunately he gets a "1" on his Attack Roll and therefore misses an opportunity to easily get rid of a most formidable foe.

The orcs having inflicted one loss on the Scorpions while the latter haven't managed to inflict a single one, Ivo wins the combat. However, the clones of Dirz's Domination Factor being 7 and that of the Jackal warriors being 6, no Courage test is made for the latter.

All fighters being in base-to-base contact with an opponent, no pursuit movement is made.

The next combat round will be more violent, for all fighters are now touching an enemy.



## FRAY 2

### THE FURY OF BRAN-Ô-KOR VERSUS THE THERIDYON PHALANX

This combat is complex for it opposes four different profiles: the animistic shaman on brontops and the brontops riders against the vicar of Dirz and the Keratis warriors. This fray has to be played by dividing it into three combats.

Willem proceeds with the splitting of the frays.

#### 1) The animistic shaman versus a Keratis warrior

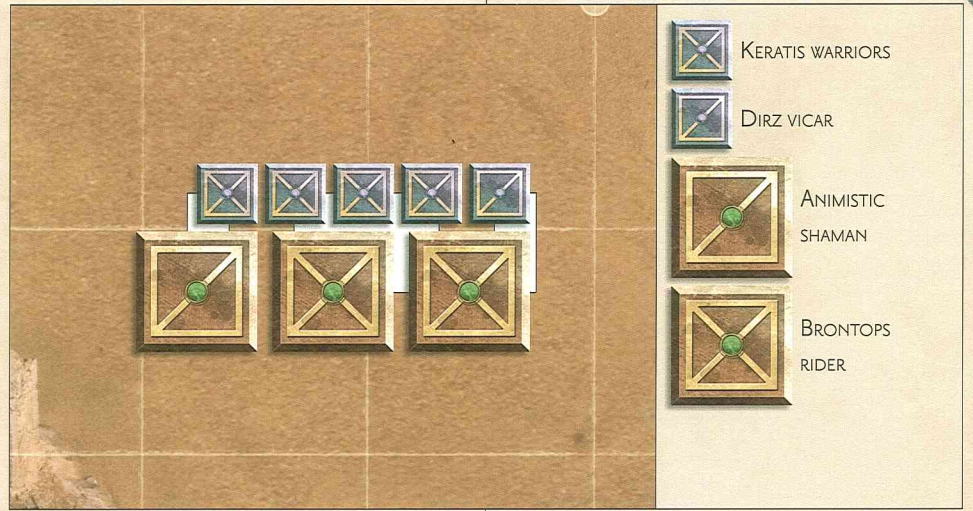
Willem's troops win the initiative. So Ivo places his combat dice first. Due to his size and his value in A.P., the animistic shaman has 2 combat dice against only one for the Keratis warrior.

|      | ATTACK | DEFENCE |
|------|--------|---------|
| ORCS | 1      | 1       |
| DIRZ | 1      | 0       |

Willem chooses a difficulty of "8" for his Keratis warrior's attack and fails. Ivo takes advantage of this and of his 2 combat dice...

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| ORCS | 7                  | 1/1                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| DIRZ | 0                  | 0                                   |
|      | DAMAGE             | WOUNDS                              |
| ORCS | 1                  | 1                                   |

The orcs' attack works! Thanks to the animistic shaman on brontops's charge (and his impressive Strength), the Keratis warrior is trampled...



#### 2) Two brontops riders versus two Keratis warriors

Seeing that the orc is fighting two different profiles, he has to split his combat dice between his opponents. After having lost the Initiative Roll facing the Keratis warrior, Ivo decides to devote 1d6 to each of these combats.

The Keratis warriors gain the initiative.

|      | ATTACK | DEFENCE |
|------|--------|---------|
| ORCS | 1      | 2       |
| DIRZ | 2      | 1       |

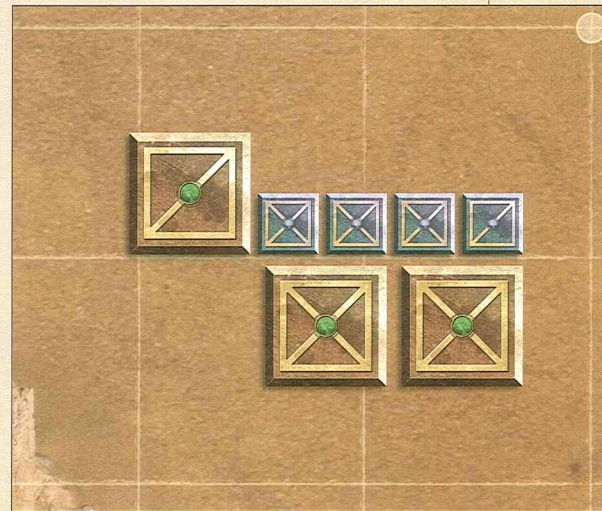
The Keratis warriors bring down their disemboweling vouldges with force and inflict a Wound on the opponent, yet without finishing him off...

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| DIRZ | 8                  | 2/2                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| ORCS | 8                  | 0/1                                 |
|      | DAMAGE             | WOUNDS                              |
| DIRZ | 1                  | 2                                   |

The brontops riders strike back without success. Moreover, they lose their valuable charging bonus for the next round.

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| ORCS | 9                  | 1/1                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| DIRZ | 9                  | 1/1                                 |
|      | DAMAGE             | WOUNDS                              |
| ORCS | 0                  | 0                                   |

Ivo: "This battle is really filled with bad luck!"



**3) The vicar of Dirz  
versus the brontops rider:**

WILLEM: "I decide to attempt a master strike."

|      | ATTACK | DEFENCE |
|------|--------|---------|
| DIRZ | 1      | 0       |
| ORCS | 1      | 1       |

The vicar of Dirz attempts his master strike...

|      | ATTACK<br>DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|-----------------------|-------------------------------------|
| DIRZ | 2                     | 1/1                                 |
|      | DEFENCE<br>DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| ORCS | 0                     | 0                                   |
|      | DAMAGE                | WOUNDS                              |
| DIRZ | 1                     | 0                                   |

WILLEM: "My master strike was successful, but I completely failed my Damage Roll. I should have chosen a higher difficulty than 2!"

|      | ATTACK<br>DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|-----------------------|-------------------------------------|
| ORCS | 7                     | 1/1                                 |
|      | DEFENCE<br>DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| DIRZ | 0                     | 0                                   |
|      | DAMAGE                | WOUNDS                              |
| ORCS | 1                     | 1                                   |

The Damage Roll's result is somewhat disappointing because the brontops' charge allows great damage to be caused (STR 9/12 when charging).

The vicar of Dirz gets away with only one Wound.

Ivo: "As usual, I always fail my most important rolls..."

The advantage turns in the brontops riders' favour. The Theridyon phalanx is beginning to be overwhelmed...



## FRAY 3

### THE PROUD HORDE

### VERSUS THE AMMODY'S PHALANX

In this fray various combat profiles are also opposed and the confrontation has to again be split into two frays.

#### 1) The biopsist of Dirz

##### versus the two orc brutes

The initiative is given to the biopsist of Dirz who only has 1d6 and 2 Wounds available

|      | ATTACK | DEFENCE |
|------|--------|---------|
| ORCS | 2/1*   | 1       |
| DIRZ | 1      | 0       |

The biopsist of Dirz's attack causes one death amid the ranks of the orc brutes and reduces the latter's number of attacks by 1d6\*.

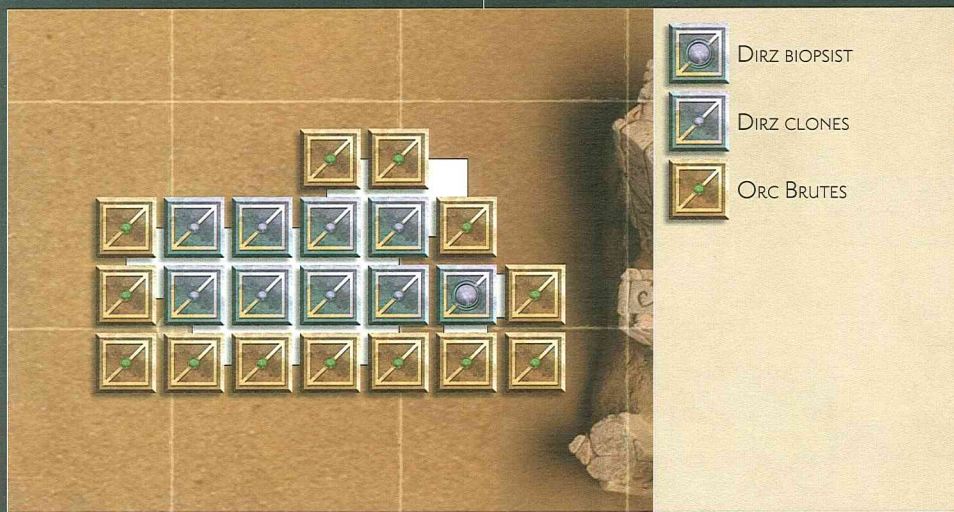
|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| DIRZ | 6                  | 1/1                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| ORCS | 0                  | 0                                   |
|      | DAMAGE             | WOUNDS                              |
| DIRZ | 1                  | 1                                   |

Ivo: "I was surprised by the strength of the biopsist of Dirz's strike. This miniature can really be formidable with its spells and its pernicious powers."

The orc brute avenges his comrade by inflicting a Wound on the biopsist of Dirz, who then has only one Wound level left.

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| ORCS | 6                  | 1/1                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| DIRZ | 0                  | 0                                   |
|      | DAMAGE             | WOUNDS                              |
| ORCS | 1                  | 1                                   |

Ivo: "About time! This biopsist of Dirz has to die to allow my brutes to crush the clones of Dirz."



-  DIRZ BIOPSIST
-  DIRZ CLONES
-  ORC BRUTES

#### 2) Seven clones of Dirz

##### versus nine orc brutes

The orcs have the initiative! Ivo begins dancing a victory jig...

Each camp's potential is of 4d6.

|      | ATTACK | DEFENCE |
|------|--------|---------|
| ORCS | 9      | 0       |
| DIRZ | 2      | 5       |

Two clones of Dirz fall on the battlefield...

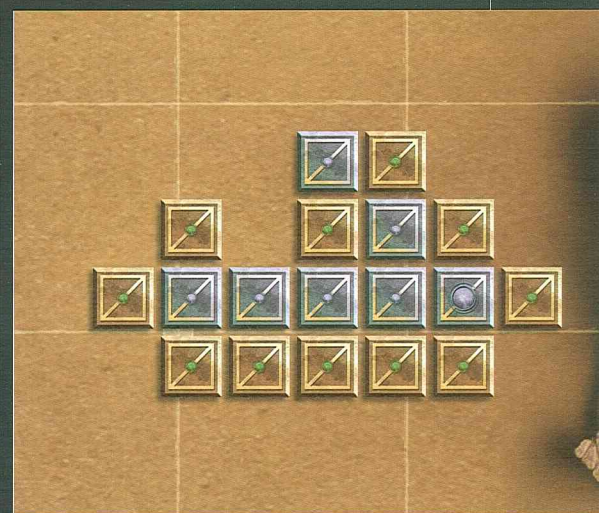
|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| ORCS | 7                  | 6/9                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| DIRZ | 7                  | 3/5                                 |
|      | DAMAGE             | WOUNDS                              |
| ORCS | 3                  | 2                                   |

... before an orc brute leaves Aarklash for all eternity.

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| DIRZ | 4                  | 1/2                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| ORCS | 0                  | 0                                   |
|      | DAMAGE             | WOUNDS                              |
| DIRZ | 1                  | 1                                   |

The numbers are in the orcs' favour, but the Ammody's phalanx's morale is good and it doesn't give up an inch of ground.

WILLEM: "My clones of Dirz really need some Mutagenic to withstand. I have to give them some in order to let them hold back the enemy troops."



## FRAY 4

### JACKAL'S DANGER

#### VERSUS THE CREATURES OF THE SCORPION

It's the clash of the Titans!

Shaka-Morkhai's efficiency is reduced by the advantage of the alchemists of Dirz in the Tactical Roll's result. Willem chooses the adversaries and splits the frays. The tigers of Dirz are attacked by the Amok slayers. The Dasyatis clone joins the conflict at the last moment.

**WILLEM:** "The positioning of my creatures was planned with sacrifice in mind. I left one of my tigers of Dirz all alone facing Shaka-Morkhai... The poor creature. I could have charged the living legend with my Dasyatis clone, but I prefer eliminating his underlings to deprive him of Temporary Faith and thus of the opportunity to call on a miracle."

There are three frays:

#### 1) A tiger of Dirz

##### versus two Amok slayers

Ivo announces that his orcs are using War Fury before getting the initiative! The attack dice (excepting devastating attacks!) of these orcs can be re-rolled thanks to this ability, as long as Ivo declares more attacks than defences.

Each camp's combat potential is of 2d6.

|      | ATTACK | DEFENCE |
|------|--------|---------|
| DIRZ | 1      | 0       |
| ORCS | 2      | 0       |



The Amok slayers let their War Fury do the talking.

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| ORCS | 9                  | 2/2                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| DIRZ | 9                  | 1/1                                 |
|      | DAMAGE             | WOUNDS                              |
| ORCS | 1                  | 0                                   |

The tiger of Dirz's sidesteps allowed him to dodge the Amok slayers' fury, but his luck didn't last!

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| DIRZ | 7                  | 1/1                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| ORCS | 0                  | 0                                   |
|      | DAMAGE             | WOUNDS                              |
| DIRZ | 1                  | 0                                   |







### 2) The Dasyatis clone and a tiger of Dirz versus two Amok slayers

The Amok slayers are confronting two different profiles. They must therefore divide their combat potential. After having lost the Initiative against the Dasyatis clone, Ivo decides to place Id6 against the Dasyatis clone and the other one against the tigers of Dirz. Willem chooses to use the Dasyatis clone's Antieme treatment to increase its combat potential. In order to compensate for the decrease of its ATT when using this treatment, it increases it by 2 points thanks to its Mutagenic bonus.

|      | ATTACK | DEFENCE |
|------|--------|---------|
| DIRZ | 3      | 1       |
| ORCS | 0      | 1       |

The Dasyatis clone massacres the two Amok slayers!

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/ ATT. ANNOUNCED |
|------|--------------------|----------------------------------|
| DIRZ | 9                  | 3/3                              |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/ DEF. ANNOUNCED     |
| ORCS | 9                  | 0/1                              |
|      | DAMAGE             | WOUNDS                           |
| DIRZ | 3                  | 3                                |

**WILLEM:** "I used my last three Mutagenic points to increase the Dasyatis clone's Strength before making the Damage Rolls so as to be sure to get rid of 50% of this Unit."

**Ivo:** "With my heart sinking I remove the two Amok slayers who have fought valiantly for the tribe of the Red Lands... Because of the creature's colossal strength, even Jackal's divine intervention materialised in the shape of the "Scavenger's Indulgence" miracle wasn't enough to save the lives of my valiant warriors. I knew that it was a bad idea to place them on the objective!"

### 3) A tiger of Dirz versus Shaka-Morkhäi

Determined to teach Willem a lesson, Ivo decides to give him a demonstration of the power of his living legend: Shaka-Morkhäi, the Jackal lord. He lowers his combat characteristics in order to get one additional d6 before... winning the Initiative Roll!

|      | ATTACK | DEFENCE |
|------|--------|---------|
| DIRZ | 0      | 2       |
| ORCS | 4      | 0       |

Shaka-Morkhäi slays the tiger of Dirz! The Jackal lord is on his way to victory...

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/ ATT. ANNOUNCED |
|------|--------------------|----------------------------------|
| ORCS | 10                 | 2/4                              |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/ DEF. ANNOUNCED     |
| DIRZ | 10                 | 0/2                              |
|      | DAMAGE             | WOUNDS                           |
| ORCS | 2                  | 2                                |

With three Wounds inflicted by the orcs against two inflicted by the Scorpions, this combat ends with a slight advantage for the tribe of the Red Lands. However, the Dirz creatures' higher Domination Factor exempts them from having to make a Courage test. At the end of the thrust, the Jackal lord finds himself facing the formidable Dasyatis clone and a tiger of Dirz.

**WILLEM:** "This was an important combat. The loss of the tiger of Dirz is an acceptable sacrifice, for I am able to isolate Shaka-Morkhäi against two powerful warriors. I hope to be able to injure him so as to put him in danger for the rest of the game."

## Phase 9: MANA RECOVERY

Ivo gets a "1" on his **animistic shaman's** Mana Recovery Roll. Yet this isn't that bad because thanks to the orcs' particularity in regard to magic, he nevertheless recovers two points of mana.

The **biopsist of Dirz** recovers four points of mana.



## ROUND 3

Before making the Tactical Roll the Characters' powers and capacities are used.

- ♦ Ivo calls on Jackal, the god of thunder. He makes the roll required by the "Masters of the Spirits" card for the brontops riders and gets a "2" and a "3," which gives nothing to the first one and a Savage Spirit to the second one.

- ♦ Despite his losses in the previous round, WILLEM still has 3 M.P. He decides to assign one to the Atheris phalanx, one to the Ammodys phalanx, and the last one to the Howler of Danakil. Wishing to evaluate his potential correctly before deciding on his strategy, he decides to make his Mutagenic Rolls right away. To Ivo's great satisfaction, the two Units of clones of Dirz end up without getting any bonus points at all. The Dasyatis clone will get 4.

Furthermore, Willem decides that Thissan Ka gets Survival Instinct, whose effect is applied on a "5" or a "6," thanks to the alliance between the neuromancer and the vicar of Dirz. It is possible that he engages in combat and Willem doesn't want to lose this Character.

The Tactical Roll is not in Willem's favour: "11." Thissan Ka will have four additional Orders for his troops. Ivo gets a final result of "14," thus giving Shaka-Morkhaï five additional Orders. The living legend once again proves his strength of character.

### Phase 1: RALLYING

No Units to be rallied in this round.

### Phase 2: ENTRY OF THE RESERVES

No reserves are expected.

### Phase 3: DISTRIBUTION OF ORDERS

See the map below.

### Phase 4: FIRST FIRING AND INCANTATIONS

Nothing to report.

WILLEM: "I'm very worried about the current situation. At the end of this round I'll have a better overall vision, but for now I'm not very confident. The clones of Dirz do their job well. They blocked the enemy Units for three rounds without problems. I include this round because I think that at the end of the third round they'll still be on the battlefield.

I believe to have managed to block the Unit of brontops. I count on pursuing them to annoy them as much as possible in case Ivo decides to scurry around

with this Unit. I will have to be extremely careful for they are real jokers. I also count on having Thissan Ka enter the battle. After all it's by fighting that one earns one's stripes and gets promoted. The brontops riders are a good target. The others must continue holding strong. I must eliminate the menace on my left flank before moving towards the objective with the rest of my Units."



Ivo: "The Amok slayers have suffered a lot in the first round fighting the tigers of Dirz. Two of them are dead. Furthermore, Shaka-Morkhaï was caught between two powerful enemies. My orc brutes are holding out, but their fight against the clones of Dirz threatens to last forever.

On the right flank the Unit of brontops has diminished the Keratis warriors, yet they now represent a much greater danger (in this round the brontops lose the advantage given by their "Brutish charge" ability as well as the Strength of 12 when charging!). I count on my Jackal warriors to come to the aid of the brontops in the next round.

I'm really beginning to doubt my left flank's ability to resist and am wondering if the impetuous charge made in the second round wasn't a bit too... bold. I will have to make all the right decisions, or else I will pay a steep price."



## +THE RED DRAGON'S OPINION

On the orcish army's right flank the combats are bogged down to Willem's advantage. Soon Thissan Ka and his sentinels of Danakil will join the battle. This intervention will most probably mean the demise of the brontops riders. In such a situation, Ivo should have ordered his brontops to disengage by force. Thanks to their Movement rate (15) they could outrun the Keratis warriors if the latter have a pursuit order. At the same time they would also position themselves out of the Androctis phalanx's range, thus depriving this Elite Unit of an adversary for another round.



## Phase 5: MOVEMENTS

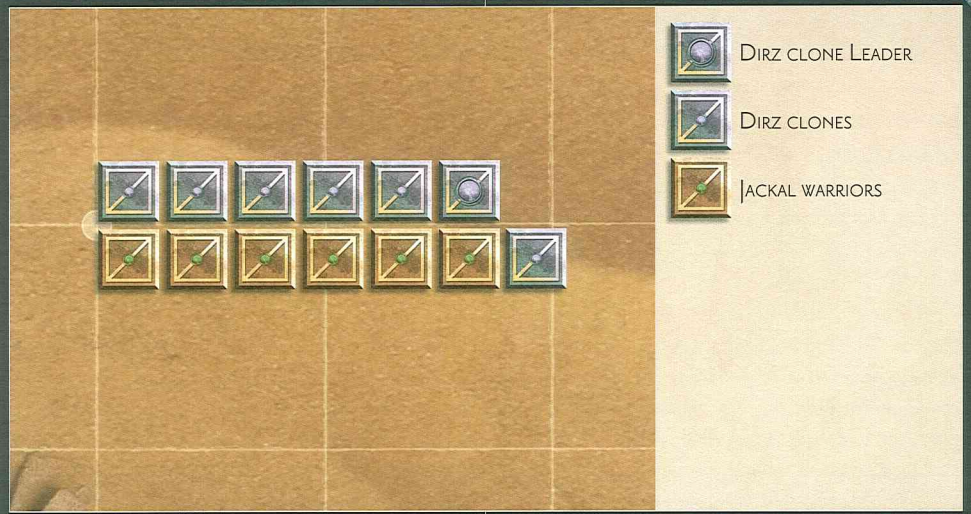
The Orders are revealed. Ivo speaks first thanks to the Jackal lord's discipline of steel.

- 1) Ivo asks Willem to reveal an Order. Willem announces a possible pursuit for the **Ammody's phalanx**.
- 2) WILLEM asks Ivo to reveal an Order. He refuses.
- 3) Ivo asks Willem to reveal an Order. A pursuit is announced for the **Theridyon phalanx**. This reaction is valid until the end of the round.
- 4) WILLEM asks Ivo to reveal an Order. He refuses.
- 5) Ivo asks Willem to Reveal an Order. A pursuit is announced for the **Atheris phalanx**.
- 6) WILLEM asks Ivo to reveal an Order. A pursuit Order is revealed for the **Jackal warriors**. They won't be using it because their opponents have been given the same Order.
- 7) Ivo announces a pursuit for the **Fury of Bran-Ô-Kor**.

Ivo: "Big mistake! It would have been wiser to disengage the brontops to allow them to charge again. I once again overestimated the resilience of my troops. Furthermore, I should have given Willem the lead."

- 8) WILLEM asks Ivo to reveal an Order. Ivo turns over a "Pursuit" counter for the **Proud Horde**. The combat opposing it to the clones of Dirz will therefore continue.
- 9) Ivo asks Willem to reveal an Order. The **Scourge of the Desert** will throw himself into hot pursuit of his enemies if they attempt to interrupt the combat.
- 10) WILLEM asks Ivo to reveal an Order. Ivo realises that he may have made a mistake... **Jackal's Anger** remains immobile.

Ivo: "Another error of assessment. Disengaging Shaka-Morkhai individually would have given me one refusal less for the rest of the battle, but it could have changed the situation on my left flank."



11) Only WILLEM still has Units to activate. He reveals the **Howler of Danakil's** pursuit Order and launches the Androctis phalanx into a charge against the Unit of brontops (who would have done better to disengage).

## +THE RED DRAGON'S OPINION

And what was bound to happen happens... By disengaging his brontops, Ivo could have benefited from a new charge in the following round. Better yet, by dividing this Unit into three he could have hoped to move around the Androctis phalanx and bring a brontops into the laboratory's zone while the two others and the Jackal warriors held back the enemy, thus preventing him from disputing the objective.



## Phase 6: DIVINATION

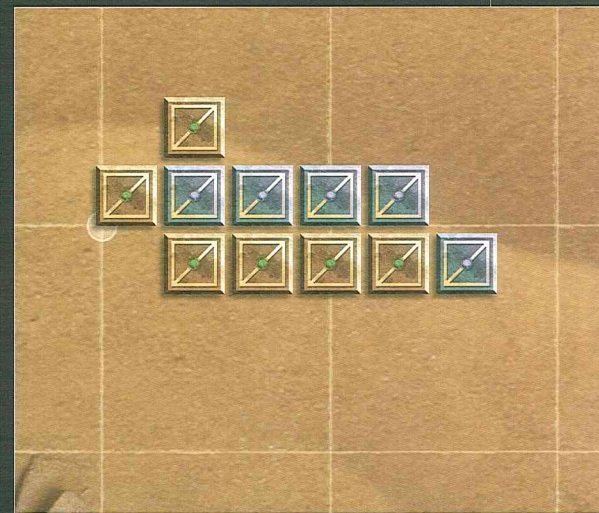
Nothing to report.

## Phase 7: SECOND FIRING AND INCANTATIONS

Nothing to report.

## Phase 8: HAND-TO-HAND COMBAT

No new fray has been created after the Androctis phalanx's charge. The fighters are too blinded by the fury of the combats to break off the engagement.



The clash of weapons becomes louder and louder. It mingles with the screams of pain and the fighters' angry war cries. This night the sand will be stained red! Who will fall due to an excess of confidence?

There are four frays for this third round.

## FRAY I +THE A+HERIS PHALANX VERSUS +THE J+ACKAL WARRIORS

The failure of the Mutagenic Roll leads the clones of Dirz to their defeat. The Jackal warriors block all attacks of which they are the targets and kill two opponents. Despite a Domination Factor lower than the orcs', the alchemists of Dirz courageously hold their positions, but the Jackal warriors are beginning to outclass them.

WILLEM: "I told them to put away their syringes! The sand has clogged them!"

## FRAY 2

### THE HERIDYEN AND ANDROCTIS PHALANXES VERSUS THE BRONTOPS

The situation became more complicated with the arrival of the Androctis phalanx. Ivo won the Tactical Roll. This time it is he who splits the fray. He decides to divide the fray into three combats.

#### 1) A brontops rider

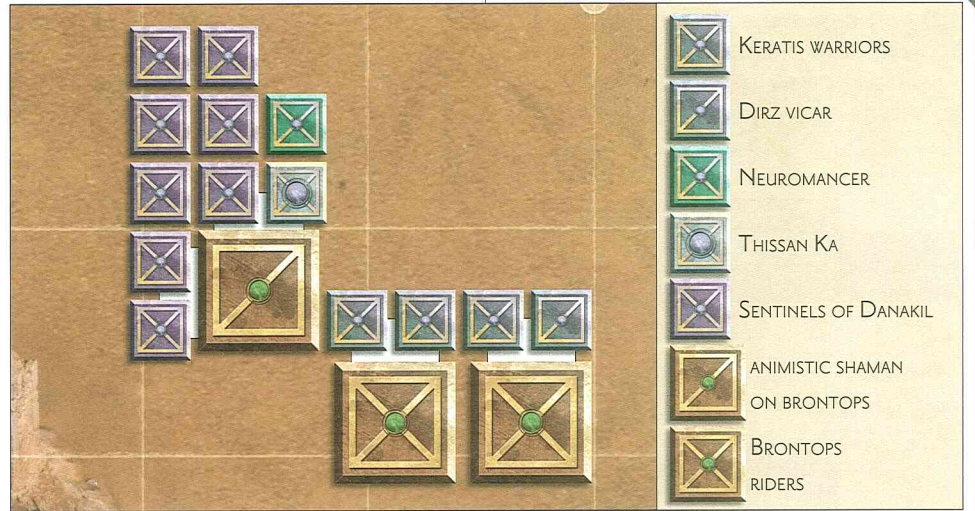
versus the vicar of Dirz and a Keratis warrior

The brontops rider confronts two profiles. Ivo wins the initiative against the vicar of Dirz. He chooses to place 1d6 against each opponent.

|      | ATTACK | DEFENCE |
|------|--------|---------|
| DIRZ | 1      | 0       |
| ORCS | 1      | 0       |

The brontops rider strikes the vicar of Dirz!

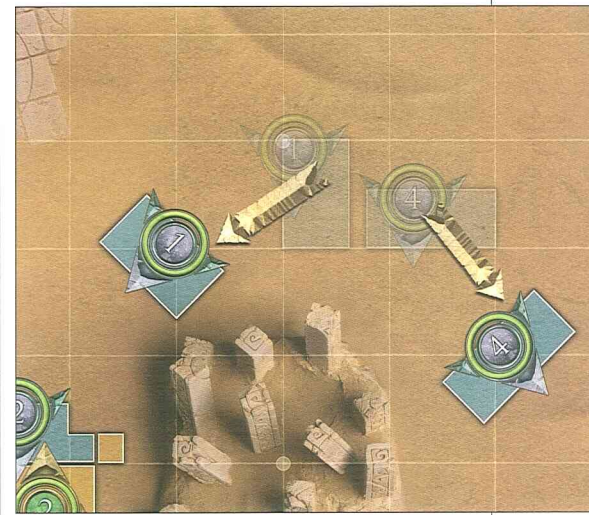
|      | ATTACK<br>DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|-----------------------|-------------------------------------|
| ORCS | 8                     | 1/1                                 |
|      | DEFENCE<br>DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| DIRZ | 8                     | 0/1                                 |
|      | DAMAGE                | WOUNDS                              |
| ORCS | 1                     | 0                                   |



The vicar of Dirz gets away without an additional Wound. Having lost a Wound level in the previous round, it would have killed him.

Ivo: "My brontops are obviously not very lucky... I fail all their Damage Rolls, which helps keep them bogged down in difficult combats."

The vicar then tries to put to death the brontops rider... without success! The confrontation still continues thanks to the Keratis warrior's actions.



|      | ATTACK | DEFENCE |
|------|--------|---------|
| DIRZ | 1      | 0       |
| ORCS | 1      | 0       |

The brontops rider once again wins the initiative and now assails the Keratis warrior. The Attack Roll gets a result of "1"!

Ivo: "What bad luck, it's intolerable!"

The Keratis warrior brandishes his disembowelling voulge...

|      | ATTACK<br>DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|-----------------------|-------------------------------------|
| DIRZ | 6                     | 1/1                                 |
|      | DEFENCE<br>DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| ORCS | 0                     | 0                                   |
|      | DAMAGE                | WOUNDS                              |
| DIRZ | 1                     | 2 (!)                               |

(!): "6" on this Damage Roll! Willem tried his luck to kill the brontops rider with a single blow and he succeeded: the creature collapses, staining the hot sand with its blood.

Ivo: "Nooooo!"

## 2) A brontops rider versus two Keratis warriors

Ivo is lucky with his Initiative Rolls. Willem has to place his combat dice first. Each of them has 2d6 for this fray.

|      | ATTACK | DEFENCE |
|------|--------|---------|
| DIRZ | 1      | 1       |
| ORCS | 2      | 0       |

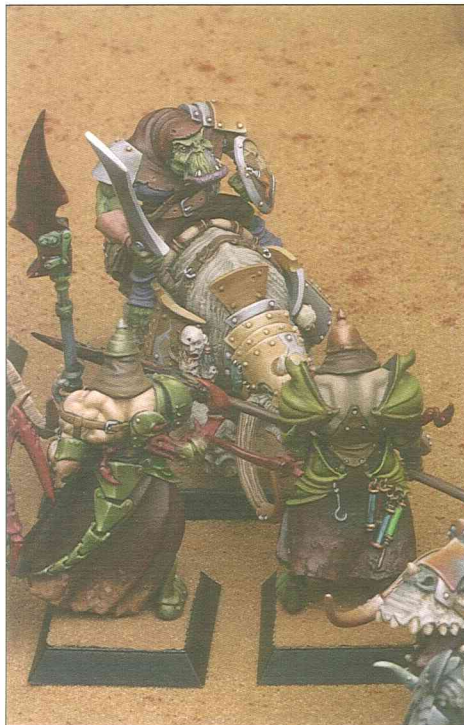
The Keratis warriors have defended themselves well and have blocked the orcs' attacks.

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| ORCS | 8                  | 1/2                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| DIRZ | 8                  | 1/1                                 |
|      | DAMAGE             | WOUNDS                              |
| ORCS | 0                  | 0                                   |

The brontops that was already wounded in the previous round receives his final blow!

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| DIRZ | 6                  | 1/1                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| ORCS | 0                  | 0                                   |
|      | DAMAGE             | WOUNDS                              |
| DIRZ | 1                  | 1                                   |

Ivo: "I can feel despair rushing into me..."



## 3) An animistic shaman on brontops versus Thissan Ka and three sentinels of Danakil

Once again the profiles differ. The Initiative Roll is again in the tribe of the Red Lands' favour due to a "6" re-rolled successfully! All Willem can do is place his combat dice first. Ivo chooses to confront Thissan Ka and places his 2d6 against this eminent fighter.

|      | ATTACK | DEFENCE |
|------|--------|---------|
| DIRZ | 1      | 1       |
| ORCS | 2      | 0       |

Thissan Ka skilfully parries the animistic shaman's battleaxe...

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| ORCS | 10                 | 1/2                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| DIRZ | 10                 | 1/1                                 |
|      | DAMAGE             | WOUNDS                              |
| ORCS | 0                  | 0                                   |

... yet miserably fails his attack! Now it's up to the sentinels of Danakil.

|        | ATTACK | DEFENCE |
|--------|--------|---------|
| ORQUES | 0      | 0       |
| DIRZ   | 3      | 0       |

The sentinels of Danakil eliminate the animistic shaman on brontops. At the end of this combat the Unit of brontops has thus been annihilated.

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| DIRZ | 2                  | 3/3                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| ORCS | 0                  | 0                                   |
|      | DAMAGE             | WOUNDS                              |
| DIRZ | 3                  | 3                                   |

Ivo: "My brontops were above all the victims of my bad luck. Even the best troops in the world couldn't have survived this."

The two Scorpion Units having destroyed their opponents, they use their thrust movement to reassemble and progress as far as possible. The Theridyon phalanx moves towards the Atheris phalanx while the Androctis phalanx moves towards the oasis.

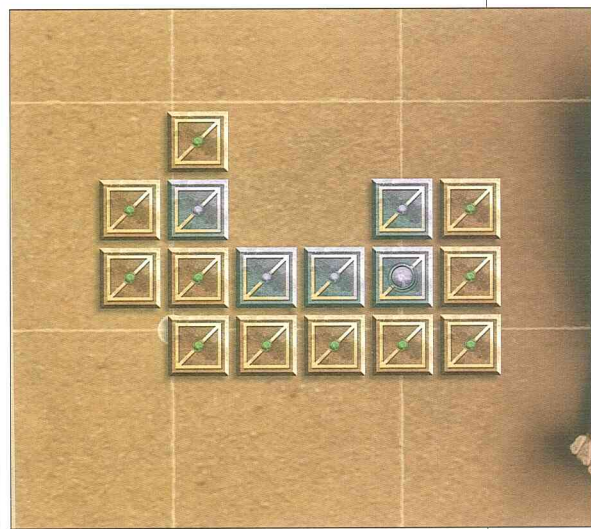
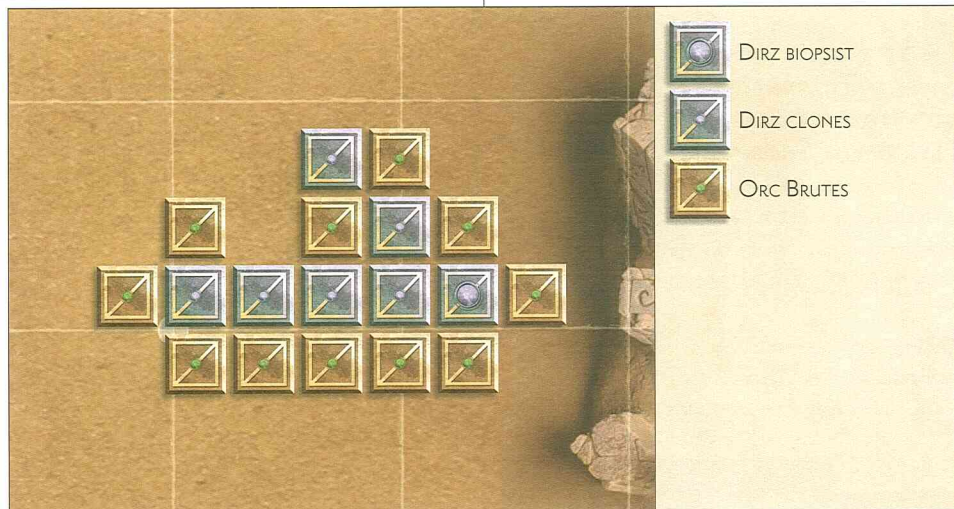


### FRAY 3

#### THE ΔMMEDYS PHALANX VERSUS THE ORC BRUTES

The orc brutes eliminate two clones of Dirz and their thrust lets them surround the enemy phalanx a bit better. Do the Scorpions have any hope of getting help from the sentinels of Danakil?

**WILLEM:** "Definitely not! There is no way that I will bog down troops in such a combat! It is in my interest to rush towards the objective while hoping that the Keratis warriors will be able to take care of the Jackal problem and in the next round I will probably divide the Mutagenic points I have left differently."



## FRAY 4 SHAKA-MORKHAI AND THE AMOK SLAYERS VERSUS THE SCORPION CREATURES

Fight of the century: round two!

The advantage of the Tactical Roll is no longer the alchemists of Dirz's, but the division of combats is automatic. Two combats are to be resolved.

### 1) Two Amok slayers versus a tiger of Dirz

The alchemical creature has the initiative.

|      | ATTACK | DEFENCE |
|------|--------|---------|
| ORCS | 1      | 0       |
| DIRZ | 2      | 0       |

The tiger of Dirz's attack doesn't cause any losses...

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| DIRZ | 9                  | 2/2                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| ORCS | 9                  | 1/1                                 |
|      | DAMAGE             | WOUNDS                              |
| DIRZ | 1                  | 0                                   |

The Amok slayers' attack is productive. It wounds the tiger of Dirz who now has only one more Wound level left.

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| ORCS | 2                  | 1/1                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| DIRZ | 0                  | 0                                   |
|      | DAMAGE             | WOUNDS                              |
| ORCS | 1                  | 1                                   |



### 2) Shaka-Morkhai versus the Dasyatis clone and a tiger of Dirz

Before the Initiative Roll, Willem announces that his tiger of Dirz is using the "War fury" ability. He can re-roll all his failed Attack Rolls, but most of his combat dice must be placed in attack.

In reaction, Ivo decides to lower Shaka-Morkhai's combat characteristics in order to also benefit from an additional die. After having won the initiative against the tiger of Dirz, Ivo chooses to invest 3d6 against the Dasyatis clone and 1d6 against the tiger of Dirz.

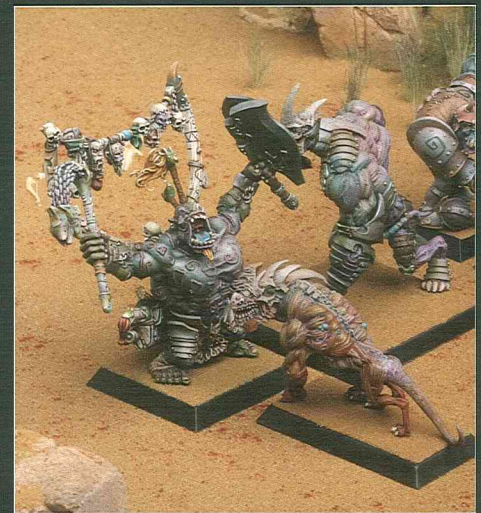
A struggle to the death begins.

|      | ATTACK | DEFENCE |
|------|--------|---------|
| DIRZ | 2      | 0       |
| ORCS | 1      | 0       |

The tiger of Dirz does very well. He doesn't suffer any Wounds and keeps his potential intact for his attack.

|        | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|--------|--------------------|-------------------------------------|
| ORQUES | 10                 | 0/1                                 |
|        | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| DIRZ   | 0                  | 0                                   |
|        | DAMAGE             | WOUNDS                              |
| ORCS   | 0                  | 0                                   |

The tiger of Dirz pounces on his opponent with his fangs bared. The Damage Rolls get a "1" and a "6." Willem decides to re-roll the last result to try and inflict another Wound. Shaka-Morkhai lets out a bloodcurdling growl while he endures two Wounds!



|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| DIRZ | 7                  | 2/2                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| ORCS | 0                  | 0                                   |
|      | DAMAGE             | WOUNDS                              |
| DIRZ | 2                  | 2                                   |

**WILLEM:** "I grabbed my chances. Hitting a living legend and getting a "6" on the Damage Roll is not something one can let slip by."

**Ivo:** "At this stage in the combat I'm beginning to worry about Shaka-Morkhai. Indeed, if my streak of bad luck continues on like this it will end up causing a real disaster."

Even Jackal seems to be looking away, for once again Shaka-Morkhai fails his attempt to cancel his Wounds using the "Scavenger's Indulgence" miracle.

The initiative is in the living legend's favour. He will therefore know the Dasyatis clone's intentions!





## +THE RED DRAGON'S OPINION

Never overestimate one's forces and never underestimate those of one's opponent. That is a lesson the Jackal lord should have remembered.

Winning the Initiative during a combat doesn't mean one has to attack. In this kind of situation it would have been wiser to devote 2d6 to the combat against the tiger of Dirz and to place the two others in defence. Willem would then have been confronted with a difficult choice:

- Either he attempted attacks with an acceptable threshold for the tiger of Dirz, but he risked seeing Shaka-Morkhai having to defend himself or even counter-attacking;
- Or he went for a very high threshold to avoid the possibility of a counter-attack, yet he risked failing his attacks, which would have let the Jackal lord keep his two defence dice and place the two others in attack against the Dasytis clone.

This is a tactical error that may have very serious consequences...



|      | ATTACK | DEFENCE |
|------|--------|---------|
| DIRZ | 2      | 1       |
| ORCS | 3      | 0       |

Though Willem has used Mutagenic points to increase the Dasytis clone's RES before the Damage Roll, making it rise to  $12+4=16$ , Shaka-Morkhai manages to kill this creature. The wind has turned and it now seems to be announcing a storm. Jackal hasn't abandoned Bran-Ô-Kor.

|      | ATTACK DIFFICULTY  | ATT. THAT STRIKE/<br>ATT. ANNOUNCED |
|------|--------------------|-------------------------------------|
| ORCS | 10                 | 3/3                                 |
|      | DEFENCE DIFFICULTY | ATT. BLOCKED/<br>DEF. ANNOUNCED     |
| DIRZ | 10                 | 0/1                                 |
|      | DAMAGE             | WOUNDS                              |
| ORCS | 2                  | 2                                   |

The Dasytis clone has the "Possessed" ability. It can therefore carry out its last attacks before passing away, yet with one combat die less.

Willem is about to roll his last attack die while Shaka-Morkhai is defenceless. He rolls the die on the tabletop: the attack is a success!

The Damage Roll gets a first "6." With a fierce glimmer in his gaze, Willem rolls the die again while Ivo looks on fearing that his fate will be revealed to him... "5!" Willem jumps for joy and Ivo, disbelieving,



has to admit the obvious: the creature's attack has just inflicted three Wounds on the Jackal lord, who was already wounded.

Shaka-Morkhai doesn't have enough Temporary Faith left to invoke a saving miracle. He collapses at the same time as the clone, which perishes after having dealt this deadly blow!

## +THE RED DRAGON'S OPINION

This is proof that no one is invincible and that an error of judgement can cause the downfall of the most formidable of warriors. This tragic event also shows the importance of knowing one's opponent's potential well. When facing a creature that can attack even when it is mortally wounded, then attacking to the bitter end is not a very good solution. If Ivo had placed at least one combat die in defence for this combat, then the course of the battle may very well have been different!



Though the Domination Factor is in favour of the creatures of Dirz, the Amok slayers hold their positions by succeeding their Courage Roll. So the two Amok slayers are faced with the tigers of Dirz.

**WILLEM:** "There, that takes care of that! I must admit it wasn't really done on purpose! The tension was at its zenith while we re-read the rules to make sure the result was right. The living legend's death put Ivo in a tricky situation for the remainder of the

battle. I have lost a good part of my strike force and of my mobility, but I think it was worth it. The objective has been fulfilled beyond my hopes."

**Ivo:** "The loss of Shaka-Morkhai has literally knocked me out. Furthermore, I only have two Amok slayers left to defend the oasis. My other Units are stuck in quicksand!

That was the final blow. I'm thinking about the options I have left... and decide to end the battle. Willem's squeals of victory can be heard all over the neighbourhood!"

## Phase 9: MANA RECOVERY

No recovery for this round.

## +THE RED DRAGON'S OPINION

As bitter as it may be, the tribe of the Red Lands' defeat is full of lessons to be learned. It proves, if this still has to be done, that the deployment of Units and the choice of Orders are just as important as managing hand-to-hand combat.

Never letting oneself be distracted by the battle's objectives and taking the time to examine all strategic and tactical options that one has under all circumstances: these are the keys to victory!



## CONCLUSION

Ivo: "I decided to end the battle after the third round for several reasons.

The first, of course, being the unexpected death of Shaka-Morkhai. This tragic event deprived my army of its most valuable asset. Replacing Shaka-Morkhai with another Commander-in-Chief wouldn't have changed the fate of the tribe of the Red Lands. Indeed, I could only have designated one of the two surviving Amok slayers, and it is clear that the tigers of Dirz would have slaughtered them in the following round.

The second reason for my surrender is the loss of my brontops. With them I could have benefited from the animistic shaman's powers and the strike force needed to eliminate a great number of alchemists of Dirz. The disappearance of the brontops isolated my Jackal warriors even more, and the Keratis warriors and clones of Dirz would have managed to eliminate them.

And last but not least, Willem still had a large number of troops left, of which the majority occupied the 100% or 150% A.P. zones. I could have held out one more round, but I prefer admitting to my defeat.

I must acknowledge that Willem was very talented at making the most of his troops' talents, especially of the "Mutagenic" ability, to shake off my orcs in the dunes. He also took advantage of the combined power of the tigers of Dirz and the Dasyatis clone to counter Shaka-Morkhai and the Amok slayers.

My initial deployment and Order attribution errors did the rest.

Shaka-Morkhai would surely have been more useful attacking on my right flank than in defence.

Moreover, I didn't surround him with enough fighters to let him take full advantage of the Scavenger's Indulgence. As for the brontops, they would have been great in the centre to support the other Units already engaged in a combat. The backing provided by their devastating charge would easily have let the tigers of Dirz and even the Dasyatis clone be vanquished.

### THE SCAVENGER'S INDULGENCE

*The orcish warrior was dumbstruck. He should have been dead now, but the spear had deviated from its path at the last second. A severe voice suddenly barked from behind him.*

*"Now fight and don't make me regret having saved your life, or else I'll put an end to myself!"*

This miracle (Fervour: 2; 14 Δ.P.) can only be called right before the target suffers a Damage Roll bound to a Strength rate. Its difficulty is equal to the Strength of the Damage Roll to be made (Minimum: 5, even if the Damage Roll's Strength is less than 5). If the call is heard, the Damage Roll is cancelled.

This miracle can be called several times per round and on different targets. In this case its Fervour increases by 1 point after every successful call.

"The orcs make up an army that is very enjoyable to play, powerful and easy to manoeuvre. Yet one must avoid bogging the elite Units down in endless combats against regulars or troops of low quality with a very worthy Resilience. The orcs must strike fast and hard while profiting from their charging aptitudes. As for Shaka-Morkhai, if this battle proves that

a living legend can succumb on a battlefield, one must also remember that the troops that caused his demise offered very particular combinations (which Willem exploited very skilfully), which considerably increased the chances of success.

Shaka-Morkhai has, after all, killed the Dasyatis clone before passing away. A different positioning of his Unit would doubtlessly have changed many things on the battlefield."

WILLEM: "The third round saw the situation turn around. At the end of the second round I believed myself to be in a tricky situation. The victory over the brontops and Shaka-Morkhai gave a decisive blow to the tribe of the Red Lands. If one goes over the tactical choices I made during this battle, I realise that everything went according to my plans (more or less...). The buffer worked, the elite troops eliminated the enemy cavalry and the beasts divided the enemy while moving towards the objective. Due to the fortuities of positioning, I was able to isolate the living legend. I'm happy with the skilfulness of my creatures. When they fight together, the Dasyatis clone's capacities are greatly increased since one can re-roll one's Attack and Damage Rolls. This is a good combination that I will be sure to remember. Without it I would never have managed to finish off Shaka-Morkhai.

That is my second reason to be satisfied: I managed to beat an army including a living legend while I didn't have one in mine! Obviously, it's a question of circumstances, but a part of these are created by the strategic choices made by the generals. It is interesting to note that this game offers such huge possibilities that a powerful miniature doesn't let one disregard strategy and tactics."





# THE ALAHAN MASTER

BAREN MIRVILIS D'ALLMOON

## PORTRAIT

My friend,

I entrust this missive to a messenger for him to deliver it to the embassy of Alahan in Cadwallon. I unfortunately am unable to be certain that this letter gets to you, but I trust that you have found refuge in your home in the free city.

It has been several weeks that I am without news of yours. This is the first time that you are away from your lands for such a long period. Every morning I hope to receive a letter or a note, but every morning only brings me further dismay.

## SPARKLINGS

SPARKLINGS ARE AMONG THE MOST HUMBLE SERVANTS OF LIGHT. THEY ARE GIFTED WITH AN EXTRAORDINARY EASE OF MANIFESTING THEMSELVES NATURALLY ON DARKLASH. THERE THEY RELISH ON INNOCENCE, JOY AND PURITY. THEIR APPEARANCE IS ALWAYS SEEN AS A GOOD OMEN BY THE SERVANTS OF LIGHT.

You left so suddenly, without even taking the time to warn me and only taking with you your family's ancestral sword and this strange object, this astro-labe on which you had been working lately. I can continue trying to find solace by repeating to myself that a man of your position has much more important duties than looking after his young bride, and it is with bitterness that I think about your sudden departure.

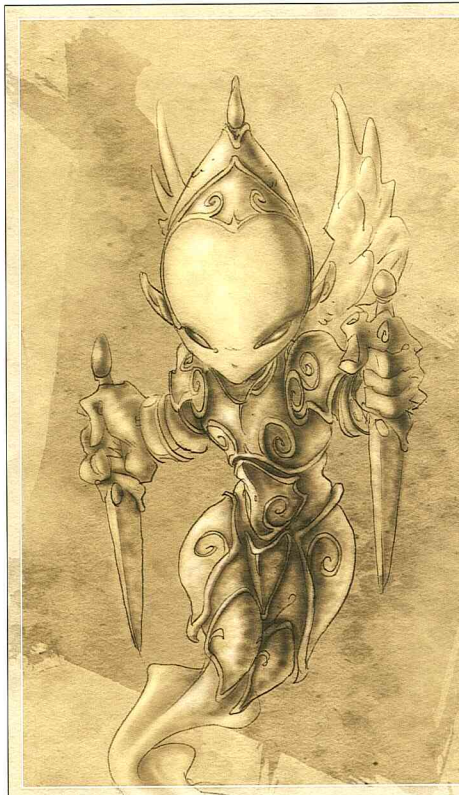
You know that you can fully trust your seneschal and me to manage your domain wisely. Anyhow, you never really took interest in questions concerning administration and governing, you, the scholar, the erudite, the magician. Before you took me to be your wife, I would have never believed that one day I would manage the affairs of a barony! What a strange fate for a young noblewoman of second rank who was lucky enough to be fancied by her lord!

On reading the few notes left on your escritoire, I understood on which mad quest you have ventured. The celestial blood...

Seeing the works that fill the shelves of your library, I already knew that you were interested in this subject, yet the fall of Tycho seems to have rekindled the flames of your curiosity. By the way, the last time I visited your apartment I was sad to see that your spell books, parchments and scrolls were covered with dust. I know that you refuse that our domestics, the "profane" as you like to call them, go into your laboratory or your library, but you could at least have entrusted their cleaning to one of the hermetic creatures that accompany you everywhere. And I fear that I will soon begin feeling jealous of this being of Light that follows you like a shadow. You sometimes seem so different from common mortals that you could very well fall in love with an elemental creature!

You most probably don't know how to deal with the chagrin of a neglected wife. So you have set your mind to understanding how and why this supernatural legacy manifests itself among those they call Selenites and Hyperians... Who are these individuals whose powers seem intimately bound to the heavenly bodies of our world? Why are more and more of them coming out into the open nowadays? Are they really the heirs of the knowledge of the ancient Kelt clans? I don't know what you hope to find by getting the answers to all these questions, but when I think about you I'm often reminded of Daekin the Aerial's famous adage: "One can only fight the future by understanding the secrets of the past." Understanding, deciphering and mastering the mysteries of Arklash, this is what will have motivated your whole life.

The young woman and the child whose well-being your friend Migail has entrusted us with couldn't be doing better. I have given up trying to befriend this young woman. It's been almost a year that she is our



guest and she continues to be extremely shy and even distrustful of me. The boy is almost one year old. His mother protects him like a she-wolf and doesn't let anyone take care of him. He still hasn't spoken his first words and is surprisingly calm and silent for a child of his age. The other day I overheard a conversation between two servants and have thus learned that his attitude frightens our domestics somewhat. I must admit that I also sometimes feel uneasy when he looks at me. His almost completely blue eyes seem to be able to look right through you, and behind his gaze one senses an intelligence and a wisdom that are rarely found in an infant. I believe I have guessed what he really is, but I am still waiting for you to tell me the story of these two beings.

Several nights ago the child woke the whole house by letting out frightful shouts. He screamed and cried for hours without anyone being able to understand what was happening to him. He finally fell asleep at dawn as if nothing had happened. During the day the guards found the charred remains of three men near the castle. These intruders had tried to enter our domain, most probably with criminal intentions. The glyphs and magical protection that you installed on your lands proved to be dreadfully efficient. Worried, I ordered the surroundings to be searched. A falconer affirms that in the ruins a few leagues from the castle he has smelled the odour of carrion, which

is characteristic of the breaches created by portals of Darkness. I had the guard reinforced, but no incident has happened since.

A few days later an envoy of the Order of the Chimera visited me. He wished to meet with you to discuss subjects of utmost importance, and I was surprised by the fact that he wasn't aware of your journey. He left again right away, claiming not to know your whereabouts. His visit left me perplexed. Could you be withholding secrets from your peers?

More than ever, your absence from this place can be felt. In these troubled times I have need for your presence by my side, for your assurance, for your strength. I would like to be able to rest on your shoulder and imagine the future with a lighter heart. I yearn for your comforting words and your signs of tenderness.

May your thirst for sapience not keep you from me much longer.

Your devoted and loving wife,

Sebyll d'Allmoon

## THE ENCHAINED

## THE LEGEND OF THE MOANING MOON

The legend of the Moaning Moon is one of the rare myths shared by various peoples. This leads many of Aarklash's scholars to believe that its source can be found in historical reality.

*"My name is Zeïren.*

*I am what you call a "Devourer", an "enchained one" or also a "disciple of the Beast." Whatever it may be, one always needs a name for the things one doesn't understand.*

*I was once part of the pack of the Moaning Moon in the eastern part of Avagddu. The Beast came one night, borne by a shooting star that crashed in our circle of stones. Vile-Tis, the god of carnage, had been cast out and condemned by his kind to roam Aarklash until time got the better of him. Resolved to get revenge, he told us his story and revealed the gods' terrifying secrets. Thirsting for blood, the Beast claimed that the latter have been deceiving mortals since the beginning and that they do so to satisfy their shameful whims. To prove what he was saying Vile-Tis broke the chains of our ignorance. He showed us Yllia's true intentions and every one of us finally felt the truth that had been slumbering within us come to the open like an obvious fact that was ignored for too long a time. Yllia doesn't love her children. Our desire for murder isn't a noble heritage but rather her curse. The gods - your gods - enslave you and lead you straight to the slaughterhouse.*

*We made a pact with the Beast. If he prevented the gods from silencing us we would help him get his revenge.*

*You hate us for our cruel words and the massacres we commit. You fear us because we eat your flesh. We are free to do and think as we please and to follow our instincts. No law can hold us back and you, the blind captives, cannot stand this. Know that you have the choice to be the masters of your destiny or to remain the servile dogs of the usurpers. Don't let anything or anyone decide for you...*

*... but just try and get in our way and you shall know pain."*

**— EXTRACT FROM A CONVERSATION TRANSCRIBED AND REFORMULATED BY VISIAN THE FACELESS.**

MANY WOLFEN PACKS HAVE DISAPPEARED OVER THE CENTURIES, ABANDONING TO THE WHIMS OF NATURE THE STONE CIRCLES WHERE THEIR MEMBERS RENDERED THANKS TO YLLIA. SOME OF THESE SACRED PLACES WERE CONQUERED BACK; OTHERS HAVE SLEWLY LOST THEIR POWER AND HAVE SLIPPED INTO OBLIVION. UNTIL THE APPEARANCE OF THE DEVOURERS OF VILE-TIS, NO PACK HAD DELIBERATELY DESECRATED ITS CIRCLE OF STONES SO AS TO CORRUPT IT FOR ETERNITY. YET THIS WAS THE FATE OF THE CIRCLE OF THE MOANING MOON, ONE OF THE MOST POWERFUL WOLFEN SANCTUARIES AND THE BIRTHPLACE OF THE DEVOURERS.

“

Right after the birth of the Drones, a mortally wounded Wolfen sought refuge in a wind-swept forest.

After many long hours of suffering, he collapsed on the shore of a lake that reflected the Moon's sweet face.

His blood had barely touched the pure water when Yllia appeared, covered in silver chains and armed with a long sword. The Moon neared the warrior and when she realised that death was already claiming his soul she offered to avenge him. Alas, the Wolfen passed away in the goddess's arms before he could speak his killer's name. Yllia wept her child's unjust death for a long time.

When the chilly dawn finally came, she dug a grave near the lake and buried her son in it with her celestial weapon. Ever since, the Wolfen's shadow roams the windy forest armed with the goddess's sword. He will find no rest before having punished the one who caused the Moon to cry.

”

It seems that the forest in this legend is that of Caer Laen, whose name means "forest of winds." Yet it is hard to know if the name of Caer Laen comes from the myth of the Moaning Moon or vice versa. This forest lies at the border between the plateaux of Naël Tarn and the Plain of Tears. The relentless wind sweeping day and night through the branches of its trees caused a constant howl that the Kelts believed to be the moaning of some tormented demon.

The Circle of the Moaning Moon stood in the north of Caer Laen around the gloomy Lake of Apparitions. The oldest testimony of its guardians goes back to the Age of Rebirth. The tales of the dwarves of Naël Tarn describe the attacks of particularly aggressive Wolfen led into battle by a chief brandishing a sword as impressive as he was. In each of these stories the Wolfen pillage the dwarves' metal reserves.

During the Golden Age an alchemist named Ran-Ahn-Reis offered the Moaning Moon a deal: in exchange for metal, the Wolfen would spare the dwarves. This pact was only respected for several months.

Everything leads to believe that the Kelts have also tried to negotiate with the "wolf with the sword," yet without better results. They speak of the Wolfen of the Forest of Winds as being dreadful warriors with whom any lasting alliance is impossible. The chief of the pack armed with a gigantic sword also appears in their tales, covered with chains and blood.

For a long time the sages have wondered about the strange aspect of the pack leaders of the Moaning Moon. Is the sword passed on from leader to leader or does the Wolfen's impressive stature designate him to be the goddess's avenger described in the legend of the Forest of Winds?



## THE SWORD -WIELDING WOLF

The Wolfen had a part of the answer to the mystery of the Moaning Moon, but they didn't care much for it. The leader of the pack of the Forest of Winds was no other than one of the first Wolfen, those that the legends call worgs. As such, he had inherited the Moon's immortality. Over the centuries no Wolfen, no matter how strong, has managed to take his place. Yet there is no shortage of pretenders.

This powerful Son of Yllia is still alive. He is named Ellis. Only his brethren can claim to know his true story, though several tales about him are in circulation.

It is said that Ellis was the youngest wolf in the First-Born's pack, and also the most ambitious one. Even before Yllia gave him her blessing, Ellis attempted several times to claim the leadership of the pack, without success. Each time, the First-Born, Yllia's future chosen-one, spared him his life: the presumptuous one took care of pushing aside all other pretenders for him.

Ellis's desire for power grew even more when he became a worg: he left the Forest of Diisha in order to found his own pack with a handful of Wolfen. His path first led him to Caer Maed where he challenged the first Drones' claim to the territory of Mount Silence. After a bitter battle, Ellis's pack decided to retreat to the forest of Caer Laen.

The Wolfen suppose that it is during this period that the Circle of the Moaning Moon was created. The strips of whispers tell that Ellis ventured alone into the Forest of Winds and returned completely changed. He bore the chains that would become his pack's emblem, as well as the sword that would so strongly mark his enemies' memories.

The roaming worg had also discovered a place that was favourable for the foundation of a circle of stones: the Lake of Apparitions. This body of water bordered by great trees was constantly shrouded in mist: a strong mind knew to drape himself in the fog; a weak mind saw his deepest fears appear from its depths! Many standing stones were progressively raised on the shores of the Lake of Apparitions, giving it the appearance of a fang-baring mouth.

It was impossible to ignore that this domain belonged to the Wolfen, unless one was blind and deaf. Chains of all lengths and made of all materials hung from the branches of the biggest trees. In addition to the rattling sound they made day and night when stroked by the chilling winds of Caer Laen, the chains gashed the trunks of the trees they relentlessly whipped.



## THE CIRCLE OF THE MOANING MOON

Because the chains had covered the strips of whispers on their warriors' bodies, the Wolfen of the Moaning Moon soon took on the name of the Enchained. They carried out Yllia's vengeance decade after decade by attacking all civilised populations present around Caer Laen, for no other reason than depredation. To them the other peoples were sources of supplies and opponents that could make them ever stronger!

“

### THE THIEVES OF UREN

Among the dwarves of the villages closest to Caer Laen, the faithful have associated the image of the Wolfen with the cult of Uren, the god of the forges, and not with Lyth as is tradition. Could it be that they consider the frequent pillaging carried out by the Moaning Moon to be a fatality of divine origin? Some dwarven blacksmiths stocked their worst metal to trick the assailants. Others built weapons to appease the wrath of Yllia's wolves. Be it a troubling coincidence or a logical consequence, the Wolfen of the Moaning Moon place more importance on working metal than their brethren of the other packs. Tradition wants it that each one builds or finds his own chains. Designing a weapon or armour of good workmanship was a sign of prestige within the pack of Caer Laen. When the Enchained became the Devourers of Vile-Tis they took with them the weapons once forged as an offering by the dwarves.

”

The Wolfen of the other circles came to see the Enchained with admiration mixed with fear. Their chief's authority would suffer no compromise. Respect for traditions stood above all else.

An Enchained warrior who didn't bring back at least one prey worthy of the name during each of Yllia's cycles was cast out. If this affront should happen again in the following cycle, then he was forced into exile. Ellis's pack didn't tolerate the presence of Lonewolves, and even less that of Repentants. The same rigour applied to strangers who neared the circle of stones: the penalty that followed their only warning was death... Many shamans of Yllia have cited Ellis's pack as an example of the spawning of devastation, the primal scourge that pushes all Wolfen to kill in order to satisfy their instincts.

Very many wars dot the history of the Circle of the Moaning Moon. Among the most noteworthy are those that regularly opposed the Enchained and the Drones for the control of the territory south of the wraiths' necropolis. Ellis and his champions have often paid tribute to the Drones by considering them to be rivals and not just prey.

The Sessairs Kelts on the other hand only cause disdain among the Enchained. The warriors of Danu

often prefer to avoid combat for the sole pleasure of killing and only wage battle if their territory (or their honour) is directly threatened.

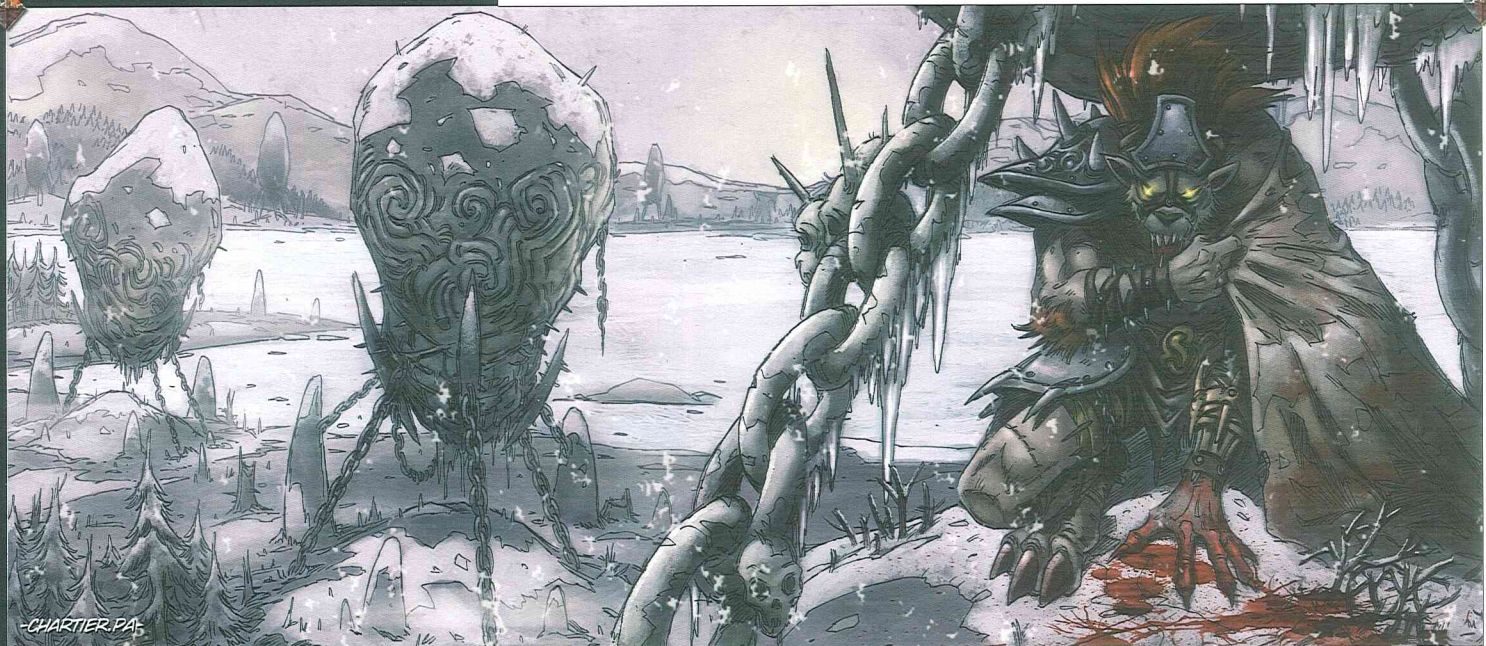
The Circle of the Moaning Moon has also had to deal with the Temple of the North led by Commander Thurbard. The Griffins and their dwarven allies have attempted to invade Caer Laen several times in order to exterminate the Enchained. After having suffered severe defeats facing extremely resourceful enemies, Thurbard decided it was best to let the Wolfen and the Drones kill each other than to engage in such a conflict.

## THE APPEARANCE OF THE BEAST

Though the magic of water allows the Wolfen to have a glance at the possible futures, no one could have predicted that a fallen god would be stranded in the heart of the Circle of the Moaning Moon.

The history of the Devourers began as soon as a celestial stone – as the Wolfen call meteorites – streaked across the sky and crashed in the Forest of Caer Laen. The long tail of flames that it left in its wake could be seen from a good part of the continent and surely terrified many prophets!





“

Jackal has spoken to me. Hark, my brothers, what he has told me! The fall of the desert empire will be announced by that of a star. In its bloody wake a wild beast will be born whose wrath will swallow the Dreamer like a flame consumes a twig.

— Shaka Amn

”

The Beast made the revelations we now know to the Devourers. It told them that their mother, Yllia, had never wanted them. The First-born wasn't the oldest of the goddess's children, but rather a wolf that had fooled the Moon with another god's complicity. When she discovered the hoax, Yllia damned the usurper, his kind and their descendents for eternity.

The First-born had lied to his brothers and to his children, the Wolfen, since the beginning. Since the Enchained couldn't believe him, Vile-Tis gave them proof by revealing a secret as terrible as it was mysterious.

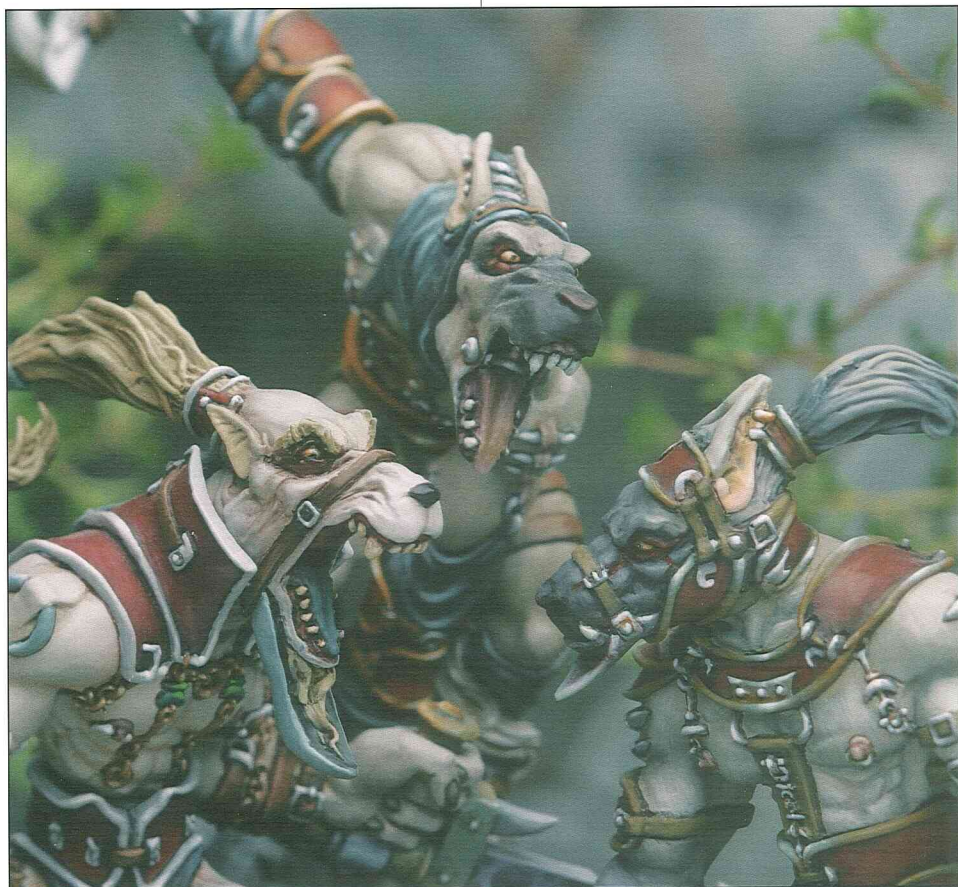
What then happened is subject to controversy. Alerted by the fall of the celestial stone, the pack of the Circle of the Hills of Dawn, located further west, sent messengers to find out what was happening in the territory of the Moaning Moon.

The messengers were witnesses to the submission of the Enchained to a powerful evil spirit born of the fallen star. After a violent confrontation, the spirit and its slaves disappeared, body and belongings.

Prey to an inexplicable madness, the Enchained had desecrated this sacred place in the most abject way there is: the graves were pillaged and their ancestors' bones gnawed at or scattered in all directions. The waters of the Lake of Apparitions were red with the blood of their victims and of the animals that

were sacrificed. Numerous corpses hung from the branches of the trees, eaten away at by vermin and picked on by crows. The forest had become silent... It was dead. The echoes of the cries of the victims of Vile-Tis's hunger for carnage would forever be mingled with the winds of the forest.

When they reappeared several weeks later somewhere between Caer Maed and the Plateau of Giants, the Enchained had taken on the appearance of the Devourers as it is now known.





**PART FIVE:**

FROM THE ORIGINS  
OF CREATION  
TO THE APPEARANCE  
OF THE PEOPLE OF KEL

“Barbarians,” “primitives,” “uneducated”... It is using these terms that our civilisation most often describes our turbulent neighbours of the northern plains. What thanklessness and vanity in the haughty attitude our contemporaries adopt in regard to their very own origins. For ignoring the culture of these “barbarians” is no less than denying the roots of all human societies on this continent.

Nowadays the term “Kelt” is applied to numerous ethnic groups with very different ways and customs. Though many minor tribes are scattered from the plains of Avagddu to the farthest reaches of the kingdom of Alahan and the empire of Akkylannie, the



## KEL, OR THE ORIGINS

EXTRACTS FROM THE BOOK OF THE SAME NAME BY DECTER ABRENSIUS,  
DEAN OF THE ROYAL UNIVERSITY OF KALLIENNE.



Kelt people is essentially represented by the Sessairs and the Drones. Today they are mortal enemies, yet these two clans share a common past that is recounted in obscure mythology.

The Kelts are indeed a secretive and badly known people. It isn't easy, even for the greatest of academics, to pierce the mysteries surrounding the history of the tribes scattered on the plains of Avagddu. This is mainly due to three causes.

The tales told by bards and other storytellers are usually tinged with mysticism and very strong symbolism. It is therefore extremely difficult to distinguish between the facts and the mythical dimension of Kelt legends.

Moreover, this culture has an oral tradition. Writing is rare and it is the storytellers who, by transmitting stories and legends from generation to generation, are this people's collective memory. It therefore seems unavoidable that over the decades these tales should have undergone multiple alterations.

And finally, the high number of Kelt tribes and the rivalries opposing them could be enough to explain the aura of mystery surrounding this culture. For the tales, albeit usually presenting a common base, differ between each clan and sometimes even between tribes of a same clan.

It is mainly in the Kelt pantheon that this state of things is the most noteworthy: mythical heroes and divinities mingle in it, sometimes exchanging their places, their symbols or their attributes from one version to the other. The texts transcribed below, the fruits of the remarkable work of the copyists of the library of Kallienne, are testimony to the incredible complexity and sometimes even the incongruities of Kelt mythology. Some of these legends are the object of various versions, but those that have been selected here are the ones most commonly told.

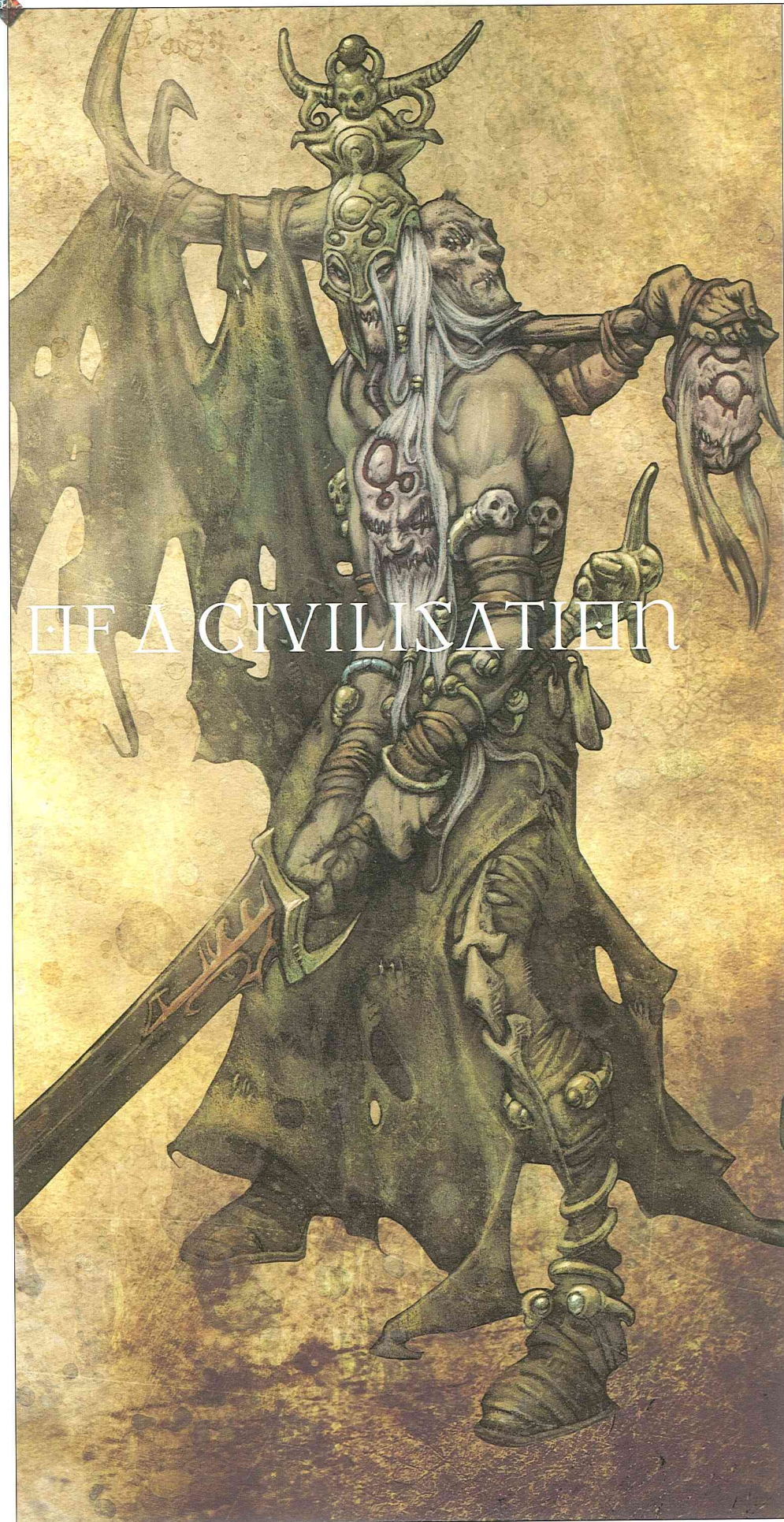
They nevertheless remain exciting tales that allow us to better understand these peoples with mores that may be very different from ours, yet whose legends bring us back to our roots.

The texts below come from a collection of Kelt myths transcribed by the copyists of the University of Kallienne.

### DANU AND LAHN

*When the land of Aarklash was still young and no man or beast walked its surface, Lahn and Danu watched over things together.*

*Lahn ruled the skies and at this time the day never came to an end for never Light gave way to Darkness.*



Danu had power over everything else. She had shaped the hills and the mountains, dug the rivers, the lakes and the oceans, and created the green prairies and the dark forests. Of her gifts the most magnificent one was that of life.

Danu bonded with Lahn, yet in a sense this union remained sterile. Though she gave birth to two children, they were two boys and Lahn therefore concluded that never would his descendents people Aarklash. Bitter, he turned away from Danu.

Danu remained alone with her two sons, Cianath and Murgan. Cianath much resembled his mother. Good and generous, he had also inherited his father's vision of the skies, the knowledge of all things. As for Murgan, he seemed much more like Lahn. Impulsive and susceptible, he often picked fights with his brother. Danu still remained unsatisfied, suffering at seeing her earth empty and uninhabited despite the gift that was hers.

## THE ORIGINAL CRUCIBLE

Saddened to see his mother fret in such a way, Cianath searched far and wide for a way to let her people this earth. His roaming eyes finally ended up discovering what he was looking for. There was a place on Aarklash where Lahn and Danu's creations perpetually got together to unite and to separate. Cianath told himself that if he managed to unite these elements for good, he could give his mother that which she so desired.

So Cianath departed and walked for an eternity. Having reached the end of his strength, he finally reached the cave he had seen in his vision. Here Earth and Water ardently mixed with Fire and Air. With a sharp stone Cianath slashed his arm and let his blood flow into the molten clay. He only stopped once he was near the gates of death and the broth of the elements was almost completely cooled. He then gathered a bit of this clay and shaped it into a huge crucible. Then he formed a being of clay to be the keeper of this miraculous source before returning back to Danu's side.

When giving his mother the fruit of his sacrifice Cianath spoke the following words:

"Because you once gave me life, today I give a part of it back to allow you to people this earth according to your desires."

He then moulded a figurine of Earth representing a stag and held it out to his mother asking her to anoint it with a drop of her blood. He then dropped the statuette into the crucible and out sprang the first animal to walk the surface of Aarklash.

From this moment on Danu created other animals that spread all over her earth. Unlike Danu, Lahn, Cianath and Murgan, their life was limited in time, but these beings could reproduce and their numbers grew.

“  
Then came the terrible  
and dreadful impact.  
”



-CHARTIER.PA-

Murgan thought that the crucible was not perfect. He also wanted to show himself grateful towards his mother by giving immortality to her creations. So he poured some of his own blood into the crucible.

Danu then created the Ogmans, a people of giants, and the lineage of centaurs. Though they benefited from eternal life as Murgan had wished, they didn't have the ability to reproduce.

Danu then decided that the giants and the centaurs would be the last of her creations.

## THE TRIBE OF KEL

Kel is the mystical land of the Kelts. No one knows why the tribe that conquered Avagddu left it. Many are the tales that ponder this question. Some claim that it was an island that sunk into the waters. Others say that demons that appeared from the sea forced the Kelts into exile. Still others put forward the hypothesis that Kel is nothing but a part of a vast continent and that the tribe that landed on Aarklash were conquerors seeking riches.

The tribe of Kel was a people of powerful warriors who once lived on an island from which they got their name. The gods who created them betrayed them one day. No one knows for what reason they turned on their first children, but one day the men saw their demise appear from the mists. The demons of the seas were attacking them.

The men of Kel fought courageously and with resolve, yet the waves constantly spewed forth new creatures. Soon the chiefs had to decide to lead their people beyond the great ocean to look for a land of asylum.

The ancient gods were cursed and their names given to the demons. The people of Kel embarked on its vessels and began a long journey that ended on the shores of Aarklash.

When they set their feet on the land that would become Aarklash the men and women of Kel were welcomed by the giants. Warned of their arrival by Cianath the Clairvoyant, these Ogmans were moved by the Kelts' story and decided to grant them the right to settle their land. However, they set one condition: the Kelts could only stay if they pledged obedience to their goddess, Danu. The men then asked for some time and returned to their vessels to debate the question.

At the time the people of Kel's chief was a fierce warrior who could be merciless towards his enemies, but who always placed his people's happiness before everything else. Avagd the Red-Handed was his name. His people had been tried by the long journey and declared itself in favour of the deal the giants offered them. Yet the tribe's other dignitaries decided that never again would they let themselves be betrayed by the gods. After many long hours of discussion the chiefs of the men took a decision:

they wouldn't force another exodus onto their people, no more than they would return to a state of servitude.

When the giants returned to hear the Kelts' answer they found them busy building an encampment and thought that they had accepted their deal. Ogmios, the leader of the giants, presented himself to Avagd and offered him a small statue of Danu. Avagd refused the gift. Confused, Ogmios insisted, but one of the human chieftains grabbed the statue and broke it as a sign of defiance. Having understood this act better than any other explanations, Ogmios and his fellows left without saying a word.

They went to find Murgan on the forested mountain where he enjoyed hunting. When he heard of how the newcomers had dared insult his mother, Murgan swore to wash this affront in blood.

## THE BATTLE OF THE RED SHORES

With the giants following him, Murgan soon arrived at the edge of the camp built by the Kelts, who had arrived on a hundred vessels each carrying a hundred men and women. Their camp stretched as far as the eye could see along the sea spray soaked shore. The giants were ten times less in number, but each of them could have slain three of their opponents. And Murgan was walking by their sides.

When he came before the men it wasn't to ask them anew to leave his land. The "demons that came from the sea" had insulted Danu and they would have to suffer the consequences.



“Men of Kel!” shouted Murgan. “The time to regret your acts is over! I have come to claim the price of blood!”

With these words he retreated to join Ogmios and his fellows, who were ready for the assault. The Kelt warriors all got behind the hastily raised dike. With their weapons at hand they readied themselves to withstand the giants’ charge. These were standing perfectly motionless at a distance of one hundred cubits from the camp, awaiting a signal that would soon come. Murgan raised his spear and pointed it towards the sun for a few moments.

When he suddenly lowered it in the Kelt camp’s direction, Ogmios let out a dreadful war cry that was echoed by hundreds of warriors thirsting for battle. And so they launched their onslaught.

The earth trembled beneath their feet and each of their steps spanned ten human ones. When they arrived within

“

From the forest of Diisha rise dreadful howls. Every night they greet the moon’s appearance, but those who howl in this way aren’t simple beasts...

Who awakened the primal fears hidden at the bottom of the hearts of men? Who gave a shape to their most terrifying legends?

”

range of the defenders’ javelins a swarm of streaks darkened the sky for an instant. Several giants fell due to the impact of a lucky shot, but to most of these colossuses the projectiles seemed like nothing more than insect bites. Then came the terrible and dreadful impact.

The wooden ramparts raised by the Kelts gave way to the attackers who rushed into the camp through a hundred breaches. Inside the camp women and children ran in all directions, screaming with terror. Enormous swords mowed down the Kelts like straws of wheat. After several minutes it seemed obvious that the battle would turn into a massacre! Like an angel of destruction Murgan fought with anger and fury, and every time he brought down his spear of fire another Kelt warrior lost his life.

Once the first moments of panic had passed, the defenders gathered around Avagd whose booming voice called on his warriors to regroup. And so while the giants scattered in disorder all over the camp, chasing their victims at random, the Kelts organised

themselves in small groups and finally managed to strike back. For every Kelt that fell three others took his place, and one by one the giants were surrounded. Though Murgan’s blood had given them limitless longevity, they were nevertheless vulnerable to the men’s weapons of bronze. The giants were put to death.

At the height of the slaughter, Ogmios, who was also a wise and knowledgeable chief, begged Murgan to order a retreat. Furious and frustrated, Murgan decided to leave the battle before the Ogmanans were completely wiped out.

When the giants retreated, a cry of jubilation rose from the devastated camp. Alas, the rejoicing that followed this victory proved to be very premature.

All this is obviously just hypothetical and historians lose themselves in conjectures about the reasons of the disappearance, or the departure, of these ancient civilisations. It is nevertheless an avenue that shouldn’t be ignored.

The origin of the giants and the centaurs is equally shrouded in mystery. Their immortal and semi-divine nature was doubtlessly a figment of the Kelts’ imagination, impressed as they were by their strength and their strange appearance.

### PRIMAL FEARS...

FROM THE FOREST OF DIISHA RISE DREADFUL HOWLS. EVERY NIGHT THEY GREET THE MOON’S APPEARANCE, BUT THOSE WHO HOWL IN THIS WAY AREN’T SIMPLE BEASTS...



### FROM MYTH TO REALITY

As romanticised as it may be, this epic tale that tells of the arrival of the people of Kel on Aarklash nevertheless conceals a historical basis that the scholar must learn to decipher.

Concerning the people of Kel, there is no shortage of remains of vanished civilisations on our continent, as shown by the ruins discovered on the shores of Syharhalna and in the swamps of No-Dan-Kar. Yet none of these can be attributed to the Kelts.

Maybe this is where we can find the reasons that once pushed the tribe of Kel to leave its homeland? Civilisations that are able to leave behind such vestiges don’t just disappear without leaving any other traces behind than these impressive monuments. So could it be that the “demons that came from the sea” mentioned in the Kelt tales are none other than the previous inhabitants of Aarklash?

Furthermore, the traces of their past before they were assimilated by the Kelts are rare. It is probable that the centaurs of the plains came from a distant and barely developed branch of the Koldani nation, which was then present in the south of the continent. It is based on this difficultly verifiable theory that the layman also knows the Kelt centaurs as Keldani...

Concerning the giants, it seems that the Ogmanans of the plateau of No-Dan-Kar make up the only community of this people ever identified.

Whatever their origin may be, the study of Kelt mythology and of the evolution of these populations clearly shows that these two ethnic groups were already in decline when the people of Kel landed on the shores of Aarklash.

For this reason a reconciliation and union of these three isolated peoples would soon appear to be the only solution to the conflict that opposed them at the time, as is proven by the events that followed.

**PART TWO****THE DRUNES**

Of all humans on Aarklash, the Drones are surely the most secretive of all communities known to date. Living in the shelter of the dark forest of Caer Maed, to the north of the Aegis Mountains, they very rarely leave this place and when they do, then death and suffering befall the innocent.

Their mores and customs are barely known by the other civilisations, however, some of their tales have let a part of the veil of mystery surrounding them to be lifted.

**THE MYTH OF AGOTH**

After the mysterious disappearance of Cernunnos, son of Avagd and second king of the people of Kel, the clan's dignitaries gathered and discussed their points of view.

They listened to the druid Senatha, the only one to know the truth, tell them how the dark goddess Scáthach had tricked Cernunnos purely out of jealousy and desire for vengeance. Senatha tried to convince them that the dark goddess was the only one responsible for this evil, and though most of his listeners were won over by his arguments, others remained convinced that Danu had ousted Cernunnos in order to reign alone over the peoples of Avagddu. Several of the assembly's participants became irate and cursed the divinities that had betrayed them once again. The most vehement among them, Lyhfaid, publicly renounced Danu and all the other gods, which unleashed the anger of the Kelts who remained faithful to the goddess. Swords were unsheathed and more than one blade was stained red on this sad day. When calm returned, the sage Senatha gathered wagons of food and supplies as well as livestock at the gates of Kel-An-Tiraidh. He then announced that his people would remain faithful to Danu and that those who wished to leave were free to do so.

Lyhfaid assembled his partisans and their families and called on them to follow him in his quest to find Cernunnos, their only legitimate king. The following morning at daybreak the long column of the exiled made its way towards the east.

After a long, tiring march lasting several weeks the first days of winter brought their journey to an end near a vast and dark forest. There the group decided to establish a camp for the winter and gave it the name of Drun Amaith.

The following spring Lyhfaid and his fellows didn't want to impose another migration on their families without knowing in which direction to look for their king. Several groups of young warriors, among them Lyhfaid, left the camp and split up in the hope of finding Cernunnos's trace.

Their search remained in vain. Lyhfaid and those who had gone with him returned three lunar cycles later. Bitterness and disappointment could be seen on their faces. Nevertheless, these feelings were soon replaced by more painful ones. As they neared Drun Amaith, the sight before their eyes struck them as violently as a blow of a spear to the stomach.

Their camp was nothing but a heap of burnt wood and the stench of death reached their nostrils at a distance of a hundred cubits. Here the Reaper had blindly come to get his due. The destroyed camp was strewn with the rotting corpses of men, women and children. The atrociously mutilated bodies testified to the aggressors' savagery.

“

**Born in Darkness  
Blind to Light and deaf to all pleas  
He came to the world bellowing  
A cry of hatred and of pain  
And in the instant that followed  
He gave birth to his partner  
Thus were born Agoth the First-born,  
father of all Formors,  
and his mate named Scourge.  
And soon Darkness would spew  
its offspring onto Avagddu.**

”

Lyhfaid got down from his horse and, haggard, wandered aimlessly among the remains of his kin. He suddenly stopped before the corpse of a woman that was partially eaten by the crows. The unlucky one still held her child in her arms. The spear that had killed both of them remained stuck in their corpses like a skewer.

Without saying a word he grabbed the weapon's shaft. The Kelt designs engraved in the wood left no doubt as to the aggressors' identity...

Lyhfaid and his men rushed into the forest in search of survivors. They found several dozen women and children who told them about the massacre.

Two moons earlier, the camp had been awakened in the middle of the night by the watchmen's shouts. A horde was approaching. Within minutes their village had become prey to the flames and the night was filled with cries of pain and suffering. None of the survivors questioned by Lyhfaid could clearly see the attackers, for only those who had thought of fleeing into the forest right at the onset of the battle had managed to escape the slaughter. They all remembered the burning huts and the howls of terror of the dying.

Lyhfaid had no doubt about who the killers were and then swore by his king that the traitors would pay for this massacre with their blood and that of their descendants. The Drones then moved deeper into the forest to establish their refuge.

The following autumn Lyhfaid was still working on his plans for revenge. He only had several hundred warriors while Kel-An-Tiraidh counted several thousand men, without including their allies the giants and centaurs.

Providence then manifested itself with the arrival of a strange deformed individual who brought with him the answers to Lyhfaid's questions.

His aspect as well as his aura induced fear. He claimed to be named Agoth and this is what he told Lyhfaid:

"I know your story, Lyhfaid, and I come to you today because we share the same goals. My mother is no other than Scáthach, but don't think that I'm a fiend of the gods. I hate them as much as you do.

The one who gave me life chased me away because of my deformity, but from my hatred for her was born my partner. Together we have had many children who are now dreadful warriors."

"What do you expect of me?" asked Lyhfaid.

"I have already told you. We both want the same thing, Lyhfaid. We want a king to lead us to revenge. And I know where to find Cernunnos!"

Lyhfaid sprung up and threw himself at Agoth, his eyes burning with impatience.

"Sit down and listen. Your king hasn't fled; he is still in Avagddu where Danu is holding him prisoner. And it is the druids of your people who are party to this crime in order to have free rein and govern. It is they who had your kinsmen massacred out of fear that you would end up discovering the truth. For no one can kill the one who has been given the goddess's gift, and they dread that you will manage to free Cernunnos."

Lyhfaid believed Agoth's lies. He allied himself with the murderers of his people.

— Kelt Legend Transcribed  
by DŲCŲŲR DŲRŲNŲCŲS,  
Dean of the Royal  
University of Kallienne.

In reality Agoth had been sent by Scáthach to make the Drones the instruments of her hatred for their former brothers. Getting revenge on Cernunnos wasn't enough for her; she wanted more suffering for the people of Kel. To do so she ordered Agoth, the first-born of the Formors, to lead his horde against the Drones. They used Kelt weapons in order to trick Lyhfaid and all Agoth then had to do was tell him what he wished to hear.

Thus hatred between brothers is hatched.

## THE PROPHETS OF THE APOCALYPSE

Unlike the Sessairs, the Drones regularly use a form of writing, albeit a primitive one, whose evocative power is surprising. So much so that even without being able to decipher them, simply looking at the characters is enough to transmit their profound meaning to the one contemplating them.



For those who manage to really read them, the Drones' writs are an endless source of nightmares. The power of their words is such that their images imprint themselves on the mind of the one who risks exposing himself to them. Drone writings don't tell of any legends nor do they speak of any mythology, and they aren't either any kind of historical archive.

Scholars who have translated these texts all certify that, without exception, they refer to one and only one theme: the hatred the Drones feel for the Sessairs' gods and consequently for those who worship them.

This collection of texts is known as the "Gnosis" in which the Drones relentlessly write about their relationship with the divine. This is of course a translation of what the Drones call the *Abrah an lyfh Scáthach*, which literally means "the book of those who see among the shadows" or "the book

“

At the twilight of the gods  
the false prophets expire  
And in the thick flow of the river of blood  
They disappear with the memory of their lies  
The powerful current carries their bones  
Beyond the lands of man and beast  
To the ocean of venom where the gods reign  
The river floods the accursed lands  
And there it deposits its silt of rotting flesh  
And prepares the world for a kingdom of pain  
This day will come, by the hand  
of the Drones who impose the price  
of blood and read the signs.

”

of those who see in Scáthach," where "Scáthach" can also mean the goddess who betrayed Cernunnos according to Kelt mythology.

The Gnosis is the sole way of thought every Drone is instilled with straight from birth.

The strange phrasing of the Drone sorcerers who are in charge of writing the Gnosis, the *Wyrds*, is impossible to transcribe faithfully. The extracts from the Gnosis presented here are arranged and adapted for ease of understanding.

## COMMENTS

This first excerpt of the Gnosis is the perfect illustration of the hatred the Drones feel for their former brothers. This text is the promise of a merciless war.



Awar that is supposed to end the day that Cernunnos is freed to lead those who remained faithful to him to victory.

The Drones believe that their legendary king was betrayed by Scáthach, the evil twin of the sun god Lahn, and by Danu in order to return control over Avagddu to the "real" gods. He is said to be held prisoner in a place unknown to the Drones with help of the Sessairs druids. Some think that the god-king is imprisoned in Danu's mound at the heart of the Sessairs' sacred forest.

This last hypothesis presents a troubling analogy with the Sessairs' beliefs. In effect, the *Ard Ri*, the High King awaited by the Sessairs, is described as being the chosen one for whom the goddess's mound will open on its own. It is interesting to note that the king of the Drones is supposed to appear from this sacred place.

This isn't the only theory brought forward by the *Wyrds*. Some claim that Cernunnos was sent into exile in a different Realm<sup>(1)</sup> and can only return the day that the Drones have inflicted as much suffering on the Sessairs and their gods as Cernunnos has endured. This belief is at the root of the terrifying reputation as torturers that the Drones have made themselves, and their enemies fear nothing more than to fall into their hands alive.

<sup>(1)</sup> In the sense of other worlds. Indeed, there are other "lands" than that of Aarklash (cf. *RAG'NAROK*, the "Universe" book, soon available).

The following testimony has been gathered from a captive who witnessed a Drune torture ritual. The man, an oldster of a Sessairs tribe, was spared by the Drones so that he could report what he had seen to his people.

*We were twenty-one captives. A few men, but mainly oldsters, women and children captured while the Drones had lured the warriors far from the camp.*

*Day hadn't broken yet when we were brought to a large clearing. This place smelt of death. We knew what awaited us and that we weren't the first ones to have been brought here. The children cried and the women moaned, begging that their sons and daughters be spared. I knew that their pleas were in vain. The woman in front of me also knew this. I saw her strangle her own daughter with her bare hands. At this moment I would have been grateful if someone had done the same to me.*



*In the clearing nine posts were set in a half-circle. One of their priests came to us and chose me. They bound me facing the pickets. Then the priest cut off my eyelids to prevent me from closing my eyes...*

*They did the same with all the adults. I then thought that maybe they had some pity left for the children, but I was wrong: they began with the children.*

*All day long they tortured them while their mothers looked on. The priests regularly made them drink drugs to keep them from passing out. I saw men and women go mad. I felt my own sanity waver. Never had I imagined that one could be so cruel. I can't describe in detail what I have seen... Just know that these children suffered as much as it is possible to suffer and that they were spared nothing.*

*At nightfall the Drones sewed their mouths shut to prevent them from screaming. But the torture continued. In the morning of the second day the adults took the children's place. The priests made them suffer the same fate. They acted methodically and showed great*

*skill at preventing the torture victims from dying and at keeping them conscious.*

*This lasted nine days. At the end of the ninth day they were buried alive so that their bodies soiled the Goddess and that their souls would never find peace.*

## HISTORY

In every man there is a share of bestiality and it sometimes happens that such instincts are awakened in certain individuals. Which events, as tragic as they may have been, could have brought a whole community to renounce its humanity?

According to Kelt mythology, the Drones left Kel-An-Tiraidh, the city of the first Kelts, to go looking for their king, Cernunnos.

“

At the cries of the dying, the king awakens. By breaking the bodies we break the souls. For the spirits that suffer torment the gods. Nine times nine deaths are inflicted upon the sufferer. His cries echo from dawn 'til dusk.

All night long he suffers in silence. And screams again all during the following day. At the end of the ninth day the earth devours his body and spits his soul into the face of the gods.

”

In any case it is obvious that the schism between the two clans is bound to a disagreement concerning the choice of a king.

How much truth can be found in the rest of the Sessairs' tales? Is divine intervention really necessary to make a civil war break out among such a bellicose people?

## THE HISTORICAL HYPOTHESIS

It seems very probable that the ancestral hatred these two clans feel for each other is born of a question of succession to the throne. Based on this hypothesis, Cernunnos is in no way a demigod, but rather a mortal king who was most probably betrayed and then banished or assassinated.

Two explanations stem from this.

According to the first one Cernunnos was killed and his partisans were forced to flee Kel-An-Tiraidh,

either to save their own lives or to protect their king's legitimate heir.

The second theory claims that Cernunnos could simply have been sent into exile with all his followers.

In both cases the Drones have thus abandoned their people following a serious crisis.

The massacre of Drun Amaith, which saw a large part of the exiled Drones annihilated, is an event that the Sessairs' legends as well as the Gnosis testify to. Its reason can then be found in the Sessairs' fear of seeing the exiles return in numbers to take back the power.

If one accepts this hypothesis, which denies any intervention by the gods, then the reading of the Gnosis takes on a whole different meaning. The negation of the gods by the Drones then looks like a denouncement of the hypocrisy of the Sessairs whose



mythology hides acts of treason behind a veil of mysticism. The quest for Cernunnos itself then only has a symbolic aspect. If he comes out of Danu's mound or if he frees himself from the Realm where the gods hold him prisoner, Cernunnos indeed appears as the one who marked the end of the rule of the divine.

One can therefore think that the Cernunnos the Drones are in search of is not necessarily the immortal being of Kelt legends. Just as the Sessairs seek the Ard-Ri, the Drones seek the chosen-one who will take back the power in Kel-An-Tiraidh.

## THE ROLE OF THE GODS

Yet it is impossible to deny the gods' influence in certain aspects. Indeed, the Drones benefit from the help of powerful allies, the Formors, and there is doubt as to the semi-divine origin of these beings. For what reason could the Kelts have become the stakes, or rather the instruments, of a struggle

between the gods? This mystery becomes all the more important since the Kelts have spawned all the human peoples of Aarklash. One can think that all that influences them must have had repercussions on these new societies.

## THE EXILE

After the massacre of Drun Amaith, the Drones weren't heard from for two centuries. The attack's survivors found refuge in the forest of Caer Maed where, in order to escape their enemies, whoever they may have been, they had to confront the dangers of these woods that are said to be haunted for all eternity. There, despite their small numbers and a most hostile environment, they managed to prosper. Drun Aeryfh, their troglodytic city, slowly grew and the Drones became the unchallenged masters of the forest. The first texts of the Gnosis are from this time. The Drones' resentment was then as strong as their frustration at being unable to get revenge because of their too small numbers.

It is likely that the first contact between the Drones and the Formors was made at the end of this period. Though the Sessairs' myths place the appearance of the Formors after the tragic events of Drun Amaith, the first witnesses to attest the presence of these demons at the Drones' sides are much more recent. No one really knows the nature of the pact binding the Drones to the Formors, but this alliance marks the starting point of what the Sessairs call the Dark Age.

## THE DARK AGE

A long time after the events that caused the schism between the two clans, the Sessairs had, for the most part, relegated the Drones to the rank of myth.

The first known fact that marks the beginning of the resurgence of the Drones is the abduction of the children of Tain. The Sessairs consider this tragic episode to be their people's entry into the Dark Age. Bards and storytellers still sing of this event today.

## THE ABDUCTION OF THE CHILDREN OF TAIN.

*In the farthest reaches of the plains, where the wind bites flesh harder than steel.*

*In the shadows of the Black Woods rise the mounds of the tribe of Tain.*

*Yet in the past they were strong and their warriors hunted the moor.*

*Then came the demons and with them the ghosts of the past.*

*In the pale dawn of the cold season they came from the forest with the blow of horns of bone.*

*And desolation walked by their sides.*

*There were cries of terror and pathetic pleas.*

*There were fierce roars and wails of agony.*

*And there were tears and moans of pain.*

*When everything was over.*

*Yet before this there was the fury of combat while the men of Tain tried to push back the assailants.*

*In vain.*

*For never before had they confronted such rage.*

*Savage and full of hate, the men of the forest killed half of them and disarmed the others.*

*Who then envied the dead.*

*For they watched those who called themselves Drones burn the wombs of their women so that never again they would give life.*

Finlaidh of a Hundred Horses was king of Kel-An-Tiraidh at the time. Several chiefs of the eastern tribes came to persuade him to raise an army to bring the war to Drune territory. Yet Finlaidh did not want to believe the reappearance of the Drones; he thought that the chiefs who came asking for his help wanted to manipulate him to wage a personal war against other Sessairs tribes. Maybe they even hoped to lure him far from Kel-An-Tiraidh so that they could take over his power.

So the chiefs returned home without getting what they had hoped for, but they nevertheless decided to join forces and march on the forest of Caer Maed.

## YET THE DEMONS CAME...

...AND WITH THEM CAME THE GHOSTS OF THE PAST.  
AND DESOLATION WALKED BY THEIR SIDES.



*And then they had their hands cut off to never again wield lance nor sword.*

*And only then did the Drones leave, taking with them all the children of the tribe of Tain.*

*Yet silence did not return. And for nine days and nine nights the Black Woods echoed with the cries of their sons and daughters.*

*In the farthest reaches of the plains, where the wind bites flesh harder than steel.*

*In the shadows of the Black Woods rise the mounds of the tribe of Tain.*

*Silence has returned to the plains.*

*Yet their warriors no longer hunt the moor.*

From then on the Drones and their allies ventured regularly and ever deeper into the plains of Avagddu. Many villages were victims of similar attacks. And every time the scenario was the same. Most warriors present were slaughtered or mutilated and the Drones left taking with them a handful of prisoners who were never seen again.

## THE RIVER OF BLOOD

Almost four hundred warriors strong, the army of the eastern tribes reached the edge of Caer Maed the day before Luaidh. This was a good omen, for waging a battle on this day would attract Fiann's protection over them.

The next day the chiefs gathered to establish a battle plan. After several hours of discussions they still hadn't managed to agree on the strategy to adopt. Each one of them claimed command of the army. Due to the deadlock of the situation, they decided to each lead their own men, and a few hours after dawn they all entered the forest's penumbra with their followers.

They marched for a long time, pushing ever deeper under the canopy of gigantic trees. The further they got, the more the forest became silent. Even the vegetation was different. It was leafless, dull and twisted.



The Sessairs ended up in front of a ravine, which wasn't very deep but was fifty paces wide and so long that it scarred the whole forest as far as they could see.

The Sessairs' chiefs gathered again. They feared that the enemy would take advantage of their position to ambush them, yet they were again unable to take a decision. Neither of them wanted to take the risk of breaching the obstacle first out of fear of becoming trapped. Some chiefs suggested marching alongside the ravine to try and move around it, but others claimed that if they did so they risked being surprised by nightfall before having been able to wage battle. Finally, after their scouts reported that no enemy forces were on the other side, they decided to cross it.

While three quarters of the army was already on the other side a concert of horns was suddenly heard on the side of those who were about to cross the ravine.

The Sessairs' chiefs then realized the terrible mistake they had made. While they expected to come face-to-face with the Drones, the latter had let them pass through. And now that the Sessairs' forces were divided, the Drones took advantage of the situation and attacked them from behind.

The lack of cohesion between the Sessairs' chiefs caused their demise. While some commanded their men to cross back and join the battle, others ordered them to retreat knowing that the Drones wouldn't risk crossing the gorge themselves.

The combat quickly turned into a massacre. The Sessairs were in utter confusion on the side where the battle was raging and the Drones didn't take long to eliminate them and take control of that side of the ravine.



Trapped on the other side, the Sessairs could no longer turn back. They had lost a third of their forces in this confrontation and with night falling they couldn't risk moving on in the darkness. So they decided to set up camp there, for they could at least prevent their opponents from also crossing.

Scouts were sent up and down the ravine to look for a possible passage. None of them returned.

Two hours after nightfall the lookouts couldn't make out a single shape or hear the slightest noise coming from the other side of the ravine. Once again discord reigned among the chiefs. Some feared that the Drones had crossed elsewhere to attack them under cover of the night. The others were convinced that it was a trick to lure them into crossing the gorge again and falling into the same trap.

Suddenly, while they were wasting their time with vain disputes, a clamour rose from the darkness. This time the Formors were attacking.

“

The Druone feeds his strength  
and his anger at the veins of his enemies.  
Their flesh is his sustenance for in this way  
he takes everything they have ever had.

He also eats the heart and the mind  
of his brothers and this is how the warrior  
of Cernunnos becomes stronger.

”

In the obscurity and the fury of battle the Sessairs thought that the Drones had left the other side to outflank them. Forgetting any desire for battle, they ordered a desperate retreat to try and flee this accursed forest.

On the other side of the gulch the Drones awaited them in silence.

Of the four hundred warriors of the eastern tribes not one saw the sun rise, and many say that since this day an endless river of blood flows in the ravine.

The battle's tragic outcome discouraged the Sessairs. They never engaged the Drones on their territory again. Nowadays the forest of Caer Maed is considered to be haunted and damned. So much so that the Sessairs believe that the gods themselves are powerless there and that only the Ard Ri could lead them to the final victory against the Drones.

## THE SOUL EATERS

The Drones are fierce warriors who don't fear death. Their reputation of being torturers very often makes their enemies flee before the battle has begun. However, their cruelty alone is not enough to explain the indescribable horror caused simply by speaking their name. The Syhar technomancers and the necromancers of Acheron are also able to commit the worst atrocities to reach their ends, yet the fear they inspire has nothing in common with the uncontrollable terror mixed with disgust associated with the Drones.

Once again, the key to the mystery can be found in the Gnosis.

The excerpt above is clear. It confirms what many more or less fictional tales already suggest: that of all human peoples the Drones are the only ones to eat the flesh of their own kind.

Cannibalism probably has its origins in the periods of famine that hit the Drones during their exile. It nevertheless seems that over the decades the consumption of human flesh became more of a ritual act than a need.

Nowadays the Drones practice two kinds of anthropophagy. The first consists of eating the flesh of the clan's enemies. This custom symbolises the Drones' wish to completely eliminate their opponents. Thus, eating an enemy means destroying him. Completely. Druone men as well as women and children participate in this rite for it is part of the whole clan's duty.

The second form of anthropophagy that has been observed is reserved to warriors and the Wyrds. It consists of eating the flesh and the brain of the clan's deceased members. This custom is very ritualised and uses a primitive form of necromancy. Through this process the Drones believe that they preserve the essence of its most eminent members within the clan.

## NERYL'S AGENCY

*When Neryl regained his spirits he could barely breathe. An enormous weight was crushing his back and nearly made him pass out again. When he tried to free himself he felt a burst of pain in his leg that made him fully conscious again. By twisting his head he could see that the body of one of his companions-in-arms was lying on top of him. He didn't seem to have any trouble breathing. He was no longer breathing at all. And judging from the weight, other corpses must have been piled further above.*

*He could barely move and could only vaguely make out his surroundings. He could see the dark trees slowly moving by on the side and once in a while he heard a few words spoken in a tongue that reminded him of the dialect of the Kelts. And then he remembered.*

*It was the day before. He was on his way south with his company to return to Alahan. The phalanx of archers and spearmen of the Lion was escorting ambassador Vohel on*

his return journey from Tir-Nâ-Bor. Although they had taken care to travel along the estuary of the Migol River in order to avoid crossing the forest of Caer Maed, the Drunes had nevertheless spotted them. During the third shift of the guard, while the moon was shrouded by thick clouds, they had attacked the Barhans' camp.

Prepared for such an event, the Lions didn't give in to panic and had quickly organised their defence. In this impenetrable darkness the archers proved to be completely useless and the proud spearmen ended up being overwhelmed. Neryl could only remember the cries of pain and anger that could be heard all around him. He then felt a dreadful pain in his thigh, and then, nothing.

Now he felt like he was being dragged on some kind of a makeshift stretcher. Each bump shattered his leg a little bit more.

The trees gave way to a rocky wall. The cold and humid air made him think that he was now in an underground passageway. The walls seemed to echo a strange clamour that got louder as the morbid convoy pushed deeper into the earth.

Neryl couldn't understand the meaning of the words he heard. The intonation of these voices and their low range seemed cruelly evocative to him. These voices were those of famished beings. Much more than the need to feed, they revealed a savage and irrepressible hunger, close to pain. He felt invaded by a feeling of panic at the idea that he would soon be facing these beings, but he still couldn't move.

The wails came nearer. Suddenly they turned into a ferocious ovation. He could now make out torches that lit the vault of a high natural hall. Enormous stalagmites rose towards the ceiling like candles. He still couldn't

see his hosts' faces. The noise was now deafening and terrifying. The voices revealed voracity that one only found in wild beasts.

Neryl then felt the weight on his back get lighter. His relief didn't last long though. The shouts became more bestial and other disgusting sounds mingled in this horrible concert. The cracking of bones and the sound of chewing left no doubt as to what was happening around him.

His heart was beating so hard it was about to burst and the adrenaline surged in his brain to make him find a way to escape. The Drunes surely thought him dead. He was sure of this for he knew what dreadful

“

Crawl before  
the children  
of the Shadow!

”

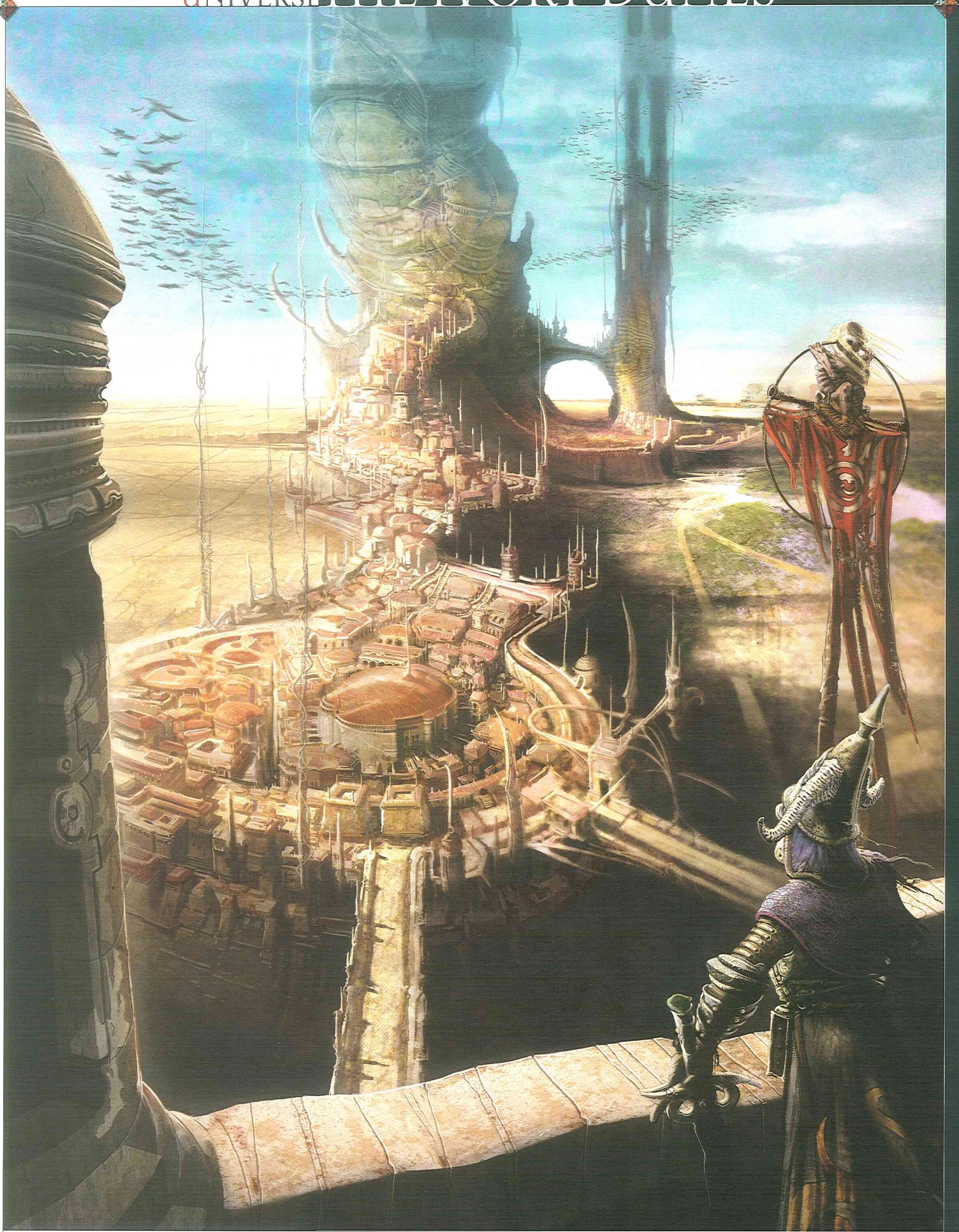


fate they reserved for their prisoners. What could he do now? If he showed that he was alive he would be tortured and would suffer an even worse death. And with his broken leg he had no chance of escaping.

He had no hope of being saved. He was aware of this and desperately looked for a way to end his life quickly. He groped around him in search of a providential dagger, but his hand only met his companions' corpses. That's when he felt the body on top of him being lifted. He quickly closed his eyes and said a silent prayer to Arin that she take him under her protection, but in the Drunes' caves the gods had no rights.

When ten pairs of greedy hands grabbed at him, Neryl couldn't hold back a scream of terror.





## THE FORTRESS OF DANAKIL

« *And the Scorpions conquered Syharhalna...  
And the Scorpions peopled Syharhalna...* »

Danakil. The Gate of the Desert. The mirages of Syharhalna carry its monolithic silhouette all over this region's northern frontier. One legend even claims that it has the power to move with the winds.

The myth of the mirages of Danakil is based on a true fact: the Syhars' will to hide their first fortress from their ever-harassing brethren of Akkylannie.

“

The god of the desert's  
knowledge is far too vast  
for humans to grasp!

”

### THE FIRST FORTRESS

As the fortress's foundations were being laid, the Syhars cleansed their desert of the last Arhteths. These monsters born of their first experiments once prowled among the dunes, but their time was over. The Syhars had developed a new generation of creatures, the mysterious Isatephs, in order to get rid of them. At the time Danakil was just one of the numerous laboratory-refuges of the first Scorpions and, like the others of its kind, it was named after its founder.

The laboratory of Danakil was a symbol in the eyes of the other Syhars. This building was the proof that man could redefine the laws of nature at will. Danakil himself was a scientist for whom the benefits given by Arh-Tolth had nothing magical about them. According to him the god of the desert's knowledge was so vast that humans simply couldn't understand it. The alchemist wished at any price to fill the gap that separated the knowledge of men and that of Arh-Tolth. A visionary to the point of illumination, Danakil believed that the best way to evolve was through natural selection and conflict. He was one of the first to give birth to

# THE FORTRESSES OF THE IVORY DUNES

The best war chiefs know that the longest conflicts don't benefit anyone. To prove this they remember the eternal bloodbath of Kaïber and the daily deadly encounters on the waters of the Ynkarô River.

Yet every rule has its exception. The rivalry that opposes the Commandery of the South and the sentinels of Danakil has been going on for centuries. Each camp seems to gain an advantage from it and the reward promised the victor is enough to feed the dreams of kings... Which of these two strongholds will know to give up what it has in order to reap what it might gain?

Isatephs. And he managed the feat of taming them without using drugs or supernatural tricks.

The Griffins also encountered Arhteths while seeking to punish the heretics of Dirz. Once these creatures had been chased from the desert, the Griffins returned in great numbers to mete out Merin's just vengeance.

In response to this threat of invasion the leaders of the young alchemical nation gathered in Shamir, the first one to be named so, in order to elaborate a plan of action. The only laboratory that could supply combat clones in large quantities, in addition to Shamir, was Danakil. The construction of a fortress in the north of Syharhalna was then decided unanimously.

### THE PILLARS OF DANAKIL

Thus was raised the Gate of the Desert, not to defend against any future invaders, but in order to confront an enemy already deployed within the borders of the Syhar Empire.

#### In the name of science

As soon as he understood what was to happen to his laboratory, Danakil asked Dirz to accord him the honour of designing the future clone army of Syharhalna. The Heresiarch granted him this favour, albeit under the condition that the army be operational as quickly as possible and at the lowest cost. Furthermore, Danakil could only use the genetic strains that his emperor supplied him with.

The scientist got to work shortly after the first fortifications were erected above his underground laboratory.

To his great surprise the clones that the emperor of Syharhalna asked of him were nothing more than barely modified humans. Obeying the orders he had been given, Danakil didn't question his master's decisions.

Yet he devoted the little bit of time he had for rest to the creation of a type of warrior that was closer to the ideals of his epoch using genetic strains that were made available to him. After many fruitless attempts he managed to create a being that was more skilled and tougher than the clones of Dirz at a lower production cost.

When he presented his work to the emperor, Danakil didn't expect to suffer his lord's ire. Dirz did not tolerate disobedience.

Even though this new type of clone was far from the perfection the Heresiarch sought, it still met the Syhar nation's immediate needs. Realizing this, Dirz quelled his anger and praised Danakil's work. He authorized him to build himself a personal guard of nine individuals made from the genetic strain the scientist had created. Triumphant, the alchemist immediately went to work and, after having added his personal touch, spawned nine exceptional beings able to vanquish a whole army on their own.

#### A deadly visit

A solitary individual arrived a few months later at the gates of Danakil and asked to meet the master of the place as quickly as possible. The stranger introduced himself as Genariah.

When he was refused the audience he sought, Genariah went into a terrible fit. He threatened to enter the laboratory of the presumptuous scientist who refused to meet him by force if need be. The sentinels laughed at his threat. What could this poor fool do, alone against several over-equipped and well-trained fighters? Genariah then unsheathed his sword and rapidly eliminated the sentinels who had mocked him a few moments earlier. He then massacred all others who got in his way. The alchemist, at once intrigued and offended by this warrior who had rid himself of his men with such insolent ease, stood at his laboratory's entrance protected by his nine guardians, ready to enjoy the intruder's demise.

Genariah was an extraordinary warrior. He defeated the clones of Danakil with ease despite their reputation for being invincible. Horrified, the scientist watched the stranger approach him. While the talented technomancer left the world of the living, his heart filled with fear, he felt his faith in science waiver.



Genariah then revealed the survivors that he was the first commodore of Dirz. He took command of Danakil in the Heresiarch's name and had the fortress's plans modified. Nine massive towers would from then on protect the impregnable dungeon. The commodore gave the nine guards of the place's former host the title of "Pillars of Danakil" in praise of their skill.

A class of clones made from the Pillars' strain soon saw the light of day. Following tradition they were named after their creator, so their class was called Danakil. In this way the alchemist's victory over the Arhteths wouldn't be forgotten, though he paid with his life for his vanity and his idealism.

Created by the Heresiarch using the strain discovered by Danakil and destined to command the imperial army ever since he emerged from his incubation tank, Genariah confirmed with his slaughter that no one should think he is able to improve one of the emperor of Syharhalna's creations, no matter how little this improvement may be!

#### TEN PILLARS?

Confusion often reigns among the titles given to the Pillars. Some call them the Nine; others claim that in reality there are ten of them. This confusion is simply due to the fact that the commodore of the fortress is sometimes assimilated with one of them.

This misunderstanding serves the interests of the Syhar nation. Indeed, enemy spies have a hard time confirming the presence and the identity of a Pillar at a precise place in Syharhalna. Mezaian Genariah, the current commodore of Danakil, also uses this stratagem by taking on the role of one or another of the Pillars.

#### THE MIRAGE FORTRESS

The construction of the Gate of the Desert took much time, yet this didn't prevent its leaders from launching their first large-scale operations.

The region of the Valleys of Steel where Danakil stands is one of the most arid of Syharhalna. It is beaten every day by a blazing sun. Violent southern winds move its dunes within moments. Mirages are frequent there and trick the careless ones who don't know the merciless laws of the desert.

Despite all their efforts, the Syhars couldn't hide the construction of the fortress of Danakil for very long from the generals of the first Akkylannian crusade. To confuse their enemies and to gain time they favoured the apparition of mirages using magic and Arh-Tolth's help. The fortress and its numerous outposts suddenly appeared all over the north of the desert, causing panic among the enemy war-staffs.

This ruse visibly destabilised the Akkylannian strategists who, faced with the number of fortresses rising before them, must have feared a decisive assault by the Scorpions. Yet this assault never came, and for good reasons... The Griffins soon sent scouts to gather reconnaissance on their enemy's manoeuvres and they ended up unmasking the subterfuge. The approximative location of Danakil was determined after several months when a spy returned after having confronted dangers that weren't mirages near a fortress anchored in the sand.

The Scorpion army wasn't numerous enough to fight on two fronts yet. Defending Shamir was primordial. When the Akkylannian legions laid siege to the fortress, Genariah knew that he could only count on his own forces to defend it.

The siege of Danakil was one of the bloodiest Aarklash has ever known. The Syhars resisted vigorously before they slowly gave in to the constantly renewed waves of their opponent's ranks. Their food and supplies began running dangerously low and it became more and more difficult to produce viable clones. Genariah finally opened his fortress's gates at dawn of a day that was calmer than the others after two years of constant carnage.

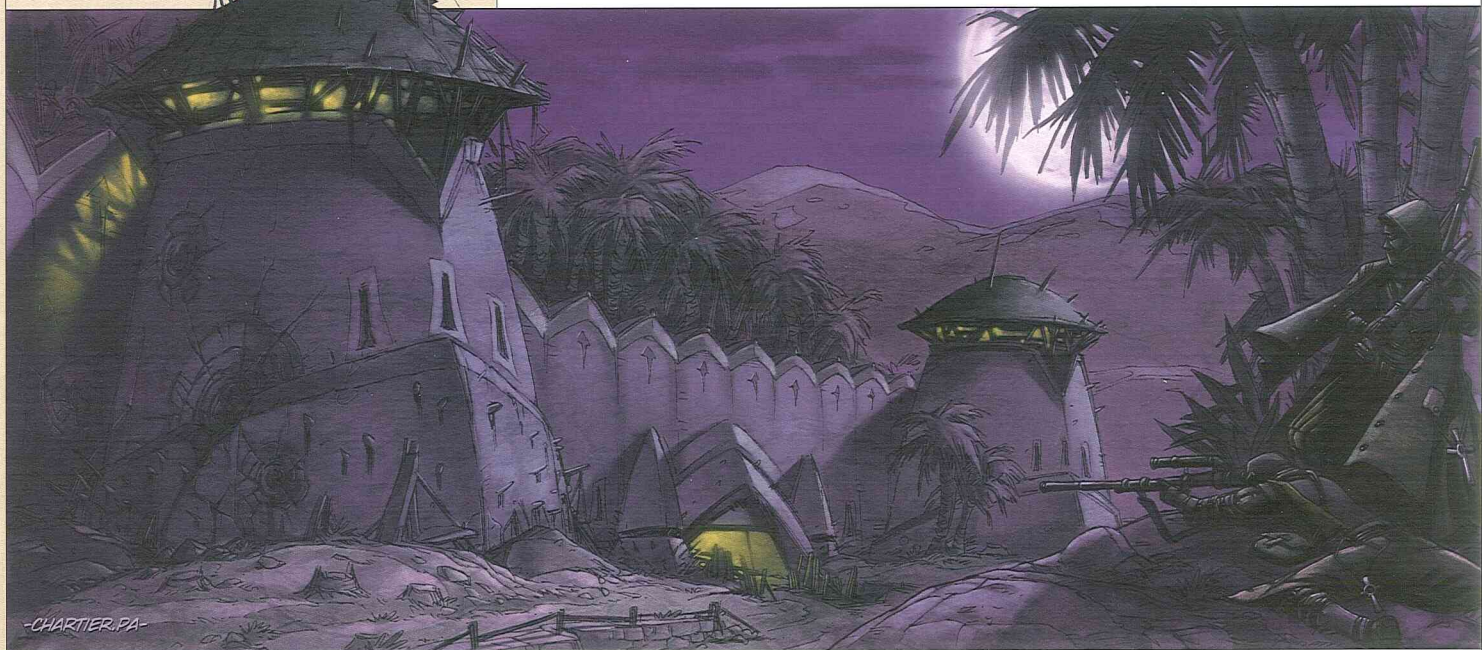
The Griffin delegation sent to receive the keys to the fortress was overrun by an onslaught of warriors. Leading the last defenders of Danakil, Commodore Genariah chopped off heads and limbs. The assailants, impressed by the resolve of these fanatics who were willing to fight to the death, took too long to react. Their ranks had already been reduced by a third when they finally launched an unorganised and inefficient counteroffensive.

The final blow was given by the nine Pillars of Danakil. The previous night these mythical warriors had managed to position themselves behind the enemy lines. When the Akkylannian officers learned that their war-staff had been eliminated by a handful of warriors with superhuman strength, they ordered one of the most humiliating retreats in the history of the Alliance of Light.

That morning the sentinels of Danakil, clones coming from the fortress's nine Pillars, acquired a special status within the forces of the Scorpion. From then on they would be known as Dawn Warriors so that the Syhars remember the glorious victory that they gave their Empire under the rays of the rising sun.

A few days later the first Shamir was attacked by fighters who appeared from nowhere, and was reduced to rubble.





## THE TEMPLE OF THE SOUTH

*« And the traitors fled into the desert...  
And the heretics soiled the desert sands... »*

When they launched the first crusade against the Syhars, Pope Melchiade and Emperor Octave I were unaware that they were leading Akkylannie onto a path strewn with bloodstained bones.

### THE FIRST CRUSADE

Having few ships, Akkylannie called on its allies the Lions to supply them with vessels able to take them on the journey that would help the holy warriors go and exterminate the heretics. The responsibility of transporting the warriors and supplies was then given to the Temple, which had lodges in the four corners of Aarklash. These would serve as meeting points and shelters for all crusaders who travelled to the impious lands of Syharhalna.

The oceans now being the Temple of the South's domain, Commander Davonis drew generously from the order's treasury to arm powerful warships in order to carry out his mission.

The first offensive, fifteen thousand man strong, of which almost two thirds were volunteers, was confronted with the scourges sent by the Heresiarch's corrupted scientists. At Ogh-Hen-Kir the crusaders succumbed to a terrifying pest that only affected the Akkylannians. When nearing the coasts of Syharhalna their proud vessels were attacked by krakens. And

finally the warriors of Light had to deal with the Arhteths when they landed on the desert shores. These nightmarish creatures truly massacred the surviving ranks.

As for the heretics, they couldn't be found. They remained hidden in the heart of Syharhalna in their underground laboratories bristling with traps and secret passages. They escaped their pursuers like the sand of their land running through one's fingers.

The executioners of the secular order of Merin carried out their mission day and night, but the execution of each Syhar cost the lives of five of their agents. The disciples of the one god had to admit the obvious: they were waging a war they couldn't win. The desert and the Arhteths protected the fiends of Dirz, but they also prevented them from being free. Syharhalna, their impious temple, was a prison without bars. It didn't need any...

The first Darkness hunters forced the heretics to remain cloistered in their laboratories for eternity. The Griffins saw themselves as being the guardians of a prison of sand. The crusaders colonised the small port of Djaran, the nearest one to their Empire, and turned it into a fortified city. If the Scorpions should dare leave their lair or get too close to the living, then the Temple would be awaiting them in order to deliver them to the flames of redemption.

Commander Davonis, who had lost many brothers during this hunt across the continent, swore in the name of the Temple of the South to finish off the disciples of Dirz. His commandery was transferred from the city of Kylaë to the citadel of Djaran. Years went by...

### THE UNSUBDUED

Before its brutal colonisation, Djaran was a port of lesser importance. The Syhars sometimes used it as a base for their warships.

Since the arrival of the Akkylannian invader, the Scorpions consider Djaran to be an insult to their sovereignty over the desert. Djaran was the first rallying point of the Temple of the South in Syharhalna and has therefore kept a strong military tradition. The rare popular uprisings are quelled in the Akkylannian way: with austerity and dreadful severity.

A few Syhar troublemakers have wanted to topple the Temple of Djaran. Their corpses are rotting in some forgotten corner...

### THE BROTHERS OF TORMENT

The Griffins watched helplessly and undecidedly as the Arhteths, the true guardians of the Syhar desert, disappeared. They were exterminated by the Isatephs, which were smaller yet more vicious predators. The only survivors of this hunt of a past time were the formidable krakens who found refuge in the depths of the oceans.



### THE NEOGENESIANS

Several enlightened minds saw the conflict between the Arhteths and the Isatephs as the coming of a new age in which man would be replaced by his creations. They named themselves neogenesians. This philosophical movement, infiltrated by Dirz's spies, was soon censured and slowly vanished. Yet a handful of technomancers adopted its apocalyptic theories.

The neogenesian coterie has become one of the most bizarre communities among the Syhar magicians. Its partisans constantly create new and deadlier forms of life. It is these deranged scientists who gave the famous Cloak of Crawling to Sasia Samaris.

The death of the Arhteths at the claws of the Isatephs was a warning. The Syhars had perfected their sacrilegious science and were preparing for a decisive move. So the Griffins took up their crusade again. This time the Lions came to their aid. Together they pushed back the Isatephs and began taking back the desert from the forces of Darkness.

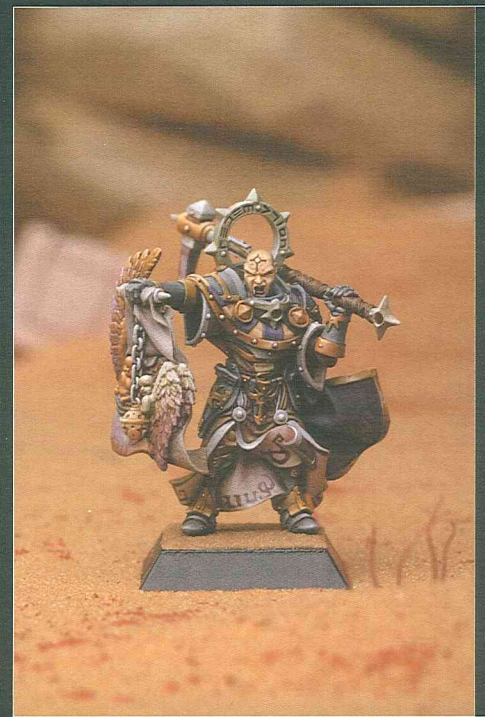
For the very first time the Alliance of Light then encountered an army entirely made up of human clones. The Alliance's generals were horrified to see their enemies uselessly sacrifice their servants in the name of science and of war without even bothering to repatriate the wounded. The mass-graves filled with identical corpses discouraged many a warrior of Light. The first crusade had reached a new turning point.

The rumour of the construction of a chain of fortresses in the Valleys of Steel ended up wearing down the morale of the Alliance's fighters. The Scorpions counterattacked faster and stronger than the Ways of Light had foreseen. The Syharhalna Desert was damned!

Yet no wave of destruction ever came. The Temple of the South, now under the orders of Commander Ocelot, sent many scouts in search of the alchemists' invisible army. No one knows how many of them found death in the dunes, struck down by the heat. The Temple called on numerous mercenaries to carry out this especially dangerous mission.

The minds of the first crusade's leaders were filled with doubt for a long time. These men and women had practically no information on the enemy: an entire legion could be deployed on the simple report of the hypothetical presence of a laboratory. Clones appeared from out of nowhere as if the desert itself had spawned them. The Scorpions were fighting in their terrain and according to their own rules.

This situation lasted until Kauldr, an Akkylannian prowler of Kelt origin, finally located Danakil in the dunes of the Valleys of Steel. On learning of this capital discovery Commander Ocelot raised an army of crusaders and led it straight towards the object of his worst nightmares.



## MERIN'S RAMPART

Ocelot and his war-staff met death while confronting the Pillars of Danakil during the Battle of the Dawn Assault, not without having badly wounded three of them.

Before leaving for battle the commander had given the order for an ambitious project: to raise a fortress able to rival that of Danakil near the canyons of rot, the future land of Bran-Ô-Kor. Unlike the Scorpions, Ocelot wanted this stronghold to be built in full view of his enemies. If these were rash enough to regroup and try to prevent them from doing so, then the crusade would come to an end once and for all.

The alchemists of Dirz admitted their weakness by not taking the risk of falling into the trap prepared by Commander Ocelot. The first Shamir had just been destroyed, Dirz himself was close to death and Genariah had just barely managed to break the siege of the armies of Light.

The Syhar army, low in numbers and lacking experience, didn't have the means or the will to carry out such an assault. Syharhalna was going through one of the darkest hours of its history.

The Commandery of the South was once again moved, this time to the new Griffin fortress. Though relatively small in size, it was armed enough to resist a siege like that of Danakil. The Temple nevertheless managed to maintain its control over Djaran and turned it into the beachhead of the first crusade. Hundreds of ships transporting men, provisions and ammunition landed every year in its port.



## THE IVORY DUNES

Centuries have passed. Genariah and the nine Pillars of Danakil have died a long time ago. Clones bearing their names and their armour have replaced them generation after generation. Danakil is now under the authority of Commodore Mezaïan Genariah.

### Δ BITTER HERITAGE

Nowadays the nine Pillars still lead the Scorpion's swarms in combat among the blistering dunes of Syharhalna. They sometimes even venture further out like the infamous Arkeon Sanath, who has been rewarded by the Basyleüs Villa with the privilege of destroying Kylaë, the ancient city of the Temple of the South, and slaughtering all its inhabitants.

As for the Temple of the South, it honours Commander Davonis's vow every day by waging a war without mercy on the heretics of the desert. Nevertheless, with passing time the Temple's ranks count more and more Akkylannians born in the Syhar desert.

Thus, when he was named grand master of his order, Proteüs named a templar of a lineage of nomads of the east of the Syharhalna to succeed him at the head

of the Commandery of the South. Today this templar is known by the name of Sered...

Since the Dawn Ritual, the rivalry between Danakil and the Temple of the South has been deadlier than ever. Not a week goes by without Sered's templars and Mezaïan Genariah's dawn warriors confronting somewhere in the Ivory Dunes. There, the bones of thousands of dead lie scattered in a sea of sand stained red with blood and tormented by a scalding wind. There lies the path on which the Akkylannians have placed their honour and their blood.

### THE BLUE GELD

With the passing of decades the patriotic battles have given way to conflicts of opportunity. Akkylannians and Syhars no longer fight just for the glory of their ideals, but also for the possession of several strategic positions. Proteüs has often said that the Valleys of Steel were the sacrificial alters of some pagan god who relished seeing men massacre each other.

The first of these disputed zones are the rare oases of the Valley of Steel. There water is as precious as gold or diamonds, so much so that the two camps have established informal rules. Skirmishes aiming to



take control of a water hole usually take place at a certain distance from these. The destruction of an oasis or a well is an error that is severely punished in either of the two camps.

Some of these water holes have been fortified by their respective owners. However, no one has been able to hold an oasis long enough to make it impregnable. The fortifications' architectural style is greatly influenced by this. Syhar towers adjoin Akkylannian ramparts and the underground laboratories originally built for hydroponics are also used as armouries or even as places of worship.

The Crests of Steel, as they call the low mountains that rise on either side of the valleys of the same name, know a similar situation. The stakes aren't just the control of the outposts that dot the desert, but also the exploitation of the rich mines of metal that lie beneath their fortifications.

## THE TIME OF VENGEANCE

By embarking on the first crusade, the leaders of Akkylannie thought that they had engaged in a conflict that wouldn't last long. Now everyone is wondering about the reasons for the permanence of this war between Danakil and the Temple of the South.

No one can doubt the boldness and will of the Akkylannian crusaders. Their blood is spilled each day in this land that isn't theirs. Merin must have blessed them for all the sacrifices that they have suffered in his name. Yet Pope Innocent's spies seem unable to grasp exactly how all the operations launched by the Temple in the Syhar desert and in the ravines of Bran-Ô-Kor are carried out.

### THE PARDON OF THE FIERY GOD

The Temple's first and foremost vocation is the protection of Akkylannie and its Church. Over time its leaders have developed a tradition of mercy towards those who admit to their mistakes and turn to Merin to ask for his forgiveness.

The templars have understood that Merin doesn't grant his clemency unless his faithful children do the same. They have therefore created the Legions of Repent, true martial brotherhoods made up of criminals who have made the vow to serve Merin and the Temple in exchange for remission. Each legionary of repent is placed under the responsibility of a templar to whom he owes obedience and loyalty. This tutor has the rights over his life or death.

The results of this social structure are surprising. Many prisoners who were judged hopeless have become honest citizens. Among these groups welded together by steel and blood, some have become good warriors. Some even remained by their mentor's side and when the time came have donned the armour of the Temple.

The Temple of the East is undeniably the one that employs the biggest number of Legions of Repent, followed by the Temple of the South. No one doubts that this order of warriors knows to make the most of its protégés' «particular» competences.

According to the rules, the Inquisition cannot act within a Temple without its commander's authorisation. Despite Sered's full approval, the guardians of the faith only exercise their authority at the templars' good will. The situation is far from being as confused as in the Temple of the East, but there is no doubt that these two commanderies so close to each other conceal something from the authorities of the Church of the one god.

The situation is different in Danakil, even if the results are the same. Ever since the Dawn Ritual the generals of Aarklash cannot ignore that the Syhars now have a most formidable army. Yet the commodores still haven't launched a decisive assault against the Temple of the South. Better yet, several regiments of the Scorpion have gone around the Temple of the South.

The origins of their strange desire to make the conflict last go back to the time when the name of Danakil was still that of a human. This technomancer had staked the improvement of the species on conflict and on natural selection. Danakil is still a laboratory and the tests of its latest creations are carried out in the Ivory Dunes. Without knowing it, the Akkylannians have forced the Syhars to evolve for their own survival. The more the Alliance of Light struck, the stronger the Scorpions became.

As for the Temple, it practically has free rein to successfully carry out the most delicate operations in this part of the continent. Far from the Inquisition and its burning stakes, the templars work for the return of a new golden age in Akkylannie.

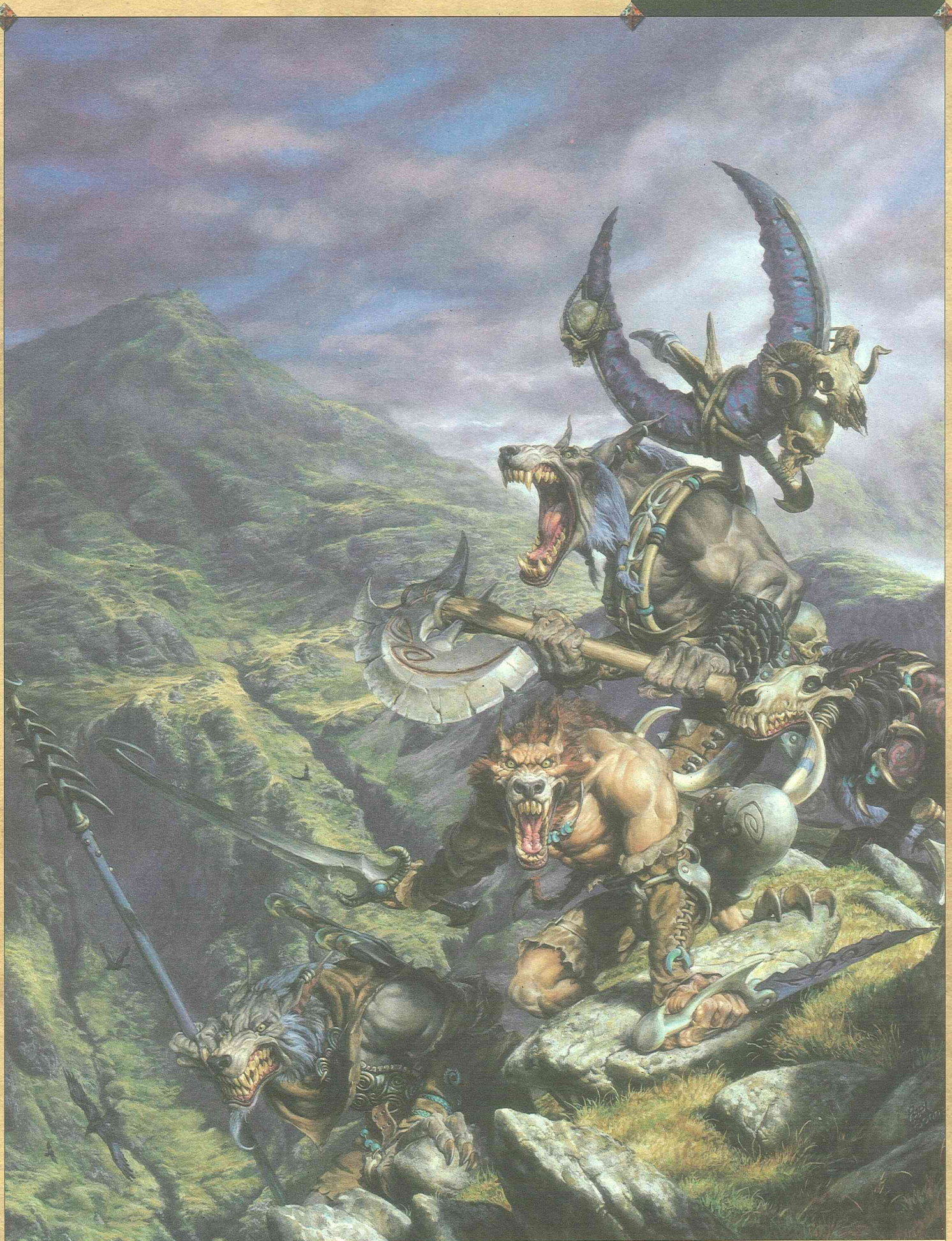
The time for vengeance is nigh.



-CHARTIER.PA-

### THE PORT OF DJARAN

DJARAN WAS THE TEMPLE OF THE SOUTH'S FIRST RALLYING POINT IN THE SYHARHALQA.



**THE LADYFHS OF THE BLACK WOODS**

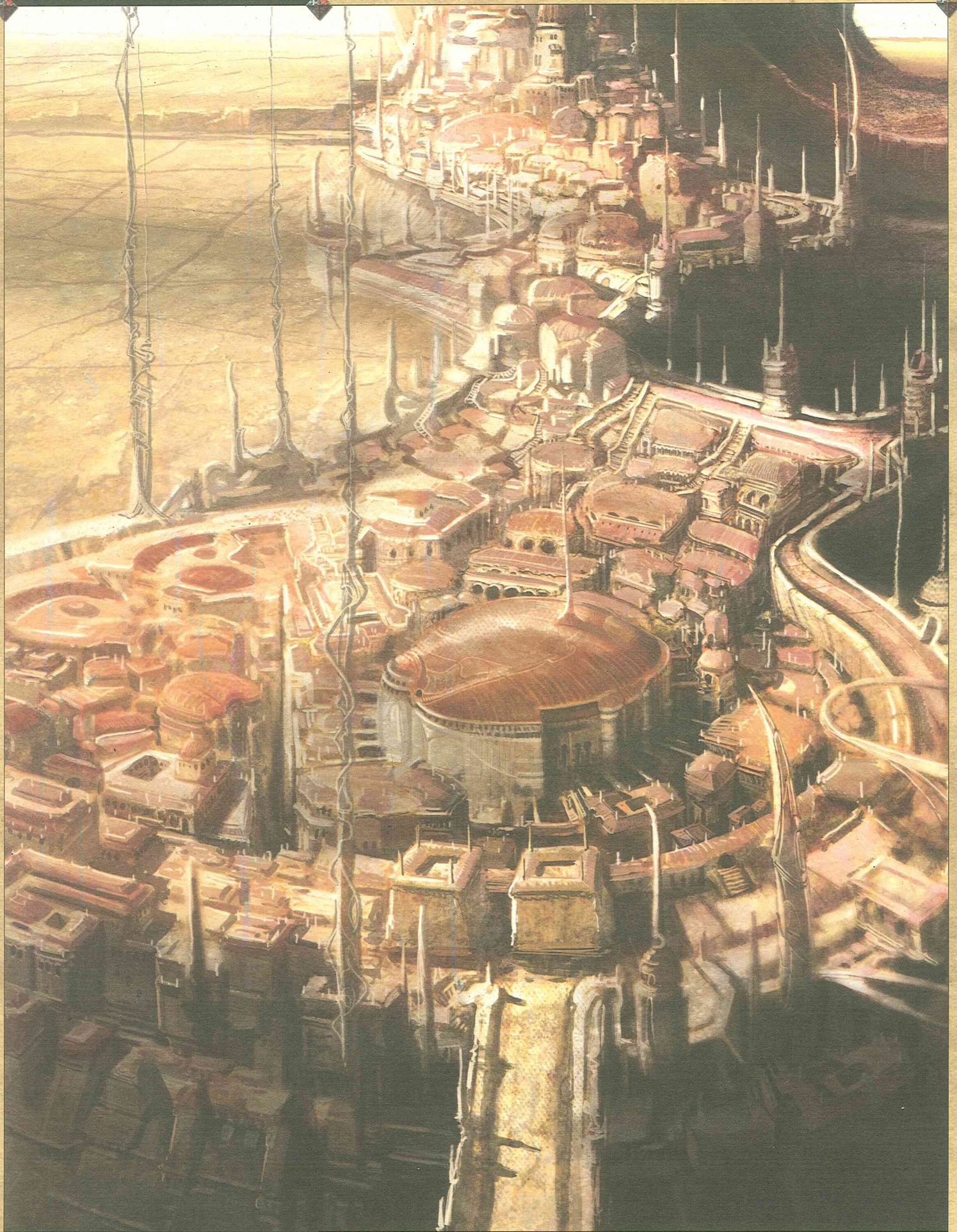
The Black Woods, which lie in the east of the plain of Dvaqddu, have given rise in many legends, none more terrifying than the other. Many are those who tell of women of great beauty who live all alone in the deepest parts of this forest... and feed on human flesh!



**THE GRIFFIN EXERCISTS**

Steadfast and implacable, the exercists use their gift in combat Darkness. Incorruptible, they devote their body and soul in their task without letting themselves be manipulated by the game of political and religious influence contaminating Akkylannic.







**THE DARKNESS HUNTERS**

The inquisitors of Akkylannie bar no holds when it comes to getting vital intelligence on the enemies of the holy god, Merin. They have chosen to sacrifice their purity and to stain their hands with blood to allow future generations to live in a world of peace.



**IN THE HEART OF DARKNESS**

The Griffin exorcists had foreseen the imminence of the threat represented by the Heresiarch's laboratories. They take great risks by joining the Lodge of Hæd and accompanying the shadow warriors into these forgotten underground mazes...







