CRY HAVOC!

THE CHRONICLES OF THE WORLD OF RACKHAM

Sacrilege

Traitors and Allies

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

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

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

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

~

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

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

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

"He snuck into my people's quarters."

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

"They have all left."

"With the thing they came looking for?"

It was obvious that the Akkylannian already knew the answer.

"This only concerns my people."

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

"We all have our secrets."

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

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

"You won't find the others."

"I'm used to tracking my enemies."

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

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

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

"Thanks for the information."

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

"Very well."

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

"If what?"

"If you share your secret with me."

~

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

"You think that he warned his superiors?"

"No, he was visibly working alone."

"Does he seek glory?"

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

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

"Yes, commander."

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

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

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

"Very well."

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

~

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

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

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

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

"This must remain between us."

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

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

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

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

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

The Akkylannian went pale.

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

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

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

"So that makes us allies."

"Just like you, I punish sacrileges."

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

Campaign Rules

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

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

MISSION SEQUENCE

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

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

STRATEGIC CONSEQUENCES

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

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

COMBAT GROUP COMPOSITION

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

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

COMBAT GROUP DEPLOYMENT

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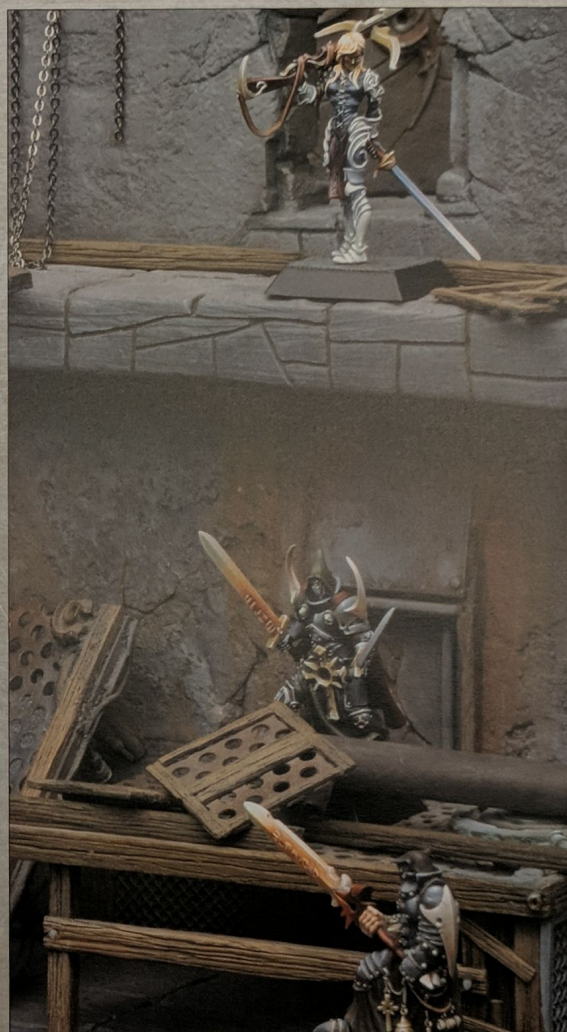
Sacrilege I & III: Breakthrough!

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

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

Objectives

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

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

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

Instructions

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

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

Combat Group Composition

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

Traps

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

Special Rules

This mission has no special rules.

STRATEGIC CONSEQUENCES

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

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

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

THE TRAITOR

THE EXPERIMENT

CRY HAVOC!

SACRILEGE II OR IV: THE TRAITOR

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

OBJECTIVES AND INSTRUCTIONS

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

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

COMBAT GROUP COMPOSITION

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

TRAPS

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

SPECIAL RULES

This mission uses the "Armoury" and "Omnimancer's Office" objective rooms.

Only the Cynwäll player's fighters can retrieve the notes. To do so, Objective I counter simply has to be activated as if it were an Event counter (see *Hybrid*, p. 27). A fighter who is attempting to activate the Omnimancer's Office effect cannot pick up the notes, and vice versa. Once the notes have been retrieved, the Cynwäll player places the Objective I counter under the miniature of the fighter who picked them up: he is now the carrier of the valuable notes. He can pass them to an allied fighter in base-to-base contact with him, whether this fighter has already been activated or not. If the carrier of the notes is eliminated, then the Objective I counter remains at the spot where his miniature was standing when he was eliminated. The notes can then be picked up again like at the beginning of the mission. The game ends with a Cynwäll victory as soon as the carrier of the notes enters the Cynwäll player's deployment zone.

On the other hand, the Scorpion player can set the Omnimancer's Office ablaze to destroy the priceless documents in it. This action follows the same rules as the activation of an objective room (see *Nemesis*, p. 12): the same fighter can attempt only one of these two actions during the same activation of his. If the Omnimancer's Office is set on fire while the Objective I counter is still in it, then the game immediately ends in a draw.

STRATEGIC CONSEQUENCES

If the Cynwäll player successfully carries out this mission, then the Griffin fighters reserved to the Inquisition all benefit from the effects of the "Fiery Favour" card, which is then removed from the Event (Army) draw pile for the campaign's other games.

If the Scorpion player is victorious, then the fighters reserved to the New Scorpions benefit from the effect of the "Predator's Instinct" card, which is then removed from the Event (Army) draw pile for the campaign's other games.

Scorpion deployment zones

Cynwäll deployment zone

Doors

Passages

E Events

1 Objectives

Rubble

Cry Havoc!

SACRILEGE II OR IV: THE EXPERIMENT

The two varsÿms were moving at a fast pace slightly ahead of Nelphaëll. She knew that speed was of essence and was counting a lot on the talents of the two scouts. She made them a sign and the two Cynwälls rushed off into the darkness of the laboratory.

When they reached a crossroads, the scouts took a short break. Further on they could make out a glow and could hear the mechanical hum of the Syhar machines. At the same moment that one of them spotted the shape of Sin Assyris at the heart of the laboratory, the other one heard the first clones coming out of their tanks.

With the cold discernment that was characteristic of the Cynwälls, the two varsÿms knew which one of them would have to sacrifice himself and which one would have to go back to warn Nelphaëll.

OBJECTIVES

The Cynwäll player must destroy the draconic sample stored in the Gene Library.

The Scorpion player must find this sample and bring it off the game board using the exit indicated on the map.

INSTRUCTIONS

The Scorpion player must deploy at least one fighter of Rank I (maximum: 2 Rank levels) inside the Heart of the Laboratory. The rest of his troops are deployed in the Storage Tanks. If the Scorpion player uses New Scorpion fighters (see *Cry Havoc*, vol. 3), then he must place them

in priority in the Heart of the Laboratory (within the limit of 2 Rank levels).

COMBAT GROUP COMPOSITION

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

TRAPS

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

SPECIAL RULES

This mission uses the "Storage Tanks", "Heart of the Laboratory" and "Gene Library" objective rooms.

At the start of the game the sample is in the gene library. The Cynwäll player's fighters and those of the Scorpion can retrieve it by activating the objective room following the usual rules (see *Nemesis*, p. 12). In this case the discovery of the sample replaces the Gene Library's regular effect.

If it is discovered by the Cynwäll player, then the sample is automatically and immediately destroyed, and the game ends with this player's victory. If the sample is discovered by the Scorpion player, then the same rules are used as in the notes of the previous mission (the sample is represented by an Objective counter). If it's lying on the ground, then the sample can be destroyed by a fighter: to do so, the same procedure must be followed as to activate an Event counter (see *Hybrid*, p. 27). Furthermore, the sample is destroyed if an explosive charge or a time bomb is set off inside the Gene Library.

And finally, fighters with the "Puny" or "Titan" aptitude cannot pick up or carry the sample.

STRATEGIC CONSEQUENCES

If the Cynwäll player wins the game, then his Cynwäll fighters are relieved and galvanised by their success: they all then benefit from the effect of the "Vengeful Hand of Merin" card for the rest of the campaign. It is removed from the Event (Army) card draw pile.

If the Scorpion player succeeds in this mission, then his fighters ransack the Gene Library and carry off as many treatments as they can before leaving for combat. At the beginning of every following game the Scorpion player can choose four Mutations among six cards.

Legend:
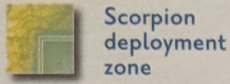
- Scorpion deployment zone
- Doers — Doors
- Passages
- **E** — Events
- Rubble

SCORPION Exit

CYNWÄLL Entry

THE RIGHT STUFF

In this sixth issue of *Cry Havoc* we propose to play *Hybrid* like a role-playing game with miniatures.

Unlike a game of *Cadwallon*, it isn't a question of playing the "role" part of the following missions, but rather of playing *Hybrid* with a single fighter per player.

One of the players nevertheless dons the role of "game master" and uses the usual rules. He must coordinate several fighters against the heroes played by his opponents, who are therefore in the same camp and must cooperate in their fight against the game master.

The comparison with a role-playing game doesn't end here. Indeed, the fighters allied against the laboratory progress from mission to mission. The rules below explain the modifications to make to *Hybrid* in order to play in *The Right Stuff* mode.

ACTIVATION

Together, the Hero players determine and agree on the activation order of their fighters. If they can't reach an agreement, then each player rolls 1d10 and the one who gets the lowest result decides the activation sequence. In case of a tie, the dice are rolled again.

CARDS

Hero Actions

Each Hero player draws an Action card at the start of the game. From then on he gets another one every time his fighter eliminates an enemy. A Hero player cannot have more than four Action cards in his hand at a time.

The Action cards played by the heroes are discarded into a pile called "Torment."

Laboratory Actions

The game master draws three Action cards at the start of the game.

During the game, at the beginning of a round, he can randomly draw one Action card from the Torment pile and place it in his hand (if this pile has at least three cards in it when making this draw).

Events

The two camps take turns drawing these cards. The heroes count as a single camp. It can therefore happen that only one of the heroes ends up activating Events.

COMPOSITIONS

Each Hero player controls a single miniature. To play it he has a gaming aid called a "character sheet."

The game master can deploy a rank total equal to that of the heroes plus the mission's difficulty. His number of fighters is then equal to three times the number of heroes, to which he adds the mission's difficulty.

Example: *If the game master is confronting three heroes of rank 2 in a mission of difficulty 1, then his rank total is $2 + 2 + 2 + 1 = 7$ and his maximum number of fighters is $(3 \times 3) + 1 = 10$.*

DEPLOYMENT

The deployment of the heroes and of the game master's fighters is similar to that of a regular game of *Hybrid*.

During the game the game master can't have more than X fighters in the same room. X is equal to the number of heroes plus one. If for any reason the game master doesn't respect this rule, then the SL of all his fighters is reduced by one point for each surplus fighter. This penalty stops applying as soon as the game master respects the rule again.

EVOLUTION

The heroes evolve from one dangerous mission to the next. They find useful equipment in the laboratories and gain experience.

Loot

When one of the game master's fighters dies he leaves some loot behind, which is immediately recovered by the hero who killed him. The player controlling this hero rolls 1d10 and refers to the "Loot" table of the mission being played. These objects can only be used by the hero and on himself. This can only be done at the beginning of his activation. A hero can use only one such object at a time.

A hero can give one such object to another hero. This is to be done at the beginning of a round and the two heroes must be in the same room (and not only on the same game tile).

An object that isn't used during the game can be kept for a later one.

A hero cannot have more than four objects at a time. If he has the possibility to get another one, then he can discard one of the objects he is carrying to replace it with the new one. The discarded object cannot be retrieved in any way.

EXPERIENCE

Every hero who can be played in *The Right Stuff* mode has a character sheet that summarises his or her stats and evolution (as a flow chart). Every time a hero survives an adventure he ticks one of the available evolutions. The first level is at the top of the list. One can only move on to the next level once all the evolutions on the previous level have been ticked (see the character sheets).

There are four types of evolution identified by four different colours. Evolution that applies to mode values and NV is coloured red. New equipment is blue. New aptitudes or aptitude bonuses are green. And Movement bonuses are yellow.

DEATH

If a hero should happen to die, then the gods of Aarklash resuscitate him before the next game. The character's new incarnation loses the last evolution that he gained, yet he keeps his previously acquired loot.

MISERICORD

Movement: 7 points
Class: Rank 2 of the Griffin
Equipment: Rifle/+1 in Firing.
"Hauteclaire" sword/+3 in Offensive Combat.
Aptitudes: Conviction/1. Prestige/1.

In combat Misericord uses a legendary sword named Hauteclaire. This weapon provides her with various powers.

Justice of Fire: Once per game, at the beginning or the end of her activation, Misericord can unleash a powerful wave of flames. All fighters (friend and foe) located within two squares or less of hers must make a test of NV + 2. If this test is failed, then the concerned miniature suffers a Wound.

Mercy of the Virtuous: Once per game, at the beginning or the end of her activation, Misericord can call on Hauteclaire's power to heal one of her Wounds. Her NV then improves by one point, but it cannot become greater than its initial value.

EVOLUTION

MOVEMENT/+1

+1	+1

+1	EYE OF THE LYNX/+1

AURA/4	DUELLIST/2

PRESTIGE/+1

NV/+1

| 1	2	3	4
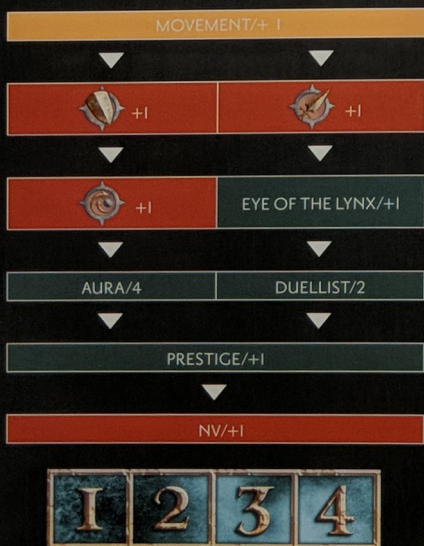
GARELL THE REDEEMER

Movement: 9 points **Class:** Rank 2 of the Griffin
Equipment: Rifle/Eye of the Lynx/2 and +2 in Firing, or Pistol/Armour-piercing shot/2 and +2 in Firing.
Aptitudes: Mineclearer/2. Infiltration/2.

Mineclearer/X : When the fighter ends his movement on an Event, the player can choose one of the following actions:
- Announce the counter's activation according to the usual rules.
- Look at the counter's hidden side (even if it isn't the player's turn) without applying its effects.
- Defuse a trap.
- Lay a mine. The fighter has X mines available at the start of the game (see reference card).

ATTENTION! The fighter can only place a mine in the room he is in. Moreover, the mine only explodes when one of the squares adjacent to it in the same room is crossed.

EVOLUTION

+1

+1	+1

CONVICTION/1	PRESTIGE/1

INFILTRATION/+1	+1

+1

NV/+1

1	2	3	4

THE RED LIONESS

6   4

-     4

3
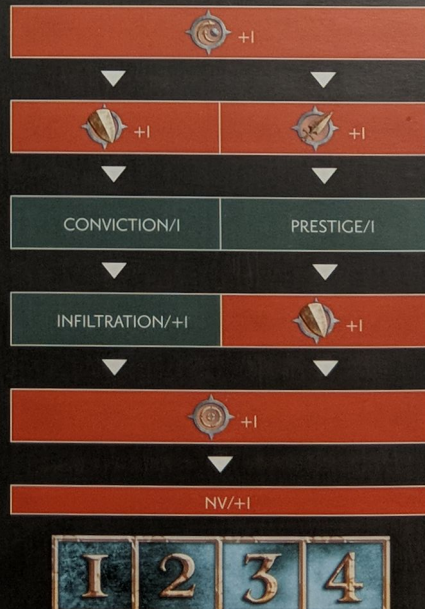
Movement: 8 points
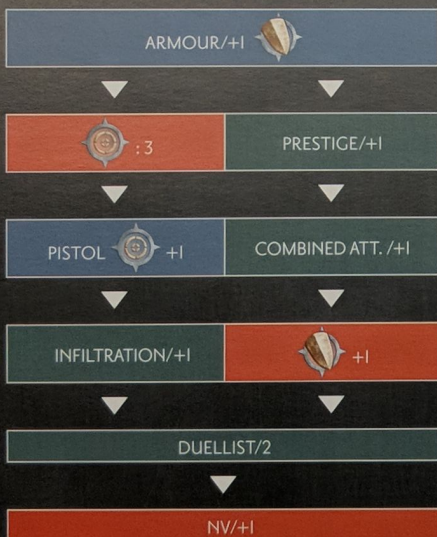
Class: Rank 2 of the Lion

Equipment: Sword of Llyr/+3 in Offensive Combat

Aptitudes: Prestige/1, Combined Attack/1, Infiltration/2.

The Red Lioness is a Lion fighter, yet she can be enlisted by the Lodge of Hod. She is then subject to the same rules and effects as any other Griffin fighter.

Sword of Llyr: When the Red Lioness gets a natural result of ⚀ in Offensive Combat, she automatically inflicts enough Wounds to kill her opponent.

EVOLUTION

ARMOUR/+1

⊙ : 3	PRESTIGE/+1

PISTOL ⊙ +1	COMBINED ATT. /+1

INFILTRATION/+1	⛊ +1

DUELLIST/2

NV/+1

1	2	3	4

ALAHEL THE MESSENGER

5   5

3   3

3

Movement: 8 points

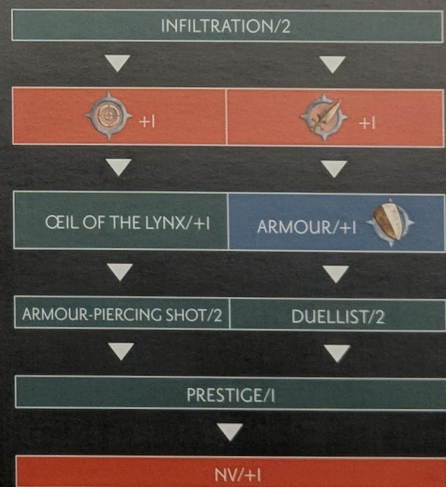**Class:** Rank 2 of the Lion

Equipment: Longbow/+2 in Firing

Aptitudes: Combined Attack/2, Eye of the Lynx/2

Alahel the Messenger is a Lion fighter, yet he can be enlisted by the Lodge of Hod. He is then subject to the same rules and effects as any other Griffin fighter.

Sacrament and Deliverance: When using his "Combined Attack" aptitude, if Alahel gets a natural result of ⚀ on his additional attack, then he automatically inflicts enough Wounds to kill his opponent.

EVOLUTION

INFILTRATION/2

⊙ +1	⛨ +1

ŒIL OF THE LYNX/+1	ARMOUR/+1

ARMOUR-PIERCING SHOT/2	DUELLIST/2

PRESTIGE/1

NV/+1

1	2	3	4

Cry HAVOC!

NELPHAËLL

4	2
4	4

3

Movement: 8 points **Class:** Rank 2 Cynwäll
Equipment: Helianthic crossbow/+2 in Firing.
Sword/+2 in Offensive Combat.
Aptitudes: Felon/2. Duellist/2. Concentration.

Nelphaëll is a Cynwäll fighter, yet she can be enlisted by the
Inquisition. She is then subject to the same rules and effects as
any other Griffin fighter.

Concentration: Once per round the player can re-roll a die
bound to one of the four action modes for one of his miniatures
that has this aptitude.

NOTE: Trihedron: When Nelphaëll is standing within eight
squares or less of Syd de Kaïber or of Soïm, then she gets +1
on her SL in Firing.

EVOLUTION

INFILTRATION/2	
EYE OF THE LYNX/+1	🛡 +1
ARMOUR/+1 🛡	PRESTIGE/+1
VELOCITY/1	⚔ +1
◎ +1	
NV/+1	

| 1 | 2 | 3 | 4 |

MEHÖL

4	3
-	5

3

Movement: 9 points
Class: Rank 2 Cynwäll
Equipment: Cynwäll sword/+2 in Offensive Combat.
Armour/+1 in Defensive Combat
Aptitudes: Concentration. Velocity/2.

Mehöl is a Cynwäll fighter, yet he can be enlisted by the Inqui-
sition. He is then subject to the same rules and effects as any
other Griffin fighter.

Concentration: Once per round the player can re-roll a die
bound to one of the four action modes for one of his miniatures
that has this aptitude.

EVOLUTION

🛡 +1	
COMBINED ATTACK/1	⚔ +1
MOVEMENT/+1 PT	VELOCITY/+1
PRESTIGE/+1	◎ +1
DUELLIST/2	
NV/+1	

| 1 | 2 | 3 | 4 |
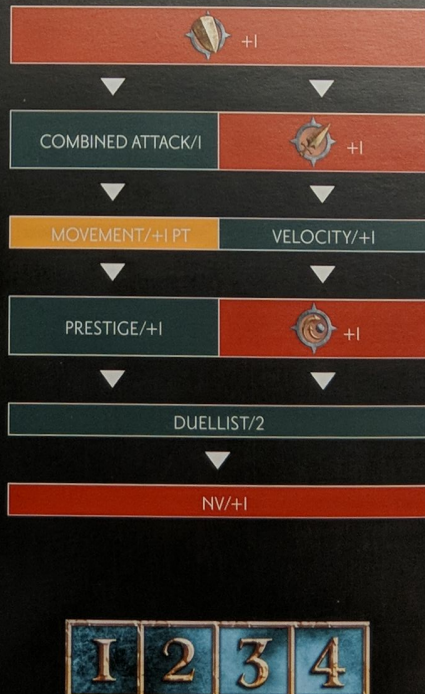
Bloody Encounters

The mission that his creator and master had given him was his only reason to be, the only goal in his life: he had to protect his nation and help it defeat its enemies in the torment of the Rag'narok. In the meantime his master had died, yet his mission nevertheless had to be carried out.

For several weeks he had thought about how he would fulfil his task. His creator had conceived him from a strain of Kithairin Saar, the greatest of the Saar class trackers. He would therefore have to do what he was naturally talented at: extractions.

Abeèn Saar had taken the first decision ever in his life: he would strike the enemies of Arh-Tolth with a fatal blow by abducting their most charismatic leaders! Deprived of them, the enemy troops would put up very little resistance when confronted by the alchemical hordes.

Abeèn had turned his master's old laboratory into a detention centre and had created several clones to serve him. His plan was perfect. His creator-master would have been proud of him.

The hunt had begun and his first victim had fallen into his hands almost by chance. Alahel was travelling alone, carrying a message of utmost importance. Abeèn had followed him and easily captured him in his sleep. The Barhan had been the first one to discover Abeèn Saar's jail.

Thanks to the message, it had been easy for him to locate the Red Lioness. Yet knowing himself incapable of rivalling such a warrioress, Abeèn had hesitated before taking her on. He had therefore used manipulation and several pieces of gold to hire a band of goblins from Cadwallon.

Outnumbered by 21 to one, the Lioness hadn't had the slightest chance to win. The children of Rat had captured her and delivered her to Abeèn.

By pure luck he had located two Griffins, a man and a woman, near the place where the Red Lioness had fallen. He again had had to deal with the goblins.

The task had proved to be much harder than he had expected. The Akkylannians had defended themselves with uncommonly fierce determination. Luckily, when the net had fallen down onto them, their ardour had melted away like snow in the sun.

The mission was going well. Abeèn already had four prisoners, of which one was particularly prestigious. Soon he would inform Shamir and then reinforcements would be sent.

The goblins, and more specifically one named Cyanhur, had then taken the initiative to contact him themselves. As talented and he is cupid, the assassin had offered him his help and the delivery of two Cynwälls.

Thus, in exchange for several coins and the Lioness's armour of alliance, Abeèn had gotten two new prisoners, not to mention the information needed to capture Syd de Kaïber.

Locked up in their cells, the prisoners weren't a threat. The time had come for Abeèn and Cyanhur to go to Kaïber to abduct the Cynwäll general.

Mehöl had been locked up in his cell with Nelphaëll for several days now. He didn't have the slightest idea where they were or who their jailer was. All that he was sure about was that he wouldn't remain there for very long.

This laboratory was very old, much older than it should have been, but the room had only recently been turned into a cell. Mehöl studied the faded symbols above the door. If his calculations were right and if what was written was true, then he would simply have to press down five specific stones in a given order to trigger the opening of... something.

Click...

The mechanism had opened a passage through which he had reached an air shaft that led to a room filled with surgical instruments and then to a long corridor.

His innate sense of direction had told him that one of the corridor's countless doors led to his cell. Mehöl was pretty sure that other prisoners were being kept in this sinister place. He had to find Nelphaëll as quickly as possible. Together they would be able to find a way to escape and help the other captives.

So he tiptoed down the corridor and opened the small surveillance hatch at eye level in the first door to his right. In the cell a young, white-haired woman was sitting on a straw mattress. Despite the prisoner's pitiful state, the sparkle in her eyes left no doubt as to her identity: the Red Lioness!

What should he do? Mehöl absolutely had to find Nelphaëll! Encumbering himself with someone else would slow him down, yet he couldn't bring himself to leave the Lioness behind.

Half an hour later Mehöl was gazing at the motley group that had formed. Once she was free, the Red Lioness had insisted on opening all the cells, making little of the Cynwäll's objections.

In an adjacent room they had found a good part of their equipment and they were now all ready to fight.

DIFFICULTY LEVEL: 2

OBJECTIVES

The adventurers must eliminate the enemy menace and get out of Abeèn Saar's prison.

INSTRUCTIONS

Objective counter 1 represents the laboratory's exit. It can only be used once at least half of the game master's fighters have been eliminated. Once this has been done, any hero who ends his Move in Moving mode on this counter is saved and removed from the game board.

Scorpion deployment zone

Hero deployment zone

Doers

Passages

Ⓔ Events

Rubble

TRAPS

Include one Trap counter among the three Event counters used in the game.

LOOT

	Rank 0	Rank 1	Rank 2	Rank 3 and +
1	Minor healing potion	Healing potion	Regeneration potion	Lucky stone
2	Blade poison	Blade poison	Healing potion	Regeneration potion
3	Rusty blade	Slave collar	S.O. symbol	Healing potion
4	Broken dagger	Minor healing potion	Dead rat	Minor healing potion
5	Slave collar	Rusty knife	Abeèn's manuscript	Ceremonial Syhar vest
6	Slave hood	Stained parchment	Minor healing potion	Engraved bone
7	Bandage	Wooden fork	Blade poison	Healing potion
8	Broken pendant	Bandage	Blackened shard of glass	Blade poison
9	Dead rat	Dirty rag	Slave collar	Broken dagger
10	Old socks	Torn shirt	Worn shoes	Old Syhar mask

- **Bandage:** The hero ignores one Wound when calculating his SL until the end of the round. The bandage is then destroyed.
- **Minor healing potion:** The hero heals by one Wound. The potion is then destroyed.
- **Healing potion:** The hero heals by two Wounds. The potion is then destroyed.
- **Regeneration potion:** The hero heals by one Wound at the beginning of his next two activations. The potion is then destroyed.
- **Blade poison:** If the hero's next attack in ⚔ wounds an opponent, then it inflicts an additional Wound. The blade poison is then destroyed.
- **Lucky stone:** The hero can use this object after any roll of the die. The roll is rolled again and the new result must be kept. This object can just as well be used on a friendly roll as on an enemy roll. The lucky stone is then destroyed.
- **Abeèn's manuscript:** This object cannot be activated. As soon as it is picked up the hero carrying it gains great knowledge about the creatures roaming the laboratory. All his SL in ⚔ and ◎ are increased by one point until the end of the game. This bonus can be given to the same hero only once per game.

In no way had their captivity dampened their desire to vanquish, and their jailers had discovered this at their own expense! Sitting in front of the laboratory's entrance, the heroes relished the short period of well-deserved calm and enjoyed the caress of the wind on their skin.

Mehöl took off his mask and studied his companions for a few moments before speaking. All of them had suffered and their torn and tattered clothes didn't flatter them very much. Yet they visibly all felt intense satisfaction while thinking about their escape. Only the Red Lioness had a downcast expression. The loss of her breastplate of alliance deeply troubled her and she would never stop looking for it.

"I must say, we do form a great team." They all turned towards the Cynwäll. "We have escaped our jailers with rare efficiency and speed. Each one of us has his speciality and we complement each other wonderfully."

"And?" asked Misericord.

SPECIAL RULES

There are no special rules for this scenario.

"Certain missions can only be carried out in small groups. Our enemies are numerous. Maybe we should join forces for a longer period. We won't let the Red Lioness go looking for her breastplate all alone, will we?"

Nelphaëll smiled behind her mask, amused by her companion's speech. She had once been part of a trihedron and remained very fond of this memory.

FIERY PACIFICATION

"... and never were they seen again!" exclaimed the man while wiping his fat and greasy hands on his sweat-stained shirt. "I'm telling you, Acheron is preparing an invasion and that's why people disappear! They turn them into living-dead fighters in order to kill us better! I don't know what's keeping me from leaving this place..."

"Maybe the fear of travelling all alone?" said Nelphaëll with an ironic tone.

From the start the fat Lion had annoyed her. He transpired fear and smugness, two things that she couldn't stand. Alahel threw a dark glance at her. The Messenger was taking this affair very seriously. There had been many disappearances lately, but from there to claiming it was an invasion by the forces of Darkness was going a bit too far for the Cynwäll.

"Me, I don't know fear. I'm an Alahanian and I'm proud of it. I'm not an elf, but..."

"Please, mayor, let's not change subject and stick to what we came here for, we don't have much time."

The man deliberately turned towards Alahel and ignored Nelphaëll as she left the room.

Twenty minutes later the Messenger appeared from the house and joined his travel companion at the stables.

"So? Did he say anything useful?"

"Yes. With all the information that we now have I'm beginning to get an idea of the region where we should be looking. Let's join the others and get ready to leave."

Squatting between the empty cloning tanks, Chagall was feasting on the still warm flesh. Ever since he moved into this metallic cave everything seemed much easier to him. The machines gave birth to creatures that he and his brothers could devour, and when their needs became too urgent they just had to go out hunting in the surrounding villages.

Several humans were waiting in the cells, aware of what fate had in store for them. He had only spared them their lives until now out of fondness for good food. Chagall just loved eating a still-beating heart, feeling its warm blood running down his throat, and then playing with his victim's eyeballs...

"Here we are. Those miserable creatures are hiding in a laboratory of the Hybrid Project," grumbled Misericord.

She tightened the straps on her mask and inspected her rifle, glad to finally be getting some action.

"Remember that our main goal is to determine if there are survivors and then save them if there are any," the Red Lioness reminded her companions.

"And then the entrance to this place must be forever sealed," added Garell.

The door was opened and revealed a staircase covered with green moss. At the bottom a pool of saline water awaited them.

"Stop the muzzles of your weapons," recommended Garell, "we're going to have to go for a swim."
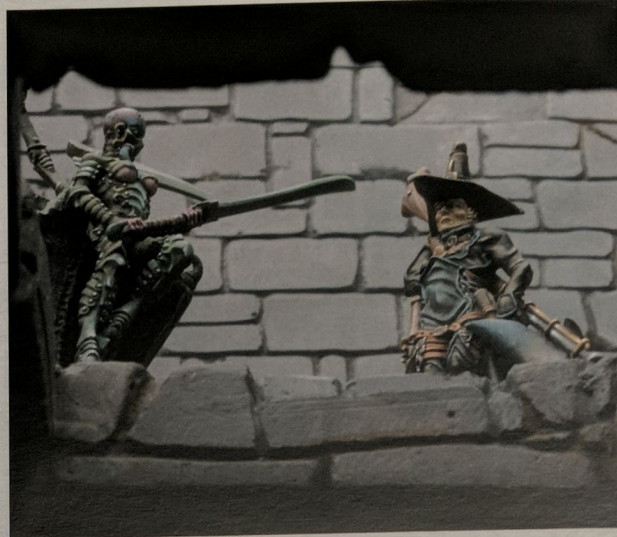
DIFFICULTY LEVEL: 2

OBJECTIVES

The heroes must save the last survivors and eliminate the threat posed by the fighters of Darkness (cards available in *Cry Havoc*, volume 4).

INSTRUCTIONS

The Objective counters represent where the survivors are located. Each hero must save at least one of these prisoners. Once their mission has been accomplished, they can make their way to one of the exits.

To free a survivor the hero must end his movement (in Moving or Defensive Combat mode) on the Objective counter. This counter is then removed from the game board and placed on the hero's card. If he should happen to die, then the counter is lost.

It's not possible to pass Objective counters from one hero to another. Once it has been picked up, the counter is bound to its carrier.

TRAPS

Include three Trap counters ("Purulent Carnage," "Gas" and "Mine") among the six Event counters used in the game.

SPECIAL RULES

The rules of the "Heart of the Laboratory" and "Torture Chamber" objective rooms do not apply in this scenario.

Darkness deployment zones
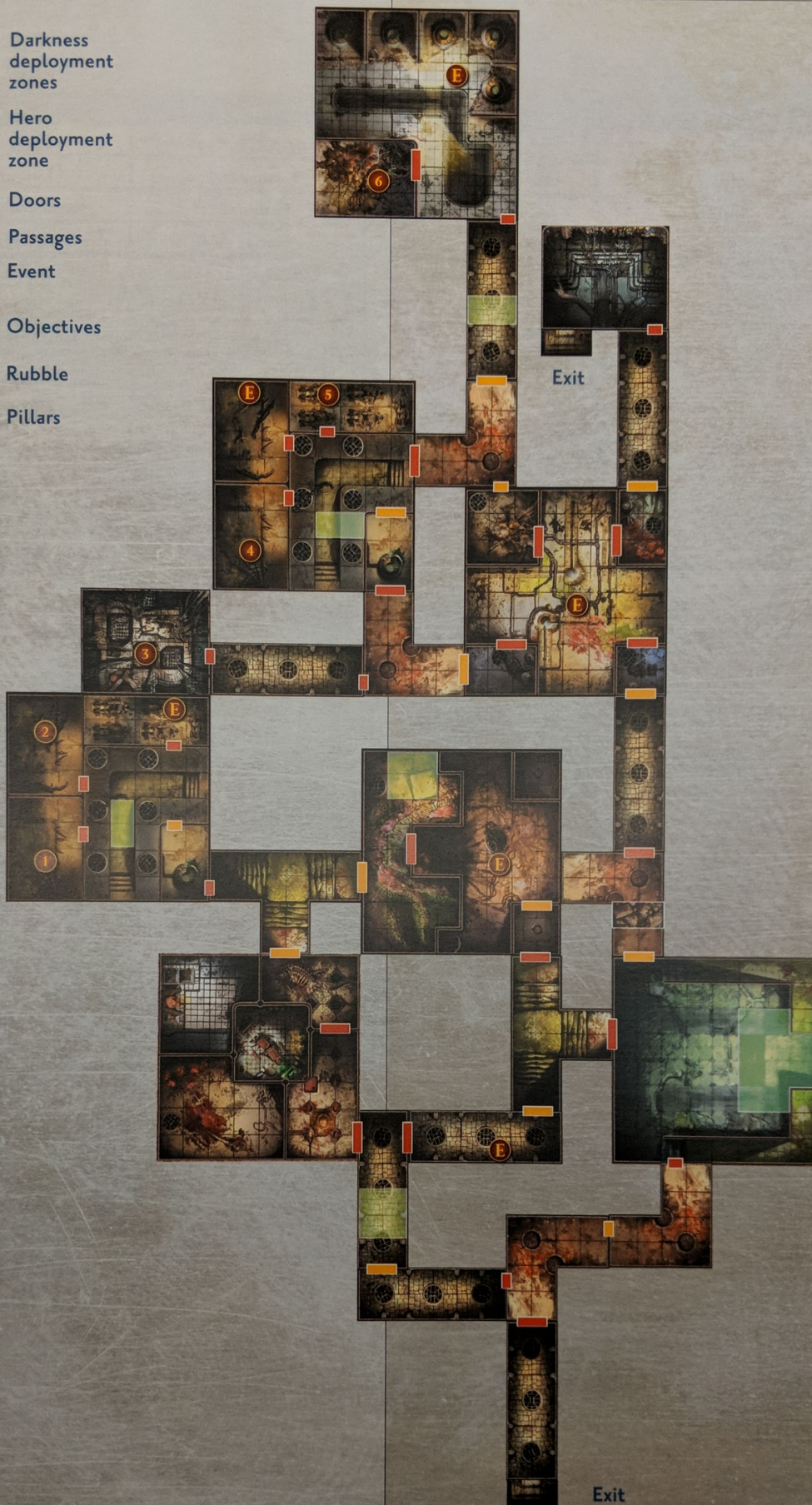
Hero deployment zone

Doors

Passages

E Event

1 2 3 Objectives

Rubble

Pillars

Exit

Exit

Cry Havoc!

Loot

	Rank 0	Rank 1	Rank 2	Rank 3 and +
1	Minor healing potion	Healing potion	Regeneration potion	Lucky stone
2	Blade poison	Minor healing potion	Healing potion	Lucky stone
3	Rusty blade	Gnawed bone	Broken sword	Regeneration potion
4	Rotten meat	Minor healing potion	Rotten meat	Healing potion
5	Torn skin	Blade poison	Minor healing potion	Blade poison
6	Broken dagger	Torn shirt	Minor healing potion	Claws
7	Bandage	Bandage	Blade poison	Symbol of Darkness
8	Bandage	Bandage	Deformed helmet	Minor healing potion
9	Dead rat	Stained cloth	Bandage	Blade poison
10	Vermin trap	Infectious mushrooms	Vermin trap	Infectious mushrooms

- **Bandage:** The hero ignores one Wound when calculating his SL until the end of the round. The bandage is then destroyed.
- **Minor healing potion:** The hero heals by one Wound. The potion is then destroyed.
- **Healing potion:** The hero heals by two Wounds. The potion is then destroyed.
- **Regeneration potion:** The hero heals by one Wound at the beginning of his next two activations. The potion is then destroyed.
- **Blade poison:** If the hero's next attack in ⚔ wounds an opponent, then it inflicts an additional Wound. The blade poison is then destroyed.
- **Lucky stone:** The hero can use this object after any roll of the die. The roll is rolled again and the new result must be kept. This object can just as well be used on a friendly roll as on an enemy roll. The lucky stone is then destroyed.
- **Vermin trap:** Used to trap various kind of vermin, this trap is made up of two metal jaws that snap closed onto the hero's finger while he searches the body. The hero's SL in Offensive Combat and Firing is reduced by one point until the end of the following round.

- **Infectious mushrooms:** When the hero touches these mushrooms they explode and free microscopic infectious spores. The hero is taken by shivers and by itching that is more annoying than it is painful. His Movement is reduced by one point until the end of the game. This penalty is not cumulative, even if the same hero is the victim of this effect several times.

His eyes bloodshot and one of his arms mangled, Chagall was screaming with hatred in front of the pile of rubble blocking his way. Those blasted humans had destroyed his beautiful cave, broken his food machines and killed his brothers. That last point didn't bother him much. Fewer mouths to feed meant more food for him; every ghoul knew that!

The intruders had freed the prisoners, his food stock, and had sealed the only way out. The thought of being locked in this place made him go mad with anger. He had to find a solution.

Chagall retraced his steps and let his instincts guide him...

FOR FREEDOM

Sitting at the rear of a dimly lit tavern, the shaggy-haired man stared fixedly at the entry door. His master had entrusted him with an important mission and he couldn't imagine the consequences if he failed, and the suffering and disappointment of his beloved master that this would cause.

Finally, the door opened and a hooded figure entered the tavern. Yscilius made a discreet sign with his hand and the newcomer approached him, sat down at his table and slightly pulled back her hood. A couple of white locks framed her delicate face, yet her eyes sparkled with anger and cold determination.

"How dare you?" whispered the Red Lioness with a voice as sharp as her blade.

She placed a parchment in front of her and stared at the man sitting across from her. She had received this message a few days earlier. Someone had summoned her, threatening to kill the son of the Barhan ambassador in Akkylannie. Checks were made and the child truly had disappeared. The menace was therefore real.

The Red Lioness had come. Her companions had remained outside, deployed and ready to intervene in case of any problems.

"The child has nothing to fear, my master doesn't know what to do with it. You and your friends, however, have real potential. My master has chosen you. He has accepted all of you to be his slaves. You should be thankful to him."

The Lioness's hand shot forward like lightning and grabbed the man by his tunic. With a sharp jerk she pulled his face down and pressed his cheek to the sticky, beer-coated table.

"I ought to kill you for this! Speak! Tell me where the child is and I promise I'll try to show you a bit of mercy."

"My master has given me another message for you: he offers you the chance to save the child. If you refuse, the ambassador's son will die."

"Go on, continue!" the Red Lioness ordered harshly.

"Can you let me go?"

"No. Now continue, and fast, I'm not in a very patient mood today."

"My master offers you a challenge. If you manage to find the child in his lair and get out of it, then you are free. Of course, if you fail, then you'll become his slaves."

"And what is your master's name?"

"You'll find out soon enough when you kneel down before him."

"Tell your master that we will come and once the child has been freed, he'll have to pay for this. Now get out of my sight, miserable creep!"

Without losing a second, Yscilius placed a parchment indicating where the "challenge" would take place and rushed off as quickly as he could. He had once been a purifier. Now he was a slave of the magnificent S'Erum. His life had meaning again.

Standing in front of the metal door, the Red Lioness and her companions were getting ready for the trials awaiting them. Garell pushed down the door's handle and the game began. The one who had organised this would have to pay dearly for his affront!

DIFFICULTY LEVEL: 2

OBJECTIVES

The heroes must save the ambassador's child and get out of the laboratory before becoming victims of the ophidian vapours of enslavement.

INSTRUCTIONS

The heroes must free the child, which is represented by Objective counter I. To do so, a hero must end his movement on this counter while in Moving or Defensive Combat mode. The counter is then bound to the hero and cannot be passed on.

If this hero dies, then the counter is left on the game board at the spot where its bearer passed away. The counter can then be picked up by a different hero in the same way as described above.

The bearer of Objective counter I must then escape the laboratory by one of the two exits.

TRAPS

Include two Trap counters ("Paralyser" and "Drainpipes") among the five Event counters used in this mission.

SPECIAL RULES

The rules of the "Omnimancer's Office" and "Torture Chamber" are not used in this mission.

The game master can include S'Erum, ophidian slaves, and a maximum of three enslaved purifiers (whose characteristics are provided below) in his numbers.

ENSLAVED PURIFIER

Offensive Combat: 4	**Defensive Combat:** 2
Moving: 4	**Firing:** 3
NV: 3	
Movement: 7 points	**Class:** Rank I Ophidian

Equipment: Ophidian blade/+2 in Offensive Combat. Pistol/+1 in Firing.

Aptitudes : Possessed/I. Abnegation/5.

Possessed/X: When a fighter who has this aptitude uses the Offensive Combat mode, he ignores the modifiers of X Wounds when calculating the SL.

Abnegation/X: The fighter is willing to do anything for his masters. To benefit from this aptitude he must be within X squares or less of an ophidian who doesn't also have this aptitude. As long as he remains within this area of effect the fighter benefits from +I in the calculation of his SL in Offensive Combat and Defensive Combat.

CRY HAVOC!

The vapours floating in the laboratories have a terrifying effect on the heroes' minds. The longer they remain in this place, the weaker their resistance to S'Erum's power of enslavement becomes … and the higher becomes the risk of being enslaved. This state is measured by the Grasp.

When the total number of a hero's Grasp points becomes greater than the NV printed on his reference card, he is enslaved and goes under the game master's control.

- **In the first round,** all heroes who get a "10" on any roll of the die get 1 Grasp point.
- **In the second round,** all heroes who get a "9" or a "10" on any roll of the die get 1 Grasp point.
- **In the third round and all the following ones,** all heroes who get an "8", a "9" or a "10" on any roll of the die get 1 Grasp point.

If the bearer of Objective counter 1 becomes enslaved, then the counter is placed on a square adjacent to the one he is standing on (as chosen by the game master).

Objective counter 2 indicates the position of an awakening potion. If a hero ends his movement on this square, then he automatically picks up this object. Objective counter 2 is then removed from the game board. The "Loot" section of this mission describes the awakening potion.

When one of the game master's fighters ends his movement on the game tile on which Objective counter 3 is located, he coats his weapons with a poisonous substance. If this fighter manages to wound (in Offensive Combat) an enemy before the end of the following round, then this enemy gets one additional Grasp point.

LOOT

- **Lucky stone:** The hero can use this object after any roll of the die. The roll is rolled again and the new result must be kept. This object can just as well be used on a friendly roll as on an enemy roll. The lucky stone is then destroyed.
- **Awakening potion:** When this potion is swallowed, the hero's Grasp level is reduced by one point. The potion is then destroyed. The Grasp level cannot become lower than 0, even by using this potion.
- **Wrist shackles:** While the hero is inspecting a corpse, a trap is suddenly triggered and a heavy shackle closes on his wrist. Its chain is about a metre long and is especially bothersome. The hero's SL in Offensive Combat and Defensive Combat is reduced by one point until the end of the game. This penalty can be gained twice.
- **Ankle shackles:** While the hero is inspecting a corpse, a trap is suddenly triggered and a heavy shackle closes on his ankle. Its chain is about a metre long and is especially bothersome. The hero's Movement is reduced by one point until the end of the game. This penalty can be gained twice.
- **Confusion gas:** A gas bursts from the corpse, blurring the hero's vision and causing dizziness. The hero can no longer use the Firing mode until the end of the following round.
- **Stone of enslavement:** While searching the corpse, the hero touches a small, dark and wet stone. He then feels his mind waver. His Grasp value increases by one point.

Never would they have thought that it would have been be so hard! Out of strength, wounded, and mentally exhausted, they gazed at the steps in front of them. Everything was finally over. A few more steps and they would leave this accursed place.

The ophidian magic had crept into each one of them and they had all nearly fallen into the mirage of bliss that enslavement represented. For some this had been their first contact with the Serpents, and they were

	Rank 0	Rank 1	Rank 2	Rank 3 and +
1	Minor healing potion	Healing potion	Regeneration potion	Lucky stone
2	Blade poison	Minor healing potion	Dry flowers	Regeneration potion
3	Slave tunic	Ophidian cloth	Healing potion	Healing potion
4	Broken blade	Holed bag	Ophidian slave hood	Ophidian symbol
5	Slave collar	Blade poison	Minor healing potion	Shredded quiver
6	Slave hood	Awakening potion	Broken axe	Awakening potion
7	Bandage	Broken ophidian armour	Blade poison	Healing potion
8	Bandage	Bandage	Awakening potion	Awakening potion
9	Old nails	Stained cloth	Bandage	Blade poison
10	Wrist shackles	Ankle shackles	Confusion gas	Stone of enslavement

- **Bandage:** The hero ignores one Wound when calculating his SL until the end of the round. The bandage is then destroyed.
- **Minor healing potion:** The hero heals by one Wound. The potion is then destroyed.
- **Healing potion:** The hero heals by two Wounds. The potion is then destroyed.
- **Regeneration potion:** The hero heals by one Wound at the beginning of his next two activations. The potion is then destroyed.
- **Blade poison:** If the hero's next attack in ⚔ wounds an opponent, then it inflicts an additional Wound. The blade poison is then destroyed.

now fully aware of the danger posed by these creatures.

The child was saved, yet they all secretly feared that he might have been manipulated in some way. Alas, it was impossible to check this and his parents probably wouldn't allow him to be kept under observation.

"Destroy this place!" ordered the Red Lioness while getting out with the child.

Without the slightest hesitation, Misericord grabbed Hauteclair and shot forth a torrent of flames that set the place ablaze.

The fire quickly spread, yet none of the heroes was fooled. They knew that the ophidian would surely survive the blaze and that they would certainly encounter him again one day.

Exit

Ophidian
deployment
zones

Hero
deployment
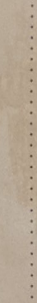zone

Doors

Passages

Events

Objectives

Rubble

Pillars

Exit

CRY HAVEC!

ARMY: The Army of the Insane

COMMANDER-IN-CHIEF: The Lord of Insanity

ALLIANCE: Meanders of Darkness

LEADERSHIP: 20 cm   **RANK:** 3   **DIS:** 6

UNIT	FIGHTERS	RANK	SIZE	(MOV)	★			LDRSHP (cm)			NOTES (Abilities, Equipment, + other cards)	No.	A.P.
LD 01	The Lord of Insanity	Master (3)	Large	15/20	6	6/6	5/10	20	8	6	Leadership/20. Master of Darkness. Air and an Element of choice. Regeneration/5. War-horse. + The Lord of Insanity. + The Seal of Phobos + The Spectre's Rags. + Fireball. + Elemental Conversion. + Carpet of Flames.	1	347
LD 02	Scavenger of Acheron	EL (2)	Large	15	2	5/7	3/7	–	–	–	Living-dead. Fierce. Regeneration/5. War-horse.	6	198
	Wolfen zombie	CR (1)	Large	12.5	3	6/13	3/8	–	0	–	Living-dead. Regeneration/5.	4	204
LD 03	Quaestor of Acheron (Leader)	WMg (1)	Norm.	10	2	4/6	3/6	0	3	–	Living-dead. Immunity/Encumbered ground. Initiate of Darkness/Circaeus. Warrior-mage. + Salaüel's Chorus. + Orb of Obscurity.	1	45
	Zombie warrior	RG (1)	Norm.	7.5	1	3/7	2/7	–	0	–	Living-dead. Regeneration/5. (Equipment: Lance! +2 in STR.)	20	380
	Melmoth, Crâne warrior (second Incarnation)	EL (2)	Norm.	10	4	7/9	6/9	20	–	–	Leadership/10. Living-dead. Regeneration/5. Blood brother / Azaël. Authority. + Horns of Damnation.	1	123
LD 04	Quaestor of Acheron (Leader)	WMg (1)	Norm.	10	2	4/6	3/6	0	3	–	Living-dead. Immunity/Encumbered ground. Initiate of Darkness/Circaeus. Warrior-mage. + Salaüel's Chorus. + Orb of Obscurity.	1	45
	Morbid puppet III	RG (1)	Norm.	7.5	0	2/3	0/4	–	–	–	Living-dead.	27	162
	Alderan, Crâne warrior	EL (2)	Norm.	10	4	7/9	5/10	20	–	–	Leadership/10. Living-dead. Regeneration/5. Hard-boiled. + Horns of Damnation.	1	106
LD 05	Quaestor of Acheron (Leader)	WMg (1)	Norm.	10	2	4/6	3/6	0	3	–	Living-dead. Immunity/Encumbered ground. Initiate of Darkness/Circaeus. Warrior-mage. + Salaüel's Chorus. + Orb of Obscurity.	1	45
	Morbid puppet III	RG (1)	Norm.	7.5	0	2/3	0/4	–	–	–	Living-dead.	27	162
LD 06	S'Erum, ophidian sydion	SP (1)	Large	12.5	7	6/7	5/6	0	–	7	Consciousness. Authority. Toxic/5. + S'Erum, ophidian sydion. + Army without allies (+10 A.P.) + 18 (STR 8. 25-50-75). + Ophidian vorpal blade. Light artillery.	1	177

TOTAL 91   1994

RACKHAM

ARMY: The Servants of the Echyrion

COMMANDER-IN-CHIEF: Syd de Kaiber

ALLIANCE: Ways of Light

LEADERSHIP: 15 cm **RANK:** 2 **DIS:** 7

UNIT	FIGHTERS	RANK	SIZE	MOV	INI	ATT	STR	POW	COU	DIS	LDRSHP (cm)	AT/PW	NOTES (Abilities; Equipment + other cards)	No.	A.P.
AL 01	Syd de Kaiber	SP (2)	Norm.	12,5	5	7/7	5/6	–	8	7	15	–	Concentration/2. Sequence. Bane/Acheron. Bravery. Regeneration/5. + The Hero of Kaiber. + The Noble Echyrion.	1	125
	Cynwäll asadar	EL (2)	Norm.	12,5	4	4/7	4/8	–	7	5	–	–	Concentration/2. Sequence. Feint. Righteous. + Bane/Acheron.	12	468
AL 02	Cynwäll selsüm	RG (1)	Norm.	12,5	3	3/5	3/6	–	5	3	–	–	Concentration/1.	16	255
	Cynwäll selsüm (Leader)	RG (1)	Norm	12,5	3	3/5	3/6	–	6	4	0	–	Concentration/1.	1	27
AL 03	Cynwäll selsüm	RG (1)	Norm.	12,5	3	3/5	3/6	–	5	3	–	–	Concentration/1.	16	255
	Cynwäll selsüm (Leader)	RG (1)	Norm	12,5	3	3/5	3/6	–	6	4	0	–	Concentration/1.	1	27
AL 04	Galhyan, Cynwäll heliast	AD (2)	Norm.	12,5	5	4/6	4/7	–	7	6	15	6	Concentration/2. Sequence. Adept of Light and Water/Solaris. Chronomancy. + Solar Crown. + Solar Army (ritual). + Chain of Automatons.	1	144
	Cynwäll synchronime	WMg (1)	Norm.	12,5	4	4/6	4/6	–	5	4	–	3	Concentration/1. Warrior-mage. Initiate of Light/Chronomancy. + The Synchronimes.	1	32
AL 05	Cynwäll akhamiäl	RG (1)	Small	10	2	2/4	2/5	3	–	5	–	–	Construct. Devotion/2. Small Size + The Cynwäll Akhamiäls. Range weapon (STR 4, 10-15-20).	8	112
	Nelphaëll	SP (2)	Norm.	12,5	6	6/7	4/5	5	7	6	–	–	Concentration/2. Implacable/1. Righteous. Assassin. Crossbow (STR 6, 15-30-45).	1	103
	Griffin culverin	FR (1)	Norm.	–5	–	–	–/13	–	–	–	–	–	Weight: 5. 5 S.P. Crew: 2. Abilities: Inalterable. Rampart/10. Heavy artillery. + The Cannons of the Griffin.	2	84
	Griffin cannon servant	SP (2)	Norm.	10	2	2/3	2/5	3	3	3	–	–	Fanaticism. Minelayer.	4	64
	Aldenyss the Silent	SP (2)	Norm.	12,5	5	5/5	6/5	4	–	4	–	–	Bravery. Sequence. Harassment. Bane/Scout. + The Falconer of Kaiber. + Silentz. Pistol (STR 6, 10-15-20).	1	80
AL 06	Thallion rider (judge)	EL (2)	Large	20	4	4/6	5/7	3	6	6	–	–	Fanaticism. Loyal/1. Instinctive firing. Harassment. Pistol (STR 6, 10-15-20).	4	168
	Thallion rider (judge) Leader	EL (2)	Large	20	4	4/6	5/7	3	7	7	0	–	Fanaticism. Loyal/1. Instinctive firing. Harassment. Pistol (STR 6, 10-15-20).	1	52

TOTAL 68 / 1996

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PLAYER:

A NEW BEGINNING

The *Confrontation 3* rules revise a tried and tested gaming system and are a shock to the habits of those who have been playing for a long time.

The five scenarios in this initiation each introduce a different aspect of *Confrontation 3*. Through these situations, each player will be able to not only become familiar with the new rules, but also to discover the various potential strengths of his army and thus progressively adapt his strategy.

These short scenarios are easier to set up than a classical confrontation with 400 A.P. and are ideal for initiating a friend to miniatures games or for playing a quick game (less than half an hour).

Each of these scenarios is presented in a similar way.

The "tutorial" paragraph lists the points in the rules that are specifically treated in this scenario.

The "battlefield," "forces present," "objectives" and "special rules" sections describe the situation in which the two players are confronting each other. "Army composition" presents several examples of troop choices that are especially well adapted to the scenario. And finally, the options give advice to beginner players to make it easier for them to play these scenarios. They also provide expert players with several more exciting alternatives to the initial situation.
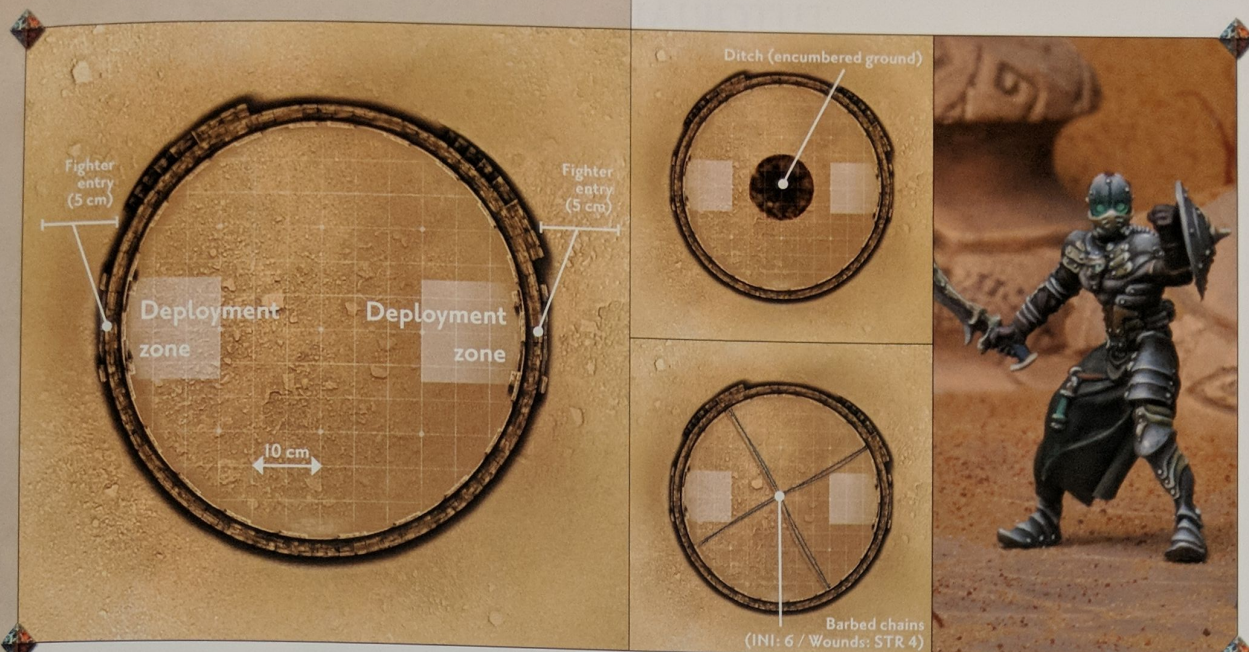
A NEW BEGINNING

Trial by Fire

After having played these five scenarios, each player should have grasped *Confrontation 3* as a whole. If certain mechanisms remain unclear or haven't been fully assimilated, one shouldn't hesitate to play a specific combat situation again, even with a different army composition if need be.

Before getting into the arcana of spellbooks and litanies, we recommend playing the situation of the first scenario with a force of 300 A.P. while ignoring the rules of *Divination* and *Incantation*, yet while respecting the usual rules on army composition (Characters representing no more than 50% of the army, a maximum of five miniatures for every 100 A.P., etc.).

Then one can build a true fighting force that fits the classical format of 400 A.P. used for *Confrontation 3* while using all the possibilities provided by the game: troops, Creatures, Characters, magicians, faithful and war machines.

Fighter entry (5 cm)

Deployment zone

Deployment zone

Fighter entry (5 cm)

10 cm

Ditch (encumbered ground)

Barbed chains (INI: 6 / Wounds: STR 4)

– I –
THE ARENA

Tutorial: Fighter activation, assaults and the combat phase.

BATTLEFIELD

A circular enclosure with a radius of 30 cm. Two 5 cm-wide openings are across from each other on either side of the arena and mark the entry zones for each group of fighters.

FORCES PRESENT

Each player has 150 A.P. available. The troops cannot include Characters, faithful, magicians, or fighters with AIM. Enlisting fighters of Large Size allows you to discover the rules bound to force and to disengagement by force. The players deploy their miniatures within a perimeter of 15 cm around their entrance (see map). The effects of the "Scout" ability do not apply in this scenario.

OBJECTIVES

The winner is the player whose fighters left on the battlefield at the end of the game have the higher total Strategic Value. Each fighter with a Serious Wound is worth 5 A.P. less. Each fighter with a Critical Wound is worth 10 A.P. less.

Duration: 5 rounds.

SPECIAL RULES

The arena being an enclosed area, a miniature in rout cannot leave the battlefield. Therefore all fighters fleeing due to the effects of fear immediately end their movement when they reach the edge of the battlefield. The other effects of rout apply as usual.

It is recommended to ignore the rules concerning the influence of fear when playing a game for the first time.

ARMY COMPOSITION

- **The Gladiators of Avagddu (149 A.P.)**
  2 Sessairs warriors (20 A.P.), 3 Sessairs veterans (42 A.P.), 1 giant barbarian (32 A.P.), and 1 minotaur of the plains (55 A.P.).
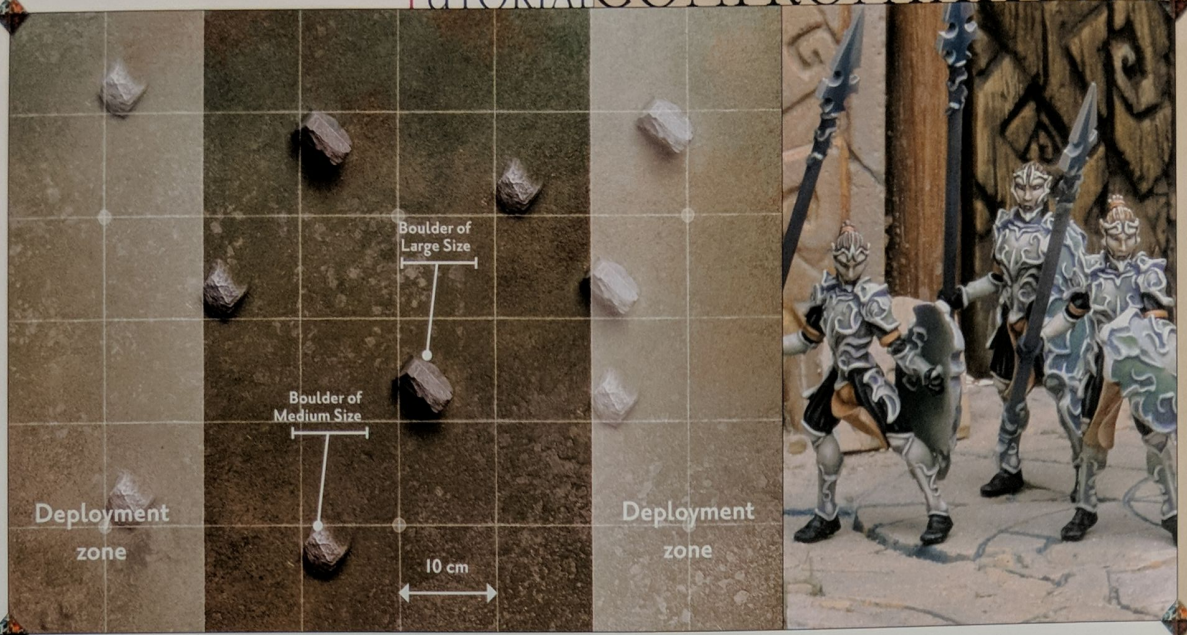- **The Carmine Sands (150 A.P.)**
  3 clones of Dirz (33 A.P.), 2 Keratis warriors (66 A.P.), and 1 tiger of Dirz (51 A.P.).

OPTIONS

In order to make the clashes more dangerous, the players can decide to install obstacles inside the arena before the game begins.

- Huge barbed chains are stretched at chest-level across the arena. To represent them, one can simply draw lines on the gaming table or line up counters. Any fighter who crosses one of these lines has to make an Initiative test with a difficulty of 6. If this test is failed, then he suffers a Damage roll (STR 4).
- The centre of the arena can be occupied by a 10 cm-wide ditch. This area is encumbered ground (each centimetre counts for two).
- Before the game, each player places four counters in the arena: two of them are decoys and two are traps. The latter must be at least 10 cm from each other. Any fighter who ends his movement within 2.5 cm or less of a counter turns it over: if it's a trap, then he suffers a Damage roll (STR 6).

CRY HAVEC!

Boulder of Large Size

Boulder of Medium Size

Deployment zone

Deployment zone

10 cm

– II –
INFILTRATION

Tutorial: Size, firing and lines of sight.

BATTLEFIELD

A 60 x 80 cm table encumbered with elements of the scenery. The players, starting with the one who won the approach roll, take turns placing elements of the scenery representing chests, boulders and other forms of cover onto the battlefield, for a total of six elements of Medium Size and four of Large Size. The diagram above is an example of how they can be placed.

Each player chooses one edge of the battlefield and deploys his army within 20 cm or less of this edge.

FORCES PRESENT

Each player freely chooses 150 A.P. among his army's miniatures. This selection cannot include any Characters, magicians or faithful (maximum: eight miniatures). Half of the army must have range weapons and AIM.

The players place their fighters in their deployment zones as defined in the diagram. Up to three miniatures of each camp can be placed onto an element of the scenery, of which at most one can be on top of an element of Large Size. The Scouts are placed after the other miniatures have been deployed, but they cannot be placed outside of their deployment zone.

OBJECTIVES

The winner is the player who, at the end of the sixth round, has the higher total of Strategic Value standing in his opponent's deployment zone. In case of a draw, the winner is the one who has eliminated the greater amount of A.P. of enemy fighters.

Duration: 6 rounds.

SPECIAL RULES

The elements of the scenery placed at the beginning of the game are at once cover and vantage points for snipers.

A marksman placed on an element of the scenery of Medium Size is considered to be one Size greater than he normally is (Large Size if he is of Medium Size) in all matters bound to lines of sight. He can therefore see over cover that is of smaller Size. A miniature placed on an element of Large Size is considered to be two Sizes bigger.
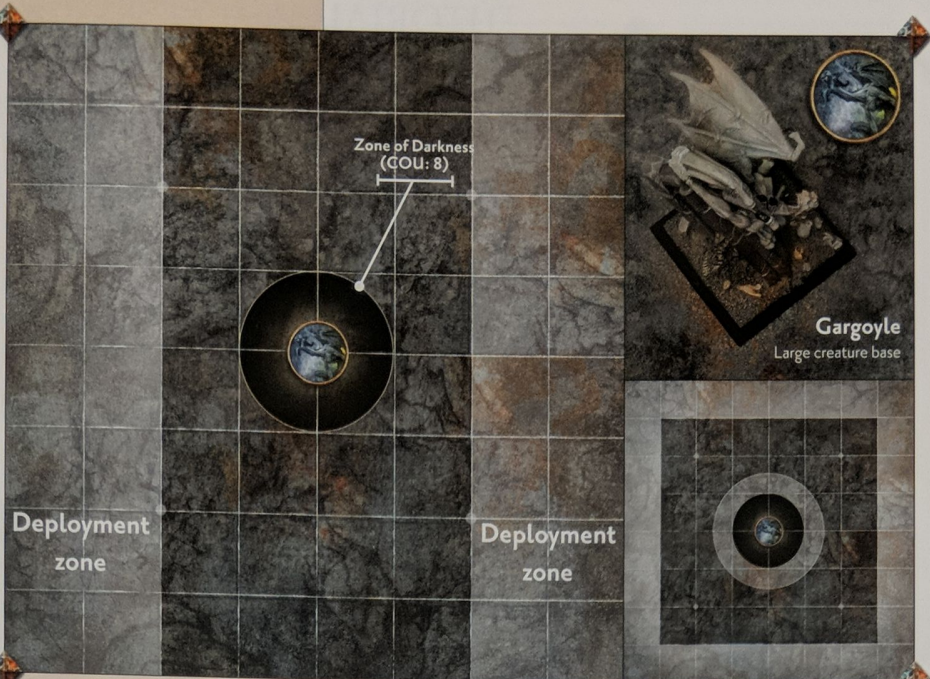
A fighter on the ground and another one on a raised element (or two miniatures placed on adjacent elements of different Size) cannot be involved in the same fray. By standing next to an element of the scenery, a fighter therefore reduces the number of miniatures that can be engaged against him.

A miniature touching an element of the scenery can climb up it. Climbing up or down an element of the scenery requires one exclusive action.

ARMY COMPOSITION

- **The Sentinels of Lanever (150 A.P.)**
  3 azure hunters (78 A.P.) and 3 selsÿm veterans (72 A.P.).
- **The Cohort of Punishment (146 A.P.)**
  3 Griffin fusiliers (57 A.P.), 1 Griffin executioner (20 A.P.) and 3 Temple purifiers (69 A.P.).

Zone of Darkness
(COU: 8)

Deployment zone

Deployment zone

Gargoyle
Large creature base

Tutorial: Fear, leadership, Courage and Discipline.

BATTLEFIELD

The stakes of this battle is a zone corrupted by Darkness. The confrontation takes place on an 80 x 80 cm terrain. An element of the scenery the size of a large creature base (50 x 50 mm) is placed at the centre of the battlefield. It represents the idol standing in the middle of the sanctuary of Darkness.

FORCES PRESENT

Each player can freely choose 150 A.P. among his army's miniatures (maximum: eight miniatures). This choice cannot include any magicians or faithful of any kind. Each army must include at least one war-staff member (Commander Character, musician or standard-bearer). The two armies are deployed within 20 cm of two opposite edges of the battlefield. The effects of Scout apply, but no miniature with this ability can be placed inside the sanctuary.

SPECIAL RULES

The sanctuary is an area within a 10 cm radius around the base (50 x 50 mm) placed at the centre of the battlefield. The altar standing in the middle of the sanctuary glows with an aura of terror. Any fighter whose movement is to end within 10 cm or less of the base at the centre must first make a Courage test (difficulty 8). If it is failed, then he suffers the effects of rout. As long as this fighter isn't rallied, every enemy fighter who assaults him is considered to have a FEAR equal to his own COU. In this specific case, an enemy fighter who already has FEAR (characteristic, "War cry/X" ability, effect of a spell or miracle, etc.) benefits from +1 in FEAR against this fighter.

OBJECTIVES

The forces present must enter the sanctuary to either protect or destroy it. At the end of the game the winner is the one who has the most fighters within the sanctuary's corrupted zone, both in number of fighters as well as total Strategic Value. If only one of these conditions is met, then victory belongs to the one with the most A.P. still standing on the battlefield.

Duration: 6 rounds.

ARMY COMPOSITION

- **The Demon's Brood (151 A.P.)**
  Araqsalil the Skinner, 1 gallows bearer of Mid-Nor, 1 organist of Mid-Nor (67 A.P.), 3 veterans of the Abyss (48 A.P.) and 2 scourge bearers (36 A.P.).
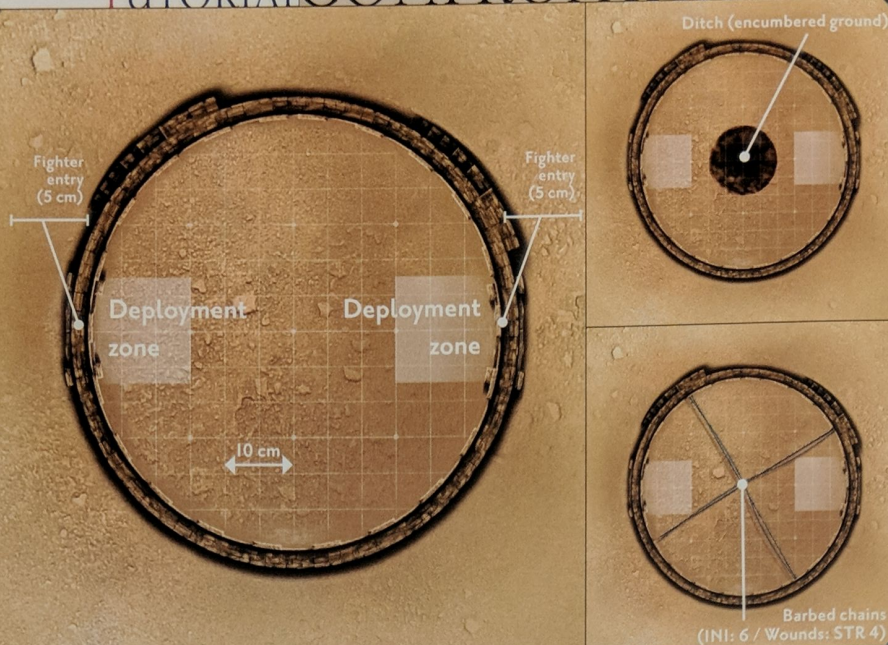- **The Heroes of Kaïber (148 A.P.)**
  1 Lion standard-bearer (15 A.P.), 2 guards of Alahan (24 A.P.), 3 paladins of Alahan (69 A.P.) and 1 royal guardsman (40 A.P.).

OPTIONS

The Last Square: One can modify the dispositions and the stakes of this scenario to make it a true trial of survival and horror. This option is recommended when a valorous army is confronting a fear-inspiring one. If no fear-inspiring army is available, then the attacking army gets War cry/COU (only the value printed on the reference cards is taken into account).

The rules concerning the sanctuary are ignored: The fighters of the courageous army deploy within a radius of 15 cm around the centre of the table (the Defender). Those of the fear-inspiring army are placed at a maximum of 10 cm from any edge of the table (the Attacker). All non-Character fighters of this camp get Reinforcement. The Defender's goal is to keep at least one fighter alive until the end of the six rounds of the game. In addition to the rules concerning the influence of fear, this situation allows one to get a taste of an unbalanced battle, where one of the players has to hold a position and thus favour defensive tactics against an enemy crashing onto him in waves.

– IV –
THE COMBAT OF HEROES

Ditch (encumbered ground)

Fighter entry (5 cm)

Fighter entry (5 cm)

Deployment zone

Deployment zone

10 cm

Barbed chains
(INI: 6 / Wounds: STR 4)

Tutorial: Characters' capacities.

BATTLEFIELD

The terrain is identical to the one of the *Arena* scenario.

FORCES PRESENT

Each player has 200 A.P. available. This scenario does not follow the usual rules on army composition, since a minimum of 150 A.P. is to be devoted to Characters and their equipment. The army can include up to six fighters. It cannot include faithful, magicians or non-Character marksmen. The remaining A.P. can only be used to enlist fighters of Irregular, Regular, Veteran or Special rank. Characters of an allied army can be recruited for this scenario and aren't limited by the usual percentage of Allies. However, there cannot be any non-Character Allies.

The reference card of the same Character can be used twice for this encounter. This second Character is then considered to be a fighter with the same characteristics, abilities (except Blood Brother and Personal Enemy/X) and Strategic Value as the first one, yet he doesn't have access to the artefacts, spells, miracles, special capacities and cards reserved to the first Character. A so-called "proxy" miniature is to be chosen before the start of the game to represent this new hero.

The players deploy their miniatures within a perimeter of 15 cm around their entrance. The "Scout" ability's effects do not apply in this scenario.

OBJECTIVES

The winner is the player who manages to eliminate all enemy Characters first.

SPECIAL RULES

In this scenario the greatest champions of Aarklash, heroes celebrated in song and legend, clash in brutal encounters. In order to underscore the epic aspect, all non-Character fighters are considered to be henchmen. They are eliminated by the first Wound they suffer (the effects of the "Survival Instinct," "Reinforcement," "Fierce" and "Regeneration/X" abilities do not apply to them) and the damage they inflict on a hero is read one line higher up in the Wound Table.

The arena being an enclosed area, a miniature in rout cannot leave the battlefield. Therefore all fighters fleeing due to the effects of fear immediately end their movement when they reach the edge of the battlefield. The other effects of rout apply as usual.

ARMY COMPOSITION

• **The Furies of the Black Woods (200 A.P.)**
Feylhin the Savage (59 A.P.), "proxy" Feylhin (59 A.P.), Morgwen the Bloody (66 A.P.) and 1 Drune wraith (16 A.P.).
• **The Fiends of Vile-Tis (199 A.P.)**
Zeïren (81 A.P.), Kalyar the Awakened (93 A.P.) and a warrior of blood (25 A.P.).

OPTIONS

All the options proposed in the Arena scenario can be used in this one.

Battle Royal: This scenario is particularly well suited for a game played by multiple opponents (three, four, or even five players).

Entrances can be added in regular intervals around the arena for each camp. At the beginning of the deployment phase, each one chooses his entrance following the decreasing order of the Tactical roll results. The deployment and army composition conditions remain unchanged. When there are more than three players, they deploy their miniatures within 10 cm or less of their entrances.

In each round the players take turns acting following the decreasing order of their Discipline test results. The number of activation refusals each player has is determined according to the one who has the highest number of cards. In frays involving more than two players, each one acts following the decreasing order of their Initiative test results.

The winner is the last one to have at least one of his heroes left alive on the battlefield. Non-Character miniatures do not count.

– V –
THE OCCULT ENCOUNTER

Zone of Darkness
(COU: 8)

Deployment zone

Deployment zone

Gargoyle
Large creature base
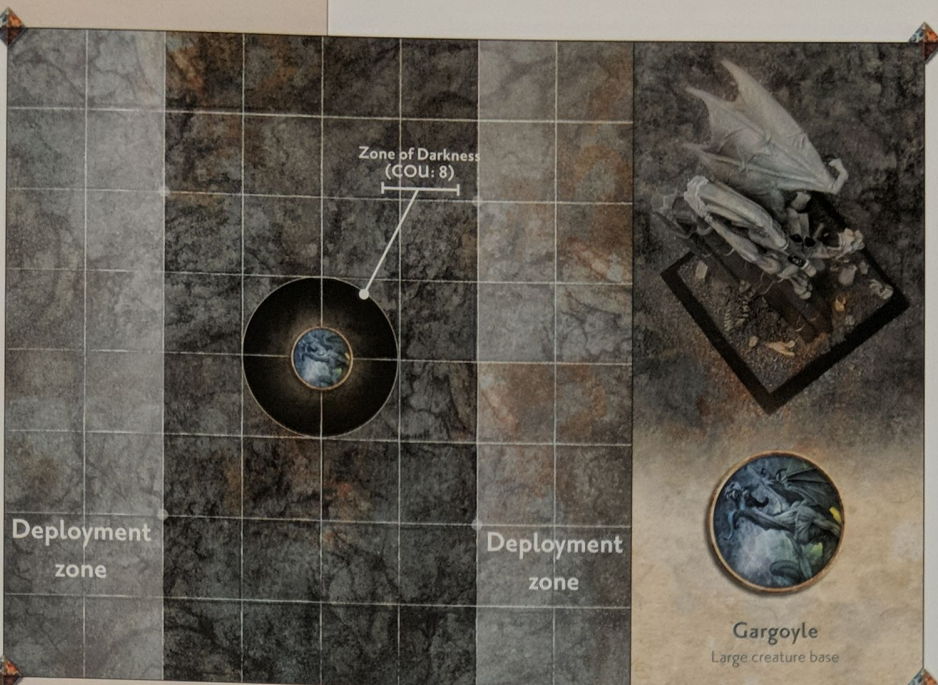
Tutorial: Mystic phase, divination and incantation.

BATTLEFIELD

The terrain is similar to the one presented in the Sanctuary scenario. This time the 5 x 5 cm element of the scenery at the centre is a nexus, a node of mystical energy.

FORCES PRESENT

Magicians and faithful are collectively called "mystics." Each player has 150 A.P. available. They decide between Divination and Incantation. This choice applies to both camps. Depending on the choice they made, they must include either a Devout (*Divination*) or an Initiate (*Incantation*) in their army. The chosen mystic can have only one spell or miracle.

The two armies are deployed within 20 cm of two opposite edges of the table. The effects of the "Scout" ability apply in the usual way, yet no mystic with this ability can be placed within the nexus's area of effect.

OBJECTIVES

The two camps are seeking to take control of the nexus's energy. They must get as close as possible to it to try to control it (see below). The first player to invest 12 points wins the game. If a player loses his mystic, then he loses the game.

SPECIAL RULES

Mystical Struggle: The fury of battle isn't just limited to the clash of weapons; it is also made up of mana explosions and the faith of the faithful.

Before the start of the game the players decide if the struggle will take place in the field of faith or of magic. Depending on which is chosen, the nexus is sensitive either to mana gems or to T.F. When he is activated, any faithful or magician standing within 10 cm or less of the nexus can (once per round) attempt to invest mystic energy in it. To do so, a Power test (or a divination roll) of difficulty 8 is required. Mana gems or T.F. points can be used to increase the chances of success. If this test is successfully passed, then the mystic can spend as many mana gems from his reserve as his POW (or as many T.F. points as the sum of his Aspects). The points spent are noted on a piece of paper or represented by counters of some kind. They accumulate from one round to the next. The first player to reach 12 points wins.

An enemy magician or faithful standing within the nexus's area of effect can attempt to counter the investment of mystical energy. To do so, he must manage to get a higher result than his opponent on the Power test or divination roll. One can use gems or T.F. points to increase one's chances.

ARMY COMPOSITION

• **Incantation / The Damned of Acheron (149 A.P.)**
Azaël the Unfaithful endowed with Curse (49 A.P.), 4 zombie warriors (76 A.P.) and 2 morbid angels (24 A.P.).

• **Divination / The Sons of Yllia (148 A.P.)**
Syriak the Intrepid endowed with Yllia's Breastplate (60 A.P.), 1 sacred vestal (38 A.P.) and 2 fang warriors (50 A.P.).

GAMING AIDS Volume 06

"Cry Havoc!"

RUSH INTO THE FRAY, SHOW NO MERCY, AND FEAST ON
THE CHRONICLES OF THE WORLD OF RACKHAM!

RACKHAM