Cry Havoc!

THE CHRONICLES OF THE WORLD OF RACKHAM

QUICK REFERENCE
SHEET

THE UNFOLDING OF THE GAME

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

RESOLUTION OF AN ATTACK

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

CHOSEN CAPACITY
▼
NATURAL VALUE/NV
▼
LEVEL OF MASTERY MODIFIERS?
▼
MATERIAL MODIFIERS?
▼
AURA/MUTATION MODIFIERS?
▼
APTITUDE MODIFIERS?
▼
EXPERT MOVE?
▼
MASTER MOVE?
▼
ACTION CARD?
▼
EVENT CARD?
▼
ATTACK FROM BEHIND?*
▼
TITAN?**
▼
VELOCITY/X?**
▼
SUCCESS LEVEL/SL
▼
ROLL OF DIE OR DICE

FAILURE | SUCCESS
▼
WOUNDS INFLICTED

* Offensive Combat only

** Firing only
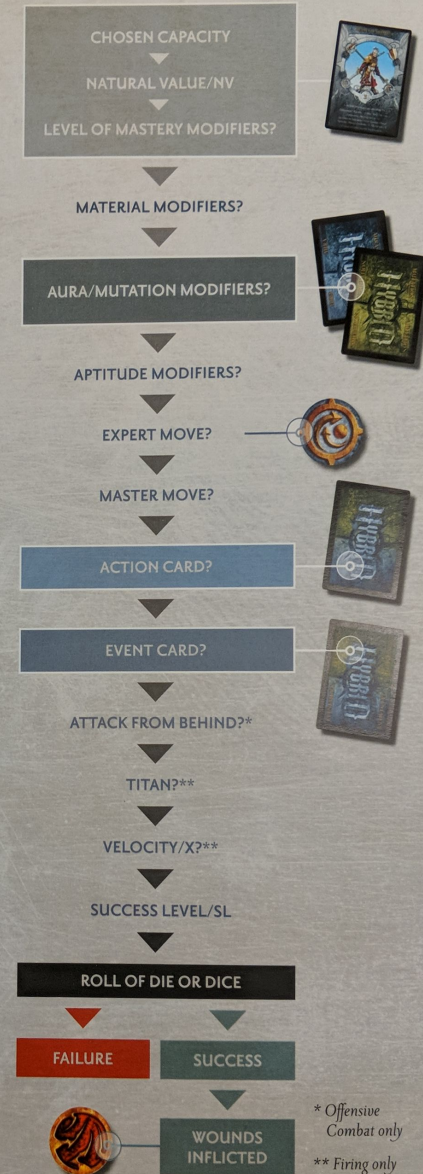
A GAME ROUND LIKE ANY OTHER

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

I. BEGINNING OF THE GAME

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

2. ACTIVATION ROLL

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

3. CHOICE OF THE ACTIVATION SEQUENCE

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

4. ACTIVATION OF THE FIRST CAMP'S FIRST FIGHTER

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

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

5.+ ACTIVATION OF THE OTHER FIGHTERS
Following the order of the sequence.

6. EFFECTS OF THE END OF THE ROUND
(Tenebrous Blood, for example).

7. EXTINCTION OF ANY EFFECTS OF LIMITED DURATION

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

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GAME OPTIONS

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

USING THE OPTIONS

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

CONTAMINATION

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

INSTRUCTIONS

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

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

• The Scorpions deployed in the first round benefit from two additional points in their Movement until the end of the second game round. Furthermore, they are the carriers of a dreadful virus that they must use to contaminate (and rally to their cause) their opponents.

• The contamination can only happen if a carrier of the virus is facing and in base-to-base contact with his target. If this is so, then the carrier must manage to inflict his opponent with a Wound in order to infect him. If the target suffers the Wound, then this Wound is not taken into account, but the contamination happens. A contaminated enemy immediately switches camps, whether he has already been activated or not.

• Every contaminated fighter comes under the Dirz player's control. He keeps his special capacities, and his state of health doesn't change.

• Infected fighters cannot use Defensive Combat.

TREASON

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

INSTRUCTIONS

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

• The traitor acts normal and follows orders like any of his camp's fighters until the player who chose him says the word "treason." This announcement can be made at any time as long as the concerned fighter hasn't already been activated in the round being played.

• Once the traitor has been unmasked, he changes camps and can be freely controlled by the player who selected him.

INTOXICATION

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

INSTRUCTIONS

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

1-2 All fighters are considered to be in Offensive Combat until the end of the round and must attack any friend or foe located within their field of vision and at less than 4 squares.

3 The mission's objectives are inversed until the end of the round. The Griffins must act in such a way as to reach the Scorpions' objectives, and vice versa. Yet the rules specific to each camp (clone production, use of Objective rooms in *Nemesis*, access to Mutation or Aura cards, etc.) are not inverted.

4 The two players draw an Event card and an Action card.

5 The gas reduces the visibility to four squares for all fighters of the two camps. If the mission already has special rules concerning lighting, then this effect only applies when visibility is normal.

6 The freed gas has no particular effect.

ISOLATION

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

INSTRUCTIONS

• Each player builds his squad however he wishes, but starts the game with only one of his squad's fighters.

• This lone fighter, be he a Griffin or a Scorpion, has a maximum range of vision of 4 squares.

• Every time a fighter enters a corridor or a room, the player controlling him must roll 1d6. If the result is a "1" or a "2," then there is a friendly fighter in the room or corridor (who is placed on any square chosen by the player and is considered to be in "Offensive Combat" mode). If the result is a "3" or a "4," then an enemy fighter is in the room or corridor (who is placed on any square chosen by the enemy player and is considered to be in "Defensive Combat" mode until the end of the round). And finally, if the result is a "5" or a "6," then the room is empty. The die is rolled in this way by each player until all fighters in his squad have been deployed.

AGAINST THE
LABORATORY

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

THE PRINCIPLE

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

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

THE LABORATORY'S EVENTS

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

• **Bad draw** (*NEMESIS*/**Field event**): The chosen miniature can be part of any camp.

• **Debris** (*HYBRID*/**Field event**): If this Event cannot be played, then a different one must be chosen at random.

• **Explosive zone** (*HYBRID*/**Field event**): The chosen miniature can be part of any camp.

• **Flood** (*NEMESIS*/**Field event**): This card's effects last until the end of the game.

• **Giant vermin** (*HYBRID*/**Scorpion event**): The penalty applies to all fighters.

• **Pit** (*HYBRID*/**Field event**): The chosen miniature can be part of any camp.

• **Purulent ground** (*HYBRID*/**Field event**): If this Event cannot be played, then a different one must be chosen at random.

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

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

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

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

CLONES

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

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

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

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

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

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

COLLAPSE

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

THE LABORATORY WON!

The laboratory wins if:

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

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

THE UNFOLDING OF THE GAME

SETTING THE GAME UP

The following cards must be removed from their respective decks:

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

RANDOM EVENTS

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

BEGINNING OF THE ROUND: RANDOM EVENT

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

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

NEMESIS EVENTS

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

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

EVENT ACTIVATION Ⓔ

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

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

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

ACTIVATION OF LABORATORY CLONES

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

END OF THE ROUND: COLLAPSE

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

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

COLLAPSE

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

INTO THE HEART OF
DARKNESS

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

THE PRINCIPLE

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

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

DARKNESS

There is so little light that the **depth of the field of vision is equal to 0.** This field only covers the square right in front of the fighter. To simulate the incertitude this causes in either camp, all miniatures are replaced by counters. These must have the following characteristics:
• Be of the same size as the corresponding fighter's original base.
• Be numbered in order to determine to which fighter it corresponds.
• Be marked on its front edge.

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

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

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

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

EMERGENCY LIGHTS

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

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

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

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

Illuminated   Dark

UNFOLDING OF THE GAME

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

SQUAD COMPOSITION

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

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

MINIATURE DEPLOYMENT

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

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

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

CHOICE OF THE ACTIVATION SEQUENCE: ILLUMINATION TEST

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

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

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

FIGHTER REVELATION

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

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

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

HIDING FIGHTERS

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

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

MASSIVELY
MULTIPLAYER

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

THE PRINCIPLE

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

COOPERATION

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

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

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

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

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

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

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

EVERY MAN FOR HIMSELF

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

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

EVERY MAN FOR HIMSELF: FIGHTER DISTRIBUTION

GRIFFINS			SCORPIONS		
FIGHTERS COMMON TO THE LODGE OF HOD AND THE INQUISITION	**FIGHTERS RESERVED TO THE LODGE OF HOD**	**FIGHTERS RESERVED TO THE INQUISITION**	**FIGHTERS COMMON TO THE NEW AND THE OLD SCORPIONS**	**FIGHTERS RESERVED TO THE OLD SCORPIONS**	**FIGHTERS RESERVED TO THE NEW SCORPIONS**
• Abel the Ill-tempered	• Arkhas	• Cairn the Apostle	• Dirz biopsist	• Aberration	• Dirz crossbowman
• Conscript	• Griffin minelayer	• Darkness hunter	• Clone of Dirz	• Hybrid	• Belisarius clone
• Duellist	• +templar knight	• Deacon +iberius	• Dawn warrior	• Nemesis	• Cypher Lukhan
• Griffin executioner	• Squire Phidias	• Griffin inquisitor	• Keralis warrior	• Pest of Flesh	• Dasyatis clone
• Griffin exorcist	de Basorac	• +the Priestess of Steel	• Skarize warrior		• Kayl Karlan
• Fusilier	• Mirä	• Saphon the Preacher	• Neuromancer		• Sentinel of Danakil
• Praetorian guardsman	• Misericord	• Shanys	• Solias Yesod		• Sykha Valesterus
• Magistrate of the Griffin	• Purifier	• Templar of the	• Sasia Samaris		• Thissan Ka
• Melkian the Flaming	• Seneschal	Inquisition	• Sethin		• Vargas Metalfran
• +the Red Lioness	• Sered	• Griffin thallion	• Sin Assyris		• Vicar of Dirz
• Alahel the Messenger	• Griffin templar		• Tiger of Dirz		• Ysis the Viper
• Reaper of Alahan	• Venerable Ambrosius				

NOTE: *Only one copy of fighters with a proper name can be present in a game.*

Scorpions). Unless noted otherwise, these two camps must fulfil the mission objective indicated for the Scorpion player, but they are rivals.

Each combat group's fighters can target those of all the other camps. Thus, the fusiliers of the Inquisition can fire at their counterparts of the Lodge of Hod. Furthermore, when a mission objective indicates that the enemy camp must be eliminated, then this objective now means that all enemy camps must be eliminated!

Each player has his own combat group, which is formed according to the Rank total and the number of warriors indicated in the mission's description, yet with a particular restriction: among the Scorpions as well as the Griffins, some fighters can be used by both camps whereas others can be used by only one of the two. The table above indicates which miniatures can be enlisted by each camp's combat groups.

Also, each player has two Event/Army cards, two Aura or Mutation cards (chosen among three randomly selected cards), and four Action cards at his disposal.

Thus, it is possible for four players to play the "Every man for himself" variation. However, this number can be increased by combining this variation with the previous one.

Example: *Two players control the Lodge of Hod together while a single one directs the Inquisition, two others guide a combat group of old Scorpions and a last one commands a group of new Scorpions, making a total of six players.*

Furthermore, the "Every man for himself" variation requires a new factor to be taken into account: overpopulation. By increasing the number of camps (and therefore of fighters) on the table, this variation implies that the encounter starts earlier and lasts longer. Moreover, a Griffin player can no longer count on his advantage from a distance since his Akkylannian counterpart has the same firepower as he does. So "Every man for himself" radically changes the way a game unfolds.

And finally, in some cases it is more appropriate to give certain camps a different objective than the one indicated in the original mission. The table to the left lists these cases. The missions that are not mentioned follow the regular rules as explained earlier.

EVERY MAN FOR HIMSELF: SPECIAL MISSIONS

HYBRID MISSIONS

The Heresiarch's prison: +the Lodge of Hod must fulfil the indicated objective. +the Inquisition must eliminate all of the lodge's fighters of Rank 2 or higher. +the two Scorpion squads must eliminate all Griffin fighters of Rank 2 or higher.
The Heresiarch's diaries: All camps, except the old Scorpions, must fulfil the Griffin objective. +the Scorpions of the laboratory must fulfil the Scorpion objective.
Deadly matrix: +his mission is not suitable for the multiplayer mode.
The Scorpion's venom: +his mission requires the presence of the faction of "old Scorpions." Only the latter must fulfil the Scorpion player's objective, and only fighters of Rank 0 begin the game in the cloning tanks. All other camps must fulfil the Griffin player's objective.

NEMESIS MISSIONS

The race for secrets: +his mission is not suitable for the multiplayer mode.
Hold your positions: +his mission is not suitable for the multiplayer mode.

GAME EFFECTS AND CAMPS

Some game effects don't target a fighter but rather "the Griffins" or "the Scorpions" or even a player himself. These effects must be applied in a special way in the multiplayer mode.

In the "Cooperation" variation, though different players control the fighters of a same camp, the effects that target a camp or a player affect all miniatures and all players of a same team.

In the "Every man for himself" variation, the effects that refer to Griffins or Scorpions affect all fighters of the Inquisition and the Lodge of Hod, or of the old and the new Scorpions, respectively. On the other hand, effects that target a player only affect the player of one of the four possible camps.

UNFOLDING OF THE GAME

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

SETTING UP THE GAME

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

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

DEPLOYMENT OF MINIATURES

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

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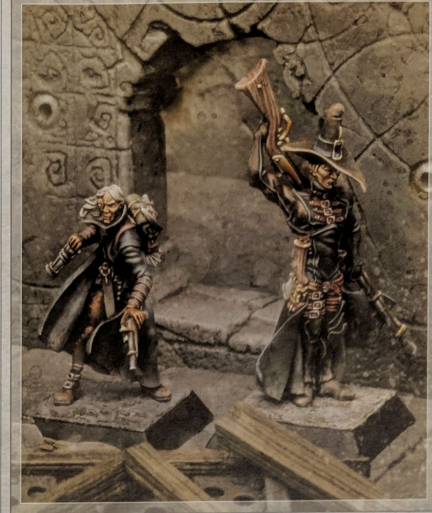
ACTIVATION ROLL

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

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

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

ACTIVATION SEQUENCE

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

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

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

ACTION CARDS

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

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

DRAWING CARDS

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

RETURN TO GLASINHAR

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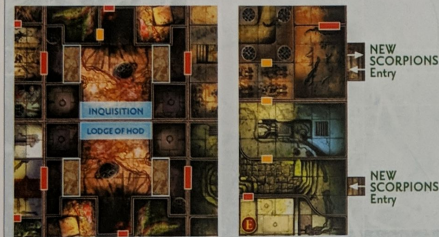

THE SCARLET HIVE

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

THE HERESIARCH'S PRISON

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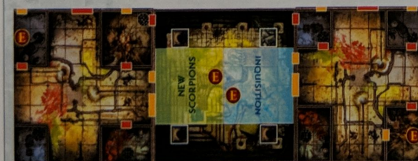

THE DARK JEWEL

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

PROWLERS!

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

THE HERESIARCH'S DIARIES

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

THE SCORPION'S VENOM

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

INVISIBLE WAR

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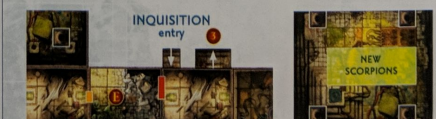

THE HEROES' TWILIGHT

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

REINFORCEMENTS!

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

THE ESCΛPE

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

THE MYSTERY OF THE COLD CHΛMBER

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

DEΛTH TO THE CΛRRIER!

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

THE PREDΛTOR'S SHΛDOW

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

CRACKS IN THE CEILING

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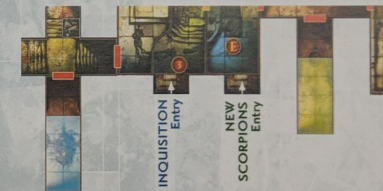
THE DEΛDLY MΛZE

The Inquisition is deployed on the tile holding Objective I and the new Scorpions on the one with an Event counter and a Trapdoor.
Note: New Scorpions – Rank total: 6; Total number of warriors: 7.

FOR Λ KEG OF POWDER...

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

FLEE OR DIE

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

IN TROUBLED WATER

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

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

OBJECTIVES AND INSTRUCTIONS

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

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

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

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

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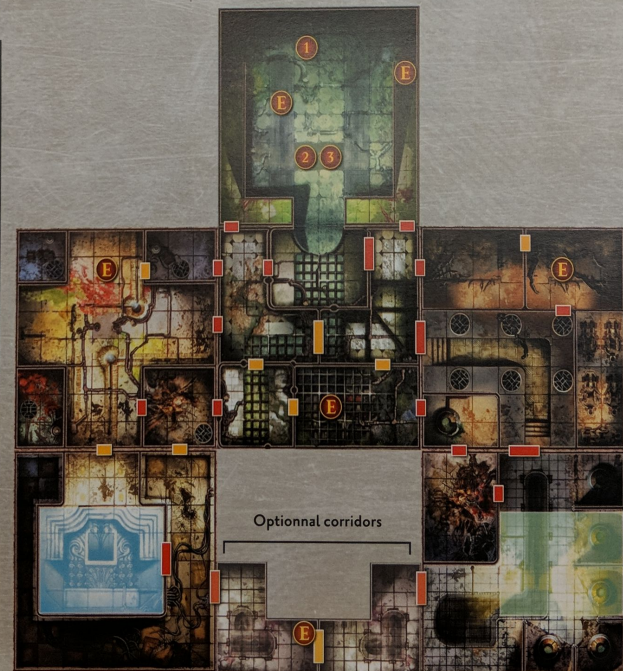
SPECIAL RULES

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

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

Note: *The two squares representing stairs are also flooded.*

TRAPS

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

Optionnal corridors
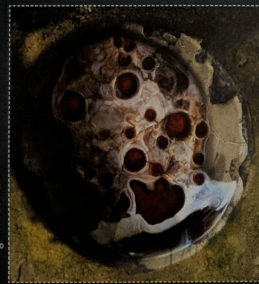
DEATH TO THE INFIDELS!

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

OBJECTIVES

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

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

INSTRUCTIONS

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

TRAPS

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

SPECIAL RULES

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

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

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

SELECTING COMBAT GROUPS

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

Round 4
Round 3
Round 2
Round 1

↑ **Waves of clones** ↑

Lodge of Hod deployment zone

Inquisition deployment zone

(E) Event

Double door

Single door

Double passage

Single passage

Fallen rocks

Cry Havoc!

United Against the Machine

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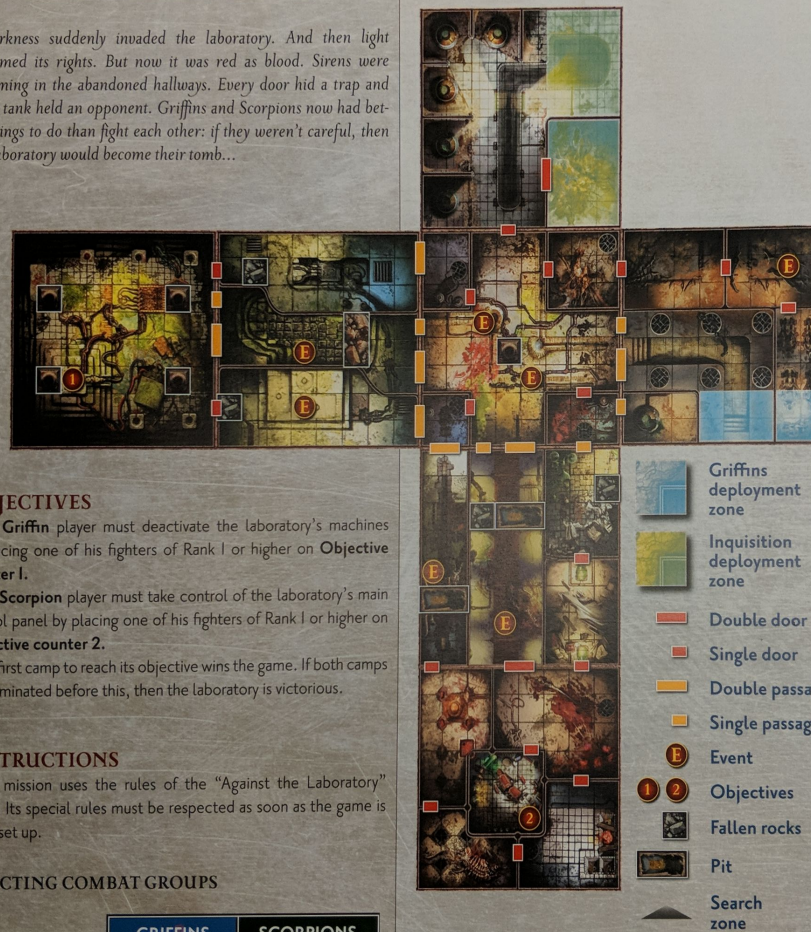
Objectives

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

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

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

Instructions

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

SELECTING COMBAT GROUPS

	GRIFFINS	SCORPIONS
Rank total	8	8
No. of warriors	8	9

Traps

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

Legend:

- Griffins deployment zone
- Inquisition deployment zone
- Double door
- Single door
- Double passage
- Single passage
- E Event
- 1 2 Objectives
- Fallen rocks
- Pit
- Search zone

Special rules

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

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

MISSION: PITCH BLACK

"By Merin, I can't see anything in here!"
"Shhh, they might hear us."
The purifier fell silent. His companion monitored the silence and picked up the horrible sound of a claw scratching against a wall of metal.

OBJECTIVES, INSTRUCTIONS AND TRAPS

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

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

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

SELECTING COMBAT GROUPS

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

SPECIAL RULES

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

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

However, only one new tile can be revealed in each zone that is probed (meaning per edge). Furthermore, if a discovered tile cannot be attached to the laboratory owing to its configuration, then the discovery is cancelled. The new tile or corridor must always be placed in such a way that the fighter who found it is touching its edge. Moreover, the passage or door leading to the new tile must be placed in such a way as to allow the fighter who discovered it to move through it without having to be previously moved.

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

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

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

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

This mission uses the special rules on Objective rooms.

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

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

Cry Havoc!

GEARSMEN AND DRAUGHTSMEN

The following rules refer to the article *The Guild of Architects* presented in the *Universe* section of this issue of *Cry Havoc*. They accompany the four following reference cards: chief servant ogre, siege engineer, expert sapper orc and wrecker dwarf.

GENERAL RULES

The following rules are taken from the "Guilds of Cadwallon" card.

The fighters of the free city of Cadwallon are affiliated either with the **militia** or with one of the **guilds** that reign over the City of Thieves. They can be played in two ways.

As an army of Cadwallon.

If the army's main body comes from Cadwallon, then you can enlist any fighter from Cadwallon, be he a militiaman or a member of any guild. On the other hand, a Cadwallon army cannot have any Allies. It can, however, hire Mercenaries in the normal way. In this type of army the Mercenary fighters of Cadwallon are put in the same category as the militia.

As an Allied force.

To play Cadwallon fighters as Allies of another army, you must first define of which guild this force is from. The chosen guild must be able to ally itself to the main army. An army can call on only one guild to be its Ally and at least one fighter affiliated with this guild must be enlisted. The rest of the Cadwallon troops can then be selected freely among the guild's fighters or those of the militia.

Whichever way these fighters are played, the rules concerning the constitution of armies in CONFRONTATION and RAG'NAROK apply in the usual way.

The guild of Architects

Alliances: Cynwäll elves, Griffins of Akkylannie, Lions of Alahan and dwarves of Tir-Nâ-Bor.

LEADERS AND CHARACTERS

So that the reference profiles supplied in this issue of *Cry Havoc* represent the characters described in the article *The Guild of Architects* (page 77), they must simply be given the "Leadership/0" ability. They then become Leaders for *Rag'Narok*, but not Characters (for which they would have to be given the "Incarnation" ability).

Primary Element: Light.
Forbidden Element: Darkness.

CHIEF SERVANT OGRE

Suggested miniature: Firebrand ogre (assembled without the cannon).
Number of miniatures per card: 1.

A universal servant
The chief servant ogres are familiar with the operating of all war machines. The Cadwëans call on them when they wish to steal their enemies' machines and turn them against their former owners.

The chief servant ogre can be deployed without a war machine. When he is operating a machine, then he is always considered to be a servant, never a substitute. The chief servant must nevertheless meet the conditions imposed by the war machine (AIM and DIS).

The chief servant ogre is of Large Size and lets the war machines he is serving benefit from his line of sight. He counts as two regular servants when determining the penalties bound to missing crew-members.

Self-destruction
Like all members of their race, the chief servant ogres don't have an instinct for self-preservation. They carry powerful explosives onto the battlefield and don't hesitate to blow themselves up if this is required by the situation.

If a chief servant ogre is Critically Wounded in CONFRONTATION, or he only has one Wound level left in *RAG'NAROK*, then he can be sacrificed in a monumental explosion. This action is announced and carried out instead of one of the ogre's hand-to-hand combat attacks (if he has at least one available). He is killed outright and cannot return to the game in any way whatsoever. All miniatures standing within 5 cm or less of him suffer a Damage Roll (STR 6).

SIEGE ENGINEER

Suggested miniatures: Reaper of Alahan, falconer of Alahan (assembled without the bird of prey), Griffin magistrate (assembled without the judgement blade) or Saphon the Preacher.
Number of miniatures per card: 1.

An expert in demand

Becoming a siege engineer requires great intelligence, patience, and loads of courage. There are very few of them and their secrets are highly coveted.

One siege engineer can be deployed for every even incomplete 200 A.P. of war machines (including Allied ones) and their servants in the army when it is built. He is considered to be a servant of all the war machines in his army. In *Rag'narok* he can become Leader of any artillery battery.

When operating a machine, a siege engineer of the guild of Architects is always considered to be a servant, never a substitute. He must nevertheless meet the conditions imposed by the machine.

He counts as two regular servants when determining the penalties bound to missing crewmembers.

Coordinated fire

A siege engineer knows to get the best out of his men and the machines placed under his authority. The pistol he carries isn't there to protect him, but rather to punish failure - his own as well as that of others.

The INI of the artillerymen of all friendly war machines located within 20 cm or less of a siege engineer is considered to be equal to 4 when determining the order in which shots are resolved during the firing phase. Only the order in which they are resolved is changed: the other capacities bound to Initiative are resolved in the usual way.

This capacity can be ignored for artillerymen whose INI is greater than 4.

A sharp eye

The siege engineers know the machines that they build as if they were their very own children.

Once per round, a friendly war machine located within 20 cm or less of a siege engineer can be selected. It doesn't have to be in his line if sight. It is then excluded from the "Coordinated fire" rule and its action is resolved last at the end of the firing phase (at the end of the second firing phase in *Rag'narok*).

Two potential targets are selected. The distance between the machine and each of these targets is measured. The player chooses which of them is then the real target before resolving the shot.

EXPERT SAPPER ORC

Suggested miniatures: The Son of Thunder, Shaka-Umruk or Tamaor the Vulture (assembled without the wings).
Number of miniatures per card: 1.

Expert sapper

The expert sappers use the battlefield as a weapon.

An expert sapper orc can be deployed without a war machine. He can become a servant of any of his army's war machines if he meets the required conditions. In *Rag'narok* he can become Leader of any artillery battery.

After the deployment phase, but before the first Tactical Roll, an expert sapper orc can be given one of the two following roles:

Sap

The expert can raise two extra barricades in addition to the one provided by the "Sapper" ability. These must be erected touching the first one and according to the rules defined by this ability.

Counter-sap

Two enemy "Minelayer" counters can be revealed. They are neutralised and are removed from the battlefield.

OR

Two enemy "Sapper" barricades can be selected. 1d6 is rolled for each of these and the result indicates the number of Structure Points (S.P.) that they lose. If this action causes their amount of S.P. to fall to 0 or below, then they are destroyed and are removed from the battlefield.

WRECKER DWARF

Suggested miniatures: Kahinir the Savage, forge guardian, Pilzenbhir or soldier of the plains.
Number of miniatures per card: 2.

Tunnellers

The wreckers and the expert sappers have learned to pool their talents in order to demolish the enemy's rear guard.

For every expert sapper orc present in an army, a maximum of six wrecker dwarves can acquire the "Tunneller" ability. The wreckers' cost in A.P. is then increased by 1 A.P. each.

In *Rag'narok* all wrecker dwarves in a Unit must have this special capacity for it to be effective.

The wrecker dwarf tunnellers are not deployed with the rest of their army. They are set aside next to the battlefield.

At the end of each round 1d6 is rolled for each friendly expert sapper orc who is still on the battlefield. If one of the results is a "4" or more, then all of the army's wrecker dwarves can be deployed on the battlefield in the same way as for the "Reinforcement" ability.

If all expert sapper orcs are eliminated before the wreckers arrive, then the latter are considered to have been killed outright. A dreadful accident prevents them from joining the battle.

In *Rag'narok* the Units of wreckers that aren't deployed are counted in the number of Units that their army has available (for determining the number of refusals, etc.).

AN IRON HAND
IN A STEEL GLOVE

The *Brotherhood of Bronze* clan box reunites this venerable institution's most emblematic fighters, but it counts many other individuals of various castes among its members. The following rules allow new fighters to join the Brotherhood of Bronze and thus form a formidable army around the theme of steam!

JOINING THE BROTHERHOOD OF BRONZE

Any dwarf of Tir-Nâ-Bor carrying steam equipment, excepting Characters, can become a member of the Brotherhood of Bronze. He then benefits from the special rules bound to this clan.

Joining the Brotherhood of Bronze is usually free, yet it causes an extra cost in A.P. for some fighters who acquire additional advantages. This cost (as well as any additional rules) is presented here.

Thermo-priests (+5 A.P.)

This additional cost and the following rules are valid for all types of thermo-priest dwarves (thermo-priest, thermo-priest on razorback and thermo-priest of Uren).

Before making a Pressure Roll a thermo-priest of the Brotherhood of Bronze can sacrifice one gem of Earth. If the test's result is "1", then the thermo-priest does not benefit from a bonus, but he does not either have to make a roll on the *Table of Incidents*. This special capacity does not work if the Pressure Roll must be made using several dice, as is the case when a thermo-priest is subject to the effects of the "Selective compression" or "Pressure transfer" spells.

Dwarf armourers and provosts of Uren (+5 A.P.)

Though they don't have steam equipment in their original profile, dwarf armourers and provosts of Uren can join the Brotherhood of Bronze. They then acquire the following equipment (in addition to the one specified on their reference card): "Boiler. Steam sword/STR."

Furthermore, the dwarf armourers of the Brotherhood of Bronze can let their companions benefit from this equipment under the same conditions as those described on the "dwarves Armourer" card. However, only the Brotherhood of Bronze's members can acquire this equipment. **If the boiler of a fighter carrying such equipment is destroyed, then this equipment can no longer be used.**

Thermo-active armour (+3 A.P.)

(+2 additional A.P. for fighters of Large Size.)

Propelled by the power of steam, this armour makes warriors wearing it almost impossible to stop. The wearer acquires Implacable/1. If he already has it, then this ability's value is raised by one point. Furthermore, the armour's wearer can disengage by force from fighters of his Size or bigger, yet under the condition that the difference in Size is not greater than "1." A fighter of Small Size wearing such armour can therefore disengage by force from opponents of Small or Normal Size, but not from those of Large Size or bigger.

Module of celerity (+3 A.P.)

By using the energy provided by a boiler, this type of module allows the fighter to move more easily while wearing his armour. A fighter equipped with such a module benefits from a +1 in INI until the end of the game. This bonus is considered to be printed on his reference card.

Steam mask (+5 A.P.)

The wearer of a steam mask sees his Courage turned into Fear. The following equipment is added to the one mentioned on his reference card: "Steam mask/FEAR."

RAG'NAROK: THE MECHANICAL FAMILIAR

The Mechanical Familiar is considered to be an Independent in RAG'NAROK, just like a Warrior-mage or Warrior-monk. It can therefore join any Unit or form a Unit on its own.

Dwarf bombardiers

Dwarf bombardiers can join the Brotherhood of Bronze without their A.P. value increasing. They can then be equipped with "Light artillery with zone effect" cannons instead of their "Perforating artillery" cannons at an additional cost of 4 A.P. This choice must be made when the army is being built.

Characters equipped with a steam cannon, such as **Lor-Arkhon the Deranged,** can benefit from this same modification at an additional cost of 6 A.P. (instead of 4 A.P.).

In this case Lor-Arkhon can use the B.R.U.T.E. but can no longer use experimental ammunition except for the cluster shell.

Armoured chariots

If the Brotherhood of Bronze is complete, then armoured chariots can be added to the army at a cost reduced by 10 A.P.

Khor knights of Uren

If a Khor knight of Uren charges while his MOV is improved owing to a Pressure roll made thanks to his thermal razorback armour, then his STR when charging is increased by the same bonus as the one that is added to his MOV.
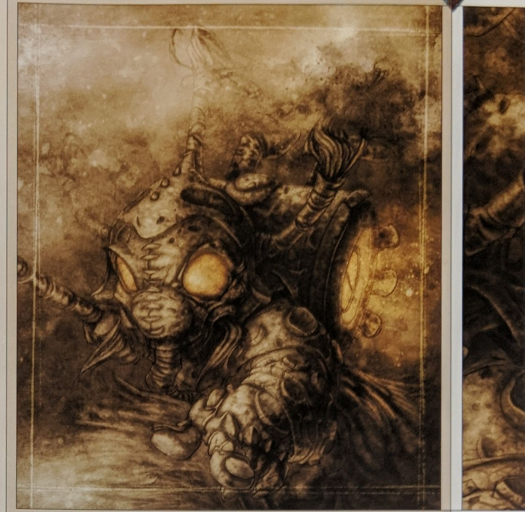
The knight then benefits from this bonus in Strength, even if he isn't fighting the target of his charge after fray splitting. On the other hand, he no longer benefits from this bonus after a pursuit movement.

Though he isn't a knight of Uren or even a Khor warrior, Aegher the Brief (in his Second Incarnation) also benefits from this special rule.

This bonus in Strength cannot be cumulated with that of a steam weapon. It can, however, be added to the one provided by a Titanic Breastplate.

SCEPTRE OF AUTHORITY OF UREN

Being representatives of the tutelary god of the forge and trustees of his knowledge, the therma-priests and the provosts of Uren are among the most respected members of the Brotherhood of Bronze.

The bearer of a sceptre of authority of Uren acquires the "Leadership/10" ability, and his Courage (or Fear) and Discipline rates are increased by one point each.

These objects are reserved to therma-priests and provosts of Uren who are members of the Brotherhood of Bronze. Not being artefacts, several copies of these pieces of equipment can be held by an army. The bearer of a sceptre of authority cannot be made Leader in RAG'NAROK.

14 A.P.

ALTERNATIVE ARMIES

All fighters bound to the Brotherhood of Bronze, be they original profiles from the clan box or alternative profiles described in this article, can be played in any army of the dwarves of Tir-Nâ-Bor

even if none of the clan's Characters is present. However, as with all clans, the Brotherhood of Bronze benefits from certain special rules when all of its members are gathered. The original composition for this clan to be complete is as follows:

- Fenggar Iron Hand;
- Aegher the Brief;
- Mechanical familiar;
- Two forge guardians;
- Lor-Arkhon the Deranged;
- Lothan, the Beast of Steel;
- Two thermo-warriors.

With the integration of new fighters, the composition of the complete Brotherhood of Bronze can be modified to the player's liking. The following restrictions must nevertheless be respected:
- The army must include at least one Character of the Brotherhood of Bronze for every full 200 A.P. in the army. This rule no longer applies once the clan's four Characters – Fenggar, Lor-Arkhon, Lothan and Aegher (First or Second Incarnation) – have joined the army.
- In *Confrontation* all the army's fighters (without exception) must be members of the Brotherhood of Bronze.
- In *Rag'Narok* at least half of the army's value in A.P. must be bound to the Brotherhood of Bronze (including spells, miracles and artefacts). The usual restrictions concerning the army's composition apply in the normal way (percentage of Characters, of Allies, of war machines, etc.). The army's Commander-in-Chief must also be a member of the Brotherhood of Bronze.

Special Rules

When the clan is complete, then all fighters equipped with steam machines (except those with the "Inalterable" ability) benefit from a +1 on all their Pressure Rolls. A result of "1" nevertheless remains an automatic failure.

The Fist of Fam-Nur

If the Brotherhood of Bronze is complete in an army whose total cost is set at 1000 A.P. or more, then Tan-Kaïr can be included as an honourable member. This does not cost any additional A.P. Tan-Kaïr then benefits from the Brotherhood of Bronze's special rules. In addition he can be equipped with "Uren's armour," the latest prototype of a steam combat suit developed by Fenggar and Bâl-Khan.

War machines

In *Rag'Narok*, if the Brotherhood of Bronze is complete in an army of dwarves of Tir-Nâ-Bor, then the permitted percentage of war machines increases from 25% to 35% (it nevertheless remains 25% for Allies).

UREN'S ARMOUR

When Tan-Kaïr is wearing this armour he is considered to have the Uren attribute.

His RES increases from 10 to 12. This value is considered to be printed on his reference card.

Uren's armour is thermo-propelled and allows Tan-Kaïr to increase his MOV thanks to a Pressure Roll. "Steam armour/MOV" is considered to be listed in his equipment.

When wearing this combat suit the Fist of Fam-Nur is practically impossible to stop.

In *Confrontation* he can move MOV cm when making pursuit movements (instead of only half this rate).

In *Rag'Narok* he can fight a second time after the resolution of his thrust movement if the latter brings him into contact with one or several new opponents. Tan-Kaïr recovers all his hand-to-hand combat dice for this new combat and remains subject to the fray effects that apply until the end of the round (additional die, War fury, etc.). His new opponents, on the other hand, only fight with the dice they have left over. If he eliminates all of his new opponents, then Tan-Kaïr can make a last thrust movement.

This incredible armour was custom fitted for the Fist of Fam-Nur himself, and no one else can wear it.

25 A.P.

THE MACHINE-DWARF: LOR-ARKHON THE DERANGED

Though his rank is "Regular Champion," **Lor-Arkhon the Deranged** counts in both the percentage of Characters and of war machines in his army. His cannon is placed in the "Perforating light artillery" category.

RAISING THE PRESSURE

The lists below are suggestions for army constitution lists that can evolve to allow the progressive passage from CONFRONTATION to RAG'NAROK. All fighters who are able to join the Brotherhood of Bronze are considered to be bound to it.

These lists meet the conditions required for the Brotherhood of Bronze to be considered complete, and all fighters with steam equipment benefit from the special rules concerning it.

CONFRONTATION

7 MINIATURES (293 A.P.)

- Lothan, the Beast of Steel (107 A.P.) equipped with an "Alphax Guard" by the dwarf armourer (+7 A.P.);
- 1 Khor knight of Uren (55 A.P.);
- 1 dwarf armourer (32 A.P.);
- 2 thermo-warriors (64 A.P.);
- 2 forge guardians (28 A.P.).

12 MINIATURES (494 A.P.)

- Fenggar Iron Hand (46 A.P.) with the "Telluric Angel" spell (+21 A.P.);
- 2 dwarf armourers (64 A.P.);
- 1 Uren's son (69 A.P.) equipped with a "Steam mask" by the dwarf armourer (+5 A.P.);
- 4 forge guardians (56 A.P.);
- Lothan, the Beast of Steel (107 A.P.) equipped with an "Alphax Guard" by the dwarf armourer (+7 A.P.);
- 1 Khor knight of Uren (55 A.P.);
- 2 thermo-warriors (64 A.P.).

RAG'NAROK

22 MINIATURES (999 A.P.)
COMMANDER-IN-CHIEF: AEGHER THE BRIEF (SECOND INCARNATION)

Unit 1
- Aegher the Brief (Second Incarnation) (129 A.P.) equipped with a "Pressure regulator" (+10 A.P.);
- 2 Khor knights of Uren (110 A.P.).

Unit 2
- 1 dwarf armourer (Leader) (42 A.P.);
- Lothan, the Beast of Steel (107 A.P.) provided with "Thermo-active armour" by the armourer (+6 A.P) and equipped with a "Pressure regulator" (+10 A.P.);
- Fenggar Iron Hand (46 A.P.) with the "Telluric angel" spell (+21 A.P.);
- 4 thermo-warriors (128 A.P.).

Unit 3
- 1 dwarf armourer (Leader) (42 A.P.);
- 6 forge guardians (84 A.P.).

Unit 4
- Lor-Arkhon the Deranged (72 A.P.) equipped with "The B.R.U.T.E." artefact (+16 A.P.) and a "Pressure regulator" (+10 A.P.);
- 2 dwarf bombardiers (76 A.P.);
- 1 mechanical familiar (16 A.P.).

Unit 5
- 1 Uren's son (69 A.P.) provided with a "Steam mask" by the armourer (+5 A.P).

38 MINIATURES (1500 A.P.)
COMMANDER-IN-CHIEF: AEGHER THE BRIEF (SECOND INCARNATION)

Unit 1
- Aegher the Brief (Second Incarnation) (129 A.P.) equipped with a "Pressure regulator" (+10 A.P.);
- 3 Khor knights of Uren (165 A.P.).

Unit 2
- 1 dwarf armourer (Leader) (42 A.P.);
- Lothan, the Beast of Steel (107 A.P.) provided with "Thermo-active armour" by the armourer (+6 A.P) and equipped with a "Pressure regulator" (+10 A.P.);
- Fenggar Iron Hand (46 A.P.) with the "Telluric angel" spell (+21 A.P.);
- 4 thermo-warriors (128 A.P.);
- 1 provost of Uren (32 A.P.) with the "Moving mountains" miracle (+12 A.P.).

Unit 3
- 1 dwarf armourer (Leader) (42 A.P.);
- 8 forge guardians (112 A.P.).

Unit 4
- Lor-Arkhon the Deranged (72 A.P.) equipped with "The B.R.U.T.E." artefact (+16 A.P.) and a "Pressure regulator" (+10 A.P.);
- 2 dwarf bombardiers (76 A.P.);
- 1 mechanical familiar (16 A.P.).

Unit 5
- 1 Uren's son (69 A.P.) provided with a "Steam mask" by the armourer (+5 A.P).

Unit 6
- 1 dwarf armourer (Leader) (42 A.P.);
- 8 soldiers of the plains (88 A.P.).

Unit 7
- 1 armoured chariot (180 A.P.).

CRY HAVOC!

STEAM MACHINES

Some equipment, which is used especially by the dwarves of Tir-Nâ-Bor and goblins, uses the energy provided by steam or naphtha. Fighters who have a boiler[1] or a carburettor in their equipment are concerned by the following rules.

Other pieces of equipment used by these fighters are bound to a characteristic. When a fighter has to use a value bound to steam equipment, then the player controlling him **can** decide to make a Pressure Roll[2] to try to temporarily improve the concerned characteristic.

If the number of dice to be rolled is not specified on the fighter's reference card, then the roll is made using Id6. If more than one d6 are to be rolled, then the number is specified after the concerned characteristic[3]. It is impossible to roll more dice than specified.

The roll must be made when the characteristic is used. For example, a roll that affects **STR in hand-to-hand combat** must be made just before making the Damage Roll, after a successful attack or before a roll made to disengage by force. A Pressure Roll that affects **Movement** can be made the moment that the fighter is activated, right before his move or just before he carries out a pursuit movement.

As for **Fear**, the roll can be made as soon as the fighter announces a charge or an engagement. It can also be made when an opponent announces a charge or engagement against the fighter.

Note: *FEAR cannot be increased thanks to a Pressure Roll when the fighter must make a Courage Roll (for example when facing a living-dead fighter).*

The result on the die or dice is immediately added to the value bound to the piece of equipment. The fighter then benefits from this bonus until the end of the round except when firing (see below). The player can then decide to keep his bonus for the remainder of the round, but he can also choose to attempt a new Pressure Roll if he uses the concerned characteristic again in the same round.

Example: *A thermo-warrior makes two successful attacks during a same combat. Before making his first Damage Roll the player makes a Pressure Roll to increase the fighter's Strength and gets a "3." The characteristic is therefore increased by three points. Before the second Damage Roll the player decides to keep this bonus and the second roll's Strength is also increased by three points. After this fray the thermo-warrior carries out a pursuit movement and joins another combat in which he succeeds an attack. His new opponent being more resilient, the player decides to attempt a new Pressure Roll and gets a "5": STR + 5.*

On a Pressure Roll, if one of the dice indicates a "I", then the bonus does not apply because an incident has happened. The *Table of Incidents* is referred to after rolling Id6.

If the fighter is still alive after the incident, then the action undertaken is not cancelled (unless he was firing). The power of these machines is, however, limited: a "6" does not allow the die to be rolled again when making a Pressure Roll.

FIRING EXCEPTIONS

BONUS DURATION

When a Pressure Roll is made to increase a projectile weapon's Strength, then the bonus only applies to the shot that was just made. If the fighter fires again during the round, then he can attempt another Pressure Roll if he wishes.

FIRING INCIDENT

If a Pressure Roll is made when firing, be it to modify the range, the projectile's Strength or any other parameter, the roll must be made just before the Aim test. If an incident happens, then the action is cancelled and the marksman must roll Id6 and refer to the *Table of Incidents*.

STEAM BONUSES AND LEADERSHIP

A Character with the "Leadership/X" ability and a FEAR that can be modified by steam can only transmit the unmodified rate to the troops who also have FEAR.

If the fighter to whom the commander's FEAR is transmitted has steam equipment, then the player has a choice: either he uses the commander's unmodified value, or he uses the fighter's FEAR modified by the steam. He cannot increase the value transmitted by the commander.

(I): *Uren's son and the thermo-priest on razorback very well have a boiler. The absence of this equipment on their reference cards is an error. On the other hand, Lothan the Beast of Steel's bombard is not a steam weapon.*

(2): *This test is called an Injection Roll when made for a naphtha machine bound to a carburettor.*

(3): *Two d6 are used when making Pressure Rolls to increase the Strength of Lor-Arkhon's steam cannon. The absence of this detail on his card is an error.*

THE BATTLE OF TENSETH

Managarm the Traitoress, an Eclipsante champion, is the star of this Adventure. The Devourers of Vile-Tis have gathered in an incredible army to launch a raid on the city of Tenseth in Syharhalna. Being an assassin and a scout, Managarm will play a primordial role in this unprecedented battle.

Many warriors have changed their way of life in order to share the revelations made by Vile-Tis, the Beast. Some of these small bands of Devourers, which only yesterday were still roaming around in search of massacres, have turned into small armies. These "hunting parties," whose numbers can sometimes reach several dozen individuals, leave only blood and ashes in their paths.

Four powerful Devourers have let their hunting parties converge towards the desert of Syharhalna, the homeland of the Scorpions. **Shakansa,** the master of carnage of Bran-Ô-Kor, has come from the canyons to confront the sworn enemies of the Beast. Several of the most violent orcish tribal leaders are accompanying him. **Nekhar the Ecstatic** and his fellows have joined the ravagers of **Kalyar the Awakened** in the Plain of Tears. There they commandeered vessels and sailed to the vicinity of Kashem. The Impure half-elves of the Ynkarô River led by **Velrys,** their prince, have crossed half the continent to strengthen the Devourers' ranks.

Managarm the Traitoress, the assassin of the Beast, forms the fifth branch of the lethal star closing in on Tenseth to seal its fate.

The Battle of Tenseth is an Adventure in which the Devourers of Vile-Tis and the alchemists of Dirz confront each other. They can be given Allies.

With a minimum of adjustments, this Adventure can be transposed to other peoples and other places. It is played in three Acts: *The Deadly Eclipse* (Act I), *The Western Gates* and *The Lethal Star*.

At the end of *The Deadly Eclipse* Managarm has to make a choice: either she can help her brothers-in-arms in their assault on the city (*The Western Gates*) or she can desecrate the temple of Arh-Tolth, the god of the Scorpions (*The Lethal Star*). The Act she chooses becomes Act II. The other one becomes Act III in which Managarm must confront her Shadow.

Managarm doubles the amount of experience points she wins during Act III.

The Shadow player can deploy Cypher Lukhan as an Adventurer from one of this Adventure's games to another. (RACKHAM has decided on this contextual option for the background texts and the battle of Tenseth's consequences on the history of Aarklash.) He is then subject to all the Adventure mode rules of the INCARNATION supplement. The Dominator accumulates experience points while waiting for the moment that he steps into the spotlight. This can happen in Act III: the Dominator is then Managarm's Shadow and acquires the advantages bound to this status after having patiently won experience points during the previous Acts.

THE CITY OF THE DOMINATOR

The city of Tenseth plays an important role in the military strategies of Syharhalna. It supplies the strongholds located further north with weapons, water and warriors. By raiding it, the Devourers not only hope to send the Scorpions a warning, but also to plunder valuable merchandise.

Tenseth isn't defenceless. The rear-guard of the imperial armies of Syharhalna is stationed there. What more, it is under the protection of the hero of the Syhar people: Cypher Lukhan, the Dominator.

The Shadow player thus becomes a true actor in this Adventure: the Traitoress and the Dominator, having become rivals, confront each other and progress over the course of the three battles that will decide Tenseth's fate.

The number of rounds that were played is added up at the end of each of this Adventure's Acts because the attack is a precise, rapid and violent one. At the end of Act III Managarm wins a bonus in experience points equal to 20 minus the total number of rounds played in the three Acts. The minimum result is 0. This bonus is not doubled.
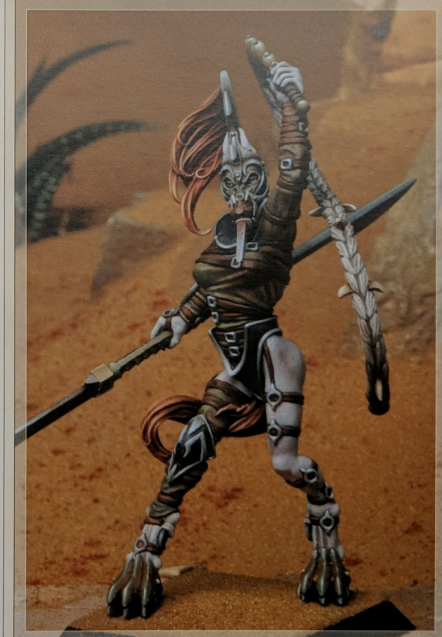
ΛCT I :
THE DEΛDLY ECLIPΣE

Managarm slipped into Tenseth at the head of a small band of warriors. Accompanied by the Korgan, the gigantic hyena that follows her like a shadow, she silently roamed the sleeping city. On seeing the glow of the sentinels' lanterns, she quickly reminded herself of her objectives. First of all, to open as discreetly as possible the locks of the Western Gates to allow the Beast's army to rush into the city. Then, to profit from the chaos caused by the assault to reach the main temple of Arh-Tolth at the heart of the city. There she would have to put the alchemical god's servants to death and destroy the holy altar.

Soon the army of the Beast would be roaring at the Western Gates… Yllia, the moon, vanished from the celestial vault to give way to an eclipse. The time for action had come.

Game: CONFRONTATION.

Duration: Unlimited until the alarm is sounded, after which the duration become 6 rounds.

THE BATTLEFIELD

A rectangle of 120 cm by 60 cm representing an urban setting with streets in a grid pattern.

Three infantry base-sized counters (2.5 cm square) numbered from 1 to 3 are placed at regular intervals in the Scorpions' deployment zone. They represent the locks of the three Western Gates. The number they are given is important for the following Acts.

Three creature base-sized counters (3.75 cm square) are placed in the Devourers' deployment zone. They represent the entrances through which the Beast's vanguard snuck into Tenseth.

SPECIAL RULES

NIGHTTIME ASSAULT

The sentry heard a suspicious sound in the small street and held his lantern's light towards it. It was just a cat that ran off in haste.

Suddenly two long and soft hands grabbed the guard tightly by the jaw and the back of his head. A brutal twist and he was reduced to a corpse with a broken neck.

This skirmish takes place at night and the streets are not lit. Every Scorpion fighter can be given a lantern (or any kind of material that provides night vision characterised by this term) at an additional cost of 3 A.P. The lantern costs 0 A.P. for all Scorpion fighters with AIM, POW or Aspects on their reference card.

The **Lantern** counters provided with *Nemesis* can be used to represent these lanterns.

All fighters with a lantern can be charged without their opponent having them in their line of sight.

The fighters' field of vision is limited to the following values in centimetres.

Wolfen Devourer, Scorpion equipped with a lantern: MOV x 2

Non-Wolfen fighter and/or fighter without a lantern: MOV

Fighter with the "Consciousness" ability: MOV x 2

FOG OF WAR

The Scorpion officer suddenly raised his head and spoke to two of his warriors.

"What can you see?"

A veil of blackness covered the vicinity. The clones looked at each other.

"This isn't normal. We should at least see the glow of the sentries' lamps. Inform the others and inspect these streets for me."

All Devourers, including Managarm, placed onto the battlefield during the deployment phase must have either a Decoy or a Trap counter placed face down on their base. The Devourers with a Trap counter are real fighters. Those with a Decoy counter are not real. They simulate the confusion that reigns on the battlefield during the attack and are there to deceive the Scorpion player.

A counter is revealed as soon as the Devourer carrying it is in one of the following situations:

• He is within a Scorpion's line of sight at the end of a movement phase.

• He charges or engages a Scorpion and is within range.

• He fires, casts a spell or calls a miracle and is within range.

• A Scorpion charges or engages him and is within range.

• A Scorpion targets him with a shot, a spell or a miracle and is within range.

Trap: The action is carried out in the usual way. The counter is then put back with its face down.

Decoy: The action undertaken is ignored; it has never happened. The Devourer is removed from the battlefield. He is then redeployed touching one of his camp's entrances as if he had just appeared on the battlefield. A Decoy or Trap counter is again placed face down on his base. If the Devourer cannot be redeployed touching an entrance, then his Decoy becomes a Trap and he is considered to be a real assailant.

If the counter is revealed after a charge or engagement made by a Scorpion is announced, then the latter loses 5 Movement points until the end of the movement phase. This penalty simulates the Scorpion's careful scrutiny of the zone.

ALARM

The clones were scouring the streets. While moving along the wall of a flat-roofed building one of them received a drop on his face... blood! He raised his eyes and saw a limp hand dripping with blood hanging over the edge of the roof. He just had time to let out a shout of alarm before being lifted from the ground by the dreadful blade that split his chest.

The alert is sounded if at the end of a round at least one of the following situations is met.

• A Scorpion stunned or wounded by a Devourer is still alive.

• A Scorpion has at least one Devourer in his field of vision or is in base-to-base contact with one.

Once the alert has been given, the Devourer player has 6 rounds left to reach his objective and all non-Character Scorpion fighters acquire the "Reinforcement" ability. The Scorpions' Reinforcement Roll is automatically successful at the end of each round.

CAMPS PRESENT

Devourers: 400 A.P. Managarm must be the army's only Character.

Scorpions: 400 A.P. made up of at least 15 miniatures.

DEPLOYMENT

Devourers: Each Devourer miniature must be placed within 15 cm or less of one of his camp's three entrances. The Scouts are not subject to this rule and are deployed in the usual way.

Scorpions: The Scorpions are all placed in their deployment zone, including Scouts.

OBJECTIVES

Devourers: To destroy at least one of the three locks (RES 7; 4 S.P.) located in the Scorpion's camp.

Scorpions: To protect the locks and destroy the entrances (RES 6; 8 S.P.) through which the Devourers slip into the city. Every destroyed entrance is removed from the battlefield.

END OF THE GAME

Experience:

• At least one lock was destroyed: Victory.

• For each destroyed lock: +3 points.

• No lock was destroyed: Defeat.

• For each destroyed entrance: -2 points.

Victory: Managarm acquires one experience card among those she has access to through apprenticeship. It does not cost her any experience points.

Tenseth's gates are open and the army of Devourers attacks.

Managarm has two choices for the next Act to be played:

• Either to join her companions in combat (Act II: *The Western Gates*).

• Or to sneak into the heart of the city to destroy the altar of Tenseth's temple (Act II: *The Lethal Star*).

Defeat: The alarm has been sounded. The Devourers go on the offensive and no gate is open! Managarm has two choices for the next Act of this Adventure:

• Either to nevertheless attempt to open the Western Gates (Act II: *The Western Gates*).

• Or to quickly move on to the next part of her mission: destroying the altar of Tenseth's temple (Act II: *The Lethal Star*).

Continue on to the chosen Act.

Cry Havoc!

ACT II : THE WESTERN GATES

THE BATTLE OF TENSETH

15 S.P.
RES 20
Indestructible/12
Very Large Size

3 S.P.
RES 9
Large Size

10 cm

The infiltration operation was carried out in the same way in the four corners of Tenseth: after having opened the city's gates the Devourers rushed through its streets and committed a horrifying slaughter. Yllia's opaline eye opened again and gazed at the flames of war that rose towards her starry realm.

The battle was at its peak at the Western Gates.

Game: *RAG'NAROK.*

Duration: Special. 1d6 is rolled at the end of each round as of the sixth one. The game lasts one round longer if the result on the die is equal to or greater than the value indicated below:

Round 6: 2
Round 7: 3
Round 8: 4
Round 9: 5
Round 10: The game ends.

THE BATTLEFIELD

A square with 120 cm sides representing the Western Gates and their fortifications. The interior of the city is represented in a symbolic way with few obstacles so as to let the two armies' Units advance easily.

The three gates are each 10 cm wide and are placed at regular intervals along the walls. The plates of ramparts supplied in the second issue of *CRY HAVOC* can be used to represent the walls of Tenseth.

The gates are numbered from 1 to 3. Those whose number corresponds to the locks destroyed during Act I are open. The others are closed and the corresponding locks are placed at the specified points. These are identical to the ones in Act I and open the gate associated with their number when they are destroyed.

CAMPS PRESENT

Devourers: 1700 A.P. If Managarm played *The Lethal Star* before this Act, then the A.P. value of her army in this previous Act must be subtracted from this sum. If not, then between 150 and 500 A.P. must be subtracted from this total. The chosen value determines *The Lethal Star's* army budget in A.P.

Scorpions: 1 000 A.P.

DEPLOYMENT

The deployment conditions specified below complement each other.

IF THIS ACT IS PLAYED FOLLOWING ACT I

Managarm was surprised on seeing the Scorpion's forces react so efficiently to the attack. A garrison of recently spawned alchemical warriors was getting ready to march to the fortress of Danakil in the following days. The combat clone reservists only had to take up their weapons to come out and meet the Devourers.

The Traitoress delayed the second part of her mission in order to attack the leaders of this unexpected army. Once deprived of their chiefs, the inexperienced clones would be nothing more than lambs thrown to the Beast.

Devourers: The Devourers are placed in thier deployment zone.

Scorpions: The Scorpions are deployed before the Devourers and must keep at least 300 A.P. of troops in reserve.

IF THIS ACT IS PLAYED FOLLOWING ACT II

The noise of the battle being fought at the Western Gates could be heard well beyond the city's walls to fade into the endless desert. The regiments of Tenseth put up fierce resistance to the Devourers hungering for carnage. Managarm's arrival would be the turning point in the battle.

Devourers: The Devourers' deployment zone indicated on the diagram is moved forward by 15 cm towards Tenseth's fortifications. Each gate that is still closed loses 1d6 S.P.

Scorpions: The Scorpions are placed in their deployment zone.

To simulate the time that has already passed before Managarm's arrival, a dummy round made up of phases 3, 4, 6, 7 and 9 of the RAG'NAROK game phases is played after the deployment phase but before the first round of the game.

IF THE DEVOURERS HAVE BROKEN AT LEAST ONE LOCK (ACT I)

The army of the Beast rushed into Tenseth by the city's gates like a torrent in a riverbed that has been dry for too long. Once inside, the warriors scattered in small bands and gave their fury free reign.

Only the Western Gates seemed to resist the invasion. A reserve regiment, which was soon joined by the survivors of the city's other defence corps, formed a pocket of resistance.

Devourers: Managarm acquires the "Scout" ability for this Act. All her Unit's members can also get it at an additional cost of 4 A.P. per miniature.

Scorpions: The Scorpion Units can be deployed up to 15 cm from the front of their city's fortifications.

IF THE DEVOURERS HAVEN'T BROKEN A SINGLE LOCK (ACT I)

The sound of the alarm gongs had woken Tenseth and given the assailants the signal to charge. Managarm hasn't managed to open the Western Gates to let the army of the Beast enter the city. Now the defenders and the attackers are in a furious battle with no holds barred at the foot of the ramparts. The heavy metal gates wouldn't hold out long against the ferocity of the warriors of Vile-Tis, yet Managarm still had a chance to fulfil her mission and avoid the death of numerous companions.

Devourers: Managarm acquires the "Scout" ability for this Act and must be deployed on her own in the Scorpion zone. She can be placed in reserve to show up in a later round and thus escape the wrath of the alchemical warriors. In this case the progression of her entry zone is made starting from the Scorpion deployment zone (see the rules on reserves in RAG'NAROK).

Scorpions: The Scorpions are placed in their deployment zone.

OBJECTIVES

Devourers:
- To break down the Western Gates (RES 14; 10 S.P.) that are closed and/or break the locks (RES 7; 4 S.P.) that keep them closed.
- To enter the city by having at least 350 A.P. of fighters of their camp (minimum of 5 miniatures) leave by the edge of the battlefield opposite their deployment zone. Fighters under the influence of fear, who have been summoned or who have the "Flight" ability are excluded from this total.

Managarm and fighters with the "Scout" ability cannot leave before the last round unless they are affected by fear.

Scorpions: To prevent the Devourers from reaching their objectives.

EXPERIENCE

- Losses inflicted on the enemy by Managarm: 10% of the total value in A.P. of the eliminated fighters, rounded up to the higher integer. Summoned fighters are counted in this total.
- For every "6" gotten on a Damage Roll inflicted by Managarm on an enemy fighter: +2 points.
- For every open Western Gate at the end of the Act: +2 points.
- For every even incomplete segment of 100 A.P. of fighters in the Devourers' camp who have left the battlefield to enter the city: +1 point.
- At least 350 A.P. of fighters of the Devourers' camp have entered the city: Victory.

- Losses caused by the enemy in the Devourers' army: -1% of the A.P. value of the eliminated troops, rounded up to the higher integer. Summoned fighters are counted in this total. This percentage replaces the one in the *Incarnation* supplement.
- For every "6" suffered by Managarm on a Damage Roll: -1 point.
- Less than 350 A.P. and/or 5 miniatures of the Devourers' camp have entered the city: Defeat.

Victory: The non-Character Devourers acquire the "Reinforcement" ability for this Adventure's next scenario.

Managarm acquires the "Leadership/15" ability until the army she is in is defeated, be this during this Adventure or a different one.

Defeat: The enemy army's A.P. value is increased by 10% for Act III in this Adventure.

Managarm can no longer acquire experience cards until the army she is in is victorious, be this during this Adventure or a different one.

If *The Lethal Star* has been played, then this Act is considered to be Act III. If not, then the Adventure continues with *The Lethal Star*.

ACT III :
THE LETHAL STAR

The Devourers were roaming a Tenseth in ruins. A witness and accomplice to the fury of her fellows, Managarm prowled the streets to fulfil her quest and desecrate the temple of Arh-Tolth. On her way she rallied a handful of warriors, their fangs dripping with the blood of their victims.

The religious edifice was the object of a bitter struggle. On the marble-floored square in front of the temple a band of Devourers was confronting the terrifying Keratis warriors and their chief, Cypher Lukhan. Despite its deadly strength, the city's elite guard was progressively being pushed backwards into the sanctuary. Managarm managed to slip into the temple with her fighters.

Game: CONFRONTATION.
Duration: Unlimited.

THE BATTLEFIELD

A 120 cm by 60 cm rectangle representing the biggest temple of Tenseth.

The edge of the table of the Devourers' deployment zone represents the temple's entrance.

At the centre of the Scorpions' deployment zone is the altar of Tenseth dedicated to their god, Arh-Tolth. It is represented by a counter the size of a creature base (5 cm x 5 cm). It is a nexus whose rules are specified on the next page.

SPECIAL RULES

DEVOURER RAID

Once inside Tenseth's walls, the Devourers were free in their actions. The Impure and Kalyar's warriors started ransacking the place. Others, led by Nekhar the Ecstatic and Shakansa, gave themselves up to a murderous frenzy. Some rushed at the temples of Arh-Tolth, the god of the Scorpions and the sworn enemy of Vile-Tis, in order to destroy them.

If the Devourers were victorious in *The Western Gates*, then all of their army's non-Character fighters acquire the "Reinforcement" ability. Their Reinforcement tests are automatically passed. The Devourers that return to the game thanks to this ability can only be placed in their camp's deployment zone.

SCORPION COUNTEROFFENSIVE

The Devourers, their strength having made them arrogant, had underestimated their opponents. Despite being taken by the throat, it took the Scorpions less than an hour to organise an efficient retaliation. They formed detachments charged with eliminating the scattered bands of Devourers roaming the streets.

All non-Character Scorpion fighters with the "Mutagenic/X" ability acquire Reinforcement. Those who return to the game thanks to this ability can only be placed in the Devourers' deployment zone.

The Scorpions benefit from two Reinforcement Rolls per round as of the round in which Managarm eliminates the temple's guardian, and this until the end of the game.

CAMPS PRESENT

Devourers: The Devourers' army budget must be between 150 and 500 A.P. at the players choice. The chosen value is subtracted from the army budget of *The Western Gates*.

Scorpions: 300 A.P. The presence of at least one Character is obligatory (in addition to the Shadow, when applicable). One of the army's Characters (except the Shadow) is chosen to be the temple's guardian.

DEPLOYMENT

The diagram shows the limits of the two armies' deployment zones.

OBJECTIVES

Devourers: Managarm must eliminate the temple's guardian. Once her task has been accomplished, she must leave the temple by the edge of the battlefield in the Devourer's deployment zone.
The Devourers must also destroy the altar of Tenseth.

Scorpion: To prevent the Devourers from fulfilling their objectives.

EXPERIENCE

• Managarm eliminates the guardian and escapes from the temple: +3 points.
• The altar of Tenseth is destroyed: +3 points.
• At least one of the two objectives is reached: Victory.
• Both objectives are reached: Victory. +4 points.
• Neither of the objectives are reached: Defeat.

Victory: During this Adventure's next Act the Scorpion player will have one less Mutagenic die (or one less Mutagenic point in *RAG'NAROK*) than the amount provided by his army's A.P. value.

Defeat: Managarm's Shadow acquires the "Scout" ability for Act III. If he already has it, then he is deployed before or after all other Scouts of the two armies, as chosen by the Shadow player.

If *The Western Gates* has already been played, then this Act is considered to be Act III.
If not, then the Adventure continues with *The Western Gates*.

THE RAVAGED DAWN

Dawn pierced the horizon revealing the morbid theatre of a city at war. The tall columns of smoke that rose toward the sky could be seen for dozens of miles around. The reinforcements coming from the fortress of Danakil would have more than enough time to watch them before passing the gates of Tenseth.

The sun's rays dissipated the frenzy that possessed the Devourers at the same time they brought light to the darkness of this night of eclipse. The disciples of Vile-Tis were leaving Tenseth as quickly as they had arrived and scattered in all directions. Their howls of rage gave way to the moans of the dying.

Managarm and the Korgan were superficially wounded during the battle. Both finished the night by killing many dignitaries of Tenseth: priests of Arh-Tolth, officers and technomancers succumbed in great numbers to their claws.

While they were following a wave of clones that was escaping the city, a massive shape appeared from a house in flames. The warrior lifted his voulge and, with a powerful backhand swing, cut off the paw of a Devourer within his range. He dodged the blow that a voracious warrior aimed at him, knocked down his opponent and finished him off on the ground. Cypher Lukhan, the Dominator, defied Managarm with a gaze filled with brutality. The Traitoress froze and let her blood-smeared whip unfurl onto the ground blackened with ashes.

A last battle remained to be fought.

THE ALTAR OF TENSETH

Allegiance: Scorpion, faithful.	**Trial:** DIS 8
Sacrifice: 1 +.F. point	**Area of effect:** 15 cm.
Access: 5 cm.	**Duration:** Until end of round.
Loads: Unlimited/1.	**Base:** 5 x 5
RES : 8	**S.P.:** 6

This nexus's power affects all Scorpion fighters within the area of effect at the moment that it is activated and who have at least one Mutagenic die. The sum of the bonuses gotten thanks to the "Mutagenic" ability is increased by 1 point.
If the Mutagenic Roll is failed, then the die can be rolled again. The new result is kept and cannot be rolled again.
This nexus can only be used during *The Lethal Star*.

Abilities: Subjugated. Icon/2. Sanctuary/30.
Quantity : Unique.
0 A.P.

NEXUS

Cry Havoc!

GAMING AIDS Volume 03

"Cry Havoc!"

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

RACKHAM

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