




VOLUME 09

# WIRY HAVIC!

THE CHRONICLES OF THE WORLD OF RACKHAM



## RACKHAM COLOR

Meliador the Celestial  
Dwarven crossbowman of Cadwallon

## ARMY GUIDE

The Kelts of the Sessair clan  
The Dwarves of Mid-Nor

## DOGS OF WAR

Career plans and new attributes  
Two brand new missions

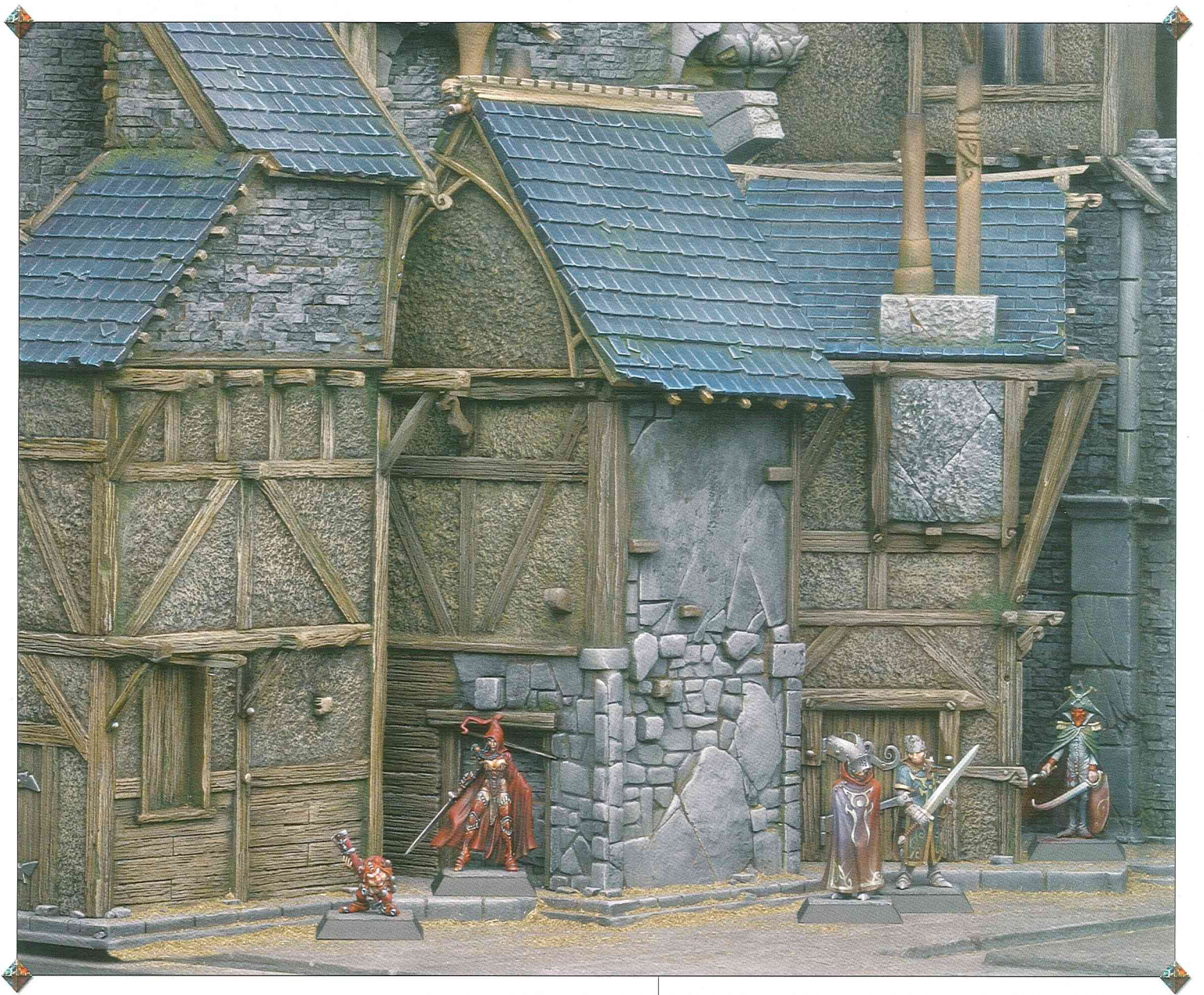
## PARIS OPEN 2006

Review of this major event:  
The tournaments, previews of Cadwallon and AT-43...

## UNIVERSE

The Orcish Hordes / The Alchemical  
Laboratories / Cadwallon: The Guild of Ferrymen

## 5 EXCLUSIVE CARDS

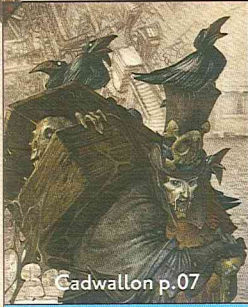


CERTAIN QUARTERS OF SEDA are entrenched in old Cynwäll quarries and are the most densely constructed parts of the Free City. The inhabitants there are crowded in throngs of each other in buildings several stories high on either side of narrow streets. It's dangerous to move around there in any other way than in flocks. In these slums dwell poor and miserable masses, and it often happens that a visitor is approached by beggars or attacked by bandits.

The roads of the lower city are worn by the weather and the passage of wagons overlaid with ruts. Though everyone agrees that it's time for some major works, only the Sedas have actually made any. Work has indeed been done in their stead to improve its infrastructure and a major thoroughway, Paradise Avenue, has been built to make it easier for carriages and chariots to pass from the part of the Endine in the upper city.

## CRY HAVOC! VOLUME 9 • JULY/AUGUST 2006

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<p><b>FERRYMEN ESCORT</b></p> <p>10 4 3 3-6 4-6 3 5 3</p> <p>The army always go to river on... Equipment: Rifle STR 6 Range: 10-15-20 Abilities: Impacable firing Rank: Elite of Cadwallon Guild of Ferrymen</p> <p>27</p>	<p><b>SINISTER</b></p> <p>12,5 5 6-6 3-5 4 6 5</p> <p>« Sleep in position » Equipment: Bow STR 6 Range: 10-15-20 Abilities: Concentration Rank: Chosen line Rank: Elite of Cadwallon Guild of Ferrymen</p> <p>40</p>	<p><b>MASTER FERRYMAN</b></p> <p>10 3 4-7 4-6 4 6 5</p> <p>« Don't stand in the way, you're not here... » Equipment: Pick STR 10 Range: 10-15-20 Abilities: Master skills Protects Ferrymen Rank: Elite of Cadwallon Guild of Ferrymen</p> <p>28</p>	<p><b>WANDERING KNIGHT</b></p> <p>17,5 4 6 4-10 6 6 5</p> <p>« Follow the light » Equipment: Spear STR 10 wheel sharping Passive: Stealthy charge Desperate: Misdirection Rank: Lion Elite</p> <p>50</p>
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**THE UNTAINED FLAME**

The untained flame is a legendary artifact. An army may only choose one legendary artifact. It must be given to a Character. As long as the bearer is in the battle field, approach and tactical rolls will be made with the bearer's DEX.

**Sacred flame:** The bearer's approach and tactical rolls are considered twice. If the bearer is not in the battle field, the artifact is lost. If the bearer is not in the battle field, the artifact is lost. If the bearer is not in the battle field, the artifact is lost.

**Beacon of light:** All characters within 10-15-20 squares of the bearer are considered twice. If the bearer is not in the battle field, the artifact is lost. If the bearer is not in the battle field, the artifact is lost.

85

## CARDS

- Ferryman Escort (Cadwallon)
- Sinister (Cadwallon)
- Master Ferryman (Cadwallon)
- Wandering Knight (Mercenary)
- The Untained Flamme (legendary artifact)

These cards cannot be sold separately from Cry Havoc!.

**PUBLISHING DIRECTOR:** Jean Bey.  
**STUDIO DIRECTOR:** Philippe Chartier.  
**EDITOR-IN-CHIEF:** Sébastien Célerin.  
**PRODUCTION MANAGER:** Nicolas Hutter.  
**GRAPHIC DESIGN & INFOGRAPHY:** Franck Achard, Mathieu Harlaut and Goulven Quentel  
**LAYOUT:** Hélène Villeneuve.  
**PICTURE RESEARCHER:** Gwendal Geoffroy.  
**ASSISTANT EDITOR:** Ivo Garcia.  
**TEXTS:** Jean Bey, Arnaud Cuidet, Gwendal Geoffroy, Martin Grandbarbe, Nicolas Raoult and Jérôme Rigal.  
**HAVE CONTRIBUTED TO THIS ISSUE:** Frédéric Jacquet.  
**ILLUSTRATIONS:** Paul Bonner, Gary Chalk, Nicolas Fructus, Édouard Guiton, Florent Maudoux and Paolo Parente.  
**COVER ILLUSTRATION:** John Howe.  
**MINIATURE SCULPTING:** Benoît Cosse, Yannick Fusier, Mauro Gnani, Sean Green, Nicolas N'Guyen, Stéphane N'Guyen Van Gioi, Juan Navarro Perez, Olivier Nkweti Lafitte, Elfried Perochon and Stéphane Simon.  
**RACKHAM PAINTERS:** Vincent Fontaine, Martin Grandbarbe, Guillaume Hémerly, Jérôme Otremba and Vincent Proust.  
**FREELANCE PAINTERS:** Frédéric Bisseux, Sébastien Picque.  
**SCENERY:** Vincent Fontaine.  
**PHOTOGRAPHY:** Jean-Baptiste Guiton.  
**TRANSLATION:** Peter Patzak.

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**RACKHAM**  
 44, rue de Lagny, 93 100 Montreuil-sous-Bois, FRANCE  
 Tel : + 33. (0) 1.55 86 89 20. Fax : + 33. (0) 1.55 86 89 25  
 www.rackham.fr www.rackham-store.com  
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**CAUTION!**  
 Some articles in this issue mention accessories that must be handled extremely carefully: the modelling knife with which one can cut oneself, the cyanoacrylate glue that bonds very quickly... We recommend that the youngest players and collectors only do the following activities under adult supervision and always carefully read and follow the instructions supplied with this material.

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# editorial

Cry Havac's new format has reached cruising speed: more information on our games, more painting, loads of useful tips, and much more. We still have a few surprises in store for this year, especially original content for Cadwallan starting in our next issue.

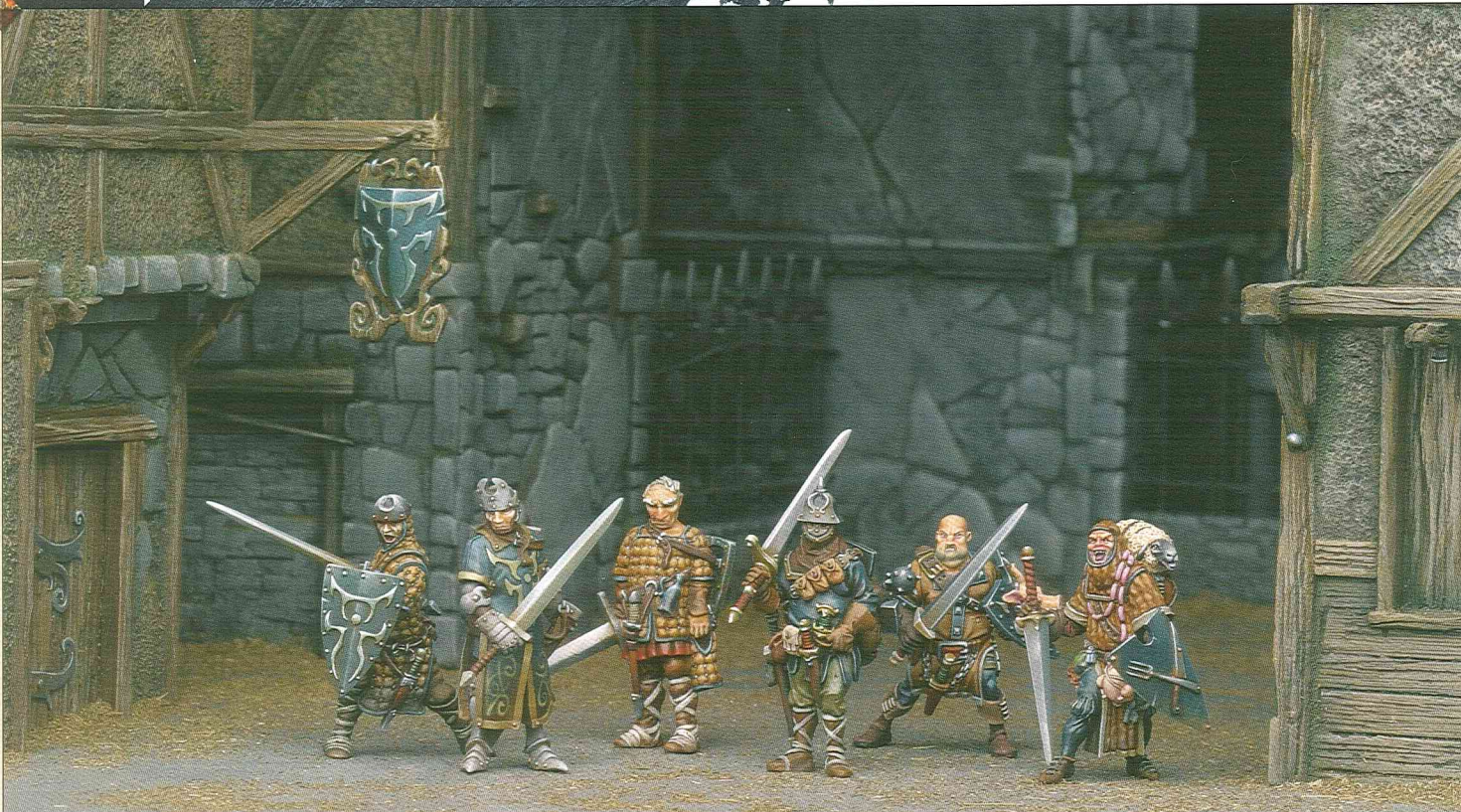
But let's get back to the heroes of the months of July and August. Have you been thinking about playing with a new army for a while? The Sessairs or the Mid-Nar dwarves? How to choose without surfing for hours or borrowing an opponent's cards? The **Strategy** section provides help choosing with its two army guides. After a review of the assets of these two armies' Characters and of the various traps that accompany them, our studio's designers present several compositions that you can test with your friends, as well as some tips to give them a hard time! If these two armies were already giving you headaches or if you were having trouble using them well, then in these pages you'll find advice to help you try to play them differently and lead them on the path to victory.

Our team nevertheless hasn't forgotten the countless Days of War fans, who are wholeheartedly clamoring for new elements for this original game made.

As always, enthusiasts of short stories and brand new fluff won't be disappointed by the **Universe** section.

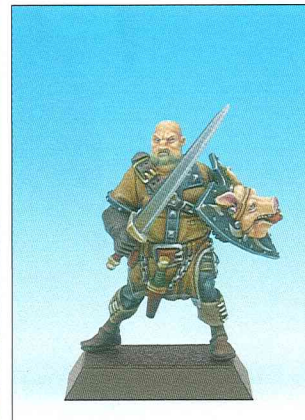
We wish you good reading!

See you in August in the streets of Cadwallan.



CADWALLON

THE MILITIA OF CADWALLON



CDBO 01

**C**adwallon is the City of Thieves, the lair of corruption and vice. Night and day the militia takes care of imposing order in the disreputable streets and fights the crime ravaging the city. To carry out their duty, the militiamen don't hesitate to make use of the most brutal forms of violence.

This box includes all you need to assemble 6 Cadwé militiamen. The cards supplied present the profiles of Regular and Veteran fighters, of Cadwé sergeants, as well as the rules of the guilds of Cadwallon. This Unit is ready-to-play for Rag'Narok® and Cadwallon®.

**THIS BOX INCLUDES:**

6 MINIATURES AND 6 CARDS :  
 CADWÉ MILITIAMAN (TWO REFERENCE CARDS), VETERAN MILITIAMAN (REFERENCE CARD), GUILDS OF CADWALLON (EXPLANATORY CARD).

CADWÉ MILITIAMAN  
 RANK : REGULAR OF CADWALLON.  
 MILITIA.  
 13 A.P.

VETERAN MILITIAMAN  
 RANK : VETERAN OF CADWALLON.  
 MILITIA.  
 15 A.P.



CDCH 01



## CAPTAIN KELIAN DURAK

**1 MINIATURE AND 2 CARDS:** CAPTAIN KELIAN DURAK (REFERENCE CARD), THE STUNNER (ARTIFACT, 13 A.P.)  
**RANK: VETERAN CHAMPION FOR THE MILITIA OF CADWALLON**  
66 A.P.



Rumor has it that Captain Kelian Durak of the Cadwallon militia is one of the most corrupt officers there is. Despite the size of his file, no evidence has ever been found that put an end to his career. On the contrary, his service record lists countless operations that he led with great success, albeit using rather unorthodox procedures. The most sordid cases and the most explosive situations are often entrusted to Captain Durak, the dirty-handed militiaman.

A charismatic fighter, Kelian Durak has, among others, the "Ruthless," "Bravery" and "Leadership/10" abilities (COU 6, DIS 5). He is supplied with the Stunner, a magical hammer that makes him able to mete out devastating master strikes.



BASP 06



## GIANT BARBARIANS 5

**1 MINIATURE AND 1 CARD**

**RANK: KELT ELITE.**  
32 A.P.

*Over the course of my travels I have had the opportunity to watch the giants that accompany my friends of the Sessair clan fight in combat. Despite their impressive muscles, these colossuses may seem affable at first. They are far from being stupid, yet their moves are measured as if time flowed more slowly in their eyes. (...)*

Each blister provides an elite fighter for the Sessair Kelts. The enigmatic fighters of the Sessair armies, the giant barbarians have returned to the battlefields with new miniatures that integrate all of RACKHAM's latest innovations in sculpting. It's true that these colossuses aren't extremely nimble (INI 2), yet they make up for this with traditional War fury, ATT/STR 4/10, Hard-boiled, Master strike/0 or Fierce. Alone, they are very dangerous. Accompanied by more agile fighters, such as fiannas (BARC 02 and 03) or Kelt hunters (BAEL 01 and 02), they simply massacre the enemy ranks.

The arrival of Sýlann and the khidarýms didn't go unnoticed in the fortress of Kaiber. Everyone had heard of the feats of this army corps devoted to the protection of the Guide, the supreme leader of the Republic of Lanever. Kyro, the Cynwáll war chief at Kaiber, could sense Sýlann's incredible aura when the latter introduced himself to him. For a long moment he endured his gaze, which was as cold and hard as the steel of a cannon. "What has earned us the honor of your visit?" he asked. "I have come to spread Light."

Sýlann is a formidable fighter (INI 5, ATT/STR 7/10, DEF/RES 7/9) as well as an excellent Commander-in-Chief (Leadership/15, COU 8, DIS 8). He is supplied with two artifact cards. Celestial Wing protects him (and his men) from enemy shots. His sword, Shiraen, lets him anticipate the enemy's moves. He is an ideal leader for a Unit of khidarýms (CYBO 01) in Rag'Narok®.

*(...) How surprised I was when during an ambush I saw these pleasant companions turn into bloodthirsty beasts! They didn't even bother defending themselves: nothing seemed to be able to break their bones. Their weapons, which were bigger than a man, were spun around again and again, flattening their enemies like a tornado flattens wheat.*  
- Sardar le Sage



CYCH 04



## SÝLANN, KHIDARÝM CHAMPION

**1 MINIATURE AND 4 CARDS:** SÝLANN, KHIDARÝM CHAMPION (REFERENCE CARD), CYNWÁLL KHIDARÝMS (EXPLANATORY CARD), CELESTIAL WING (ARTIFACT, 18 A.P.), SHIRAEN, SYNCHRONIC BLADE (ARTIFACT, 15 A.P.)

**RANK: ELITE CHAMPION FOR THE CYNWÁLL ELVES**  
135 A.P.



BASP 07



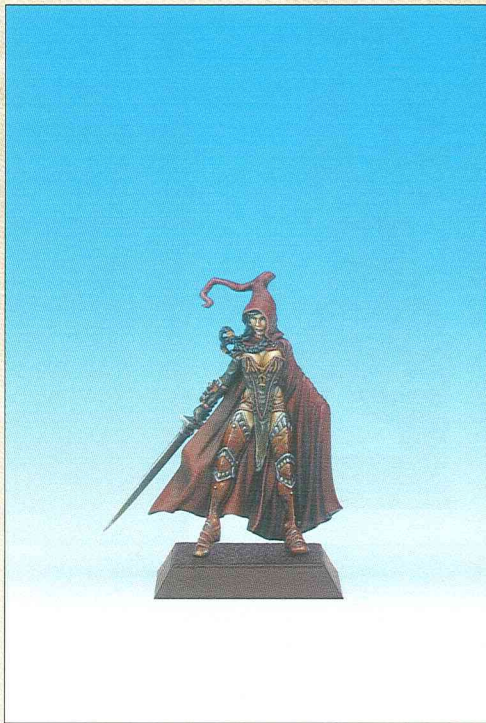
## GIANT BARBARIANS 6

**1 MINIATURE AND 1 CARD**

**RANK: KELT ELITE.**  
32 A.P.



CDCH 02



**ISABEAU  
THE SECRET**

2 MINIATURES AND 5 CARDS :  
ISABEAU THE SECRET

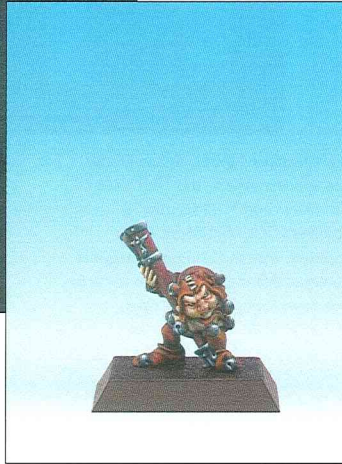
RANK : ELITE CHAMPION  
FORCADWALLON. GUILD OF  
BLADES. SOMA.  
75 A.P.

THE ORMER  
RANK : ELITE FOR CADWAL-  
LON.  
27 A.P.

*The man was young, handsome and insolent. Tightly gripping his sword, he threw himself at Isabeau with terrifying speed. Crossing glances with the young woman, the Ormer, her weapon bearer, held the black sword out to his mistress, who unsheathed it and blocked the attack in a single move.*

*The young greenhorn was rendered speechless by this amazing dance, the fruit of many long years of training. This dance would be his last one.*

Isabeau the Secret is a formidable fencer with good characteristics (ATT 6 and DEF 6) and hand-to-hand combat abilities (Fencer and Resolution/2). Furthermore, she is equipped with her sword, the Soul of the Somas, and is accompanied by her loyal weapon bearer, The Ormer, who is also an excellent assassin. Being bound to the guild of Blades, Isabeau can be the leader of a Cadwallon fighting force in *Confrontation*®.



CDTR 01



**MILITIA  
CROSSBOWMAN**

3 MINIATURES AND 1 CARD

RANK : MARKSMEN FOR THE  
MILITIA OF CADWALLON  
16 A.P.

*"Thief! Stop the thief!"*

*The militiamen were running as well as they could through the back streets and alleys to catch the young pickpocket who had just stolen the purse of an aristocrat of the upper city. The people were used to the militia's brutality. This didn't prevent them from strewing obstacles in the way of the forces of order, such as wheelbarrows and baskets full of dirty laundry... Everyone in this part of town knew little Gareth. His family truly needed the ducats. The young thief was struck by a crossbow bolt just as he came out of an alley. The crossbowman who had just put an end to the boy's life, as well as to the public disorder, went to his panting colleagues with a smile. "You see? It's not that complicated!"*

Endowed with AIM 3 and a crossbow/STR 6, range 15-30-45, the militia crossbowmen provide good cover to the troops of the Cadwallon militia. Once the frays have been formed, their pretty good combat characteristics (ATT/STR 2/5, DEF/RES 3/5), combined with the "Ruthless" ability, allow them to give support to their companions.



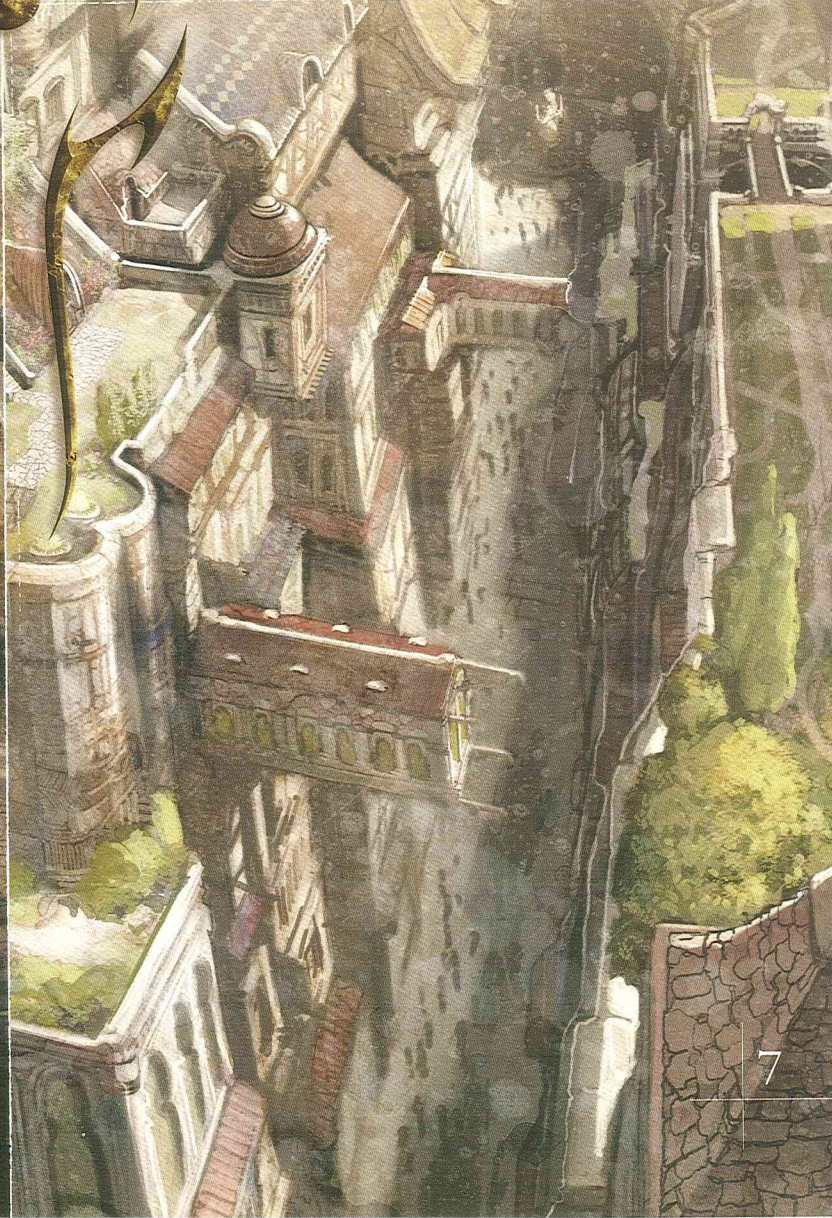
# THE FREE CITY CADWALLON



**C**adwallon is a tactical adventure game played with miniatures. It lets players embody free leaguers, adventurers fighting the enemies of the Free City. A game master sets up and animates an interactive story in which the tactical scenes are represented using game boards and miniatures. The other players lead the heroes of this adventure, the free leaguers.

**Release date :** June 2006. Game screen available at the release of the rules.

*Cadwallon* is presented in the form of a 352-page book. Numerous illustrations, photos and diagrams accompany the rule texts and the description of the city. The rules are based on a system of action points. They are compatible with the REVERSIBLE GAMING TILES to be released in May and July 2006.







**Dans les rues**

Après avoir découvert l'indépendance de Cadwallon, les habitants de Den Azhir ont commencé à se reconstruire. Les rues sont étroites et les maisons sont construites en bois. Les habitants sont fiers de leur ville et de leur indépendance.

**Historie**

Après avoir obtenu l'indépendance de Cadwallon, les habitants de Den Azhir ont commencé à se reconstruire. Les rues sont étroites et les maisons sont construites en bois. Les habitants sont fiers de leur ville et de leur indépendance.

**Le clan Den Azhir**

Den Azhir est le fils adoptif de Cadwallon. Il est un homme d'action et un grand guerrier. Il a été adopté par le Duc de Cadwallon et a grandi dans son palais. Il est maintenant le chef de la ville de Den Azhir.

**Pouvoirs**

Den Azhir est un homme d'action et un grand guerrier. Il a été adopté par le Duc de Cadwallon et a grandi dans son palais. Il est maintenant le chef de la ville de Den Azhir.

**ATTITUDE DOMINANTE** (Équilibre)  
FOI (●) ● (●) ● (●)

**Dans les rues**

Après avoir découvert l'indépendance de Cadwallon, les habitants de Den Azhir ont commencé à se reconstruire. Les rues sont étroites et les maisons sont construites en bois. Les habitants sont fiers de leur ville et de leur indépendance.

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**Ogrokh**  
Ville et franc  
Paris des Francs  
Porte Nord

**Dans les rues**

Après avoir découvert l'indépendance de Cadwallon, les habitants de Ogrokh ont commencé à se reconstruire. Les rues sont étroites et les maisons sont construites en bois. Les habitants sont fiers de leur ville et de leur indépendance.

**Historie**

Après avoir obtenu l'indépendance de Cadwallon, les habitants de Ogrokh ont commencé à se reconstruire. Les rues sont étroites et les maisons sont construites en bois. Les habitants sont fiers de leur ville et de leur indépendance.

**Pouvoirs**

Den Azhir est un homme d'action et un grand guerrier. Il a été adopté par le Duc de Cadwallon et a grandi dans son palais. Il est maintenant le chef de la ville de Den Azhir.

**ATTITUDE DOMINANTE** (Équilibre)  
FOI (●) ● (●) ● (●)

The pages shown are taken from the French version of the Cadwallon rulebook.

**LA C...**

**ATTITUDE DOMINANTE** (Équilibre)  
FOI (●) ● (●) ● (●)

**LA PORTE NORD**

**Attitude dominante**: Discipline  
FOI (●) ● (●) ● (●)

Le quartier de la Porte Nord est le moins raffiné de l'archevêché. On y trouve de nombreux francs ligures vagabonds à leurs occupations, généralement le portage de la prison. Ce quartier accueille également le nombre d'instances judiciaires.

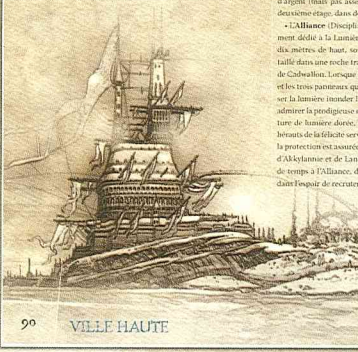
« La Porte-Nord est le passage privilégié pour pénétrer dans la ville haute. Un axe est délimité par le fort Soma et l'arcade de Den Azhir est de plus en plus. La porte est toutefois fermée de sécurité aux visiteurs. Une fois passée, la milice peut garantir leur tranquillité. Un filtrage méticuleux est effectué à l'entrée et les fugitifs sont retenus à moins d'avoir une excellente raison de pénétrer dans l'enclave. Les ligures désargentés sont souvent des problèmes avec la milice de ce quartier.

« La prison des Dix mille pas (Discipline/Merci) est un lieu de passage bien connu des francs ligures. Ils y attendent de payer leurs infractions ou même simplement de travailler. L'édifice est construit avec des pierres provenant des combats célèbres lors de l'implantation de l'an 900.

« La prison a deux ailes et trois niveaux en son sein. Elle est entourée par un mur de trois mètres de large. Les sous-sols sont utilisés pour loger les prisonniers communs.

« Le red-damné héberge le personnel de la prison, ainsi qu'une garnison de militaires vigilants sur le quartier. Le premier étage accueille les francs ligures sans le sou et les autres désargentés. Ces derniers bénéficient d'un confort relatif qui équivaut à un train de vie aisé dans la cité. Ceux qui ont plus d'argent (mais pas assez pour quitter la prison) sont logés au deuxième étage, dans des cellules privées.

« L'Alliance (Discipline/Héritage de la fillette) est un monument dédié à la Lamière. Elle revêt la forme d'un tétraèdre de dix mètres de haut, soutenu par six colonnes. L'ensemble est taillé dans une roche trépannée, don de Lanorec à la fondation de Cadwallon. Lorsque la lumière du jour est forte, les colonnes et les toits pentus qui composent le toit s'accrochent pour laisser la lumière inonder l'intérieur du monument. On peut alors admirer la prodigieuse sculpture de Cadwallon, véritable sculpture de lumière dorée, qui trône au centre du monument. Six lanternes de la fillette servent en permanence dans le temple dont la protection est assurée à tour de rôle par des soldats d'Alkhan, d'Alkhanes et de Lanorec. Un appel le Parc pour les moments de temps à l'Alliance, discutent avec les gardes et les visiteurs dantes l'esprit de recruter des faibles pour sa cruauté.



Cadwallon provides many tools allowing exciting adventures to be created:

- Over 50 inhabitants who can give the players a hand;
- Over 100 specific places: guild headquarters, famous taverns, arenas, etc.



Le gobelin (CA12) peut traverser les cases occupées par les autres (CA13). Il peut dans certains cas aller à l'encontre de la règle. La revanche il ne peut braver sur la case du destinataire.

## Types de déplacement

En avant : le personnage se déplace sur la case devant son aile.  
Quart de tour : le joueur retourne sa figurine en la pivotant de 90°. Le personnage



quart de tour effectué grâce à un fait. Se déplacer (libre) est gratuit.  
**Déplacement latéral** : Le personnage se déplace dans une des cases adjacentes de droite ou de gauche en conservant la même orientation.  
**Déplacement en diagonale** : Le personnage se déplace vers l'avant et sur le côté en gardant la même orientation. Interdit aux unités Grande Créature.  
**Déplacement en diagonale à reculons** : idem, mais le personnage se déplace vers l'arrière. Interdit aux unités Grande Créature.

TYPES DE DÉPLACEMENT	
M. ANIMÉ/VEHICULE	MODIFICATEUR AU COÛT EN MOI
En avant	0
Quart de tour	+1 pour le premier, +1 pour chacun des autres au cours de la même manœuvre
Déplacement latéral	+1
À reculons	+2
Déplacement en diagonale	+1 à 4 selon obstacle
Déplacement en diagonale à reculons	+1
	+3 à 4 selon obstacle

Le frêne (figure) qui se trouve dans le couloir peut s'aligner sans peine, car aucun obstacle ne le ralentit. Celui qui se trouve dans la salle doit en revanche dépasser deux points de MHI pour effectuer son déplacement en diagonale, car franchir une porte est un obstacle à son déplacement. Le troisième frêne (figure) ne peut pas avancer car deux obstacles se trouvent de part et d'autre de sa trajectoire : un vent de mer et le golem.

## Les distances

Pour savoir de combien Cadwallon compte que les déplacements en diagonale valent deux en ligne en points MHI. Cependant, au cours d'un déplacement, la figure ne peut pas occuper que la seule case en traversant plusieurs. Pour qu'un déplacement en diagonale soit possible, il faut qu'un obstacle se trouve de part et d'autre de la trajectoire soit libre (cf. Exemple 1).

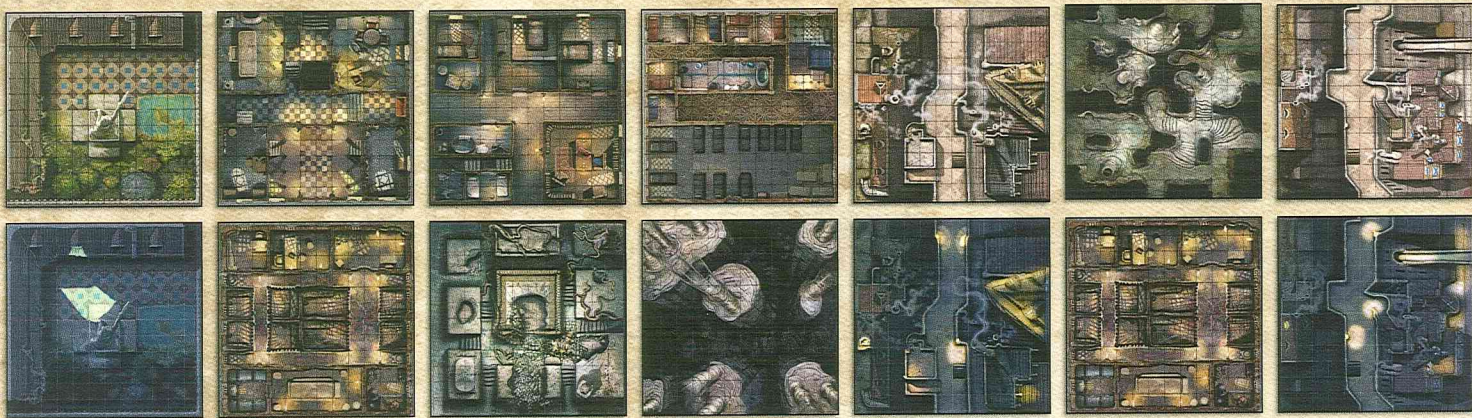
Les autres d'effet sont des cartes, les non des cartes qui ont pour centre la case visée et une figure pour point d'impact à cheval sur plusieurs cases, une seule d'entre elles est considérée comme centre de l'aire d'effet. Par commodité, un point de centre d'effet bien que la figure utilisée ne soit pas réelle. Un rayon est à dénombrer en diagonale depuis le centre de la case considérée. Le rayon est égal à l'aire d'effet, son origine ou son centre, c'est-à-dire la case CA101 (cf. Exemple 2).



Dans la situation exposée ci-dessus, le frêne (figure CA13) ne peut pas s'aligner dans la salle car le gobelin (CA12) lui bloque le passage. De même, dans la situation (CA14) lui barre la route car deux cases de largeur, bien que son aile ne recouvre pas complètement celle-ci, il recouvre la trajectoire de la seconde case.

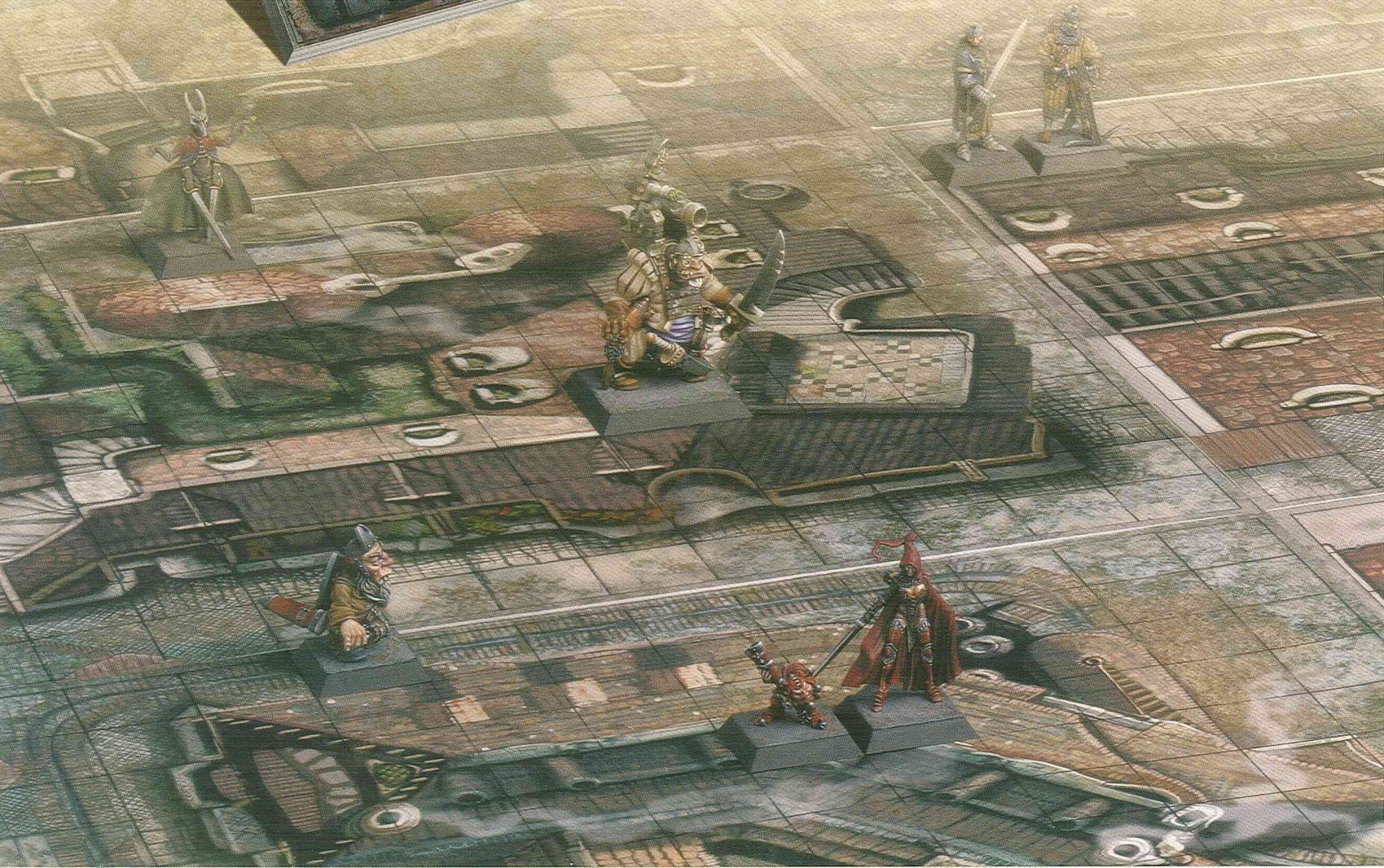
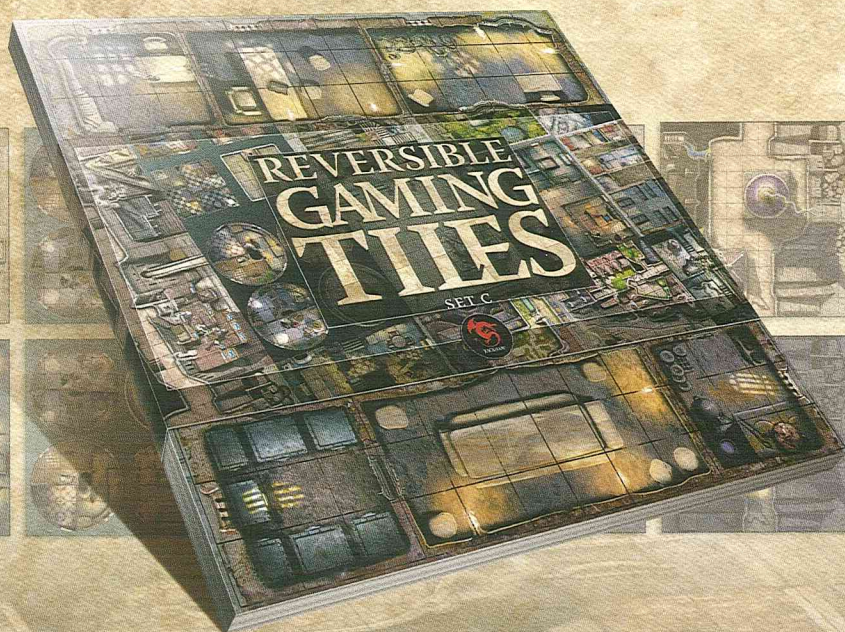


- Cadwallon allows original adventurers to be played :
- Over 75 talents spread among 36 trades inspired by Aarklash;
  - Revelations about the universe of Confrontation and Rag'Narok ;
  - 200 spells and miracles ;
  - The magic of tarot exclusively for Cadwallon !

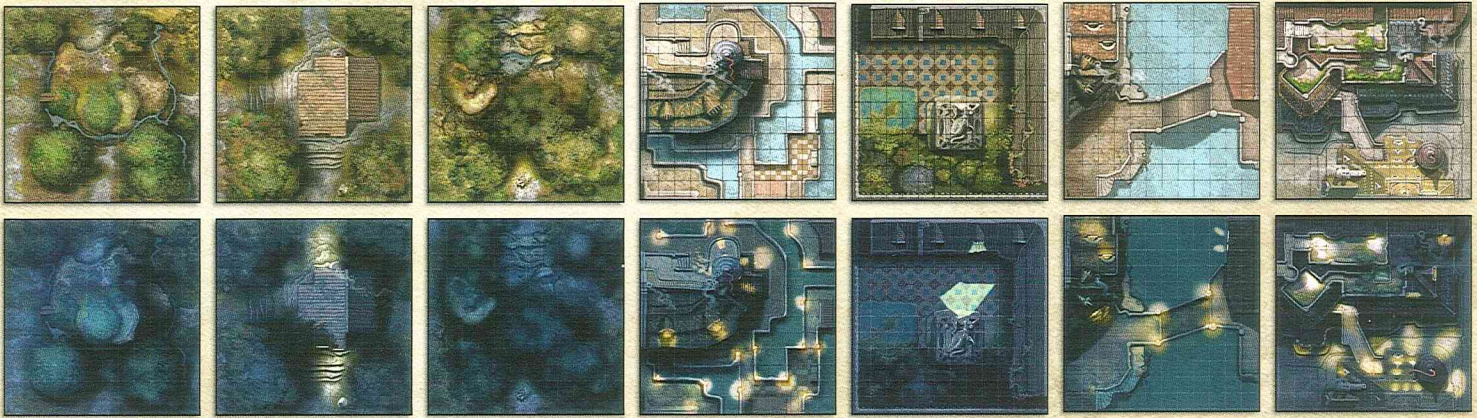


REVERSIBLE GAMING TILES

SETS C AND D : UPPER CITY



# REVERSIBLE GAMING TILES

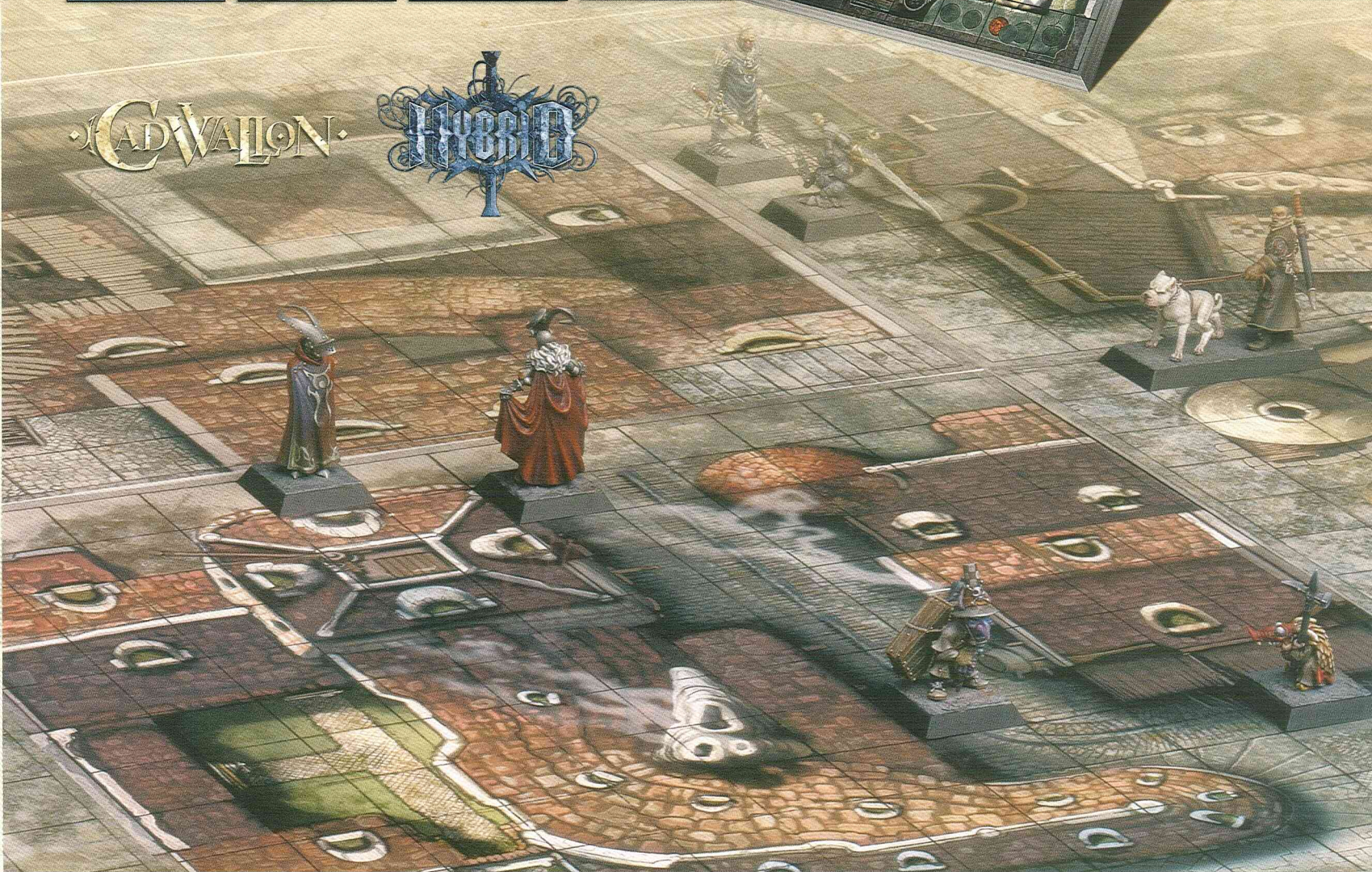


These reversible gaming tiles were designed by Nicolas Fructus (who has illustrated the game as well as the Hybrid game boards) based on plans made by the creators of Cadwallon. These sets of 15 reversible gaming tiles represent canal streets, sumptuous estates, quiet gardens... Everything you need to represent the upper city of Cadwallon.  
Exterior tiles : Front-Day/Back-Night. Interior tiles: Two different sides.  
Size of a square : 2.5 x 2.5 cm. Size of a tile: 30 x 30 cm



CADWALLON

HYBRID



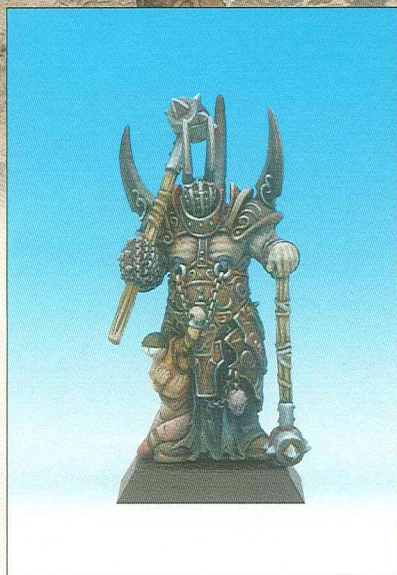
**BREGAN, APOSTATE OF DARKNESS (106 A.P.)**

*The warm blood splattered all over Bregan's face. The cries of the wounded and the dying rose like a horrendous symphony. Rather than flatten his enemy with a single blow, he relished chopping off each limb with his ax. Ecstasy could be read on the face of this warrior devoted to the Ophidian cause. His shouts of joy chilled the blood of his enemies.*

Abilities :  
 Possessed.  
 Ambidextrous.  
 Fencer.  
 Brutal.

Rank :  
 Ophidian Elite  
 Champion

-  10
-  5
-  6-11
-  6/9
-  2
-  6
-  4



**APOSTATE OF DARKNESS**

*The apostates of Darkness didn't even need to wage battle. On seeing their ironclad figures their enemies fled like cowards. The apostates contented themselves with slaughtering the enemy scouts and several lost villagers. Then they continued marching, frustrated and angry. They fought neither for Light nor for Destiny. Their masters were ophidians and they only obeyed their orders. Their true reason to live wasn't bound to their allegiance or their rage for victory. The apostates only fought out of taste for war.*



**GOBLIN SAMURATS I AND 2  
 (GOBLIN ELITE. ŪRAKEN. 25 A.P.)**

Samurats are formidable Elite goblin warriors. Endowed with efficient combat characteristics (INI 3, ATT/STR 4/6, DEF/RES 4/6), they also benefit from the "Master strike/0" ability for devastating strikes. They are available in two profiles: the first one (GBEL 04) has the "Ambidextrous" ability for better versatility, and the second one (GBEL 05) has Fine blade to complement Master strike/X.

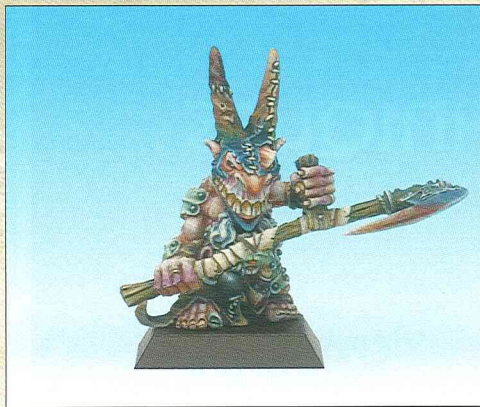


**BAAL THE CONQUEROR  
 (KELT ELITE CHAMPION. 145 A.P.)**

Baal is back at the frontlines of the battles of the Rag'narok with a new sculpture and a new profile that are both equally impressive. A true scourge on the battlefields (INI 7, ATT/DEF 6/10, War fury, Authority, Brutish charge), Baal is supplied with two artifacts: Vorpal axe and Demon-gesa.

**COLLECTOR OF MID-NOR 2 (25 A.P.)**

This new version of the collector of Mid-Nor has a new special effect card as well as two brand new miracles. "Collection" counters are still used, yet their effect has been revised in order to be simpler to use and more efficient in combat. Thanks to this new capacity and these new miracles, the collector of Mid-Nor becomes solid support for the Mid-Nor dwarves.

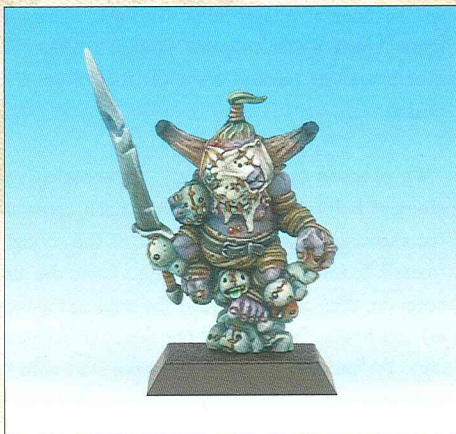


**KOLGHOR (65 A.P.)**

Kolghor is a Regular Champion for the orcs of the Behemoths. He can be equipped with Elokani's Sling, an artifact that increases the power of his sling by allowing him to shoot further and harder while ignoring obstacles. He is also good in hand-to-hand combat since his INI 4, ATT/STR 5/8 and DEF/RES 5/8 let him easily vanquish most of his opponents.

**MASTER OF PUPPETS 2 (24 A.P.)**

This new version of the master of puppets benefits from revised game effects. This Warrior-mage has special capacities and backup spells that are useful in all types of compositions and allow the efficiency of fighters in hand-to-hand combat to be improved.



**S'YGMA (115 A.P.)**

Abilities: Consciousness.  
 Recuperation/3. Toxic/3.  
 Adept of Darkness and Water/Typhonism,  
 Enskēm.

Rank: Ophidian Adept.

-  12,5
-  5
-  4-6
-  5-7
-  -
-  5
-  6



# PAINTING TECHNIQUES

*Cry Havoc* follows up on the thought process begun in the previous issue with the color theory. This time, we take a look at remarks on painting techniques in general and the theory of light.

## THE RIGHT POSITIONS TO PAINT IN

The main difficulty with miniature painting resides in the finesse of the details and the relatively small size of the surfaces involved. The gist of the matter, in this case, is to have a steady hand and not quiver. There are no secrets involved: it is vital to pick a good position to paint in. The best solution is to lay your feet flat and put your forearms on a level area (a table or counter). You can also block your elbows against your own knees (in which case you'd be better off stabilising your wrists against your worktable). If painting smaller details, you should use one of your wrists as a rest for the other.



Stability is the key to a steady hand which will allow you to follow the details and neither over-paint nor dribble. Each and everyone of us has to find the painting position they prefer.

If you plan on having long, drawn-out painting sessions, you would also be better off finding the time for short breaks. During these breaks, you should simply look at the model from a different angle. Painting fine details has an impact on your field of vision. Often, your field of vision will restrict itself,

focusing on the area of the model that you are in the process of painting and going into "partial vision." In order to ensure the well-being of your eyes, it is important to regularly go back to "global view" (go for a walk or do something else before coming back to your model). This allows you to reconsider the miniature as a whole, to judge contrasts and harmony, and to correct mistakes.

It is also sometimes necessary to momentarily put aside the miniature you are working on and come back to it later. It is then possible to look at it differently and rectify anything wrong.

## COVERING POWER AND UNDERCOAT

Based on which undercoat you use, some colors are more difficult to work with than others. This is due to the covering power of specific paints. Several coats of paint are sometimes necessary to obtain a correct finish on flat surfaces. You need to find a compromise between fluidity and covering power (the more fluid your paint is, the less covering power it has).

For that reason, when using a black or gray undercoat, it is necessary to apply a coat of white paint before using some colors (yellow, red, flesh...).

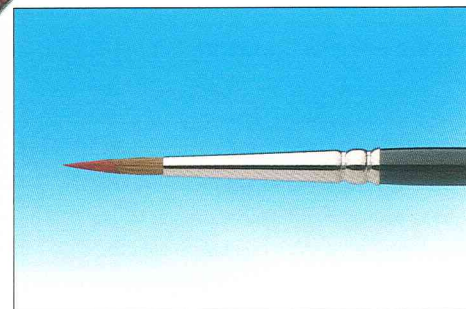
## HOW TO PROCEED

The first thing to consider is the fluidity of your paint. You do not pick the same fluidity depending on whether you wish to simply apply paint to a model or if you're looking to blend colors.

In general, always mix your paint with a bit of water. Never use "pure" paint. Paint somewhat less liquid than water is close to optimal fluidity. Finding the right balance between paint and water is a question of experience. Therefore, don't worry if it takes you more than a single try to obtain that optimal fluidity.

Once you've reached said fluidity, you have to get enough paint on your brush (without "drowning" it), then gently wipe it to remove any excess paint.

Then, simply apply the brush to the area you wish to paint.



You should consider the model as a set of overlapping areas or layers: skin, clothing, armor, ornaments and details.

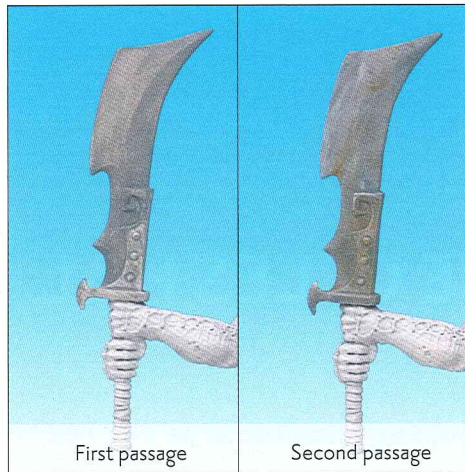
It is preferable to start with the lower layers. This allows you to over paint slightly, as the upper layers will be done at a later point. This also makes said upper layers easier to paint without risking going over previously painted areas (as they're generally raised).

We proceed layer per layer, basecoating each element before going any further. Each color area representing a particular element of the model is treated following the same steps. Paint the base color on, then create shadows (by shading the model) and finally, "raise" the light areas (via highlighting). To "raise" these light areas, we start with the base color and progressively move it towards towards white, light.

You can "raise" each area entirely before moving on to the next one or do it on each part of the miniature at the same time to make sure the whole works together. It is preferable, at least in the beginning, to follow this second method to practice a bit.



The basecoat is a uniform coat of paint obtained by applying a certain number of coats of watered down paint to the model. With enough experience, you can reduce their number to two or three. You can also mix the basecoat with other paints in order to start the blending process.



Generally, it is useful to dry the basecoat with a hairdryer before moving on to the following steps. Indeed, paint is slower to dry than it appears. When you go over it with a different color, you risk dirtying the new one and damaging any previous work at the same time.

## MERCING COLORS

After applying the base coats, you should start to work on volume and lighting. Before that, you need to blend the colors together to stop your model from looking like Harlequin. To this end, you can use a wash. Apply this on the entire model or on various areas. This depends on the model itself and on the result you want to obtain. If you want some elements to stand out, simply refrain from washing them.

This wash can be used as a simple blending, but its effects sometimes aren't perfect. Its main purpose is to merge different colors into shadow areas and, therefore, to unify or smooth transition from one color to the other.

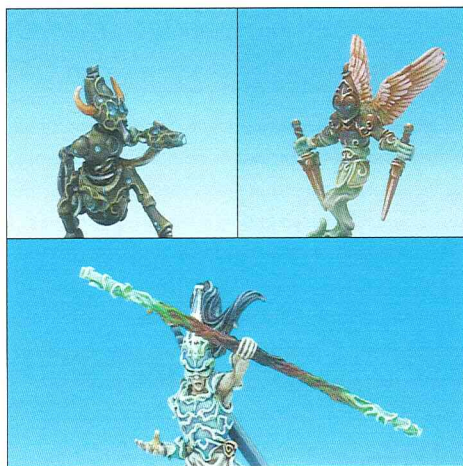


## LIGHTING

Volume is born from the contrast between shadow and light. It's easier to shade a model before highlighting than it is to do the latter first. This way, the light areas do not risk being dirtied (since they have to stay vibrant to achieve a better effect).

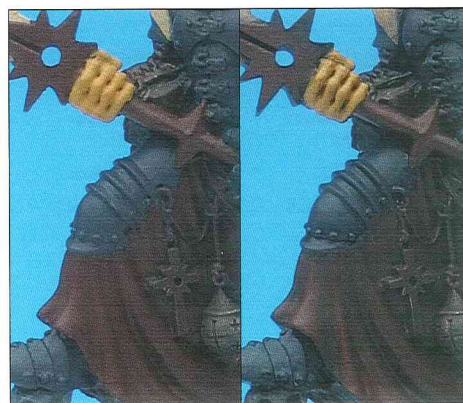
## +THEORY OF LIGHT+ (ZENITHAL LIGHT, GLOBAL LIGHT, ETC.)

To know where to place your shadows and light, you need to study the play of light on volumes. This behavior changes depending on the position of your source of light. When painting models, unless you wish to create a particular mood, you should only consider two types of lighting: global light and zenithal light. The first one is relatively easy to achieve, but the second yields a much more convincing result. The light used is considered to be daylight, that is to say whitish. You can still work on your lights and shadows with a colored light source, though, again striving for a particular mood.



## Global light and lighting

Global light comes from no particular light source. It allows you to simply darken the recesses and highlight the raised areas to achieve volume. Each element is therefore put forward through blending, a simple difference in colors. This is the type of highlighting you'd best start with in order to comprehend the basic principles and volumes. With global lighting, simply darken all recesses independent of their position. Then, just highlight the raised areas, especially the more prominent ones.



## Zenithal light

As its name indicates, zenithal light comes from above. It creates strong contrasts and deep shadow zones. It's this type of lighting that better highlights the models. The technique isn't that complicated to grasp; you just need to know where to place your light and shadows.



Sometimes, people tend to not accentuate the right shadow areas. The hardest part is resisting the temptation to create shadows and volumes in the same way as with global lighting. What's more, you need to understand that some areas, though depressed, are in actual fact in the light.

Zenithal light distorts volumes slightly. The trick is finding the balance between zenithal light and volumes, placing these and spinning the light around. Indeed, the latter is in no way fixed; it interacts with the model being painted. This light "travels" between the different parts of a miniature and, like shadows, tends to flatten the different colors.

These are the practical bases of miniature painting: a comfortable and stable position, a fluid and dry base and the creation of shadow, light and volume according to a realistic light source.





# PAINTING GUIDE

## MÉLIADOR THE CELESTIAL

THE START OF THIS YEAR SEES THE APPEARANCE OF AN EMBLEMATIC MODEL FOR THE LIONS OF ALAHAN: MELIADOR THE CELESTIAL. WITH HIS PREVIOUS COLOR SCHEME, THIS MAGE DID NOT BLEND LIKE WE WANTED HIM TO IN THE BARHAN ARMY. THIS NEW SCULPT GIVES US THE LONG AWAITED OCCASION TO BRING HIM BACK TO THE FRONT OF THE SCENE.

### Δ STAR-GAZING MAGE

The objective of this new treatment of Meliador is to restore all of its magnificence to this first class model whilst at the same time adapting it to the color scheme chosen for the Lions of Alahan.

Intimately linked to the sun and as one of the Ways

of Light's most powerful mages, Meliador must be painted in dazzling and warm colors likely to evoke the benevolence of solar light. An adept of Air, he must also call forth an impression of weightlessness.

The chromatic ambiance of the models translates to a mix of colors linked to the Elements: shades of warm and cold colors that contrast naturally with one another. It would also be best to steer clear of pastel shades, instead dedicated to Cynwäll miniatures.

### TABLETOP PAINTING

#### 1 / Preparation

The miniature is first cleaned up, excess metal scraped and filed down. On this new version, the head is no longer attached to the body: it has to be pinned, then glued before the undercoat is applied. The latter is white, since the color scheme is mainly composed of light colors. The colors are thus more vivid, especially since Rackham paints are heavily pigmented.



#### 2 / Base colors

For the base coats, great care is taken with flesh colors. It is important to always apply paint in successive layers, thin and neat, until you obtain perfect opacity. This operation facilitates the ensuing blending process.

#### Several useful colors

 001 Eternal White	 002 Accursed Black	 003 Abyssal Blue	 004 Ephren Blue
 007 Wizard Blue	 009 Glacier Blue	 013 Antique Green	 020 Dirty Leather
 021 Beastly Flesh	 022 Sail of Δvaqddu	 023 Kalienne Yellow	 024 Syhar Sail
 025 Farqatten Gold	 027 Elven Flesh	 030 Craggy Skin	 032 Pink Flesh
 033 Fiend Flesh	 034 Naturel Leather	 035 Arcavia Red	 036 Rackham Red
 039 Royal Yellow	 042 Wildcat Gray	 043 Sharp Gray	 045 Gray of Darkness
 046 Celestial Pink	 050 Mutant Flesh		

The coat receives a layer of *Elven Flesh*. The celestial robe is basecoated in *Glacier Blue*, the skin in *Craggy Skin*, the beard in *Syhar Soil* and the staff in *Dirty Leather*. All his utensils and esoteric objects receive a wash of that same color. This allows you to subsequently see their details properly.



### 3 / The Coat

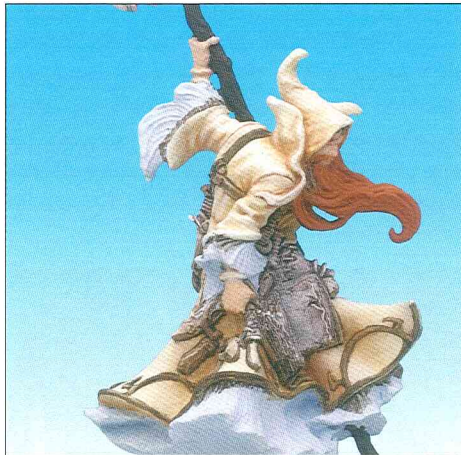
The coat evokes the benevolence of Lahn, main god of the Barhans. It is worked on in warm shades, all the while staying away from too vivid a yellow. It is relatively light-colored, which brings out the details. The whole of the paint job is done in very thin, successive layers. The *Elven Flesh* is first shaded with *Kallienne Yellow*. The latter possessing a strong in-



tensity, it confers, through transparency in the blending process, a certain warmth to the *Elven Flesh*.

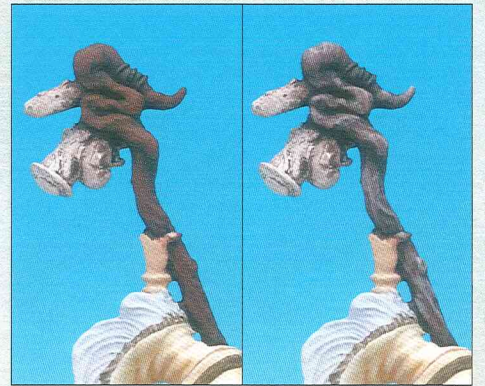
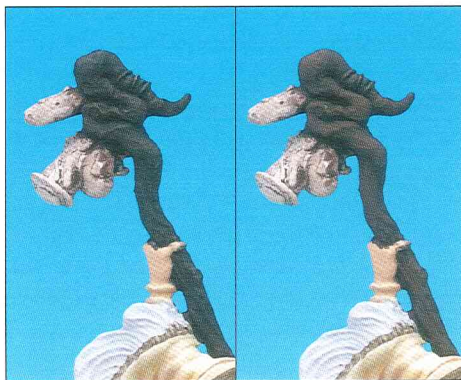


The shading is done progressively until a mix containing 85% of *Kallienne Yellow* is used in the deepest folds. The volumes are then redone in *Elven Flesh* in order to properly define them and to do away with any unwanted smudges.



### 4 / The staff

This wooden staff is treated very soberly and in cold shades of paint. Furthermore, it is painted in dark colors in order to distinguish itself from the lighter shades of the rest of the model. The *Dirty Leather* receives a wash of *Accursed Black* before the veins are picked out in *Sharp Gray*, highlighted with *Dirty Leather* (85/15% mix). There's no need to spend too much time on this, the sort of element that isn't part of the model's more important fea-



tures. In addition, painting neutral elements helps to bring out the colorful portions of the model. The flasks are painted subsequently.

### 5 / The skin

The skin, slightly rose-tinted, is painted in classical shades. *Craggy Skin* is shaded with *Kallienne Yellow* (up to roughly 80%) before the volumes are gone over in *Craggy Skin* and finally highlighted with *Eternal White*. Everything around the skin is lined and details like the eyes and lips are emphasized. The eyes are painted *Accursed Black*, then an almond-shaped *Eternal White* dot is applied following the outline of the eye. This demands great precision and can be difficult. The lips are based in *Beastly Flesh* and first highlighted with *Eternal White* on a very small area to suggest a sheen. The whole thing is finally underlined with a mix of 80% *Soil of Avaggu* and 20% *Accursed Black*.



## 6 / The beard

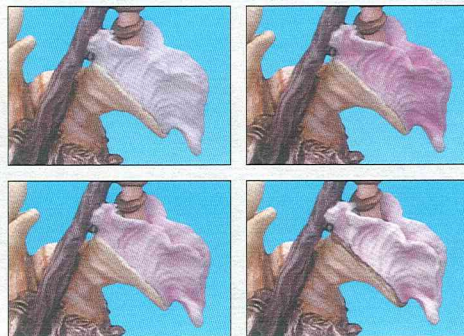


Meliador's beard could have been painted gray to show the age of the venerable mage. However, we chose to paint it red to prevent the model from appearing too white as a whole. The colors chosen are still slightly grayish, giving the beard the appearance of an old lion's mane.



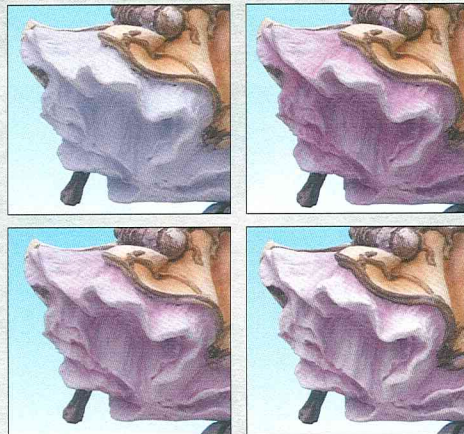
The *Syhar Soil* receives a wash of *Beastly Flesh* before being gone over again in *Syhar Soil*. It is then highlighted with *Sharp Gray* (until using pure *Sharp Gray*) and finally, with *Eternal White* (up to a 15% gray, 85% white mix). It is important to follow the curves so that the light is properly oriented.

## 7 / The celestial robe



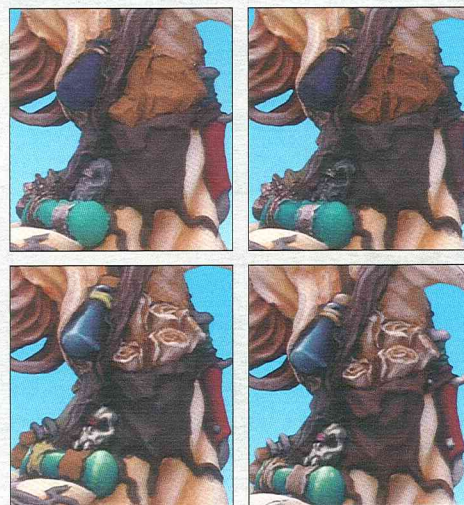
The celestial robe, under the coat, is painted in such a way that it responds to the latter. As seen before, the coat is painted with warm colors. The celestial robe must therefore be cold and airy, painted in pastel shades. This clothing evokes the second of Meliador's elements, Air, synonym of immateriality and gentleness.

The base coat is done with *Glacier Blue*. Several coats are necessary, since this particular paint is rather transparent. This base is then darkened to *Fiend Flesh* through successively blended layers. It is then gone over again with *Glacier Blue* in order to make volumes easier to see. Finally, it is highlighted to pure *Eternal White*.



## 8 / The details

Since the color scheme revolves around quasi-pastel shades for the model as a whole, the details need to be painted in starker colors. This, by contrast, emphasizes the entire miniature. Details include daggers, phials, books, purses, scrolls, the trim on the robes, skulls and bracelets. These elements each receive a basecoat before being dealt with separately. This allows the positioning of colors so that they don't overlap and so that they complement each other adequately. To avoid obtaining an overabundance of hues, it is recommended that you use the same colors for identical elements. For example, the dagger sheaths are all painted *Arcavia Red*, and the metallics *Gray of Darkness*.



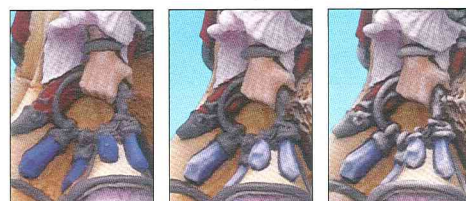
It is preferable to take your time when dealing with these small elements that demand a lot of attention. If at all possible, it is advisable to paint details of the same color in quick succession so as to not have to mix paints over and over again.

After basecoating everything, you need to analyse the details to deal with them layer by layer, as described in the painting guides for *Kahinir the Savage* and the *Mountaineer of the Behemoth* (see *Cry Havoc*, volumes 3 and 8). It's a case of painting part of the details first. These are then lined before moving on to the next layer, and so forth and so on until the more prominent details are reached.



The book and scroll have an aged appearance to them, translating into small, irregular dabs of paint. The prisms and phials are painted different hues: *AbyssalBlue*, *Wizard Blue* and *Ephren Blue*, *Antique Green* and *Celestial Pink*. These are worked in such a way that they resemble glass. The silver trim is treated with *Gray of Darkness* progressively highlighted to *Sharp Gray*, then up to *Eternal White*. The bag is painted *Dirty Leather* highlighted to *Beastly Flesh*. Finally, the daggers' sheaths are painted *Arcavia Red* and highlighted with *Rackham Red*.

We can stop here – Meliador is ready to light up the battlefield with his devastating magic at this point



## BRINGING MELIADOR + THE CELESTIAL + LIFE

To make Meliador even more radiant and stylish, you need only add a few simple effects.

The face is reddened slightly at the nose and on the cheekbones with *Rackham Red* mixed with *Craggy Skin*.

The beard is washed in *Arcavia Red*.

A bit more work is done on the coat. Contrast is heightened with *Avaggdu Soil* and *Gray of Darkness*.



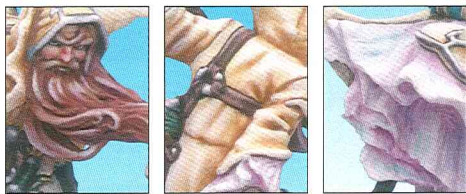
# MELIADOR THE CELESTIAL

A pattern reminiscent of that used on the coat is painted through the use of trompe-l'œil on the hood. Said hood is furthermore yellowed via the use of *Royal Yellow* (using transparency).



The metallic parts receive extra gleam done in *Abyssal Blue* and *Wizard Blue*. The shine (in white) is also intensified.

The robes are reworked with reflections of *Celestial Rose*, *Antique Green* and *Wizard Blue*. The whole thing is done through small dabs and transparency.



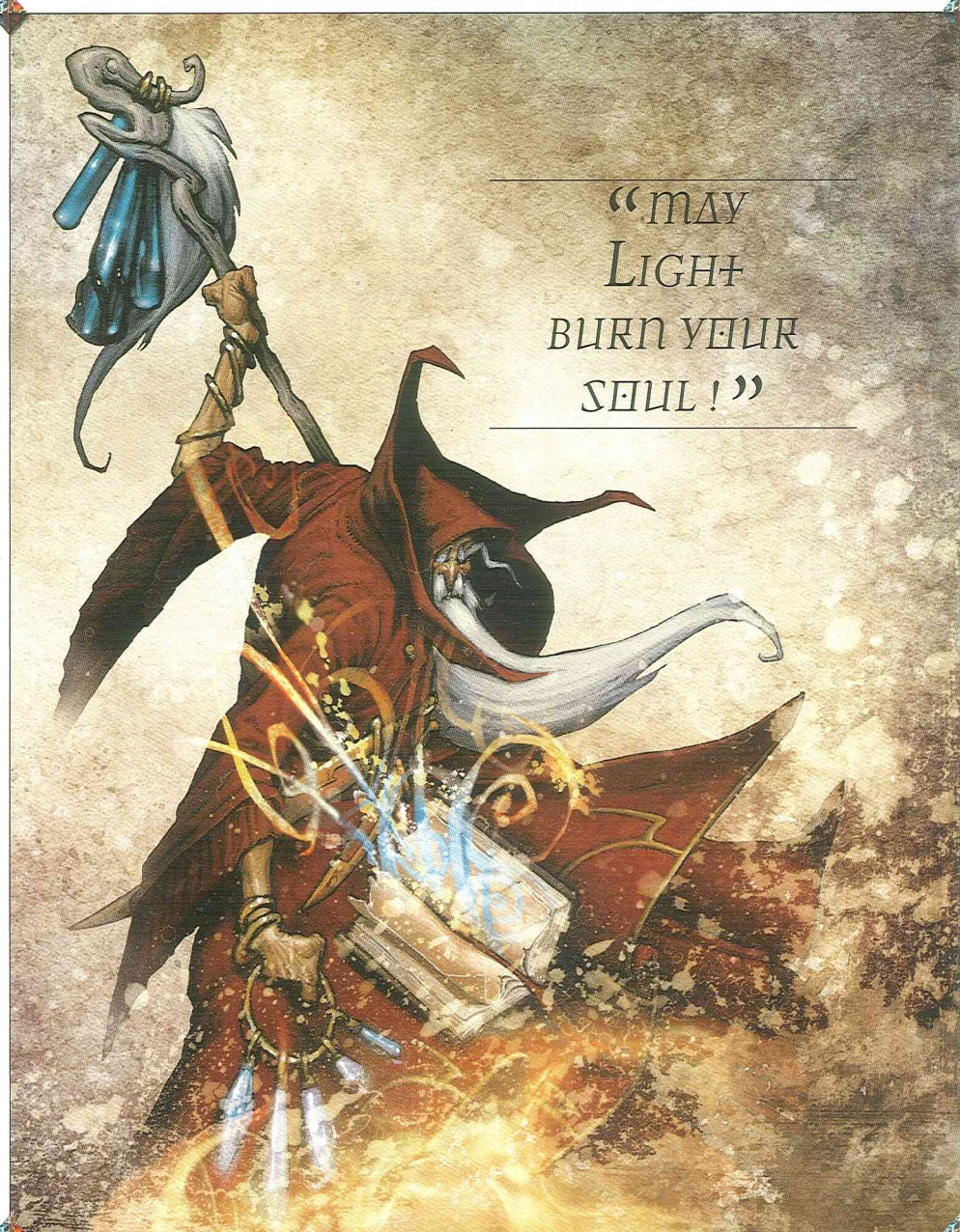
The bag is highlighted even more with *Naturel Leather* followed by *Wildcat Gray*. A golden symbol is painted on it. Its base is done in *Forgotten Gold* shaded with *Syhar Soil* and highlighted with *Royal Yellow* through to pure *Eternal White*.

Phials and prisms receive added reflections through the addition of more colors as well as extra shine. The finishing touch consists of gloss varnish.

The staff is given a worm-eaten appearance thanks to the addition of *Mutant Flesh*. A few of the veins are further emphasized with *Sharp Gray*.

Finally, these details are reasserted when necessary.

Once this work is done, Meliador is ready to illuminate your showcase!



“MAY  
LIGHT  
BURN YOUR  
SOUL!”





# PAINTING GUIDE DWARVEN CROSSBOWMAN OF CADWALLON

ONCE AGAIN, *CRY HAVOC* APPROACHES THE PAINTING OF A MINIATURE THAT HASN'T BEEN RELEASED YET: A DWARVEN CROSSBOWMAN OF THE MILITIA OF CADWALLON. THE ROLE-PLAYING GAME, WHICH SHOULD COME OUT THIS SUMMER, ALREADY HAS AN EXPANSIVE RANGE OF MINIATURES. SO THIS IS THE OPPORTUNITY TO SPEAK A LITTLE ABOUT THIS MILITIA BEFORE WE GET TO KNOW MORE ABOUT IT IN THE NEXT ISSUE OF *CRY HAVOC*.

## A PRAGMATIC VETERAN

The militia of Cadwallon has soldiers with all different kinds of past in its ranks. Also called the Free City and the City of Thieves, it constantly has to deal with rascals, cutthroats and all sorts of other brigands. The life of a militiaman isn't easy. Unlike the free leaguers, they are paid a salary, but have neither the advantages nor the prestige of these adventurers. For all these reasons some of them hit the bottle. The paintjob of the dwarf militiaman reflects this through the choice of colors.

The lower half of this militiaman is mechanical; it is therefore painted in brass tones for the structure and of steel for the cogs.

The expression of the face reflects a certain tendency to drink. From there to imagining that the garment must be stained with grease, dirt and wine, is just a small step that we can easily take.



## PAINTING FOR THE GAMING TABLE

The casting line is completely scratched off. The miniature is sanded and then pinned. Each of the elements is undercoated in white, and then painted separately. The parts are assembled only at the end, before adding the last sparkles of light.



## Several useful colors

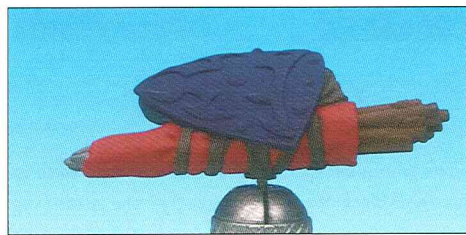
 001 Eternal White	 002 Accursed Black
 006 Divine Purple	 010 Patina Green
 012 Precious Blue	 013 Antique Green
 019 Chitin Green	 020 Dirty Leather
 021 Beastly Flesh	 022 Soil of Avagddu
 023 Kallienne Yellow	 026 Parchment Yellow
 028 Cadwë Skin	 033 Fiend Flesh
 034 Naturel Leather	 035 Arcavia Red
 036 Rackham Red	 038 Merin's Fire
 039 Royal Yellow	 040 Lahn Yellow

# DWARVEN CROSSBOWMAN OF CADWALLON



## 1 / Basic colors

The whole miniature is then carefully “based” with several successive coats of paint. The skin is based with some *Cadwë Skin*. The shirt is based in *Kallienne Yellow*, whereas the rolled up parts of his sleeves are painted *Abyssal Blue*. The mechanical breeches are given some *Natural Leather*. The crossbow and the helmet are painted in *Beast Flesh* and their metal parts are based in *Gray of Darkness*. The gloves and belt receive some *Dirty Leather*, the bolts and the keg some *Soil of Avagddu*, the quiver some *Arcavia Red* and the shield some *Abyssal Blue*. To finish, the three pouches are respectively painted *Dirty Leather* and *Wildcat Gray* to answer already used colors, and *Chitin Green* to highlight the last pouch thanks to a contrasting color.



## 2 / Skin and face

The skin is gradually shaded by adding more and more *Beast Flesh* to the basic color. We use this last shade pure in the deepest folds. We return to the *Cadwë Skin* which we lighten by progressively mixing in some *Eternal White*. We finish with a mix having for base 85 % of white. A outlining is then done with a mixture of 80 % of *Soil of Avagddu* and 20 % of *Accursed Black*.

The inside of the mouth is painted in *Arcavia Red*. We apply a wash of *Accursed Black*, and then we start again with red on the tongue. This one is lightened with a mixture of red and *Fiend Flesh*. The gums are made lighter with *Rackham Red*; the teeth are painted with *Parchment Yellow* and then *Noësis White*. We finish with a coat of *Eternal White*. The eyes are painted *Noësis White*, whereas their outline is drawn in *Accursed Black*. The irises are painted with *Abyssal Blue*. The pupils are made by depositing a dot of *Accursed Black* in the center of the irises.

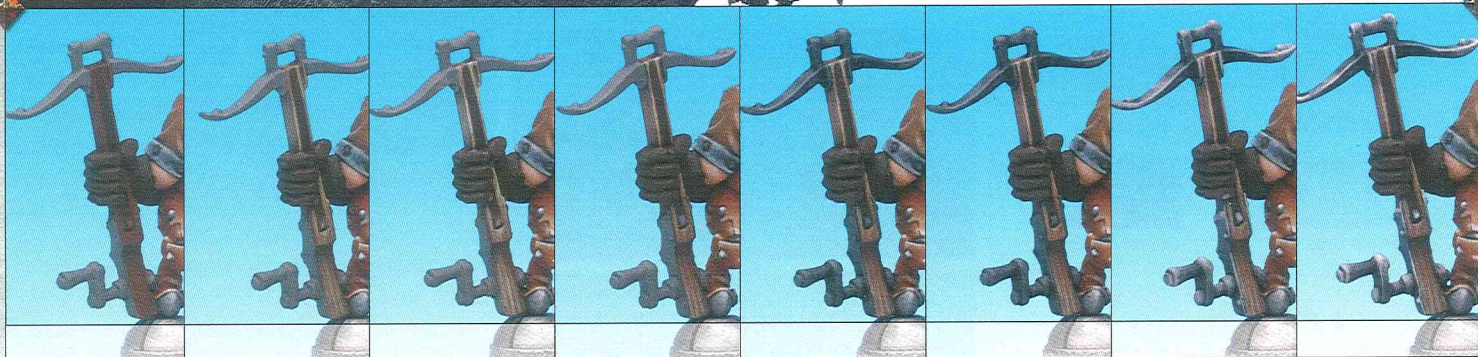
The beard, which is based with *Sharp Gray*, is darkened with a wash of *Soil of Avagddu*. It is then gone over again with *Sharp Gray* and graded up to *Eternal White* (up to a mixture of 85 % white).

## 3 / the shirt

The shirt is relatively easy to paint for the gaming table. The trickiest part is to make it dirty afterward. The darkening is done by gradating the *Kallienne Yellow* with *Soil of Avagddu* and using this color pure in the deepest folds. We return to the yellow which we are going to lighten until reaching a mix of 85 % *Noësis White* for 15 % of yellow.

The rolled up parts of the sleeves are given a black wash. They are then gone over with *Abyssal Blue* and graded up to *Wildcat Gray* (pure on the edges). A juice of *Dirty Leather* is then applied.





## 4 / +the mechanical breeches

Before the cogs, pistons, nuts and hoofs are based in *Gray of Darkness*, they are outlined with a mixture of *Soil of Avagddu* and *Accursed Black*. This allows them to stand out and be highlighted.

The structure is made lighter using *Syhar Earth* up to *Lahn Yellow*. We finish with a mixture of 15% yellow and 85% *Eternal White*.

To smooth the gradation and reaffirm the color, we go over it again using successive glazes of *Natural Leather*. This allows any unfortunate brush strokes to be corrected.

We then move on to the steel parts. They receive a wash of *Accursed Black* before being gone over again with *Gray of Darkness* lightened until reaching *Sharp Gray*. A mixture of this last color and *Eternal White* (85%) is then applied for brightness.



## 5 / Crossbow and helmet



These two elements are treated in the same way. They contain a wooden part and a metal part. The former is shaded in *Dirty Leather*. It is then made lighter with *Beast Flesh* while stretching toward *Parchment Yellow*, then toward a mix of yellow and *Noesis White* (85%). The goal is to make the wood look varnished, lacquered, like that of a violin.

The metal part is treated in the following way (the same method as for the steel of the breeches is used). The *Gray of Darkness* is darkened with a thick wash of *Accursed Black*. Once dry, this shade is of use as base for the steel. The whole is lightened using very diluted *Gray of Darkness* on the lighted zones (the treated zones are slightly bigger than those that effectively receive the lighting). The paint being

very diluted, we are going to "stretch" the pigment towards the place that we wish make lighter. For a satisfactory result, it is necessary to do three to four passages, to obtain a sufficient density of pigments on the lightened zone. This technique of gradation by transparency is particularly effective with *Gray of Darkness*, a fluid color whose pigments are easy to "stretch". The *Gray of Darkness* is then made lighter by returning to the method of classic gradation, that is by adding *Sharp Gray* to the successive coats.

## 6 / Gloves and belt

Some *Accursed Black* is mixed to the *Dirty Leather* to do the darkening. We return to the *Dirty Leather* which we lighten all the way to pure *Beast Flesh*. If possible, we apply this last color in small perpendicular lines in the sense of the folds (meaning vertical lines for the belt) to simulate the wear and the cracks in the leather.

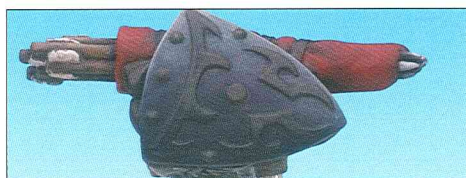


## 7 / +the backpack

The whole backpack first of all receives a wash of *Accursed Black*. We differentiate then the inside (keg and bolts) from the outside (quiver and shield) which we treat separately.

The keg and the crossbow bolts are painted together. The wood is lightened with *Kallienne Yellow* up to pure *Noesis White*. The bands of the keg and the tips of the bolts are treated like the steel. As for the feathers, they are given some *Noesis White* darkened with *Kallienne Yellow* by washing; they are

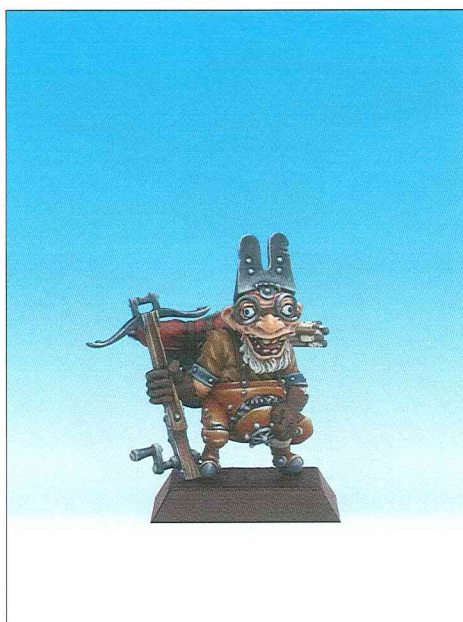
# DWARVEN CROSSBOWMAN OF CADWALLON



again lightened with *Noesis White* and the gear is finally outlined with a mixture of *Accursed Black* and *Soil of Avagddu*.

The quiver is simply lightened using *Rackham Red*.

The shield receives a wash of *Accursed Black*, then is lightened with *Darkness Gray* using the gradation by transparency technique. We then “stretch” this color to *Sharp Gray*, then to the mix of *Sharp Gray* and *Eternal White* (85 % of white for the last mix) for brightness. A series of *Abyssal Blue* glazes is then applied to the intermediate parts of the gradation to refine the latter and make the whole blue. The symbol of the militia is based with a well-balanced mix of *Forgotten Gold* and *Wizard Blue*. This mix, which is slightly greenish, is lightened with blue (to finish with a mix of 70 % blue). Little by little *Eternal White* is added to this last mixture to stress the brightness (until 85 % of white).



The militiaman can be then assembled and glued together. The last bright parts on the whole miniature are made using pure *Eternal White*. All that's left for the dwarven crossbowman to do is join his colleagues on the game boards of *Cadwallon* to give the free leaguers a headache.

## HE'S ONE OF US...

As in many cases, it's the representation of the effects of time and of life on the miniature that gives it its authenticity (cf. *Meliador the Celestial*). For this militiaman of *Cadwallon*, it is a question of representing the gross stains of uncountable drinking bouts and very greasy meals.



The face is treated by transparency with some *Rackham Red* on the tip of the nose and the cheekbones to give a drunken appearance. Similarly, some

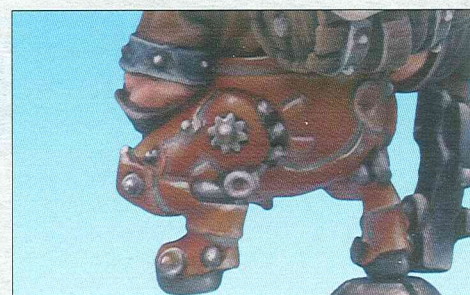
*Arcavia Red* and *Divine Purple* are applied in corners of the nose to stress the alcohol-induced rosacea of the skin.

The bottom of the iris is made lighter with *Precious Blue*, then with *Eternal White*, whereas the top receives a point of the same white which slightly comes to be astride the black of pupil.

The lips are painted *Beast Flesh*, then lightened with *Fiend Flesh* and *Eternal White*. During these various stages, brush strokes streak the lower lip to give it a chapped aspect.



The shirt is made dirty, stained (notably using *Rackham Red* to represent wine stains) and woven. We add some green in the hollows to make them look like moldy and dusty zones.

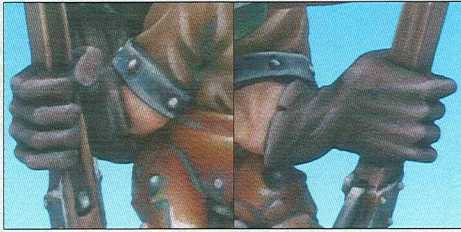
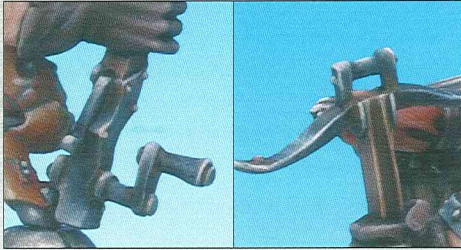


The copper-colored parts of the breeches are given an additional shade of *Arcavia Red* by transparency.



## WORKSHOP PAINTING

It turns certain zones pinkish and makes them seem "softer," while better calling to mind the aspect of copper. To finish, we apply some *Antique Green*, then some *Patina Green* in the hollows to oxidize the breeches.



The metal parts of the helmet and the crossbow are treated so as to obtain a rusty aspect. *Beast Flesh* is applied to certain parts and gradually mixed with some *Merin's Fire* (at the level of 70 %). Some *Abyssal Blue*, is applied by transparency, letting blue reflections to be added to the metal. To finish, the latter is striped with some more or less diluted *Sharp Gray* to look like more or less deep scratches (a fine black line can be added along the deepest ones to stress them more through an effect of *trompe-l'oeil*).

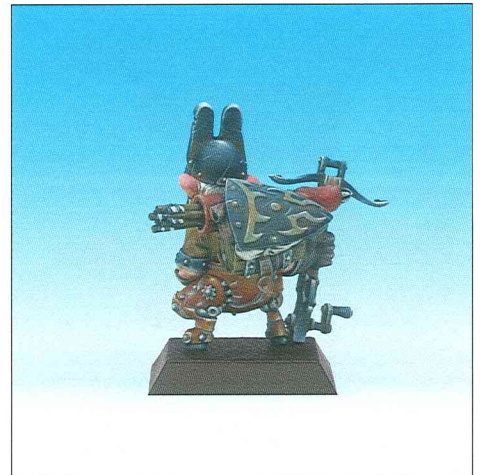
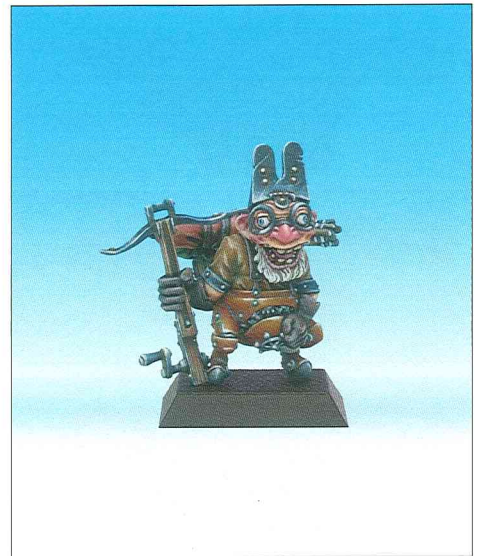


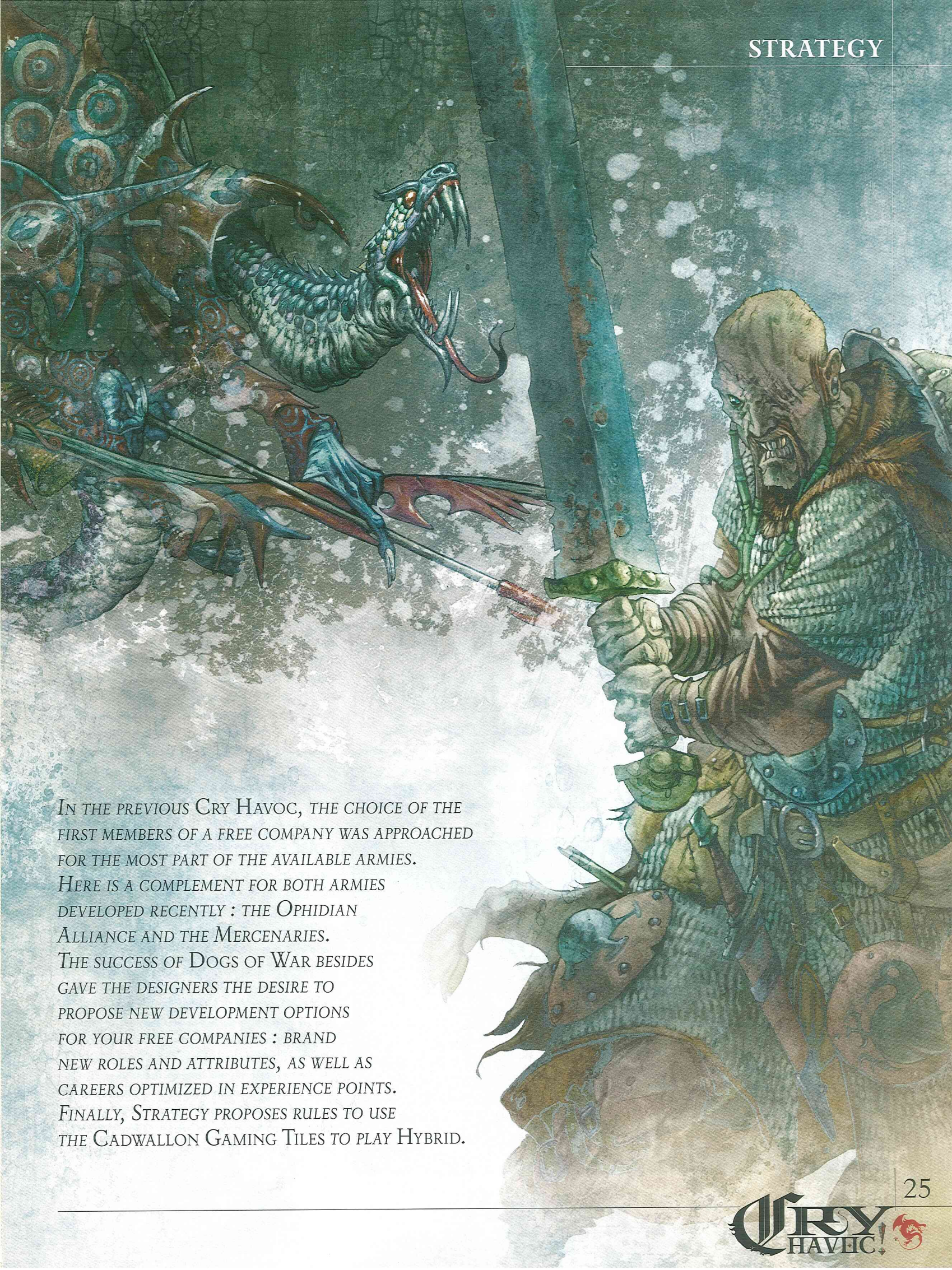
The leather of the gloves and belt is even more damaged by stressing the lightening of the wear cracks with some *Sharp Gray*.

The quiver receives an additional lightening of *Rackham Red* mixed with some *Royal Yellow* (approximately 75 % of the mixture). To finish, some *Wildcat Gray* is added to the mix for the final brightness. Furthermore, the quiver is made to look worn with pure *Wildcat Gray*.

Scratches are added to the *Sharp Gray* on the shield. Reflections and spots of *Kallienne Yellow* are added on its bottom (it turns the shield green in certain places). Rivets can be made rusty in the same way as the helmet to answer the blue.

All dressed up like this, the dwarf can join the dirty alleys of the lower city and his companions of the militia.





IN THE PREVIOUS CRY HAVOC, THE CHOICE OF THE FIRST MEMBERS OF A FREE COMPANY WAS APPROACHED FOR THE MOST PART OF THE AVAILABLE ARMIES. HERE IS A COMPLEMENT FOR BOTH ARMIES DEVELOPED RECENTLY : THE OPHIDIAN ALLIANCE AND THE MERCENARIES. THE SUCCESS OF DOGS OF WAR BESIDES GAVE THE DESIGNERS THE DESIRE TO PROPOSE NEW DEVELOPMENT OPTIONS FOR YOUR FREE COMPANIES : BRAND NEW ROLES AND ATTRIBUTES, AS WELL AS CAREERS OPTIMIZED IN EXPERIENCE POINTS. FINALLY, STRATEGY PROPOSES RULES TO USE THE CADWALLON GAMING TILES TO PLAY HYBRID.

# THE CALL TO ARMS

## THE OPHIDIAN ALLIANCE

**Advantages :** The Serpents' excellent combat capacities.

**Weak points :** High cost of the fighters and the average striking power.

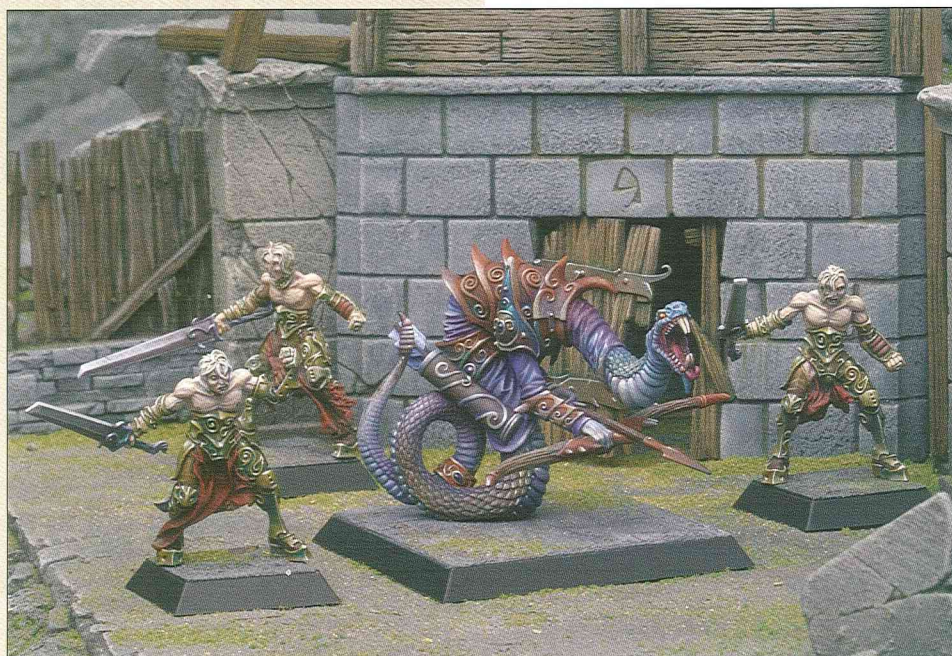
The weak points of the Ophidians are relative, seeing it is always possible to counterbalance them.

The Serpents' STR is not particularly high, but it is enough to benefit from their "Toxic / X" ability almost certainly. Besides, if they benefit only from two combat dice, they have access to abilities such as "Sequence" or "Ambidextrous" to gain others.

Finally, in spite of the high cost of Serpents, being outnumbered can be avoided, or at least reduced, by resorting to much less expensive slaves.

### Ε CAP+AIN! MY CAP+AIN!

The best DIS among the Ophidians is held by Vortirans. Their high cost (76 AP) makes them however very difficult to include in a young company. The choice of the captain will therefore rather fall on an Ophidian warrior or archer. To appoint an archer is a both careful and well-balanced solution. Indeed, the captain can thus stay away from the combats - and of danger - while performing his functions of strategist and ranged support. Having said that, the fastest way of gaining some experience being hand-to-hand combat, a captain archer will progress slower than warrior.



Another solution for those who would like to form a company based exclusively on slaves : the apostates of Darkness. Their DIS is certainly less good than that of Serpents, but a value of 3 remains in the average of the other peoples.

### HI GUYS !

The recruitment of the other soldiers is, as usual, a question of balance between strength and power. The average proportion is two Serpents for three human beings, exception made for the apostates who are in the category of "brutes".

A novice company will, however, hardly have the means to begin with a strength of five soldiers and will usually have to go on its first missions with four fighters.

This problem can, however, be by-passed thanks to Alliances. The Ophidians' Allies - the Living-dead of Acheron and the alchemists of Dirz - aren't short of cheap fighters. Puppets and morbid angels, various skeletons, clones (notably the Veteran profile) and Dirz crossbowmen can enlarge, even in a temporary way, the strength of a young Ophidian free company. Calling on Mercenaries is also an alternative.

### BEEN +HERE, DENE +HAD+

As for all peoples with low strength in numbers, the winning of the Tactical roll takes on an essential character for the Ophidians. Giving the captain of the company a Scepter of Authority is therefore a good investment.

Because of their impressive aspect and of their destructive potential, the Serpents of the company hardly risk systematically becoming the priority targets of their opponents. Besides, because of their Size superior to that of the slaves, it is impossible to hide them behind the latter, which should encourage the enemy marksmen to open fire at them. The protection of the chief pieces of an Ophidian army is therefore difficult and artifacts such as a Rune of healing, a Pendant of the mirage, an Offering of the zephyr or simply a Potion of resilience can be helpful.

## THE FANGS OF GALL

**S'YLKIS THE ARCHER** (Ophidian archer) - 45 VP

- Scepter of authority - 15 RP
- Supreme rune of healing - 16 RP
- 30 EP among which 22 are used for RES + I

**S'ABAKH** (Ophidian warrior) - 41 VP

- 30 EP among which 26 are used for STR + I

**IMANEBH** (Ophidian slave) - 15 VP

- 15 EP kept in reserve

**SEBMEH** (Ophidian slave) - 15 VP

- 15 EP kept in reserve

**KWANDYL** (Kelt Mercenary) - 9 VP

### Distribution of EP :

With his protection in mind, the captain's first EP are used to increase his RES. On the contrary, the warrior's points are assigned to his STR to make him more effective in hand-to-hand combat. He will thus damage more easily his opponents, increasing his chances to take advantage of his «Toxic / X» ability and to make him gain some experience more quickly. The last EP are distributed between both slaves and put aside, while waiting to define better the general plan of the company. As for the Kelt Mercenary, he does not receive any point; he can be dismissed without regret when the fame of the company will allow a new Ophidian fighter to be recruited.

Value of the company before adaptation of the value of the soldiers: 125

Value of the company after adaptation of the value of the soldiers: 129

## MERCENAIRES

**Advantages :** Great versatility.

**Weak points :** None in particular.

By definition, a company of mercenaries forms the motleyest crew we can imagine. It is difficult in these conditions to determine majorities. There are, however, some big principles to be kept in mind when creating this type of company.

### Ǝ CAPTAIN! MY CAPTAIN!

Above all, it is advisable to remember that a Mercenary captain remains affiliated to a people. This means that besides the Mercenaries, all the fighters belonging to the same people can join the captain. Generally, the choice of this last one defines the people from whom most of the soldiers arise, but it is on no account an obligation.

Among the profiles of non-Character Mercenaries, four can claim captain's title.

With a value of 5 in COU and DIS, the escort dwarf (*Dogs of War* card set) is one of the most disciplined. Attention, however, because his low MOV risks slowing down the rest of the company if it is not also made up of dwarves.

With an equal DIS and 17.5 in MOV, the wandering knight doesn't have this problem. Thanks to the "Desperate" ability, which confers him a bonus when facing several opponents alone, he can even rush headlong at the enemy on his own. His high Strategic Value is, however, a handicap for a novice company.

In spite of a point less in DIS, the Mercenary officer is a better choice than both previous ones, since he is already endowed with the "Leadership/X" ability.

Another alternative, the Mercenary ogre benefits from a better COU and from the same DIS. Less adapted to the strategist's role than the officer (he does not have the "Leadership/X" ability), he nevertheless compensates for this lack with combat characteristics that allow him to play the role of brute within his company.

### HI GUYS !

All the interest of a company of Mercenaries lies in the possibility of compensating for the weaknesses of the main army corps by recruiting mercenaries of the other peoples.

We notice all the same certain strong tendencies. The Kelts act mostly as support troops, bringing their numbers and their speed to the armies which do not possess these assets. As for the dwarves, they are natural leaders and make excellent officers.

The most ill-assorted companies of Mercenaries are unquestionably those stemming from Cadwallon. The melting pot of variety and mixtures par

excellence, the Free City remains the ideal background for the most heterogeneous companies. As such, the numerous profiles that have appeared in *Cry Havoc* can become integrated into a company of Cadwë Mercenaries commanded by an officer or a Mercenary ogre.

Here is a small reminder of the rules that govern the guilds of Cadwallon and their integration in *Dogs of War*.

- Cadwë Mercenaries can join any company as Allies. In that case, their mercenary status takes precedence over their guild. Within the framework of *Dogs of War*, the fighters of the militia of Cadwallon are considered to be Mercenaries.

- Non-mercenary Cadwës can be integrated as Allies in a company if it is affiliated to a people allied to their guild.

**Example :** A Cadwë bandit of the Guild of Thieves can join a goblin company as an Ally.

Unlike a normal army in *Confrontation*, a free company can recruit Allies of Cadwallon stemming from different guilds.

- A company whose captain is a non-mercenary Cadwë can integrate any fighter of Cadwallon, regardless of his guild. On the other hand, it cannot integrate any Allies, with the exception of Mercenaries.

- If the captain of the company is a Cadwë Mercenary, he can call on any fighter of Cadwallon, no matter his guild. The Mercenaries are not counted as Allies. Finally, such a company can recruit Allies in the normal conditions.

## THE DEATH-DODGERS

**THORGEN** (Mercenary officer) - 30 VP

- Ring of fortune - 20 RP
- 30 EP kept in reserve

**SORAKA** (Kelt shaman) - 24 VP

- Primal Fire Attack - 5 RP
- Elemental chains - 10 RP
- 30 EP kept in reserve

**ALREND** (Kelt archer) - 14 VP

**MIST** (Wolfen nomad) - 30 VP

- 12 EP kept in reserve

**THE WEASEL** (assassin Mercenary) - 18 VP

- 18 EP used for RES + 1

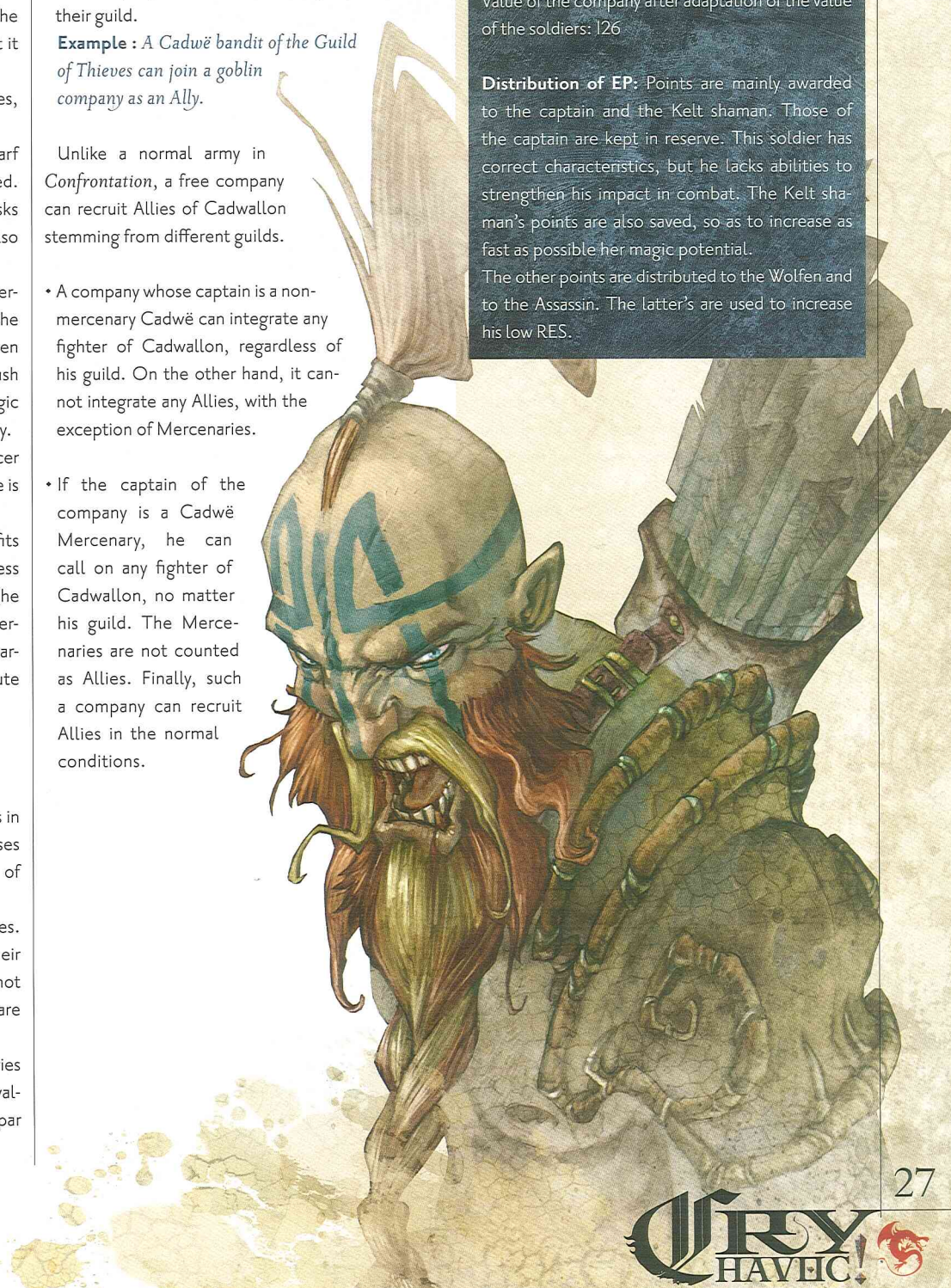
**FERGAL** (Kelt warrior) - 9 VP

Value of the company before adaptation of the value of the soldiers: 125

Value of the company after adaptation of the value of the soldiers: 126

**Distribution of EP:** Points are mainly awarded to the captain and the Kelt shaman. Those of the captain are kept in reserve. This soldier has correct characteristics, but he lacks abilities to strengthen his impact in combat. The Kelt shaman's points are also saved, so as to increase as fast as possible her magic potential.

The other points are distributed to the Wolfen and to the Assassin. The latter's are used to increase his low RES.





## THE ORCS OF THE BEHEMOTH MOUNTAINS

**Advantages:** Exceptional combat characteristics.  
**Weak points:** Reduced strength in numbers because of the high cost of the troops. Low discipline.

The orcs of the Behemoths are few, yet they are all exceptional warriors. In terms of characteristics, their troops are very close to those of their eastern cousins. Most of the references of the orcs of Bran-Ô-Kor can be integrated into an army of the Behemoth Mountains, for an additional cost of 3 AP; they then gain the "Endurance" ability which allows them to ignore the penalties caused by Light Wounds. Besides, the special capacities of certain fighters were modified to give more personality to the orcs of the Behemoth Mountains. And so the *Amok slayers* gave birth to *stone warriors* and the *jackal warriors* became the *warriors of the wind*. All these special rules are detailed on page 31 of the *Gaming Aids* booklet of *Cry Havoc*, volume 2.

Ë CAP+AIN!  
 MY CAP+AIN!

The orcs of the Behemoths don't have very high DIS. Like the orcs of Bran-Ô-Kor, the best value is held by the Warrior-monks: the masters of rites. Although it is delicate to resort to faithful fighters in novice companies, especially for peoples with naturally reduced strength in numbers such as the orcs, the special capacity of the Warrior-monks of the Behemoths (the guardians of the Tree-spirit) is very interesting if the company counts at least one stone warrior in its ranks (this fighter can then benefit from the "Fierce" ability).

In the absence of a master of rites, a stone warrior can act as captain, because he has only a single point of DIS less. Whichever captain is chosen, the addition of a Scepter of Authority and a complete war-staff bring a double advantage: besides the bonus for the Tactical roll, it allows the company to benefit from the "Mountaineers" special capacity which allows fighters of the Behemoths to make a free movement at the end of the deployment phase.

### HI GUYS!

Overall it is the stone warriors who win the first prize for brutality with their exceptional combat characteristics combined with the "War fury" and "Master strike / 0" abilities. In a more "subtle" style, mountaineers offer interesting possibilities thanks to their particularly effective special attacks when they have to fight several opponents simultaneously.

Without benefiting from the same abilities as stone warriors and mountaineers, warriors of the wind are nevertheless a strike force not to be neglected (5 in ATT and 9 in STR).

In terms of support tactics, the Warrior-mages of the Behemoths are more effective than their homologues of Bran-Ô-Kor seeing that their special capacity allows them to cast their spells more easily. They can nevertheless be replaced by a tracker deployed as a scout who will menace the opponent with a fast charge or a crossbow shot.

The rest of the troops is generally made up of brutes. Note that the orcs of the Behemoths are not entitled to Allies, with the exception of the orcs of the clan of trackers. It is thus possible to replace a tracker by a raptor, who is also Scout, but devoid of a range weapon and with better characteristics for hand-to-hand combat.

## MOUNTAINEERS OF THE BEHEMOTH

The Tree-spirit watches over the orcs of the Behemoths. Sometimes, his faithful have visions by meditating near his roots; they then take the big decisions for the tribe. From time to time, simple warriors are contacted by the consciousness of the tree. Nobody knows if they interpret their visions correctly. Kasha-ghor the stone warrior doesn't listen to these rumors. He knows that the Tree-spirit has entrusted him with a mission: find the other similar trees on Aarklash. Accompanied by Korok and Drogho, his two best friends, he crosses the continent in an insane quest. Joined in the meantime by two orc brutes, he fights for the protection of the Tree-spirit!

**KASHA-GHOR** (stone warrior champion) - 40 VP

- Scepter of authority - 15 RP
- 27 EP among which 21 are used for INI + 1

**DROGHO** (tracker of the Behemoth Mountains) - 25 VP

- 19 EP among which 19 are used for AIM + 1

**KOROK** (orc brute) - 20 VP

- 22 EP among which 22 are used for RES + 1

**MOTARO** (orc brute) - 20 VP

- 22 EP among which 22 are used for RES + 1

**RAVAHK** (orc brute) - 20 VP

Value of the company before adaptation of the value of the soldiers: 125

Value of the company after adaptation of the value of the soldiers: 128

Distribution of EP: The INI of the stone warrior is increased to allow him to use War fury in better conditions.

The AIM of the tracker of the Behemoth Mountains is increased by one point. The first two brutes receive a bonus of + 1 in RES to increase their chances of taking advantage of the «Endurance» ability. The last brute receives no EP because it is likely that he will quickly be replaced by a warrior of the wind, a mystic warrior or a master of rites.

### BEEN +HERE, DENE +HA+

As is said in the introduction of this guide, the presence of a war-staff allows the company to fully benefit from the "Mountaineers" special rule. For that purpose, it is nevertheless necessary to endow the captain with the "Leadership/X" ability through a Scepter of authority. It is, however, not very probable that the company can recruit a war-staff right from the start. One can save the cost of a scepter by acquiring Leadership/X by using experience points. If the captain is a master of rites, the warriors of the wind can be endowed with the mark of Elokani, which confers them the "Loyal/I" ability.

# DISCOVER CADWALLON<sup>®</sup>



## JUNE 2006

### GAMING TILES

- The lower city 01 (Set A – 15 reversible gaming tiles)
- The lower city 02 (Set B – 15 reversible gaming tiles)

## JULY 2006

- Captain Kelian Durak (Blister of 1 miniature)
- Militia crossbowman (Blister of 3 miniatures)
- Isabeau the Secret & her weapon bearer (Blister of 2 miniatures)
- The Militia of Cadwallon (Box of 6 miniatures)



CDCH02 – Isabeau the Secret & her weapon bearer



CDCH01  
Captain Kelian Durak



CDTR01  
Militia crossbowman

## AUGUST 2006 (Available at GENCON)

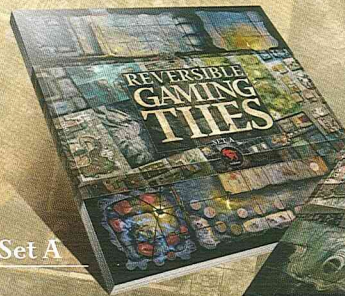
- CADWALLON (Rule book)
- Cadwallon game screen

### GAMING TILES

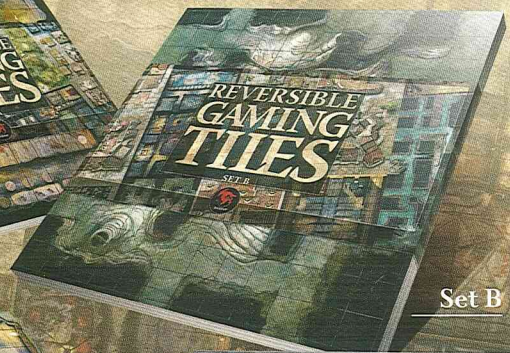
- The upper city 01 (Set C – 15 reversible gaming tiles)
- The upper city 02 (Set D – 15 reversible gaming tiles)

## SEPTEMBER 2006

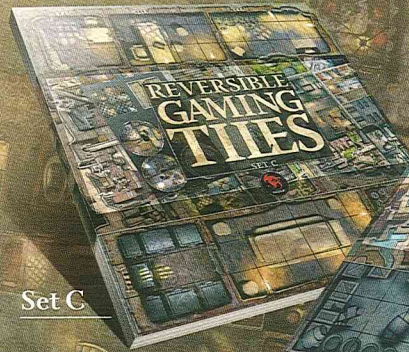
- Lieutenant & his weapon bearer (Blister of 2 miniatures)
- Starter Paint Set for the Cadwallon militia



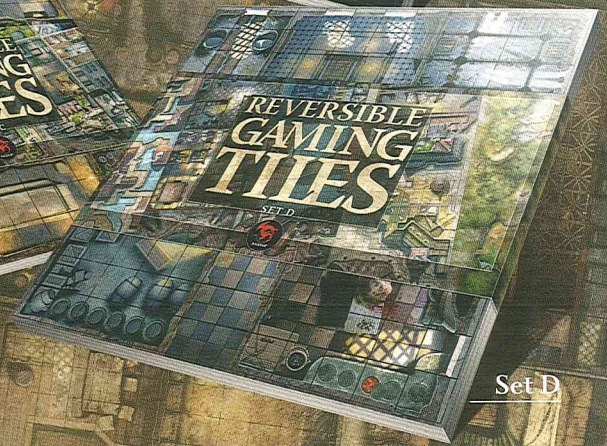
Set A



Set B

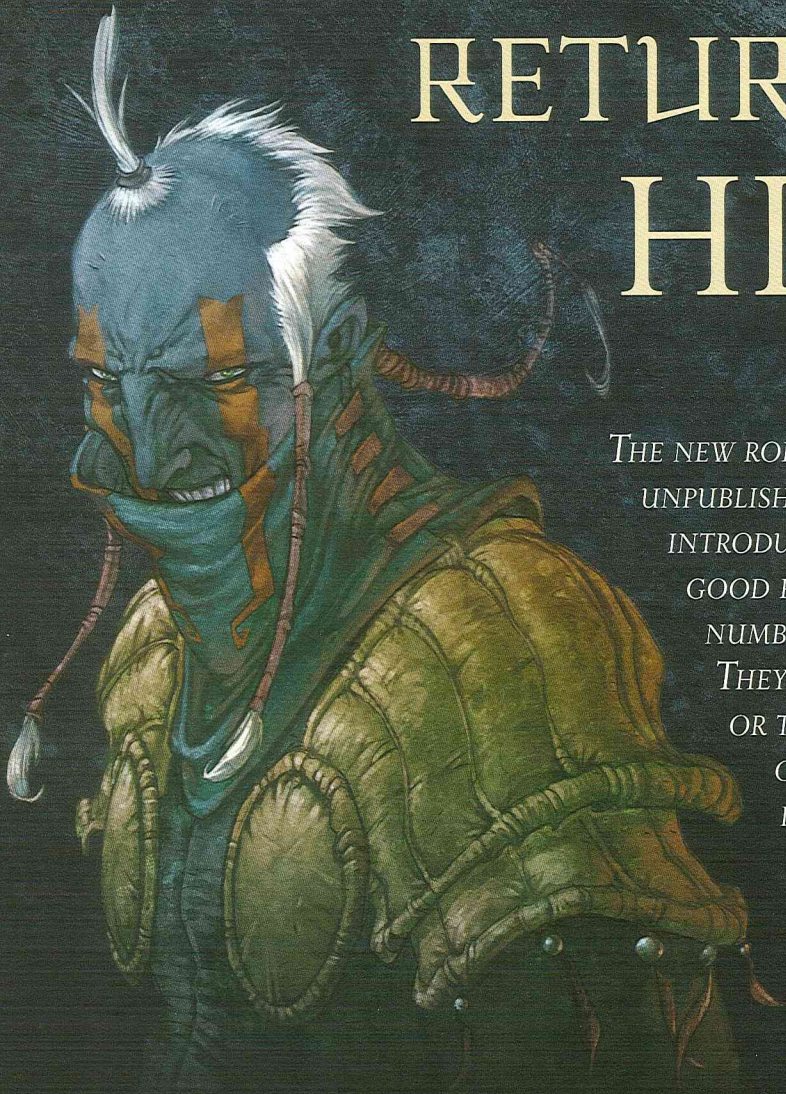


Set C



Set D

# RETURN HOME



THE NEW ROLES, THE PREVIOUSLY UNPUBLISHED ATTRIBUTES AND THE CAREERS INTRODUCED IN THIS ARTICLE ARE ALL GOOD REASONS FOR OBTAINING A BIG NUMBER OF EXPERIENCE POINTS.

THEY ARE THE OCCASION TO CONTINUE OR TO RESUME THE DEVELOPMENT OF A COMPANY AND TO PLAY A FEW GAMES IN A CLUB OR BETWEEN FRIENDS.

## NEW ROLES

### ENGINEER (5 EP)

**Minimum rank :** 2  
**Bonus in renown:** 0  
**Not cumulative**

Only a soldier endowed with the "Mechanic / X" ability can assume this role. The result of the recovery rolls of war machines endowed with structure points is decreased by 2 points.

### SPY (25 EP)

**Minimum rank :** 3  
**Bonus in renown:** 0  
**Not cumulative**

A spy can intervene at various moments before a mission.

**Espionage of the enemy camp :** Just after the choice of a mission, before assault groups are formed, a spy (and only one) can be sent to estimate the opponent's forces.

The player who controls him rolls 1d6:

☐ : The spy is tracked down before reaching his objective. He returns to the camp with a Critical Wound and cannot be registered on the mission sheet for this battle. His recovery roll is made at the end of the game, at the same time as the others.

☐ to ☐☐☐ : The player who controls the spy can consult his opponent's company sheet.

**Espionage of the enemy assault group :** Once the assault groups have been formed (after a possible balancing), a spy (and only one) can be sent to observe the enemy assault group. It is not compulsory to have spied beforehand on the enemy camp to be able to attempt this.

The sent spy must be registered on the mission sheet (he can be the one who was previously sent to spy on the enemy camp if he was not taken).

The player who controls him rolls 1d6 :

☐ : The spy is taken. He is considered to be Killed outright. His recovery roll is made at the end of the game, at the same time as the others.

☐ to ☐☐☐ : The player who controls the spy can consult his opponent's mission sheet.

**REMINDER :** The exact nature of the attributes and the possible objects of compensation must be registered on the mission sheet. This does not concern events that remain secret.

## HÉRALD (20 EP)

**Minimum rank :** 3

**Bonus in renown :** 0

**Not cumulative**

If a company counts a herald in its ranks at the beginning of the recruitment phase, the player can transform up to 10 resource points into an equal number of points of renown. These points are added in a definitive way to the company's renown value.

## MASTER ALCHEMIST (10 EP)

**Minimum rank :** Alchemist

**Bonus in renown :** 0

**Not cumulative**

Only a soldier already endowed with the alchemist's role (cf. *Dogs of War*, p. 89) can become master alchemist. This improvement has two effects.

First of all, if the company counts a master alchemist in its ranks during the attribute acquisition phase, its members have access to new potions (see box) besides those described on pp. 150-153 of *Confrontation 3*. They follow the same rules of use as these last ones.

Besides, the fact of having a master alchemist allows the company to access all the potions (the new ones as well as those described in *Confrontation 3*) as *single use attributes*. Their cost in resources remains the same, but they are no longer considered as artifacts and can be consequently awarded to soldiers who

### POTIONS OF THE MASTER ALCHEMIST

The cost in resources of these potions already takes into account the presence of an alchemist. Therefore no reduction must be applied.

- ♦ **Potion of the last breath (5 resource points) :** The fighter benefits from the "Fierce" ability until the end of the round.
- ♦ **Potion of rage (5 resource points) :** The fighter benefits from an additional attack die for the first combat in which he participates during the current round.
- ♦ **Potion of vigor (8 resource points) :** 1d6 must be rolled when this potion is drunk. The effects corresponding to the result apply until the end of the round.
  - ☐, ☐ : The fighter benefits from the "Brutal" ability.
  - ☐, ☐☐ : The fighter benefits from the "Brutal" and «Brutish charge» abilities.
  - ☐☐, ☐☐☐ : The fighter benefits from the "Brutal", «Brutish charge» and "Charging strength/X" abilities. X is equal to the fighter's STR + 5 (or his Charging strength/X + 5 if he already has this ability).

still have champion status. Another advantage is that they do not occupy the place of an artifact for the champions.

Potions thus acquired are not registered on the company sheet, but only on the mission sheet. The same soldier can possess only one of them (except if he already possesses it as an artifact).

**Example :** *A champion endowed with a Major potion of strength as an artifact can acquire one (and only one) other potion of any type as a single use attribute.*

If a potion of this type is not used during the battle, it is lost.



## CAREERS

A career is a predetermined set of improvements (increase of characteristics, acquisition of abilities, etc.) for which the cost in experience points is reduced. In short, a soldier who embarks on a career has to use his experience points to acquire specific improvements, but the latter cost him less.

## RULES OF COMMITMENT

Certain careers are reserved to a role, the others to a type of fighter or to a particular rank. From the moment a soldier meets these first conditions he can start a career at any stage of his evolution. This choice must be announced by the player during phase 5 after the battle ("Experience points"). The name of the career is then noted next to the role, followed by the letter "C" to mean that the career is in the course of fulfillment.

When a soldier has embarked on a career, he cannot abandon it.

The same soldier can follow only a single career during his existence.

**ATTENTION !** *When a soldier starts a career, he can no longer make other modifications of his profile than those that are foreseen as long as he has not reached all his career objectives. Besides, it is not allowed to abandon a current career.*

*Before engaging a soldier in a career, it is therefore essential to make sure that he can fulfill all of its objectives.*

*Careers notably imply the acquisition of abilities. The number of abilities that a fighter can learn being limited, it can happen that a soldier is not capable of learning as many as foreseen by the career plan.*

*Also, certain abilities can be learned only by soldiers of a specific rank or a particular type. A soldier who cannot hope to learn an ability should not be engaged in a career which implies its acquisition.*



# STRATEGY FREE COMPANIES

## CAREER OBJECTIVES

Every career is bound to objectives. These indicate all the conditions that the soldier has to meet to reach the term of his career.

**Example :** To finish a commander's career, a soldier must have increased his DIS and COU values the maximum authorized by the rules. He must also be endowed with two abilities chosen among Authority, Rallying cry, Rigor and Strategist, as well as of the "Leadership/X" ability improved to the value of 15.

If the soldier fills some of the conditions as he undertakes his career, these are taken into account in its objectives.

**Example :** A captain who already has the "Authority" ability as he begins a commander's career only has to acquire an ability chosen among Rallying cry, Rigor and Strategist.

## CAREER ADVANTAGES

The costs in EP of the improvements bound to a career are lower than the normal costs described in Dogs of War. This is the main advantage of the careers.

**Example :** When a captain embarks on a commander's career, every additional point of DIS costs him 24 + (DIS x 2) EP instead of 30 + (10 x 2) EP.

These reduced costs are, however, applicable only within the framework of a career.

**Example :** The commander's career implies the acquisition of two abilities of choice among three at a lower cost. When two of these abilities are acquired, the third cannot be learned any more at the lower cost (even if the soldier already possessed one of these abilities before starting the career).

## HITHER MEDICATIONS

The modifications of characteristics and abilities fixed by the objectives are the only ones authorized as long as the soldier did not finish his career.

**Example :** A captain who follows a commander's career cannot increase his ATT or acquire the "Bravery" ability. He can again use his experience points freely only once he has reached commander status.

## ADDITIONAL EFFECTS

The careers result in a new status which is added to the soldier's role. This status makes the fighter benefit from additional effects.

## CAREERS

Certain careers are reserved to a particular category of soldiers (warriors, pure magicians or pure faithful). This distinction follows the conditions concerning the classes of Characters (cf. *Confrontation 3*, p. 154).

## COMMANDER

**Reserved to :** Captains

**Objectives :**

- ♦ max. DIS
- ♦ max. COU/FEAR
- ♦ Two abilities chosen among Authority, Rallying cry, Rigor and Strategist.
- ♦ Leadership/15

**Advantages :**

- ♦ DIS + 1 : 24 + (DIS x 2)
- ♦ COU/FEAR + 1 : 8 + (COU/FEAR x 2)
- ♦ Authority : 29
- ♦ Rallying : 19
- ♦ Rigor : 43
- ♦ Strategist : 38
- ♦ Leadership/10 : 72
- ♦ Leadership/+ 5 : 34  
(Up to Leadership/15)

**Effects :**

- ♦ The maximum strength of the company is increased by 2.
- ♦ When the commander forms a war-staff (even an incomplete one), his Leadership value, as well as that of the other members of the war-staff, is increased by 5.
- ♦ A commander can learn one additional ability than he normally can.

## HITMAN

**Reserved to :** Warriors

**Objectives :**

- ♦ Max. INI
- ♦ Max. ATT
- ♦ Two abilities chosen among Assassin, Master strike/X, Sequence, and Fine blade.

**Advantages :**

- ♦ INI + 1 : 13 + (INI x 2)
- ♦ ATT + 1 : 12 + (ATT x 2)
- ♦ Assassin : 38
- ♦ Master strike/0 : 38
- ♦ Sequence/1 : 26
- ♦ Fine blade : 29

**Effects :**

- ♦ If he charged during the current round, a hitman can make an attack (and only one) before even the beginning of the first exchange of fire, just after the distribution of combat dice. This attack can be made only against the target of his charge; it is thus cancelled if the hitman is no longer in touch with this target. Once this attack has been made, exchanges of fire are resolved in the usual way.
- ♦ A hitman can learn one additional ability than he normally can.





## DUELIST

**Reserved to :** Warriors



**Objectives :**

- Max. INI
- Max. ATT
- Max. DEF
- Two abilities chosen among Fencer, Feint, Reflexes, and Vivacity.

**Advantages :**

- INI + 1 : 12 + (INI x 2)
- ATT + 1 : 13 + (ATT x 2)
- Fencer : 24
- Feint : 14
- Reflexes : 10
- Vivacity : 19

**Effects :**

- A duelist gains an additional attack die every time he obtains a natural result of  in one of his attack tests during the combat.  obtained on a re-roll does not confer an additional die. A duelist cannot gain more attack dice than he had at the beginning of the combat (a fine blade who had two dice placed in attack can thus gain a maximum of two additional attack dice). Dice thus gained are valid only for the current combat.
- A duelist can learn one additional ability than he normally can.

## SENTINEL

**Reserved to :** Warriors

**Objectives :**

- Max. DEF
- Max. RES
- Two abilities chosen among Ambidextrous, Counterattack, Dodge, and Parade.

**Advantages :**

- DEF + 1 : 12 + (DEF x 2)
- RES + 1 : 9 + (RES x 2)
- Ambidextrous: 48
- Counterattack: 29
- Dodge : 19
- Parade : 48

**Effects :**

- A sentinel can make sustained defenses even if he placed more dice in attack than in defense.
- When a sentinel makes an attack test obtained thanks to the “Counterattack” or “Ambidextrous” abilities, the final result of the roll is increased by 1 point.
- A sentinel can learn one additional ability than he normally can.

## BERSERKER

**Reserved to :** Warriors

**Objectives :**

- Max. ATT
- Max. STR
- Max. RES
- Two abilities chosen among Brutish charge, Ferocious, War fury, and Implacable / X.

**Advantages :**

- ATT + 1 : 12 + (ATT x 2)
- STR + 1 : 8 + (STR x 2)
- RES : 9 + (RES x 2)
- Brutish charge : 34
- Ferocious : 43
- War fury : 43
- Implacable / 1 : 26

**Effects :**

- When a berserker eliminates an opponent with an attack in hand-to-hand combat (by increasing the Wound level or through a direct Killed outright), his STR is increased by 2 points until the end of the round.
- A berserker can learn one additional ability than he normally can.

## SHARP SHOOTER

**Reserved to :** Warriors

**Objectives :**

- Max. AIM
- Two abilities chosen among Master archer, Precision, Rapid reloading, Instinctive firing, and Bull's eye.
- Sharp shooter.

**Advantages :**

- AIM + 1 : 12 + (AIM x 2)
- Master archer : 48
- Precision : 29
- Rapid reloading : 29
- Instinctive firing : 29
- Bull's-eye : 19

# STRATEGY FREE COMPANIES

## Effects :

- All the ranges of the range weapons included in the sharp shooter's equipment are increased. Short range is increased by 5 cm, Medium range by 10 cm, and Long range by 15 cm.
- A sharp shooter can learn one additional ability than he normally can.

## TRACKER

**Reserved to :** Warriors

### Objectives :

- Max. MOV
- Max. AIM
- Two abilities chosen among Harassment, Assault fire, and Instinctive firing.
- Scout.

### Advantages :

- $MOV + 2.5 : 8 + (MOV \times 2)$
- $AIM + 1 : 12 + (AIM \times 2)$
- Harassment : 26
- Assault fire : 29
- Instinctive firing : 29
- Scout : 38

### Effects :

- When a tracker is hidden thanks to the "Scout" ability, the fact of firing does not reveal him to his opponents
- A tracker can learn one additional ability than he normally can.

- A tracker can learn the "Toxic/I" ability for 30 EP. This ability can, however, be used only for firing.

## SICARIAN

**Reserved to :** Spies

### Objectives :

- Max. INI
- Max. ATT
- Assassin.
- Consciousness.
- Scout.

### Advantages :

- $INI + 1 : 12 + (INI \times 2)$
- $ATT + 1 : 12 + (ATT \times 2)$
- Assassin : 38
- Consciousness : 48
- Scout : 38

### Effects :

- If a sicarian is sent on a mission to spy on the enemy assault group and if this attempt is successful, he can try to murder one of the enemy fighters. The target is chosen by the player controlling the sicarian among the fighters registered on his opponent's mission sheet. The player who controls the sicarian rolls 1d6:
  - : The sicarian is captured. He is considered to have been Killed outright. His recovery roll is made at the end of the game, at the same time as the others.
  - ,  : The sicarian is tracked down before reaching his target, but he succeeds in escaping.

,  : The target suffers a damage roll with a STR equal to that of the sicarian. This roll is made with 3d6. The player keeps two results of his choice. This roll cannot be modified by any of the sicarian's attributes or abilities.

- A sicarian can learn one additional ability than he normally can.
- A sicarian can learn the "Toxic/I" ability for 35 EP.

## WARRIOR-MAGE

**Reserved to :** Warriors (except Warrior-mages and Warrior-monks)

### Objectives :

- Ambidextrous or Counterattack
- POW I
- A path of magic and an Element of choice among those accessible by Initiates of the soldier's people (cf. *Dogs of war* pp. 83 and 155).

### Advantages :

- Ambidextrous : 48
- Counterattack : 29
- POW, path of magic and Element: The career of Warrior-mage allows a non-magician soldier to reach these characteristics. The learning of the basics of magic is long, but in game terms, the acquisition of the first point of POW, the path of magic and the Element is made at the same time at a cost of 70 EP.

### Effects :

The soldier is considered to be a Warrior-mage and benefits from all the rules bound to this status.

## WARRIOR-MONK

**Reserved to :** Warriors (except Warrior-mages and Warrior-monks)

### Objectives :

- Ambidextrous or Counterattack
- 1 point in an Aspect of choice
- A cult chosen among those of his people.

### Advantages :

- Ambidextrous : 48
- Counterattack : 29
- Aspect and cult : The career of Warrior-monk allows a non-faithful soldier to reach these characteristics. The acquisition of the first Aspect point and the cult is made at one time at a cost of 70 EP.

### Effects :

The soldier is considered to be a Warrior-monk and benefits from all the rules bound to this status.





## BATTLE MAGE / BATTLE PRIEST

**Reserved to:** Pure magicians / Pure faithful

**Objectives:**

- ♦ Max. ATT
- ♦ Max. DEF
- ♦ Ambidextrous or Counterattack
- ♦ Sequence / 1

**Advantages :**

- ♦ ATT + 1 : 12 + (ATT x 2)
- ♦ DEF + 1 : 12 + (ATT x 2)
- ♦ Ambidextrous : 48
- ♦ Counterattack: 29
- ♦ Sequence / 1 : 26

**Effects :**

- ♦ Battle mages and battle priests can cast a spell / miracle and run during the same turn (like Warrior-mages and Warrior-monks).
- ♦ They do not suffer penalties on their Power tests / divination rolls in hand-to-hand combat.
- ♦ They do not suffer penalties on their mana / T.F. recovery in hand-to-hand combat.

## COMPANY ATTRIBUTES

The following objects are company attributes. They are bound to no soldier in particular.

### IDOL (20 RESOURCE POINTS)

A company can possess only a single idol. The original cost of certain abilities is then modified as follows:

- ♦ Fanaticism : 14
- ♦ Loyal / 1 : 26
- ♦ Martyr / 1 : 4

### COMPANY STANDARD

A company can acquire a standard of this type only from the moment its renown is of at least 200. This banner not being an artifact, it can be awarded to any standard bearer of the company at the time of the constitution of assault groups.

If the bearer dies, the company nevertheless keeps the standard.

A company can have only one of these banners. It must be chosen among the following ones :

- ♦ **Big banner (15 resource points) :** The standard bearer's value of Leadership/X is increased by 5.
- ♦ **Standard of valor (20 resource points) :** The standard bearer benefits from the "Rallying cry" ability.
- ♦ **Oriflamme of the arcana (20 resource points):** The final result of the mana recovery rolls of the company's soldiers is increased by 2 within a 15 cm radius around the bearer of the standard.
- ♦ **Icon of fervor (20 resource points) :** This standard confers the "Loyal / 2" ability on its bearer. If he already has this ability, then its value is increased by 2 points.
- ♦ **Mystic aegis (20 resource points) :** Every soldier of the company within 15 cm or less of the standard bearer benefits from the "Insensitive / 6" ability. The fighters who already have this ability see its value decreased by 1 point.



# THE DWARVES OF MID-NOR

VICIOUS, CRUEL, UNPREDICTABLE ARE THE QUALIFIERS THAT BEST SUIT THE DEMONIC DWARVES WHO HAUNT THE ABYSS. THE TYPES OF TROOPS TO WHICH THIS ARMY HAS ACCESS ARE SO NUMEROUS AND VARIED THAT IT IS IMPOSSIBLE FOR ITS OPPONENTS TO GUESS WHICH MONSTROSITIES THEY WILL ENCOUNTER.

AND THOSE WHO THINK THEY CAN TAKE ADVANTAGE OF THE VISIBLE WEAKNESSES OF THE POSSESSED RISK BEING BITTERLY DISAPPOINTED. TO PUT IT BRIEFLY, THE BIGGEST QUALITY OF THE DWARVES OF MID-NOR IS THEIR FORMIDABLE VERSATILITY.

## REVIEW OF THE TROOPS

With a value of 7.5 in MOV, the dwarves of Mid-Nor are slow, but can also include troops whose MOV exceeds 12.5. Of overall low resilience, they are endowed with the “Possessed” ability which allows them to ignore one point of Wound penalty. They are undisciplined, but benefit from excellent

commanders and are besides the only terrifying people capable of deploying a war-staff.

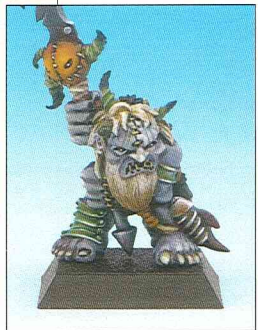
**Note :** Certain cards (artifacts, spells and miracles) are followed by a “\*”. An index at the end of this article (p. 46) indicates in which book or set of cards these items are described.

### WAR-STAFFS

The dwarves of Mid-Nor are the only fear-inspiring people to be able to benefit from a war-staff. It's true that their FEAR is not increased, but it allows them to obtain bonuses on their courage tests, which can turn out to be extremely useful when facing Living-dead, Wolfen or Devourers. Besides, bonuses on discipline tests conferred by a war-staff are so essential that it is important for this army to win the Tactical rolls as often as possible. Indeed, because of the low MOV of most of the dwarves of Mid-Nor, it is difficult to configure the combats to their advantage. That is why it is primordial to have the initiative in the choice of the order of combat resolution.

### THE TROOPS

The four profiles of Regulars - **warrior of Mid-Nor** (8 A.P.), **halberdier of Mid-Nor** (8 A.P.), **warrior of the Abyss** (10 A.P.) and **lost warrior** (profile of 13 A.P. stemming from *the Colonies of Mid-Nor* card set) - are very similar to each other. Nevertheless, some details which differentiate them allow you to refine the general appearance of an army by insisting on such or such characteristic. The warriors of Mid-Nor are endowed with one point of RES more than the halberdiers who benefit in return of a better STR. The warriors of the Abyss still have further possibilities: their modular equipment allows them to increase their INI, DEF or STR values for a RES equal to that of the warriors of Mid-Nor. Finally, the lost warriors are endowed with a better MOV (10) and with higher DEF (3) for an equivalent RES.



The **Veterans of the Abyss** (16 A.P.) have one point more in ATT, STR, RES and FEAR with than the warriors of the Abyss. Besides, they are endowed the “Brutal” ability which can make their attacks more difficult to counter and which allows them to impose charge penalties on fighters of a Size superior to theirs.



## INCARNATED CHARACTERS

**Yh-Ibenseth, Dominant** (137 A.P.) and **Yh-Karas, the King of the Abyss** (115 A.P.) count among the best commanders with whom an army of Mid-Nor can be endowed. They both have the same DIS and the same leadership range. Yh-Karas is endowed with the “Authority” ability, which strengthens his role as leader. As for Yh-Ibenseth, he is more suited for combat with better physical characteristics and the “Ambidextrous” and “Implacable / I” abilities.



**Araqsalil the Skinner** (43 A.P.) and **Nilarakh the Evildoer** (43 A.P.) are two commanders of Regular rank adapted to leading small groups in combat. They are also good fighters, capable of standing up to opponents of superior value thanks to the “Possessed” ability.



# STRATEGY ARMY GUIDE

The victors of Mid-Nor use the powers of the Despot to enslave creatures stemming from different Realms.

The **skinners of Mid-Nor** (10 A.P.) are less successful in hand-to-hand combat than the warriors of the Abyss, but they are useful as personal guards for mystics. Indeed, these fighters have a choice between the “Martyr / I” and “Devotion / I” abilities and their sacrifice can provide new mana or T.F. and thus turn a situation around.

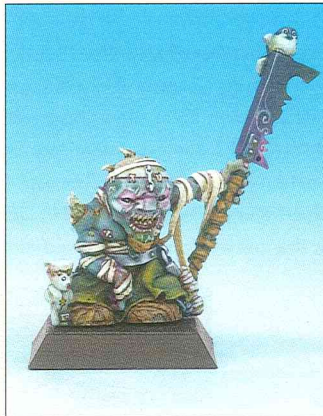
The **reapers of Mid-Nor** (13 A.P.) are weak in hand-to-hand combat, but the combination of their “Scout” and “Flight” abilities allows them to threaten

the enemy all the time, while staying out of reach and strike at the ideal moment. One should note that the reapers can be summoned by the faithful (they then lose the benefit of the “Scout” ability).

The **demonic satyrs** (18 A.P.) are a little more effective in hand-to-hand combat than the skinners and the reapers and are also capable of flying. Their fairly high strategic value is justified especially by their aptitude to sacrifice themselves in order to heal the Wounds of their lord and master, Yh-Sabahal.

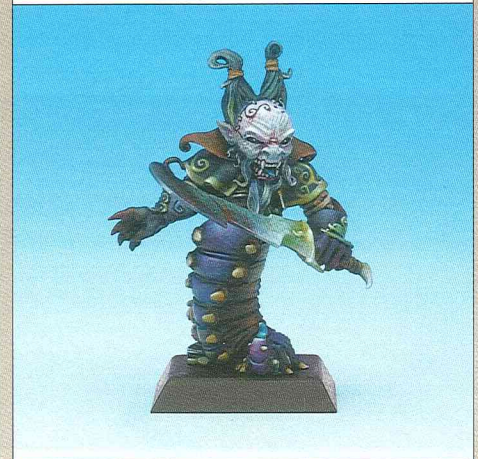
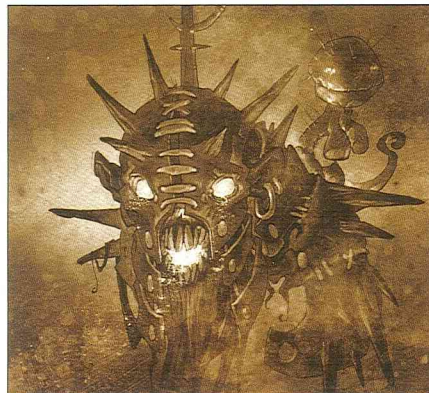


The **scurge bearers** (18 A.P.) are cut for all-out attacks. They benefit from a good ATT (4) and especially from an exceptional STR (8) for their size. These two characteristics allow them to cause almost any opponent to worry without caring too much about their own safety. Indeed, in spite of an average RES (5), these fighters benefit from the “Hard-boiled” ability which decreases the chances of Wounds and cancels most of the charging penalties. These fighters are also endowed with a special capacity which gives them “Scourge / X” against a type of troops chosen randomly at the beginning of the battle. However advantageous it may be, this capacity should not cause them to chase their privileged targets all over the place, because they would risk spending the game running around for nothing.



At first sight, the **incubuses of the Despot** (25 A.P.) seem less rough than the scurge bearers. Yet don't be fooled, because their style of combat is more depraved. They benefit from an aptitude which allows them, in every round, to choose between the “Regeneration/5” ability and +2 in STR, which brings this value up to the level of the scurge bearers. Furthermore, they are endowed with the “Survival instinct” and “Toxic/2” abilities. The former, in conjunction with their possibility of regenerating their Wounds, confers them a greater life expectancy. The latter is by far the most interesting because it allows poisoned attacks capable of imposing two Damage rolls instead of only one (the second one ignores the target's RES!).

The **crusaders of the Abyss** (profile of 28 A.P. stemming from the *Colonies of Mid-Nor* card set) benefit from the best characteristics of all the infantry of Mid-Nor and are furthermore endowed with the “Counterattack” ability. The latter must, however, be used with caution because with a DEF of 4, attempting a counter-attack is risky enough. It is better to reserve the use of this ability for wounded opponents whose attacks are easier to counter.



## INCARNATED CHARACTERS (continued)

**Azahir the Mad** (45 A.P.), **Kanizhar the Cannibal** (68 A.P.) and **Akaranseth** (84 A.P.) are essentially dedicated to combat. For a very modest cost, **Azahir** has excellent values of DEF (6) and RES (10). Though his other characteristics are rather modest, it is without counting on his “Mutagenic/0” ability which makes him an opponent dreaded by all. Kanizhar has the same aptitudes as the incubuses, with a few small differences. What more, he can leech the fighters of his camp to increase the chances of success of his regeneration and acquire “Leadership / 15” thanks to the Mask of the torturer\*. And last but not least, **Akaranseth** is the only one to be able to claim to act as leader of a group without resorting to an artifact. Indeed, he has a DIS of 5 and is endowed with the “Loyal/I” ability which allows him to support the faithful of his camp. However, it is as warrior that he is the best. His combat characteristics are impressive (6 in ATT and DEF, 9 in STR). Endowed with a good RES (7), as well as with the “Hard-boiled” ability, he can resort to War fury without too many risks. One should note that he is a scurge bearer champion and that because of this he benefits from the same special capacity as his troops.

# THE DWARVES OF MID-NOR



Although most of their troops are afflicted with a low MOV, the armies of Mid-Nor can resort to certain fast fighters. The **sentinels of Mid-Nor** (21 A.P.) are a choice with a very good strategic value / quality ratio. With a MOV of 12.5 and the "Scout" ability, they can very often be deployed far enough from the enemy not to risk to be tracked down in the first round, while nevertheless remaining within charging range. Their combat values (notably their RES of 7) allowing them to face most of opponents, they can rush into the assault at any time and threaten the enemy's weak spots.



Faster still, the **prowlers of the Abyss** (31 A.P.) count among the most formidable fighters of Mid-Nor. With a MOV of 15 associated to the "Leap" ability, they are capable of overcoming obstacles to strike wherever the opponent least expects it. Depending on the profiles, their ATT and their DEF vary between 4 and 5 and their STR varies from 7 to 9 for a RES of 6 or 7. Three available profiles give access to a choice of the "War fury," "Brutish charge" and "Implacable / 1" abilities which come to strengthen their offensive potential.

The last type of fast troops combines certain advantages of the two previous ones. As fast as the prowlers, the **Knights of Ruin** (27 A.P.) are also Scouts like the sentinels, and benefit from an additional point in RES (8). Finally, they are endowed with a special capacity which allows them to use the same line of sight as every commander of their camp as long as they are in his leadership range.



Though the dwarves of Mid-Nor do not count classic marksmen in their ranks, they can, however, call on various pieces of artillery.

The **fire-spitters of Mid-Nor** (29 A.P.) are considered to be light artillery with zone effect. Slow and not very precise, they rather count on the fact that a failed shot still has a chance of hitting somebody (after the projectile has strayed). The use of such machines is therefore reserved more particularly for confrontations against armies of important strength in numbers, such as the goblins, the Living-dead, and even the Sessairs.



**Castles of Desolation** (39 A.P.), on the contrary, use perforating projectiles capable of piercing several enemies. Furthermore, they are considered to be of Medium size, thus allowing them to fire over the other troops of their camp who are usually of Small Size. Towers are also endowed with a 360° field of vision and can continue to fire when in contact with opponents; they are therefore particularly difficult to neutralize.

## THE COLLECTORS OF MID-NOR

The rules described here cancel and replace those of the explanatory card of the collector of Mid-Nor with the reference number NMMG 01. When an enemy fighter is eliminated in the aura of faith of one or several collectors of Mid-Nor, a single "Collection" counter is generated. This counter is awarded to one of the collectors in the aura of faith of the one who generated it or to the Unit of the appointed collector. If opposite camps can claim this counter, it goes to the one who got the higher result on the Tactical roll. A collector / Unit (depending on the game) can keep up to two counters in reserve. Once per round, during the maintenance / mana recovery phase (depending on the game), a collector / Unit can discard one of these "Collection" counters.

- **Confrontation** : The collector or a friendly Mid-Nor fighter situated in his aura of faith is healed by one Wound level. No line of sight is required.
- **Rag'Narok** : A Mid-Nor fighter of the Unit is healed by one Wound degree.

A fighter can be healed thanks to this capacity only once per round.



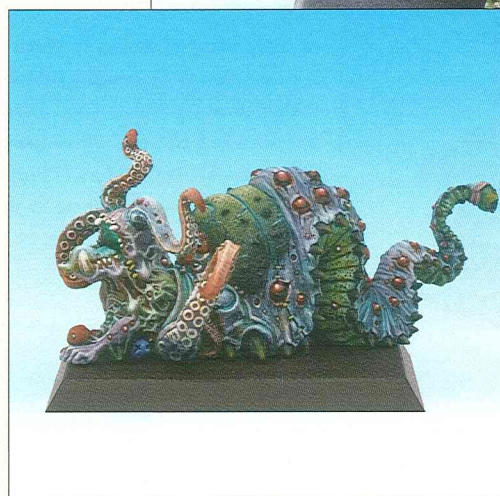


The dwarves are not the only beings corrupted by the evil essence of Mid-Nor. From the peaks of the Aegis to the inmost depths of the Abyss, the lictors have bent countless creatures to their will.

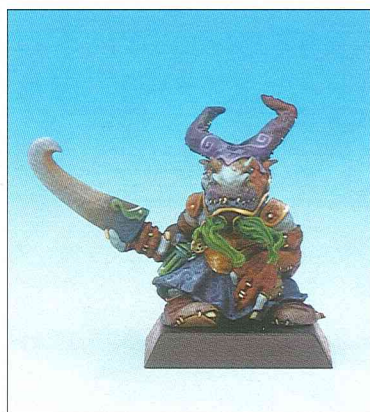
The **cyclopes of Mid-Nor** (81 A.P.) count among the most impressive and the most dangerous beings of Aarklash. With their RES of 11 they are extremely tough and their STR of 14 allows to them to kill many targets in one go. And if this is not enough, they are endowed with the "Sequence / 1" ability which allows them to acquire an additional combat die. Combined with the "Implacable / 1" ability, which gives them the possibility of making an additional pursuit movement, they can easily and quickly eliminate enemies by becoming frightful killing machines. Besides their tremendous offensive potential, they also have a role of support thanks to their special capacity, which allows them to impose penalties on an opponent, and to their "Loyal/1" ability, which increases the T.F. of the faithful of their camp.



**Chthonian larvae** (54 A.P.) have more of a support role for the other troops than a combat role. Indeed, although they are endowed with honorable combat characteristics (ATT 4, STR 8), it is especially their role of "regenerator" of the other fighters that is important. Besides the "Cure / 4" ability which allows them to look after a friendly fighter at the end of every round, they have the capacity to transmit the "Regeneration/5" ability to the other fighters of Mid-Nor nearby. To crown the whole, they can also resuscitate one fighter per round thanks to their special aptitude! With such powers, the larvae risk drawing the attention of their opponents, but with their RES of 11, the "Regeneration/5" ability and the possibility of using "Cure / X" on themselves, finishing them off it is not an easy task.



Endowed with a POW of 2, the **masters of puppets** (24 A.P.) are not the best Warrior-mages in the world, but they compensate for this lack with good combat characteristics and a modest cost. Moreover, they can be endowed with a special capacity to be chosen among the following ones: benefit from one additional mastery die per round to cast a spell, roll 2d6 instead of only one for an attack test in every round, or confer the "Ambidextrous" ability to a Character nearby.



The **collectors of Mid-Nor** (25 A.P.) are the perfect illustration of the versatility of the dwarves of Mid-Nor. Being Warrior-monks, they can show themselves to be as effective in combat as faithful fighters. They are endowed with a decent ATT (4) and with the "War fury" ability. From the point of view of faith, their Aspect values equal those of other Warrior-monks, but the collectors benefit, like all the faithful of Mid-Nor, from the "Illuminated" ability which allows them to call miracles of high difficulty more easily. Moreover, they have a special capacity that allows them to heal the wounded.

The **sons of the Hydra** (profile of 32 A.P. stemming from the *Colonies of Mid-Nor* card set) are a good alternative to the collectors of Mid-Nor seeing they have different Aspect values which give them access to other miracles. Their main asset is their exceptional capacity to survive in the most desperate situations. They indeed have good values of DEF and RES, but also the "Regeneration/5" ability associated to a special capacity which confers them a 10% chance of being healed by two Wound levels when struck with a fatal blow.



## ARMY PATTERN AND TACTICS

This “Gaming aids” section presents some compositions of Mid-Nor armies using 400 A.P., advice on how to play them effectively, as well as tips on how to thwart them.

### THE INVINCIBLE HOST OF AKARANSETH

*“It goes away (not easily) and it returns (all the time)!”*

– Traditional dwarf song.

#### COLONY OF MID-NOR: IBENSETH

– 15 dwarves of Mid-Nor/15 A.P.

#### AKARANSETH – 84 A.P.

- Solo / Fervor – 4 A.P.
- Solo / Zeal – 4 A.P.
- Artifact “Cyclopean doll” \* – 10 A.P.

#### 1 CHTHONIAN LARVA – 54 A.P.

- Consecration \* – 3 A.P.

#### 1 COLLECTOR OF MID-NOR – 25 A.P.

- Miracle “Resurrection of the Possessed” \* – 5 A.P.

#### 1 COLLECTOR OF MID-NOR – 25 A.P.

- Miracle “Invocation of reapers” \* – 12 A.P.

#### 6 SCOURGE BEARERS – 108 A.P.

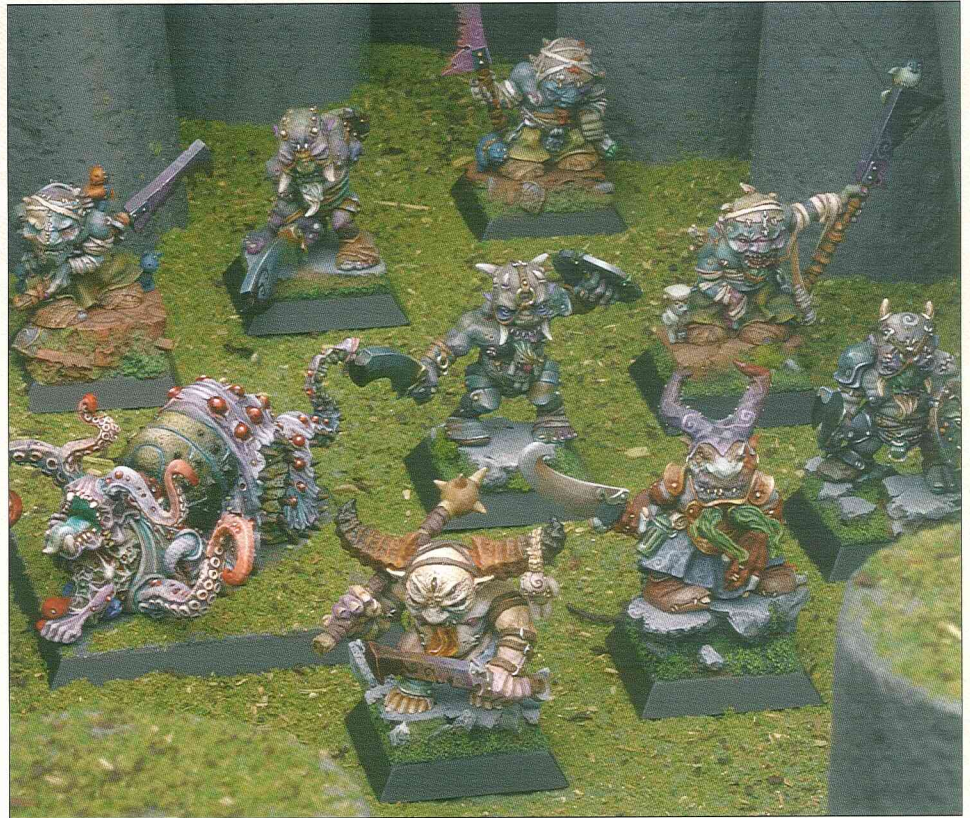
#### 5 WARRIORS OF THE ABYSS – 50 A.P.

This army composition demands a lot of concentration and great rigor, but it has what’s needed to put the opponent’s nerves to test!

At first sight, for 400 A.P., the aligned troops have nothing very intimidating. With the exception of Akaranseth, the group is made up only of basic troops and the chthonian larva is not an exceptional fighter. However, everything is done so that these fighters can regenerate and return to the game if they are killed.

In every game round, one or two fighters can gain the “Fierce” ability (capacity of the colony of Ibenseth) and a reaper can be summoned. Furthermore, two fighters can be resuscitated (Resurrection of the Possessed and special capacity of the larva). Every dwarf of Mid-Nor within 10 cm or less of a larva is entitled to a roll of Regeneration/5, a fighter in contact with a larva can be healed (thanks to Cure/4), and two fighters in the aura of faith of the faithful can be healed by one Wound level thanks to the special capacity of the collectors.

The strategy consists in remaining in a compact group around the larva and collectors. Thus, these three main pieces are protected and everybody takes advantage of the larva’s aptitudes. The collectors benefit from numerous points of T.F. (with Akaranseth’s “Loyal / 3” ability, they can get up to nine points each) and can more easily acquire the counters needed for the application of their capacity to heal. There’s no use in trying to charge, for this



would only disrupt the strategy. This group is optimized to absorb charges and overcome the opponent by wearing him down. Once combat has been engaged, the defense is to be avoided. These troops are made to be sacrificed and have to inflict the enemy with a maximum of losses to supply counters to the collectors of Mid-Nor.

**KEEP ON HITTING UNTIL  
IT NO LONGER MOVES!**

*Nothing is more annoying than to see an enemy with a Critical Wound go back to a Light wound after just two Regeneration / X rolls. There’s only one way to avoid this: finish off the wounded.*

*This army of Mid-Nor has two exploitable weak points. The first one is that it does not have a commander. If the opponent deploys a full war-staff, he will almost systematically win the Tactical roll. The second is that it has to remain grouped together. By organizing one’s charges and combats in the right order, it is possible to leave only dead fighters behind and no wounded ones who are susceptible to regenerate. As for the marksmen, they have to try to concentrate their shots on Akaranseth whose loss would deprive the collectors of 3 T.F. points each and the army of its only real offensive impact.*



### THE TORTURERS OF THE YMSUR

#### COLONY OF MID-NOR: VANGGHOR

– 13 dwarves of Mid-Nor/26 A.P.

#### KANIZHAR THE CANNIBAL – 68 A.P.

- Artifact “The mask of the torturer” \* – 30 A.P.
- Artifact “Potion of minor resilience” \* – 3 A.P.
- Solo / Inhumanity – 3 A.P.
- Solo / Haste of the demon – 4 A.P.

#### 1 STANDARD BEARER OF THE ABYSS – 15 A.P.

#### 1 MUSICIAN OF THE ABYSS – 15 A.P.

#### 2 INCUBUSES OF THE DESPOT – 50 A.P.

- 2 x Solo / Inhumanity – 6 A.P.
- 2 x Solo / Haste of the demon – 8 A.P.

#### 2 SENTINELS OF MID-NOR – 42 A.P.

- 2 x Solo / Inhumanity – 6 A.P.

#### 2 SCOURGE BEARERS – 36 A.P.

#### 2 PROWLERS OF THE ABYSS – 62 A.P.

#### 2 LOST FIGHTERS – 26 A.P.

The first strength of this composition lies in the surprise effect generated by the special capacities bound to the colony of Vangghor. Both sentinels (deployed as scouts) can receive the “Assassin” ability in the first round thanks to the “Torturers” aptitude. With their high MOV, they can then sweep down on the weak points of the enemy in a murderous charge.



In the following rounds, Kanizhar and the incubuses can also surprise the opponent by charging from 20 cm instead of 15 thanks to "Haste of the demon". If they benefit in turn from the "Assassin" ability, from the bonus in STR bound to their special capacity and from the "Toxic / X" die, they become capable of eliminating almost any opponent with a single attack test.

The main difficulty bound to this army is not to forget anything. Before deployment, one must remember to randomly choose the target of the scourge bearers' special capacity. Afterward, at the beginning of every round, the "Assassin" counters conferred by the "Torturers" capacity must be attributed, just like the incubuses' "Toxic / X" dice. Still concerning the incubuses, you should not forget to choose their bonus (STR or Regeneration / X) during their activation, or to announce a toxic attack before attempting one. Finally, it is important to keep in mind that the Mask of the torturer also has a special effect in combat.

## NEUTRALIZING THE KEY POINTS.

The best defense against this type of army consists in doing everything possible to neutralize its major assets. First of all, if one has the opportunity to charge the fighters who received an "Assassin" counter one must take advantage of it. Besides, it is imperative to parry the incubuses' toxic attacks and to block them from one round to the next to prevent them from exploiting the combination of the "Assassin" and "Toxic / X" abilities when charging. Once the dangerous fighters have been neutralized, the pressure must be put back on the basic troops, who are easier to eliminate. Deprived of the advantage of outnumbering, these fighters represent a much lesser danger.



## PANDEMONIUM OF THE ABYSS

### COLONY OF MID-NOR: AZAHIR

- 12 dwarves of Mid-Nor/12 A.P.

### MAHAL THE ENCHANTER – 70 A.P.

- Artifact "Doll of servitude \* " – 20 A.P.
- Artifact "Prison urn \* " – 14 A.P.
- Spell "Screaming death \* " – 19 A.P.
- Spell "Carmine wave \* " – 17 A.P.
- Solo / Speaker - 10 A.P.

### 1 COLLECTOR OF MID-NOR – 25 A.P.

- Miracle "Divine eye \* " – 17 A.P.

### 1 CYCLOPS OF MID-NOR – 81 A.P.

### 3 SCOURGE BEARERS – 54 A.P.

### 6 WARRIORS OF THE ABYSS – 60 A.P.

All the destructive power of this army rests on the shoulders of Mahal and the cyclops. The other troops must be deployed so as to form a wall around the magician and around the collector of Mid-Nor. The cyclops must be placed on a side, in the aura of faith of the collector, to make the latter benefit from his "Loyal/1" ability. It's useless to try charging, because the warriors of the Abyss and the scourge bearers are there to bog down the fray and allow Mahal and the cyclops to unleash their fury.

Thanks to his spells and artifacts, Mahal has a load of bad surprises in store for his opponent. Solo / Speaker gives him "Leadership / 10", the "Screaming death" spell can inflict a sequence of Damage rolls on targets that are close to each other, and Carmine Wave causes damage within a 5 cm radius around a friendly fighter who has just died. Doll of servitude creates one or several fighters of Mid-Nor within 10 cm of the magician, and Prison urn confers the "War fury" ability to all friendly fighters in a 10 cm radius.



## INDEX

**Consecration** : *Confrontation 3 p. 110*

**Summoning of the reapers** : *Confrontation 3 p. 169*

**Mask of the torturer** : set of Yh-Ibenseth, Dominant's cards

**Screaming death** : *Confrontation 3 p. 95*

**Divine eye** : *Confrontation 3 p. 103*

**Carmine wave** : *Confrontation 3 p. 95*

**Minor potion of resilience** : *Confrontation 3 p. 150*

**Cyclopean doll** : set of cards of the cyclops of Mid-Nor

**Doll of escape** : set of Mahal the Enchanter's cards

**Doll of servitude** : set of Mahal the Enchanter's cards

**Resurrection of the Possessed** : set of cards of the collector of Mid-Nor

**Prison urn** : *The Colonies of Mid-Nor card set*

Mahal's spells having a range of 20 cm, it's better to leave the magician at a good distance from the fray. The Enchanter nevertheless has to stay within 15 cm of the collector to be able to be targeted by the "Divine eye" miracle, which will allow him to cast his spells without a line of sight (thanks to Consciousness).

For his part, the cyclops also unleashes his might, yet in a less subtle style. The trick is to place him at one end of the fray (if possible in a duel against a little resistant opponent), to do two consecutive pursuit movements thanks to the "Implacable / 1" ability.

The collector, finally, is there to give Consciousness to Mahal and to heal the magician as well as the cyclops. The latter have to make sure they remain within the Warrior-monk's aura of faith.

## RISE AGAINST THE DEMON!

Against such an army, there are only a limited number of solutions. It is necessary to do everything to eliminate Mahal. Scouts, marksmen, fast troops, fighters endowed with "Leap", spells and miracles, everything is good to put a quick end to his misdeeds. If none of these works, it is necessary to try at least to absorb or to counter his spells. As for the cyclops, unless one makes a providential Damage roll, it will be necessary to oppose him with a Creature (or a Character) of his size to get rid of him.



# PRECISIONS ON THE CONFRONTATION AND RAG'NAREK RULES

Certain game effects having the peculiarity of creating fighters during the game (invocations, for example) or of making some return («Reinforcement» ability or effects of resurrection), questions can arise as for the equipment and for certain special capacities of these troops. To answer these questions, we clearly distinguish three categories of effects: *invocations*, *resurrections* and *reinforcements*. Unless noted otherwise in the description of the effect, the following rules apply.

## INVOCATIONS

This category includes all the effects that create on the battlefield a fighter who was not present during the composition of the army.

- *Optional equipment* : If a summoned fighter has a choice of equipment included in his profile, this choice must be made at the time of the invocation.
- *Gift of special capacities* : If a summoned fighter has the capacity to give a free advantage to a fighter of his army (gesas of the Kelt druids, amulets of the Jackal Masters of Rites, etc.), only he can benefit from it. If it is forbidden, the advantage is lost.
- *Artifacts, spells and miracles* : A summoned fighter arrives in the game without any artifacts, spells or miracles.
- *Mana and temporary faith* : A summoned fighter arrives in the game without any mana gems or T.F. points.
- *Factions* : If the army is affiliated to a faction, the summoned fighters appear on the battlefield without any of the capacities inherent to the faction in question (they are not considered to be affiliated).
- *Reference cards* : The summoned fighters are represented by the reference card of their summoner.

## RESURRECTION

This term refers to the game effects that allow an eliminated fighter to return to life.

- *Optional equipment* : The fighter returns to the game with the equipment he had before his elimination.



- *Gift of special capacities* : If the fighter who returns to the game has the capacity to give a free advantage to a fighter of his army, we consider that the choice of the beneficiary was already made (and thus remains unchanged).
- *Artifacts, spells and miracles* : The fighter returns to the game with the same artifacts, spells and miracles he had at the time of his elimination.
- *Mana and temporary faith* : The fighter returns to the game without any mana gems or T.F. points.
- *Factions* : The fighter returns to the game with the same capacities (faction aptitudes and «Solo» capacities) with which he was endowed before his elimination. He is still considered to be bound to his faction.
- *Reference cards* : The resuscitated fighters are represented by the same card as before their elimination.

## REINFORCEMENTS

The fighters who arrive in a game by means of the «Reinforcement» ability answer to the following rules.

- *Optional equipment* : Even if he is not really the same fighter, he returns to game with the same equipment as before his elimination.
- *Gift of special capacities* : If the fighter who returns to the game has the capacity to give a free advantage to a fighter of his army, we consider that the choice of the beneficiary was already made and remains unchanged.
- *Artifacts, spells and miracles* : The fighter returns to the game without any artifacts, spells or miracles.
- *Mana and temporary faith* : The fighter returns to the game without any mana gems or T.F. points.
- *Factions* : The fighter returns to the game with the same capacities (faction aptitudes and «Solo» capacities) with which he was endowed before his elimination. He is still considered to be bound to his faction.
- *Reference cards* : The reinforcements are represented by the same card as before their elimination.



# THE SESSAIR KELTS

STRENGTH, COURAGE AND FIGHTING SPIRIT ARE SOME OF THE WARRIOR VALUES OF THE SESSAIRS. IN SPITE OF THEIR NOBILITY, THEY ARE, HOWEVER, RESPONSIBLE FOR THE MAIN DEFECTS OF THIS ARMY : AN EXTREME SENSE OF INDEPENDENCE AND A HUGE DESIRE TO ILLUSTRATE ONESELF IN COMBAT, WHICH ARE TRANSLATED BY BAD DISCIPLINE. THE SAME PRIDE ALSO PUSHES THE SESSAIRS TO FIGHT ALMOST BARE SKINNED TO SHOW THEIR CONTEMPT OF THE DEATH AND MOCK THE COWARDS PROTECTED BY HEAVY ARMOR. THEY ARE CONSEQUENTLY ENDOWED WITH WEAK VALUES IN RESILIENCE, WHICH GREATLY REDUCES THEIR LIFE EXPECTANCY IN COMBAT. FOR ALL THESE REASONS, THEIR TACTICS ARE ALL BASED ON A RECURRING PRINCIPLE: STRIKE FAST AND HARD TO KILL BEFORE BEING KILLED!

## REVIEW OF THE TROOPS

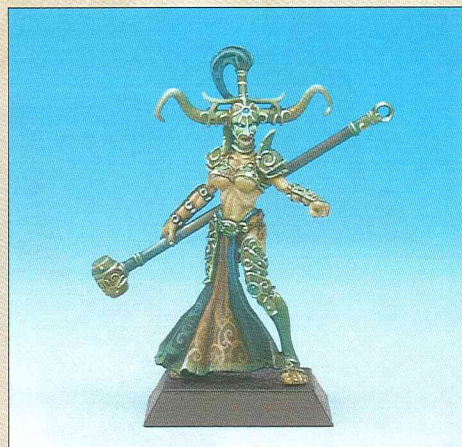
Their good values in INI, ATT and STR, combined with the “War fury” ability, provide the Sessairs with a power that is rarely equaled among the other peoples. These Kelts can furthermore count on formidable allies among the first inhabitants of the continent: the centaurs, the giants and the terrifying minotaurs.

**Note :** Certain cards (artifacts, spells and miracles) are followed by a “\*”. An index at the end of this article indicates in which book or set of cards these items are described.

## SESSAIR WAR-STAFFS

The slightly higher Strategic Value of the fianna war-staff (17 A.P. for the musician and the totem-bearer) compared to the Regular war-staff (14 A.P. for the musician and the standard-bearer) is due to its better INI and STR. These fighters are therefore made to support small groups in which each individual counts. For armies with numerous fighters in which the war-staff can content itself with remaining in the background one should prefer the Regular musician and standard-bearer.

## INCARNATED CHARACTERS



As Queen of the Fiannas, **Viraë** (125 A.P.) is one of the best commanders for a Sessair army. However, seeing her high strategic value, she is rather intended to lead important groups (to make the most of her capacities as a faithful).

**Manraidh**, a horned hunter (profile of 108 A.P. stemming from the *Tribes of Avagddu* card set) is a rather particular commander. Because of his “Scout” ability, he is not really made to be accompanied by a war-staff. He is rather a combat Character whose “Leadership/X” ability reflects a cunning mind more than a talent as leader of men. In game terms, it allows him to roll two dice for Tactical rolls, but if he is deployed as a scout his troops can only benefit with difficulty from his COU value for their first charges.

## THE TROOPS



The **Sessair warriors** (10 A.P.) and **Veterans** (14 A.P.) form the backbone of any Sessair army. Inexpensive, they are a resource that can be sacrificed without afterthoughts and represent a not unimportant threat for the enemy. Indeed, in spite of a rather weak ATT (2 - 3), they benefit, like all Sessairs, from the “War fury” ability, which allows them to make an avalanche of blows come down on their opponents.



Hardly less effective in hand-to-hand combat than the Sessair warriors, **the guardians of the moor** (12 A.P.) are the ideal alternative for players who do not want to base their strategy on the support of range weapons. These marksmen can, however, make the threat of a murderous projectile weigh down on their opponent in the first rounds of the game.

The **Sessair archers** (15 A.P.) are more interesting than the guardians of the moor, although a little more expensive. Their bows indeed have a much better range.





**Fiannas** (12 A.P.) are renown for their high INI (4). Associated to a moderate cost in A.P., this peculiarity allows powerful fighters with low INI (such as the giant barbarians, the sons of Ogmios and the minotaurs) to be deployed with Fiannas who facilitate the success in initiative tests.



Scouts are tricky fighters to play, but a **Kelt hunter** (32 A.P.) can change the course of the battle on his own right at the beginning of the game. Left as a scout under cover, he is a constant threat for the opponent who never knows if he will be used as a marksman or be sent into hand-to-hand combat. When activated quickly, he can sweep down on an enemy magician or faithful and smash him to a pulp with just a few blows of his monstrous club. Faster, with a MOV of 12.5, the **horned hunters** (profile of 37 A.P. stemming from the *Tribes of Avagddu* card set) exchange their capacity to fire for increased strength in hand-to-hand combat, notably thanks to the "Brutal" ability which allows them to inflict charging penalties on opponents of bigger Size. Moreover, they benefit from higher longevity thanks to one additional point in DEF and RES, and to the "Survival instinct" ability.



**The Danu warriors** (24 A.P.) are the most fickle troops of all the army. To resort to them is an audacious wager; it is indeed possible that they are not transformed or that they do so too late. If they manage to do so, then a slaughter is guaranteed. They are a choice that is usually reserved to reckless players who will have to make sure that they include enough inexpensive troops (such as Sessair warriors) whose sacrifice will provoke the spasm of fury. It is, however, possible to modify the conditions of transformation by using the alternative rule of spasm of fury supplied in the *Tribes of Avagddu* card set and which allows the Danu warriors to attempt a transformation when they are wounded.

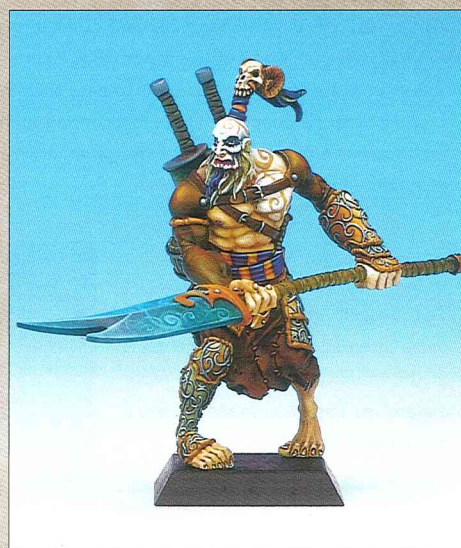


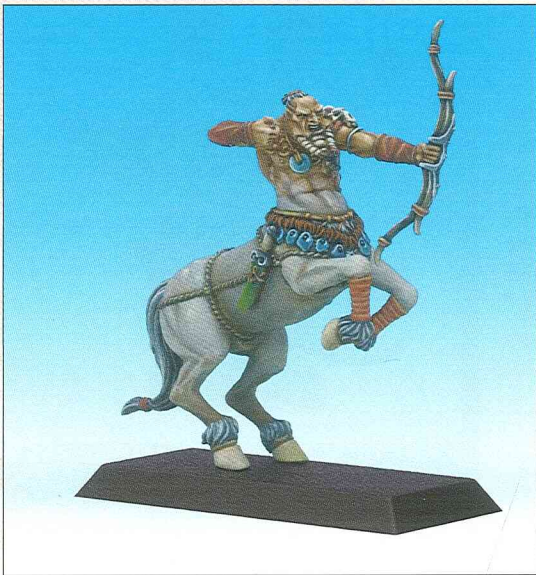
## INCARNATED CHARACTERS (continued)



**Markhan the Wild** (50 A.P.) and **Gwenlaen the Ever-proud** (66 A.P.) are perfect for commanding a Sessair army of small or average size. Depending on the opponent being faced, they can form a war-staff to improve the chances of success of the Discipline or Courage tests, and this at a reasonable cost. Besides their commander capacities, they benefit from very respectable combat characteristics. They are, however, very fragile and have only a low chance to survive powerful assaults.

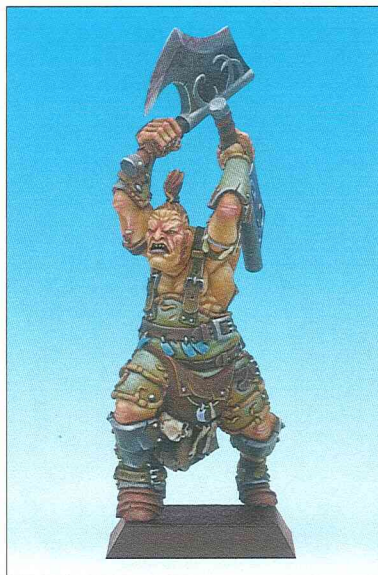
With **Bragh An Scáthar** (95 A.P.), **Koren the Chosen One** (135 A.P.), **Baal the Conqueror** (137 A.P.) and the minotaur **Thorgrim** (profile of 140 A.P. stemming the *Tribes of Avagddu* card set), the massacre is guaranteed. Two constants in their profiles: impressive STR and ATT values and attack dice galore. These fighters do not care about niceties; they are there to kill, exterminate, dismember, and much worse if you catch them on a bad day...



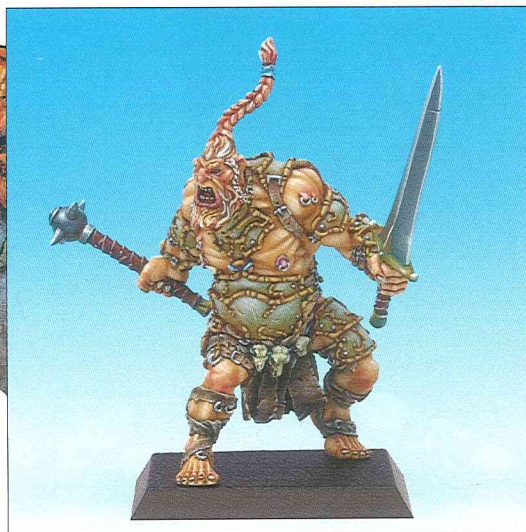


Fast and skilful in combat, the **centaurs** (30 to 38 A.P. depending on the profiles) are, thanks to their speed of movement (MOV 20), a force that is capable of striking just about anywhere on the battlefield. Be they archers or warriors, their power lies in the charge, which allows them to take advantage of their "Brutish charge" and "Assault fire" abilities. Their pretty high cost does not, however, allow a big number of them to be enlisted; they thus form tactical support to be protected and used with precaution.

For an average cost (32 A.P.), four profiles of **giant barbarians** represent a strike force which offers an alternative to the sons of Ogmios and to the Sessair minotaurs. Each of the four profiles proposes a different ability, among which Fierce and Master strike/O can turn out to be terribly effective in association with War fury.



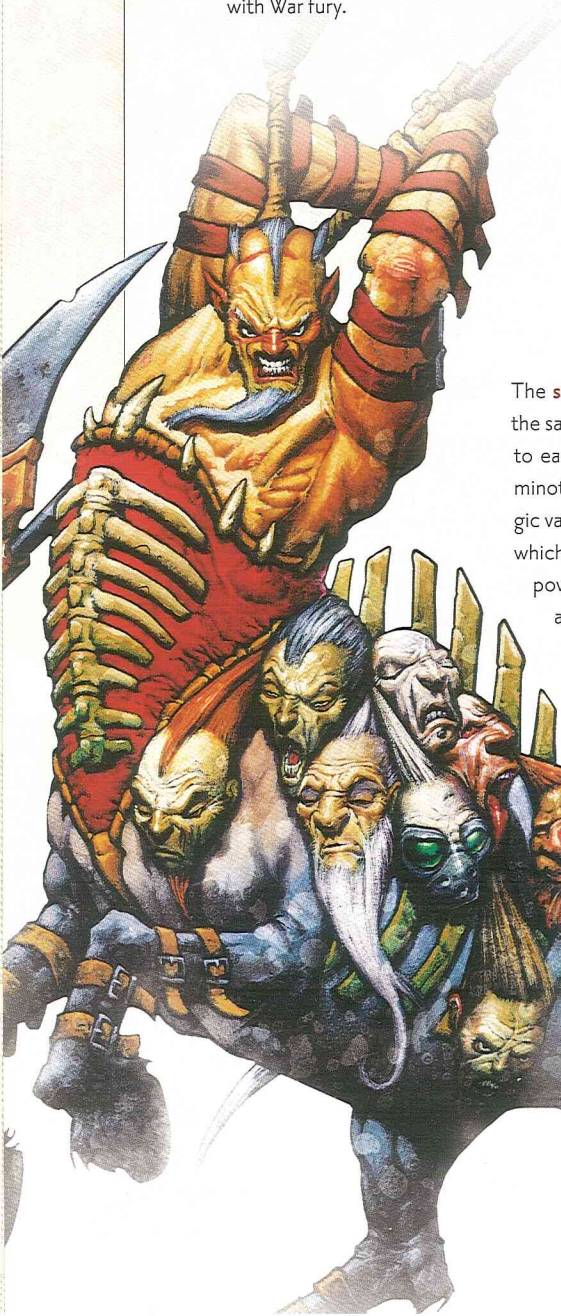
The **sons of Ogmios** (55 A.P.) and **minotaurs** (60 A.P.) fight in the same category: "heavyweights"! Both profiles are rather close to each other, with just a few small differences. Faster than the minotaur (MOV 15 versus MOV 12.5) for a slightly lower strategic value, the son of Ogmios additionally has the "Bravery" ability which goes marvelously with War fury. The minotaur has superior power of impact; he inspires fear and his "Brutish charge" ability allows him to gain two additional attack dice when he uses War fury.



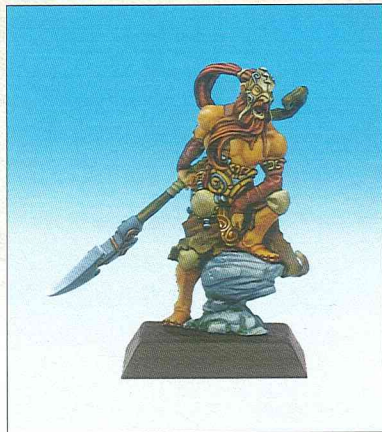
Their destructive potential is such that it is better to foresee one or several supports (magician, faithful or other) to protect them from the avalanche of projectiles, spells and miracles which will not miss to come down on them to prevent them from committing their misdeeds.



In spite of characteristics and abilities that are fully adapted to hand-to-hand combat, **Enoch the Elementalist** (80 A.P.) is above all a magician. With a POW of 6 and four Elements at his disposal, he can pull just about anything from his hat: a spell of healing, a fireball or an Air Elemental; he spares nothing on his enemies. And this versatility does not stop there. With a DIS of 5, Enoch can also take command of a clan in battle. Beware, however, not to opt for this solution against an army which inspires fear. Indeed, because Enoch doesn't have the "Leadership/X" ability, he is of no help to his men for Courage tests, unless he is equipped with the "Mask of contemplation" artifact.





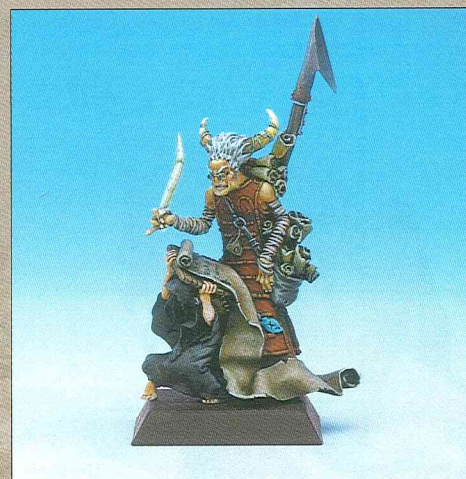


Although they are Warrior-mages, the main advantage of the **druids** (28 A.P.) is based less on their combat characteristics than on their magicians' talents. With a POW of 3 and the mastery of four Elements, they have access to a big number of spells. Besides, the gasas that they bring with them are a very considerable bonus to be given preferably to Characters or shock troops.

**Oracles of Danu** (31 A.P.) benefit from a considerable asset: the "Consciousness" ability. Thanks to it, these Warrior-monks can call their miracles even in the heart of the fray; they do not need a line of sight on their target. Besides, their special capacity gives them a role of essential support for Characters because they can help them make a success of the most important die rolls



**Kelen the Thirteenth Voice** (96 A.P.) is in a sense the opposite of Enoch. His warrior aptitudes dominate his magician capacities. The latter remain no less honorable for a Warrior-mage. Besides, Kelen has the peculiarity of mastering Light, an exceptional talent for a Kelt. This power is granted by the "Hyperian" ability which makes him even more effective when he encounters the armies of Darkness.



Like the oracles of Danu, **Orhain the Erudite** (24 A.P.) essentially has a support role for the most important fighters of the army. His miracles offer interesting possibilities, such as the announcement of War fury after the Initiative test. Another of Orhain's key points is that he benefits from an above-average DIS for a derisory cost in A.P., which allows him to take the lead of an army for which no command is foreseen strictly speaking.

• Unless playing in very particular conditions, **Drac Mac Syrö** (240 A.P.) is not adapted to the *Confrontation* format. His rightful place is on the epic battlefields of *Rag'Narok* where he can use his offensive power to its full potential.



## ARMY PROPOSALS AND TACTICS

This “Gaming aids” section presents some compositions of Sessair armies for 400 A.P., advice on how to play them effectively, but also some tricks to thwart them.

With the exception of the last one, these armies are in accordance with the rules and limitations of the official tournaments. However, these are essentially compositions that make use of very particular game tactics and which are not really optimized for competition.

## MURGAN'S LIGHTNING

**GWENLAEN THE EVER-PROUD** – 66 A.P.

• Artifact “Supreme rune of will \*” – 18 A.P.

**1 SON OF OGMIOS** – 55 A.P.

**3 CENTAUR ARCHERS** – 114 A.P.

**2 KELTS** hunters (Profile with Harassment) – 64 A.P.

**3 Kelt FIANNAS** - 36 A.P.

**3 SESSAIR VETERANS** - 42 A.P.

395 A.P.

This army is conceived to strike quickly the weak points of the opponent, the tactics consisting in obliging him to activate a maximum of his troops first in order to isolate targets.

The deployment has to incite the opponent to come nearer. To do so, the hunters must be deployed as scouts in the neutral zone, in the center of the battlefield. Placed in this way, the enemy player will want to hunt them down as fast as possible, which will oblige him to advance. Once discovered, the hunters can charge or, if it is still too early, fire, and then run to get back out of charging range thanks to the “Harassment” ability.

When the majority of the enemy troops have been activated, the assault can be launched. The centaur archers generally charge last. Their privileged targets are fighters of low resistance and who are rather unskilled in hand-to-hand combat, such as marksmen, magicians and faithful. Assault fire, combined with War fury, allows them very often to eliminate them in one round and to use the pursuit movement to get back into position, ready to charge again. In summary, the challenge consists in charging as late as possible, in eliminating one or two specific opponents, then in getting into position to start the

next round in the best conditions possible. The only exception to this rule, the son of Ogmios is there to draw the attention of the opponent while his comrades-in-arms do their job.

## CUT THE HEAD AND THE LEGS!

*To overcome this army, it is necessary to bog it down. To do so, it is necessary to place resistant targets that are capable of surviving the first assault in the path of its fastest fighters. Deprived of the advantage of the choice of their target, the centaurs and the hunters are fragile opponents who can certainly inflict damage, but who never survive for a very long time.*

*Once their legs have been cut, all that's left to do is cut their head. If its commander is killed, this army has almost no more hope of winning the Tactical roll and loses the possibility of choosing the first combat, the essential advantage for this kind of composition.*





## THE THIRTEENTH VOICE

**KELLEN, THE THIRTEENTH VOICE** – 96 A.P.

- Spell “Protection of the Light \*” – 14 A.P.
- Spell “Primal attack of Light\*” – 5 A.P.
- Spell “Minor cure \*” – 16 A.P.
- Artifact “Minor potion of resilience\*” – 3 A.P.

**1 KELT DRUID** – 28 A.P.

- Spell “Danu’s Blood \*” – 19 A.P.

**1 KELT DRUID** – 28 A.P.

- Spell “Ardent heart \*” – 8 A.P.

**3 GIANT BARBARIANS** (profile with Fierce) – 96 A.P.

- 1 gesa “Necklace of Sidhe” for each one (“Brutish charge” ability)

**3 KELT FIANNAS** – 36 A.P.

**5 SESSAIR WARRIORS** – 50 A.P.

400 A.P.

The strength of this army lies in the exceptional life expectancy conferred to its main fighters by the combination of Kelen’s and the druids’ spells.

Being an Adept of solaris, Kelen has access to spells that we do not usually meet in a Sessair army. Among them, Protection of the Light (cf. *Confrontation 3*, p. 93) is perfect for fighters with access to War fury because it allows the result of an enemy Damage roll to be considerably reduced.

Another protective spell, Danu’s Blood offers respite to its target when it is inflicted with a fatal blow, leaving it with a Critical Wound when it should have been killed.

Combined with Minor Cure (cf. *Confrontation 3*, p. 81), these two spells allow Kelen and the giant barbarians to let it all out against their opponents without worrying about the blows they are inflicted

with. The “Ardent Heart” spell, which allows to re-roll failed attack tests, furthermore provides them considerable safety.

The ranges of these spells being rather reduced, it is imperative not to make errors of investment. The druids have to avoid combats to stay within reach of Kelen and the giants. Kelen has to try to keep a line of sight on the giant barbarians and to remain within 10 cm or less of them to make them benefit from Protection of the Light. Other fighters are there to protect the magicians and bring their support to the barbarians.

## ELIMINATE THE MAGIC SUPPORT

This army depending almost exclusively on spells, it is not difficult to understand that the key to victory lies in the rapid neutralization of the magicians. At best, they must be eliminated. At worst, they must be engaged as soon as possible to prevent them from moving and from casting their spells wherever they feel like.

The druids are doubtless the easiest to eliminate. Without them, the Sessair army loses an indispensable support; they must thus be considered to be priority targets before moving on to Kelen and the giant barbarians.

If the opportunity to charge the barbarians appears, you should make sure not to miss it because it means depriving them of Brutish charge.



## THE CLAN OF THE WILD

**VIRAË, FIANNA PRIESTESS** – 125 A.P.

- Artifact “Icon of the Earth-goddess\*” – 12 A.P.
- Miracle “Enchantment of Fiann \*” – 10 A.P.
- Miracle “Celestial Inspiration \*” – 12 A.P.
- Miracle “Wish of the healer \*” – 11 A.P.

**FIANNA TOTEM BEARER** – 17 A.P.

**FIANNA MUSICIAN** – 17 A.P.

**ORACLE OF DANU** – 31 A.P.

- Miracle “Martial exaltation \*” – 9 A.P.

**6 SESSAIR VETERANS** – 84 A.P.

**6 KELT FIANNAS** – 72 A.P.

400 A.P.

This composition emphasizes divination and the key points of the Sessairs: ATT, STR and War fury.

In the center of the army are Viraë and her war-staff. Their perimeter of command raises a considerable COU when facing fear-inspiring armies. Viraë has to assume three roles: commander, champion of combat, and faithful. The player has to take care not to privilege too much one of these roles with regard to the other ones.

The oracle of Danu is placed in the front, among the troops on which he confers Fanaticism thanks to the “Martial exaltation” miracle. Being at the front line allows him to censure the faithful enemies.

The oracle and the warriors should not be allowed to be taken by their ardor and move away from the war-staff. Although they are redoubtable, they would become vulnerable to the terrifying Creatures and their fleeing would deprive the faithful of the T.F. points that they need so much.

Viraë has to play first and foremost her role of support thanks to her miracles. “Enchantment of Fiann” allows her to transform a Fianna into a beast of combat. “Martial Inspiration” strengthens the potential of the Sessairs in INI, in ATT and in STR when they make Damage rolls. Finally, “Wish of the healer” lets the valuable fighters to be healed. This last miracle is not enough to heal the whole army, so it must be used carefully.

### SCATTER THE ENEMY

*The big weakness of this army lies in its obligation to remain grouped together. When fighting it, the opponent has to multiply the provocations to force the Sessairs to scatter. To do this, marksmen spread all over the battlefield are the most effective weapon. Not being very resistant, the Kelts cannot afford to ignore them and will have to split up to pursue them.*



## DANU'S WILD BEASTS

**ATTENTION :** *This army is not in accordance with the official tournament rules because the value of the Character is lower than 80 A.P. This composition is nevertheless proposed for its original character.*

**SESSAIR TRIBE: THE WOLVES OF AVAGDDU** –

15 Sessairs/30 A.P.

**MARKHAN THE WILD** – 50 A.P.

**SESSAIR STANDARD BEARER** – 14 A.P.

**SESSAIR MUSICIAN** – 14 A.P.

**6 DANU WARRIORS** endowed with Natural Selection – 162 A.P.

**7 SESSAIR VETERANS** – 98 A.P.

**1 GREAT FANG WOLFEN** – 32 A.P.

400 A.P.

The presence of a war-staff, numerous warriors and powerful shock troops allows this composition to face all types of enemies. Capacities stemming from the Sessair Tribes card set provide it with numerous assets, notably the assistance of a great fang Wolfen. These advantages make an army that is easy to grasp, pleasant to play and particularly aggressive.

The player has to take care of “hiding” his most valuable fighters (Markhan and the Danu warriors) in the mass of fighters surrounding them. The latter have to engage at all costs the enemy as quickly as possible to allow the Danu warriors to do their thing thanks to the “Born killer” ability granted by the tribe’s capacity.

This composition remains effective against fear-inspiring armies, because the troops move as a single man and do not move away from Markhan and his war-staff.

As for the great fang Wolfen, his high MOV allows him to move outside the army to take objectives or intercept isolated enemies.

**ONLY HIT WHERE IT HURTS MOST...**

*When facing this army of great numerical strength, one risks being overwhelmed if one scatters one’s forces to fight against the basic troops. Besides, it is dangerous to attack the Danu warriors right at the beginning since the Damage rolls they are inflicted with can make them twice as redoubtable. In these conditions, you should leave nothing to chance and only charge targets that you are sure to finish off in the ensuing combat phase.*



## INDEX

**Primal attack of Light :** The Elemental of Light’s set of cards

**Ardent heart :** *Confrontation 3 p. 85*

**Enchanting of Fiann :**

Viraë, the Queen of the Fiannas’ set of cards

**Martial Exaltation :** *Confrontation 3 p. 104*

**Icon of the Earth-goddess :** Viraë, the Queen of the Fiannas’ set of cards

**Celestial inspiration :** *Confrontation 3 p. 105*

**Minor potion of resilience :** *Confrontation 3 p. 150*

**Protection of the Light :** *Confrontation 3 p. 93*

**Supreme rune of will :** *Confrontation 3 p. 150*

**Danu’s blood :** The Kelt druid 2’s set of cards

**Minor cure :** *Confrontation 3 p. 81*

**Wish of the healer :** *Confrontation 3 p. 105*



## SÝLANN

Darkness was slowly covering the forest while Lahn and his celestial companions set beyond the horizon. I slightly changed my posture so that my other side was warmed by the last rays of the day. At this time of year, nights were cool in the Tower of Sight and it was impossible for me to find shelter in the building, the corridors and rooms being too narrow for me.

Chasing away this concern from my mind, I contemplated *Cadwallon* in the distance. From the landing platform which served me as look-out post, the city seemed tiny and peaceful. I knew that it was only appearance; the thieves of the Free City were barely waking up. However, the turpitude of the Jewel of Lanever left me indifferent. The excitement that reigned in the Cynwäll garrison worried me more. We were getting ready to receive our new commander, the *khidarjym* *Sýlann*.

His reputation had preceded him. The Cynwälls watching the *Cadwë* border said about him that he was inflexible and hardly respectful of his men. Some claimed that he had obtained his rank too quickly. Some considered the dismissal of the former commander to be an insult and a reprimand. Others, finally, dreaded the arrival of a leader so close to the Guide.

In time, the *selsjyms* and even the *asadors* who served in the Tower of Sight forgot the rigor and the discipline that characterize true Cynwälls. Few of them listened to my advice. I have never known if this was due to my young age - hardly a century - or if it was because I wasn't united with a dragon knight.

A small troop appeared from the forest. From my look-out post, I heard the soldiers who rushed to the gates to welcome the commander. Some moments later, silence fell and *Sýlann* announced that he

wished to present me his respects. Although I don't make much of protocol, I decided to show good figure, in respect for my rank. I stretched my wings and raised myself to my full height.

First I saw the personal escort of the commander. Four *khidarjyms* took position in regular intervals on the landing pad. They were all in perfect harmony with each other and of a peace worthy of the Guide's personal guard. Then *Sýlann* appeared before me. He was smaller than I had imagined, but his assurance dissipated the doubts that the rumors had created in my mind.

While the *khidarjym* approached, I sensed the mana sizzling around him. His armor or one of his weapons was enchanted. Maybe his cloak, the decorated armature of which was surely not just ornamental.

"My respects, *Jarak-Maloth*."

"I present you my respects, commander."

His greeting seemed excessively formal to me, but I felt his sincerity. I hoped that my answer, which was as warm as I could make it, would make the task easier for him. The *selsjym* leaders began to gather at the top of the stairs. With a glance, I made *Sýlann* understand that our meeting could wait. He nodded to me and turned to his troops.

I closed my eyes and opened my mind to my environment: the coolness, the presence of Cynwälls in the tower and Sýlann's footsteps echoing in the big hall. The *khidarým* reviewed the troops, as required by the tradition of the Alliance of Light. I heard the first questions of the soldiers. They betrayed their annoyance and dissatisfaction.

Sýlann hardly seemed to notice their unease or had decided to ignore it. He gave the first orders, canceling all permissions and forbidding the soldiers to cross the border. After that, he paused and then resumed speaking with a strong, yet soft voice.

"I know that we are far from Laroq and very close to this accursed city. I know that your families and our convents seem distant to you. Nevertheless, we are Cynwälls, over here as anywhere else. I expect from you the same discipline and the same discernment as those of the garrison of Laroq. I shall tolerate no neglect. Although Cadwës have occupied the ground for more than a century, nobody knows which nightmare can appear from the entrails of this city. We must be ready, day and night, to defend our land against any threat. Tomorrow morning, we shall resume *shenras* training."

While I wondered about the legitimacy of such a demonstration of authority, I saw much agitation in the branches of the trees. An *echahim* was returning to the tower. At the speed he was running at, I understood that he was injured. The *khidarýms* heard him in turn and went immediately to meet him, followed by their leader.

I flew off while the *echahim* made his report. A patrol had intercepted some smugglers, but the latter had resisted. Living-dead fighters were hidden among them and the encounter had turned to our troops' disadvantage.

Sýlann reacted calmly and without hesitating. His men were already harnessing their mounts while the rest of the garrison was victim of the disorganization inherited from long months of tranquility.

Being afraid that the reinforcements arrive too late, I landed between the commander and his mount, to everyone's surprise. I hoped not to have made a mistake concerning Sýlann; my credibility depended on it. The *khidarým*, on the other hand, hardly seemed worried by my reputation. He jumped deftly onto my back and I flew off immediately. The garrison would follow us as best as it could.

The route lasted only a few minutes. I did not try to converse with Sýlann, because he meditated before the battle. In spite of his impassiveness, I felt his muscles contract, his breathing change; he was worried. But not about himself. Nor about his reputation. Sýlann was a hands-on officer who did not worry about politics. I admired his integrity, but also feared that too much rigor would eventually cause a conflict with the *selsýms* of the tower.

A quiver indicated to me that the commander was ready for combat. It was dark, but Yllia was clearly lighting the forest. We heard a shot. The trees were

too dense for me to land. With a light pressure of his knees, Sýlann made me understand what he wanted. I skimmed the top of trees and he jumped to the ground like a cat. His figure disappeared in the thick foliage.

While I did circles around the battlefield which was forbidden to me, I heard the commander ceremonially offer the enemy a chance to surrender. The only answer he got was another explosion. I thought of using my breath, but I refused to take the risk of setting the forest ablaze.

I tracked down Sýlann some moments later, while he joined the *selsýms* and *echahims* caught between the smugglers' shots and the assaults of the living-dead.

His sword in one hand and his pistol in the other, the *khidarým* tried to rally the besieged troops while repelling his aggressors. But the elves caught in the trap were like their brothers of the tower: in spite of the uncertainty of their situation, they reacted badly to Sýlann's presence. Even though he managed to keep the enemy at bay thanks to new defensive techniques, he did not succeed in effectively leading the demoralized Cynwälls.

The assault of the living-dead eventually petered out. Rather than run away - as simple bandits would have done - the smugglers strengthened their positions. Apparently they wanted to eliminate all the witnesses of their passage.

Sýlann took advantage of the calm to gather his men and speak to them. A bit later, the Cynwälls rushed towards the edge of the forest under the fire of the

smugglers. Sýlann closed the march. His strange cloak was deployed and diverted the enemy shots!

Quickly, the elves reached the forest's edge and crossed an open plain. Understanding the commander's maneuver, I came to their aid. When the living-dead appeared from the forest to catch up with my allies, I opened my mouth and released my flaming breath. While the magic fire burned the pursuers, I remembered that Sýlann had earned his rank during a battle which all had considered lost. Through an audacious maneuver, he had changed the course of events. Everyone said that he was different since that day.


The Cynwälls regained confidence. They seemed to see their new commander in a whole new light. Confidence and respect chased away suspicion and hostility. Not being afraid of death, the *khidarým* had protected their retreat.

When Sýlann raised his sword to order the charge, his soldiers followed him with the determination of true Cynwälls. I hardly needed to help the commander during this battle. His escort finally arrived at the scene and victory was quickly won. The elves arrested a smuggler who turned out to be a Usurer.

The triumphant return of Sýlann to the tower would guarantee the obedience of the garrison. Nevertheless, I knew that he would not stay for a long time among us. His stature exceeded that of a commander of the Tower of Sight. I simply hoped that the discipline and the determination that he had restored would survive his departure.



VOYAGERS SOMETIMES WONDER, WHEN CONTEMPLATING THE GOLDEN HORIZON OF SYHARHALNA, HOW THIS PLACE OF EXILE WAS ABLE TO BECOME THE CRADLE OF AN EMPIRE WHICH THREATENS AARKLASH AT THE MOMENT. THEY THEN REMEMBER THE HISTORY OF THE FAITHFUL OF MALDEGEN DIRZ WHO SURVIVED AND PROSPERED IN THE DESERT WITH, AS THEIR ONLY RESOURCE AT THE BEGINNING, AN ABSOLUTE FAITH IN SCIENCE. THE ALCHEMICAL LABORATORIES ARE THE TEMPLES OF THIS TERRIBLE RELIGION AND, AS SUCH, THE NERVOUS CENTERS OF THE SYHAR EMPIRE.



# THE ALCHEMICAL LABORATORIES



Left to themselves in an inhospitable environment and agents of a knowledge forbidden to men as to the gods, the exiled alchemists were at the mercy of the slightest threat. They turned the situation to their advantage by scattering in the dunes and by creating numerous autonomous communities. Certain laboratories, prospering faster than the others thanks to major discoveries or to trade with the allies of the Meanders of Darkness, turned into true cities. Others, ruled by more sinister minds, became impregnable fortresses or elusive mirages.

The thirst for progress and knowledge, as well as the common cult of the alchemical god Arh-Tolth, urged these black oases to always act in concert. It is on them, and not on the sterile sands of the desert, that the power of the empire of Syharhalna rests.

Danakil, Inuka, Shamir, Tenseth and Theben are the most important laboratories. Others are only outposts accommodating a handful of researchers and their suites, or itinerant structures (such as the Noctis Project) intended to perform the functions that the administrative, military and scientific authorities entrusted them with. The Syhars have also "lost" some of their laboratories over the centuries. These sleep in their prison of sand while waiting for their terrible secrets to be discovered.

## THEBEN, THE CITY OF THE LAST BREATH

**Master:** Omnimancer Athan Zakhil.

**Role:** Research, development and production of weapons and experimental clones. Education. Information.

**Expertise:** Theben is an academic city par excellence. Its many scientists have colossal means to perfect all the domains of Syhar science.

**Allies:** Theben is a forbidden city. It receives very few guests, except the most illustrious dignitaries of the Houses of Brisic, Lazarian and Mantis of Acheron, which are long-time allies of Athan Zakhil.

The name of Theben is even often ignored, forgotten, in the conversations evoking the Syhar cities. Who cares about this remote place, lost at the foot of the mountains on the other side of the desert, while Danakil, Inuka and Shamir represent a more tangible danger? Spies and explorers sometimes spread disturbing rumors about strange echoes in the mountains and about individuals who cross the gates of a nightmarish citadel never to come out again. But the public is much more interested in Kaiber or in the Black Woods than in Theben. Lying at the edge of the world, the City of the Last Breath is certainly too distant.

Theben nevertheless represents an incredible threat for Aarklash. If Tenseth and Shamir embody the Syhars' vitality and ideal, the City of the Last Breath reflects their true face.

This city is just a vast laboratory, the biggest and richest in Syharhalna. The master technomancers with bodies eaten away by Darkness teach their knowledge there to the most promising pupils and spend huge amounts on disproportionate projects. Be it to invent a weapon capable of annihilating any form of life within miles or to create a monster weighing several tons which is unable to survive without the gallons of mutagens that are injected daily in its veins, every experiment is observed and recorded with a perverse detachment. Those foolish enough to attack Theben would have to face nightmares that are very real and thirsting for blood.

The activities of this insane community are overseen by **Athan Zakhil**, one of the last direct descendants of Dirz the Heresiarch. This influential scientist, eminent character and faithful of Arh-Tolth finances his projects himself and has his own spy network. He has the ambition to be the new Creator, the one who will dethrone the imperfect nature and will shape the life of the future.



## INUKA, BASHIEN OF THE BLEEDY SOULS

**Master :** Commodore Razheem the Insane.

**Role :** Protection of the western border of the empire. Seat of the city of Djaran. Information. Experimental military camp.

**Expertise :** Neuromancy. Mass production of military clones. Exploitation of biological resources.

**Allies :** The regiments of Inuka benefit from the regular support of the dwarves of Mid-Nor.

The construction of the fortress of Inuka was the last Syhar project before the raising of the great alchemical army. Up to the death of Commodore Hakem at the hands of an imperfect clone, Inuka was a research center specialized in the sciences of the mind. The omnimancers of this laboratory allowed neuromancy to free itself from technomancy to become a separate discipline.

Inuka was for a long time a platform of information, espionage and disinformation, capable of infiltrating mentally conditioned agents and prisoners in the enemy ranks. With the Dawn Ritual and the Rag'narok, the authorities of Shamir needed a second base of operations to support Danakil. Inuka was chosen to push the enemy back towards the sea and

retake the city of Djaran, which had fallen into the hands of the Ways of Light.

Some years before the Dawn Ritual, the neuromancer Azhyan Adjaran, famous for his mental powers, received the honor of watching over the tank of Commodore **Razheem**, the prototype of the new humanity intended to repopulate Aarklash after the victory of the Syhars. Thousands of clones and slaves died from exhaustion to allow the observation laboratory hidden in the desert to become a real fortress very quickly. Razheem was born as the last stones were sealed and took command right after his education was done.

Certain Syhar dignitaries suspect Adjaran of being at the origin of the tempestuous character that earned Razheem the nickname of the Insane. According to their statements, the neuromancer couldn't stand losing control of his laboratory and used his aptitudes to give this terrible defect to the commodore. No proof came to support these charges. Be that as it may, the unexpected combination of Razheem's blazing temperament and of Adjaran's Machiavellian talents does marvels. The empire spends heedlessly to satisfy the murderous quirks of its unruly child, notably when he demands the manufacture of clones conditioned to throw themselves at the enemy, taken by a bloodthirsty rage.

## THE NOCTIS PROJECT

**Master :** Biopsist Salias Yesod.

**Role :** Research and taking of rare genetic heritages for science or information.

**Expertise :** Biopsy. Research and exploitation of local resources. Survival in extreme conditions.

**Allies :** Salias Yesod has the license to use all allies available to carry out his mission. This includes the hiring of free companies and mercenaries.

The Syhars often use code names for their secret projects. "Noctis Project" indicates an operation which is more of a governmental operation than a true research organization. Placed directly under the orders of the government of Shamir, this laboratory's role is to look for the genes that are the most difficult to obtain. The objective is to enrich the alchemical gene library, to widen the field of research and spawn new creations.

The operations of the Noctis Project are entrusted to Androctis clones or to reputed biopsists specialized in survival in hostile environments. Their autonomy allows them to travel very big distances. They are accompanied by warriors specially improved to follow them in their distant journeys. The assembly lines of Belisarius, clones renowned for their biological and behavioral adaptability, henceforth devote the main part of their production to this itinerant laboratory.

The voyagers of Noctis roam the continent to take samples. They can cross thousands of miles and take incredible risks to stick a needle into the hide of a particular specimen of wild animal or under the skin of a renowned warlord. Their knowledge of the ground can also lead them to go on missions of murder, espionage and recon. Several Noctis members compete in ingenuity to succeed in stealing the secret of Alphax from the dwarven alchemists, the masters of matter before the Syhars.

Few people know that at the time of his conception, **Salias Yesod** was intended to become a commodore and to occupy the place which is presently that of Razheem the Insane. Although he is considered imperfect according to the criteria required for this post, Salias avoided destruction thanks to a direct intervention by Basileus Villa. Inspired by Arh-Tolth himself, the highest Lord of the empire decided that Salias had to live.

Yesod came into the world without knowing his previous history or the destiny which should have been his. His powers over flesh and Darkness, which have never been used to their full potential, are only beginning to show themselves.



## SHAMIR, THE ALCHEMICAL IDEAL

**Master :** Basileus Villa.

**Role :** Administrative, military and scientific capital of the empire of Syharhalna. Coordination of the activities of the other laboratories. Centralization of the scientific and experimental information of the empire.

**Expertise :** Neuromancy. Technomancy. Scientific education. Research. Production of civil, experimental and military clones.

**Allies :** Shamir regularly receives diplomatic and military delegations of the allies of the empire of Syharhalna (cf. *Confrontation 3*, p. 127).

The Scorpions are capable of bearing the dangers of the desert and of triumphing over opponents much bigger than them. It's the same for Shamir, capital of the Syhar Empire. This laboratory, founded by the Heresiarch, was the first Syhar city before being razed by an enemy who appeared from nowhere. Some years after the fall of the first Shamir, the city rose again and resumed the head of the empire, while being bombarded by Akkylannian cannons.

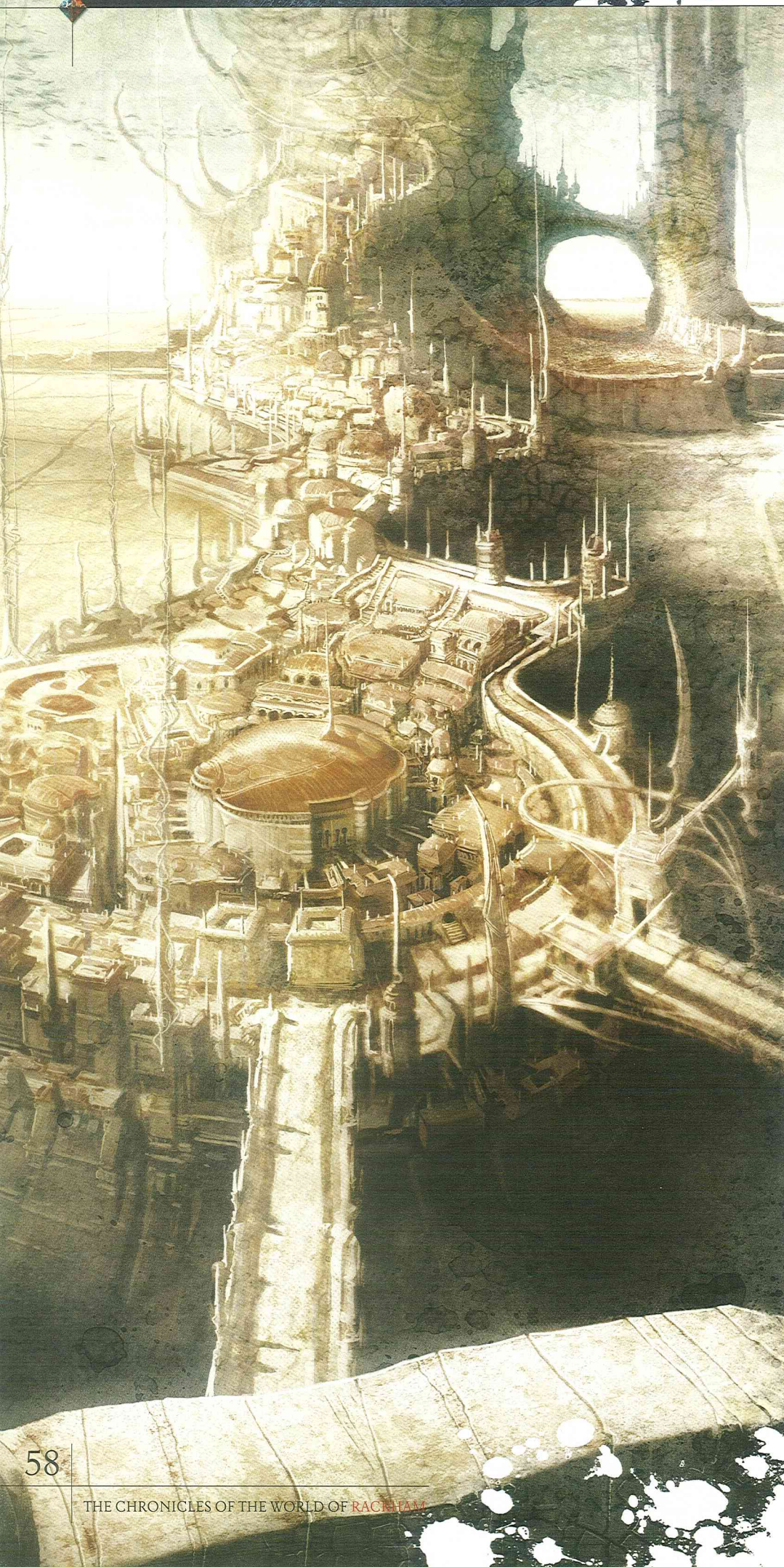
This second city became the True Shamir, the symbol of the magnificence of science during the Dawn Ritual. From its depths sprang forth the army that is sweeping aside the Ways of Light today and is getting ready to conquer Aarklash tomorrow.

Shamir is not a simple city lost in the sands of Syharhalna. This imperial capital is a cyclopean building the height of which challenges the skies of Aarklash. The alchemical jewel is the pride of an empire at the height of its power.

Shamir is the strategic heart of the empire. Within its walls gather those whose word makes the law, the ruling, scientific and military elite of Syharhalna. The concerns of the war, although present in all minds, do not burden the means that the capital has. The best technomancers are in competition with each other on projects with crucial stakes, such as the elaboration of the next generation of clones or the development of revolutionary agricultural techniques. The faithful of Arh-Tolth teach the cult to the population and discuss dogmas which will convert Aarklash to the cult of progress. Under the authority of Commodore Ash' Ra, one of the greatest military geniuses of the history of Aarklash, the strategists coordinate in secret the actions of the Dawn Army and exploit the slightest information gleaned from the enemy.

**Basileus Villa**, master of the empire of Syharhalna, is similar to Dirz at his time: a visionary dreamer. This masked man spends most of his time in his apartments to study everything that his messengers can report him about the outside world. The Dawn Army, in his eyes, is not a tool of dominion, but the wave of destruction that always precedes a new age. The ancient dogmas and their superstitions have to fade for the benefit of science. Once nature and the gods have been tamed, it will be time to reveal to the world the true face of Arh-Tolth: that of the progress that chases away the gods, tames the elemental nature and crowns science as the ultimate power of Man. Today's Darkness will give way to a new Dawn tomorrow.

THE  
TOWER  
OF  
SHAMIR



## DANAKIL, THE MIRAŁE-FORTRESS

**Master :** Commodore Mezaian Genariah.

**Role :** Protection of the northern border of the empire. Destruction of the Temple of the South. Military field of science.

**Expertise :** Production of combat clones. Improvement of military material.

**Allies :** Some Ophidians have recently moved into the officers' quarters as permanent advisers.

The fortified laboratory of Danakil, nicknamed "the Gate of the Desert" or "the Mirage-fortress," is protected by numerous enchantments. For a long time it managed to elude the searches aiming to determining its position. For the Syhar strategists, it was vital that the mirage-fortress be spared long enough for them to raise an army to counterattack.

However, nothing escapes Light eternally. The laboratory of Danakil was eventually located, but the alchemical host was already practically complete and the battles that made the walls of the mirage-fortress tremble were all baptisms of fire for the future Dawn Army.

Today the laboratory of Danakil is the sting of the Scorpion. The fortifications evolve around the original complex, layer after layer, like the walls of a deadly labyrinth. Barracks accommodate thousands of clones ready for combat, notably the Dawn warriors and the sentinels who make the reputation of the mirage-fortress.

Not a day goes by without a terrible battle bursting out somewhere in the Ivory Dunes that separate Danakil from its ancestral enemy, the Temple of the South.

The fortress was for a long time a base of secret operations. Its discovery by the servants of Light forced the Syhars to improve the defenses of the original laboratory and to concentrate exclusively on the big military maneuvers. Experimental research thus no longer has its place in Danakil. Its resources are intended for the renewal and improvement of the army which its walls accommodate.

The scientists of Danakil serve under the command of the Pillars and their supreme leader, **Mezaian Genariah** (cf. *Cry Havoc*, vol. 01).

## S.O.78, THE FORBIDDEN CEDE

**Master:** Sasia Samaris, Rose of the Desert.

**Role:** S.O. 78 is a renegade laboratory equipped with Hybrid technology. The members of this laboratory are wanted for questioning.

**Expertise:** Technomancy. Research and exploitation of the Hybrid technology. Experimental transplants. Increasing of the clones' life expectancy and optimization of their vital functions.

**Allies:** Sasia Samaris and her clique are in search of all the available resources. The Syhar authorities suspect them of sharing intelligence with the enemy and treason.

Scientific research explores unknown territories. The pioneers who dare brave them are exposed to the worst, especially if they use the flames of Darkness to light their path and aren't very rigorous. The Syhars, the destroyers of the natural laws, know these risks well; the protocol thus requires that the imperfect creations or worse, rebellious ones, be immediately destroyed.

Athan Zakhil, master of the laboratory of Theben, currently has to taste the bitter fruit of his carelessness for not having had the courage to kill his masterpiece, **Sasia Samaris**, the Rose of the Desert. This talented technomanceress, tired of being considered a doll, took to the road of freedom by investigating the precarious laboratories of the Hybrid Project. She took all that she discovered, stole numerous projects from Zakhil and disappeared in the desert.

S.O. 78 has a limited number of members. The Rose of the Desert gathers other clone escapees and continues her researches by committing thefts of incredible boldness. A lot of her partisans feed the hope that one day clones will be recognized by their creators as separate human beings. Sasia, although motivated by ambition and the ambiguous hatred that she feels for Commander Sered, is letting herself be seduced bit by bit by the utopia of clones.

Its resources do not allow S.O.78 to produce mutagens in great quantities. Sasia Samaris thus resorts to experimental transplants to increase the combat capacities of its creations. While doing so, she discovered that the absence of dependence on mutagenic substances, the element that is nevertheless considered to be indispensable by the majority of the technomancers, considerably increases the life expectancy of clones. This discovery would have a major political impact if Sasia revealed it in broad daylight.



## TENSETH, THE JEWEL OF SYHARHALNA

**Master:** Cypher Lukhan, the Dominator.

**Role:** Support for the war effort and for the expansion of the empire. Advanced strategic base. Training and indoctrination camp. Production of weapons, manufactured goods and food.

**Expertise:** Mass production of civil and military clones. Agroindustrial research. Exploitation of new scientific data.

**Allies:** Tenseth is very well protected by the troops of clones intended to join all the Syhar theaters of operation. However, it accepts the financial, political or mystic support of the peoples of Darkness allied to the empire.

In many ways Tenseth represents the cradle of fertility of the empire of Syharhalna. Conceived originally as the matrix of the first creatures that the Syhars released on Aarklash (Arteths, then Isatephs), the laboratory quickly became the pole where the resources intended for the other complexes of the North of the empire are concentrated. Only its vicinity to the border prevented the Jewel of Syharhalna from becoming the new Shamir at the death of Dirz. The city was nevertheless considered to be the economic capital during many long decades; the numerous Syhar opponents more often tried to break the backbone of the North rather than to attack the insignificant and distant tower of Shamir. The fulfillment of the Dawn Ritual proved them wrong.

Tenseth is the back base of Danakil and Inuka. Its foundations contain immense reservoirs of drinking water, tons of nourishing paste and hundreds of cloning tanks. Its forges work night and day, producing the weapons of the alchemical army, and its military structures train the legions of the desert.

The Jewel of Syharhalna owes its nickname to the fertility of the surrounding lands and to the magnificence of its architecture. Tenseth was opened for a long time to trade with the other nations and numerous immigrants, amazed by the city, brought with them the culture of their land of origin. Temples dedicated to Arh-Tolth rise at the top of gigantic pyramids. From their doors flows the water that feeds the city's hanging gardens.

The splendor and the vitality of Tenseth were seriously shaken by the recent battle which pitted the garrison of the city against the Devourers of Vile-Tis (cf. *Cry Havoc*, Vol. 08). The city escaped destruction thanks to the intervention of combat clones led by **Cypher Lukhan**. The popularity of the Dominator, specially made to serve Syhar propaganda, naturally propelled him to the top of the new government of Tenseth. The authorities of Shamir, if they took the initiative to murder this hero to replace him with a leader stemming from the regime, would risk a revolt or a new assault; they thus have to deal with a warlord who considers subtlety to be a confession of weakness.



# CELESTIAL ORDINATION

The ground shook as the Akkylannian cavalry charged. At the head of the unit, cardinal Aerth prayed Merin to grant him victory. They needed it or everything would be lost. In the distance, the silhouettes of the living-dead were outlined on the horizon. Farther still rose the disturbing towers of Tar-Haez.

The first row of zombies gave in to the impact of the heavy caparisoned horses. The conscripts who followed quickly finished off the last enemy fighters still standing. At the same moment, Wolfen with putrefied flesh appeared from a ruin a few meters away. Seeing this new threat, Aerth thought of ordering a retreat, but the creatures were too fast. They would have to hold strong.

The clash with living-dead Wolfen was terrible. The cardinal got ready to appeal to Merin to protect his troops, but the enormous animated corpses were already on him. He decided otherwise and unloaded his sacred rifle into the maw of one of them. At the same moment, one of the monsters shredded the flank of Aerth's mount with its jagged claws. The cardinal turned around deftly and cut off the creature's arm.

Other zombies came to support the Wolfen, surrounding bit by bit the dean and separating him from his troops. Aerth soon ended up alone, surrounded by living-dead fighters. Through his sacred armor, he felt every blow more painfully than the previous one. He tried again to call upon the power of Merin to bring down his enemies, but his prayer was transformed into a groan of agony when the claws of a Wolfen slashed his throat.

Aerth woke up in pain. The one in his throat and another, more blunt one. Around him, the ground was strewn with corpses. The groans of the dying rose on the plain reddened by the blood. Towers with disturbing shapes blocked the horizon. The sky was scarlet. Who had thus sent Aerth to this Kingdom of Darkness?

A snigger pulled the cardinal from his thoughts. He turned around and saw a band of bandits loading a corpse on a horse. He again scanned the plain and recognized that it was where he had waged battle. The one where he had died...

The memory came back to him like the pain of a badly healed wound. He brought his hand to his throat and felt the crust of dried blood. There was no longer any doubt: he had returned from the dead.

Aerth got up. He looked for his rifle and found it near the blood-covered corpse of his mount. Searching under his plastron, he felt his case of cards. Nobody had had the time to scavenge it from him.

By contemplating the corpses, the cardinal reconstituted the end of the battle. Most of the bodies scattered on the plain were those of the fiends of Acheron. The Akkylannian army had thus retreated;

it had had to fall back with the troops of Alahan. Everything was not lost.

Images of his death returned to him. He brought his hands to his throat again, as if to check that the wound was there still. Aerth had already seen men return to life. Some to join the Dark Ones, others by divine grace.

The One had decided that the hour of his servant had not come. Nevertheless, the cardinal felt something else, like a pain in the stomach. But if he had not benefited from a miracle, why was he still alive? Ceaselessly asking himself this question, he roamed the plain, unconscious of the passing time.

A crack pulled him back to reality. He had stepped on an imperial standard. Where were his men? He had to find them and lead them again to combat. The living-dead were too numerous. Without his command, the soldiers of Light had no chance.

The pain was haunting him like an obsession. Halfway between reason and delirium, Aerth looked westward. Cadwallon was so close... This had to be more than a stroke of luck. By riding at full speed, he had a chance of returning before the next battle. He needed a horse.

With determined steps, the cardinal approached the bandits.



Aerth thoughtfully contemplated the towers of Cadwallon.

"You have undergone Incarnation."

The cardinal turned away from the window and laid his gaze on his old friend Elisandre d'Orval. The aged woman had a set of tarot cards and numerous books of spells spread out on her table. The cardinal inspected the works with an absent-minded eye.

"The gods chose you to play a role in their struggle," continued Elisandre, "to be a hero."

"The gods... You mean to say Merin."

"Maybe. Maybe not."

Aerth swept this idea aside with a wave of his hand. After all these years, he still cursed the tarot-mage's polytheism.

"So it's this 'Incarnation' which resuscitated me?"

"In a sense. Henceforth, you can no longer die. You are an Incarnate."

Aerth respected d'Orval's sapience too much not to believe her. He sat down, flabbergasted.

"I have already heard about this kind of thing. At the time, I believed it to be an erroneous interpretation of the miracle of resurrection."

"I can be wrong," risked Elisandre, wishing to sound reassuring.

The cardinal thought for a moment.

"And this pain that I feel?"

"Your throat will heal."

"I'm not speaking about my wound," retorted Aerth, annoyed.

D'Orval became pensive. Seated in front of her, the cardinal got impatient.

"In the name of Merin, speak!"

"I'm not sure. It would seem that Incarnation has a price. The gods stole a part of your essence. Soon, you will feel obliged to go looking for it. You have to find it to again be complete and mortal."

"And if I don't find it?"

Elisandre sent an understanding glance to her old friend before continuing with fatalism.

"You will keep this pain in you. You will never know rest and you will fight for all eternity."

"Nothing lasts eternally. Soon, Merin will welcome us in his new Creation."

"If you say so."

Elisandre turned away and pretended to put some books in her library.

"How can I find what was stolen from me?"

"Ah! You see? It already torments you!"

Aerth tensed up. He felt guilty.

"I cannot abandon my duties!"

"And why not? You're surely thought to be dead and you have served Akkylannie long enough. You have the right to your freedom. This curse is maybe a sign."

"No! I wear Arcavius's sacred armor and I enjoy the trust of the Emperor. I have to lead the imperial army to the Rag'narok!"

"Why?"

Aerth hesitated for a moment.

"I had just been named prelate general when I had my revelation..."

Abandoning her books, d'Orval sat down in front of the cardinal.

"My mission consisted in making the voice of the Church listen to the imperial war-staff," continued Aerth wearily. "Yet I quickly gave up serving the intrigues of the alcoves. When I crossed the glance of the Emperor, I could see the flame of Merin in him. I understood that this man was the Chosen One, a visionary. All Akkylannians are, in a way. We have acquired the consciousness of the State, and sciences that require neither magic... nor divination. Only the dwarves are maybe as clear-sighted as we are."

"And because your laws and your sciences are more developed than the others, you have to sacrifice everything?"

"You do not understand," insisted the cardinal. "Denial eats away at Creation. We are the only ones to be aware of it. We have to make Light triumph."

Elisandre took the hand of her old friend.

"All this doesn't change your fate, Aerth."

"Why did Merin impose it on me? Is it a punishment? A trial?"

"You're the cardinal, not me."

Losing patience, Aerth got up abruptly and returned near the window.

"I did not come for your mockeries, but for your advice."

Elisandre ignored the remark and thought a moment before answering.

"I don't know what to say. Whatever your decision, you might contradict the will of Merin."

“How can I know?”

“You cannot know. Merin left you the choice. You have to believe in your judgment. What is your true purpose? To find what was taken from you or to serve Akkylannie?”

The cardinal did not answer and thoughtfully gazed at the towers of Cadwallon.



Great tumult reigned in the cathedral. The place of worship of the Akkylannian exiles who lived at the border of Avagddu had become the headquarters of the Griffin. Countless conscripts and fusiliers were trying as well as they could to find some rest there. Barhan guards worriedly watched this sad spectacle. Agonn, their commander, sent a menacing glance to Inquisitor Galdius.

“You have to prepare your men for battle! Your Emperor committed to it!”

“I obey only Merin, and none of your cities is worth what we lost!”

“Listen,” insisted Agonn, “I understand that the loss of the cardinal saddens you, but if we do not quickly counter-attack, we’re done for.”

“You understand nothing. We lost Arcavius’s sacred armor!” answered Galdius. “We must find it. Any-

way, with the death of their commander, my men no longer have the heart to fight.”

Agonn got ready to answer when the doors of the cathedral burst open.

The silhouette of a man in armor stood out against the embrasure of the door and a religious silence filled the nave.

Galdius approached with caution.

“Cardinal Aerth? I... We thought that you...”

“The rumors concerning my death were exaggerated,” interrupted Aerth while raising the visor of his helmet.

“That’s impossible! I personally interrogated the fusiliers who witnessed your death!”

Aerth was about to answer, but he felt a murmur spread through the crowd. His providential return didn’t have the effect he had hoped for. He cast a glance at Galdius and understood that the inquisitor was seeking an excuse to punish him for his allegiance to the Emperor. The cardinal advanced self-assuredly.

“Our enemies believed they had brought me down, but the One protected me from their blows. He came to me and ordered me to lead you to victory!”

The murmur turned into cheers. The men wanted to fight again. Satisfied, Aerth approached the altar.

Galdius came to meet him, his features deformed by anger.

“All this is very suspect, cardinal. If you haven’t died, why didn’t you return earlier? I believe that...”

Aerth could not take it any more. He had to prevent Galdius from going any further right away or his popularity would no longer be enough to protect him. He grabbed the inquisitor and pressed him against a stone column.

“You had better help me rather than accuse me. I believe that you are just a sniveling weasel. I believe that when you, the Pope and the Emperor are no longer of this world, the Empire will still be here. And I, I shall be present to defend it because such is the will of the One!”

Between the incomprehension and the fear, Galdius found nothing to answer. The cardinal turned away to greet Agonn with a warm embrace. He walked up to the altar and addressed all his men.

“One day, the spark of life will leave me. On that day, I shall find rest with Merin. But today is not that day! Today, I fight by your sides!”

Conscripts and fusiliers, valid and wounded, all raised their weapons towards the sky and chanted the name of their god.



# THE ORCISH HORDES

DESIGNED BY SYHAR TECHNOMANCERS FROM GOBLIN AND HUMAN GENES, THE ORCS FREED THEMSELVES FROM THEIR CREATORS AND FLED INTO THE DESERT.

SCATTERED, BUT DETERMINED TO SURVIVE, THEY FOUND REFUGE IN THE INHOSPITABLE GULCHES OF BRAN-Ô-KOR, A LAND THAT UNTIL THEN WAS CONSIDERED TO BE A DEN OF INIQUITY AND DEATH.

IT IS WITH THE STRENGTH OF THEIR FISTS THAT THEY WON THE RIGHT TO EXIST. HENCEFORTH, THEY ARE GATHERED IN HORDES AND FORM A POWERFUL NATION OF WARRIORS.

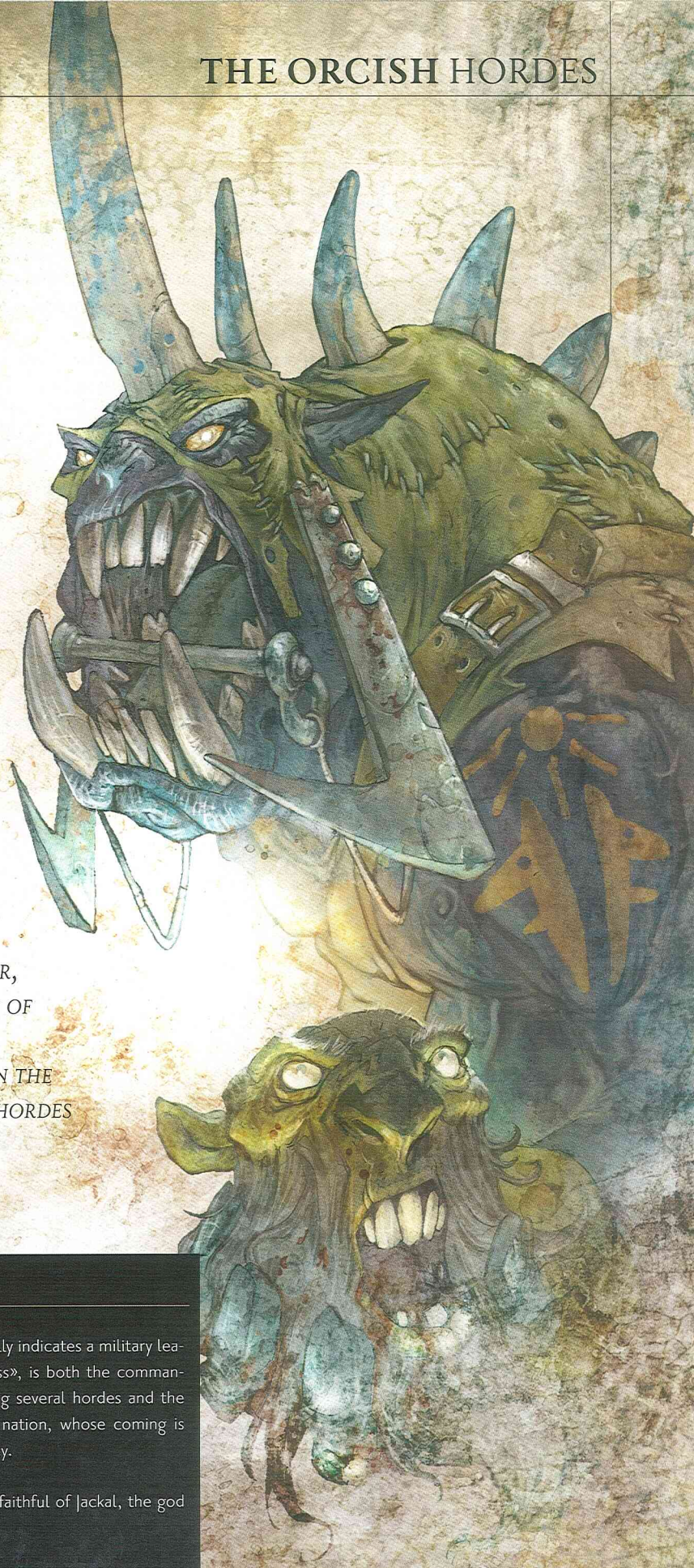
## SPEAKING ORCISH

The terms used by the orcs can have several definitions. These vary depending on the context rather than on the structure of the sentence.

**Horde:** The orcs use this term to indicate an important community placed under the authority of an influential leader. This can be a warlord or the head of a large family, which is sometimes the same.

**Raïk:** This term generally indicates a military leader. **Kal Raïk**, «big boss», is both the commander of an army gathering several hordes and the supreme leader of the nation, whose coming is announced by a prophecy.

**Shaka:** *Shakās* are the faithful of Jackal, the god of the orcs.





## THE THUNDER RIDERS

**Raïk :** Umran Kal.

**Emblem :** Two rocky fangs symbolizing the entrance of the pass of *Shaka*. Between them, a flash of lightning.

**Location :** Along the southern border of Bran-Ô-Kor and along the canyons which lead to Jackal's Lair.

**Allies and enemies :** The Thunder Riders regularly ally themselves with the Devourers of Vile-Tis to fight the Akkylannians and the Syhars.

The horde of Thunder is one of the oldest ones in Bran-Ô-Kor. It owes its reputation to the belligerent character of its fighters and to their boldness in the face of adversity. Its high mortality rate is compensated by the constant influx of warriors from the other hordes, itching to fight those who invade their lands.

Although it is venerable, this horde has never become organized into a hierarchy around its elders; it has always been led by its best warlords. Each of these leaders uses a unique war cry that distinguishes his band of warriors on the battlefield and frightens the enemy like thunder splitting the sky.

The Thunder Riders were the first ones to breed and domesticate brontops, the sturdy mounts of

the orcs. They are proud of the efficiency of their training, which remains unequalled, and make it an honor to perfect their talents. A rider who falls from his mount loses his honor and can get it back only by becoming famous in combat. Many Thunder Riders consider their brontops to be a weapon in the service of Jackal.

Some Thunder warriors have succeeded in hunting down and taming Tarascuses, the humungous Titans stemming from the Syhars' tanks. The cost in lives was very high, so the leaders bitterly negotiate the mating and eggs of these terrifying creatures.

**Umran Kal** is the most charismatic of the lords of Thunder. A lot of leaders honor him for having saved their village from the attacks that regularly erupt at the borders of Bran-Ô-Kor. He recently distinguished himself by gathering under his banner a true host of cavalry which stopped the vanguard of the Dawn Army. The exploits of Umran Kal and his son, Tarrun, during this incredible battle are famous all over Bran-Ô-Kor and its surroundings. The lord of Thunder is nevertheless worried: he suffered heavy losses and the main part of the Dawn Army will soon arrive in his lands...

## THE TORCHES OF GERIKÂN

**Raïk :** Khelran.

**Emblem :** Circle of nine snakes biting each others tails haloed in black.

**Location :** The city of Gerikân, in the north of Bran-Ô-Kor.

**Allies and enemies :** Gerikân shelters an important community of goblins. The warriors of the horde often fight against the dwarves of Tir-Nâ-Bor, the Possessed of Mid-Nor and the Wolfen of Yllia.

For decades, this horde was the object of fear and contempt of the other orcs. Yet the shamans know that the founders of the Nine Snakes were the first ones to escape the claws of the technomancers and that they stayed behind to cover the flight of their freed brothers. Nine survivors of this brave group reached Bran-Ô-Kor months later and spat their venom in face of the other tribes: if all orcs had stood strong instead of running away like cowards, they would have crushed the Scorpions. These nine warriors, seven males and two females, soon formed a group of mercenaries that only hesitantly accepted the ways of Jackal. As time passed by, the clan grew and the resentment was passed from father to son.

When the goblins began to be interested in naphta, the leader of the Nine Snakes understood at once the financial, military and political opportunities that an alliance with the children of Rat could offer. While the other hordes refused to sell "the blood of Bran-Ô-Kor", the Nine Snakes secured the camp of Gerikân, blocked off the northern lands and set up monsters of metal capable of searching very deeply into the veins of the Land of the Brave. Other hordes roared at the sacrilege; the Nine Snakes considered that they finally had a chance to protect their people and to fight the enemy with his own weapons and at last become a recognized nation. This definitive break with the traditional ways called for a new name: henceforth, they would be known as the Torches of Gerikân.

The naphta business allows the Torches to show their wealth as a challenge in the face of the world. Influenced by the customs of No-Dan-Kar, the warriors of Gerikân adorn themselves with fancy clothes and jewels. They follow the orders of **Khelran**, an orc endowed with a monumental stature and with a mind sharper than a razor. Under his administration, the horde joined the scholars of the goblin clan of the Black Rats to be equipped with solid and effective naphta weapons. Soon, the other hordes would understand that their archaic ways cannot protect them from the Rag'narok; they will then come to implore the protection of the Torches.



## THE CLAWS OF THE VULTURE

**Raïk :** Dakhran.

**Emblem :** Two vultures fighting for a carrion.

**Location :** The horde of the Vulture moves in scattered bands along the borders of Bran-Ô-Kor. Its members live in seasonal bivouacs.

**Allies and enemies :** The orcs of the Vulture attack the convoys that cross Bran-Ô-Kor and its surroundings. Their most frequent targets are the Syhars, the Akkylannians, the dwarves of Tir-Nâ-Bor and the Kelts. They gladly become allied to the goblins and to the Devourers.

For the terrifying warriors of the horde of the Vulture, the orc nation or the Rag'narok are only empty notions made to mislead the dream spirits. The war is rumbling everywhere around the Land of the Brave and it is better to get ready for it in order to survive. They thus prefer to leave such chimeras to the leaders of the other hordes to concentrate on the only important thing: survival.

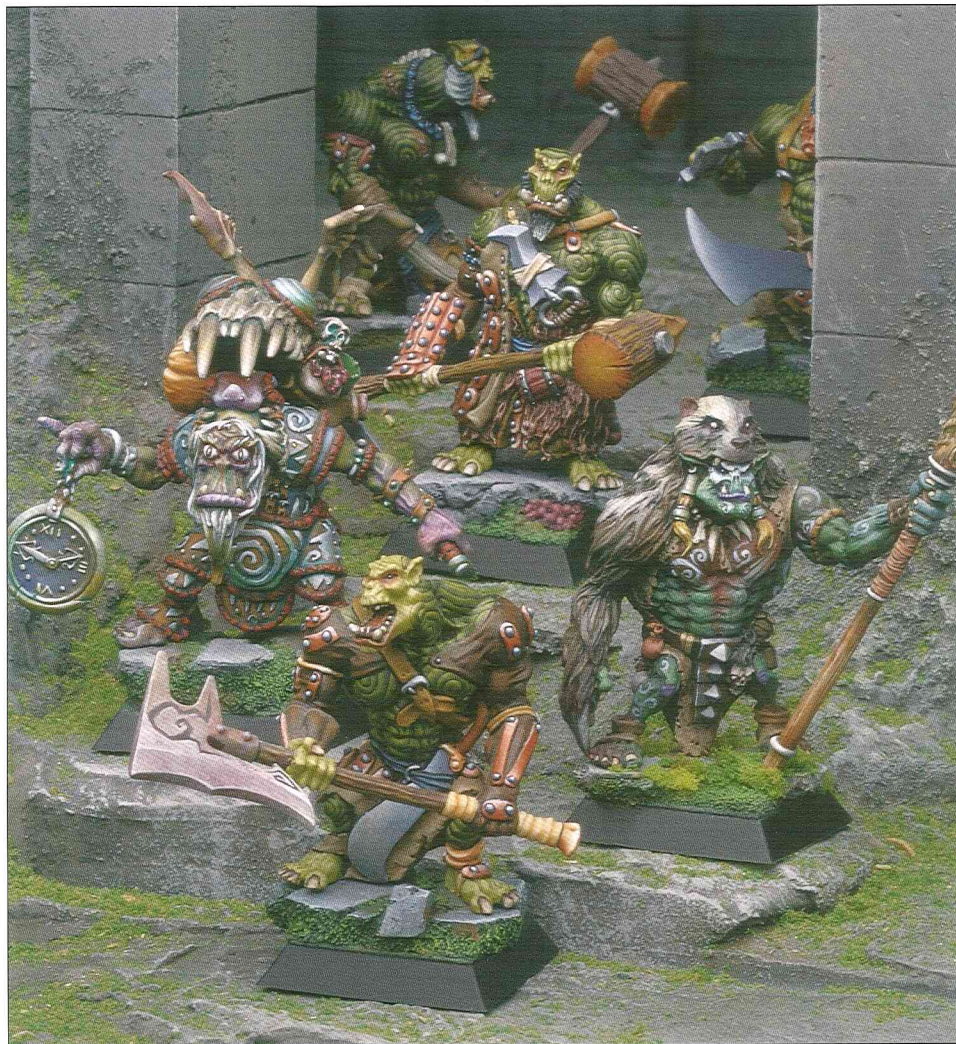
The orcs of the Vulture distinguish themselves through their greed and brutality. They pounce on their prey with a stunning violence and rarely take prisoners. They apply their version of survival of the fittest and leave behind them only carcasses. In spite

of their visible cynicism, they show fierce loyalty to their brothers of the other hordes and honor Jackal diligently.

The most cunning leaders know how to take advantage of the Vulture's talents. The orcs of this horde are unchallenged when it comes to spying on the enemy and finding his weak points. As long as they are placed under the orders of a charismatic leader or are promised a generous reward, these marauders are capable of sowing indescribable chaos.

Dakhran, the current raïk of the Vulture, is one of the most brilliant strategists that Bran-Ô-Kor ever has ever known. He is said to be responsible for dozens of massacres and for plunders committed from Ogh-Hen-Kir to Theben; several Akkylannian and Syhar assassins are hot on his tail, not to mention the bounty hunters from the four corners of Aarklash.

The hunt for him is so fierce that even Dakhran's warriors usually aren't aware of where their leader is. Rumor has it that he has gone insane and is hiding in a fortress hidden in the canyons. This does not prevent the simple mentioning of his name from causing anxiety in the heart of those who trespass the land of the orcs with impunity.



## THE LONG SUN

**Raïk :** The Son of Thunder.

**Emblem :** The skull of a jackal seen from the front. Half of its surface is painted in ochre. Above it is an orange disc surrounded in gold.

**Location :** The main hideout of the Long Sun is a small troglodytic city clinging to the sides of the abyss of Izaghan, in the heart of the Land of the Brave.

**Allies and enemies :** The horde of the Long Sun counts numerous elemental allies in the primordial realms. Besides the natural enemies of the orcs, it fights the dangers coming from the Realms of Darkness before they appear on Aarklash.

The horde of the Long Sun formed around a vast community of mystics and faithful of Jackal. Its initial vocations were the investigation and the protection of the Land of the Long Sun, the domain of the spirits of Bran-Ô-Kor which only some elected members can measure. The discoveries of this group favored its fast growth and its recent gaining of the status of horde. The leaders of the Long Sun opened the gates of numerous elemental realms and know that Aarklash is at the heart of a battle on which the future of Creation depends. The miracles and the dangers of these parts of the land of dreams attract warriors who feel invested with a sacred mission entrusted to them by Jackal, the guardian of the worlds.

The orcs of the Long Sun, although scattered on the lands of the other hordes, are always listened to with attention. These messengers of Destiny are aware that the battle they wage in the elemental realms is as important, if not more, than the one waged by their brothers at the borders of their dry domain. The representatives of this horde are the object of all hopes; many orcs say they have unsuspected powers and claim them capable of opening a better world where the children of Jackal can live in peace. The orcs of the Long Sun know it well: if Aarklash falls into the hands of the Ways of Light or the Meanders of Darkness, there will be no place left to hide.

This horde is led by a tight-knit group of mystics and faithful of Jackal. With the cooperation of their elemental allies, they closely watch the Realms in search of breaches or of fatal incursions. Alas, the threats are becoming more numerous and more dangerous every day. The sages turn to the **Son of Thunder**, whose birth was once blessed by the spirits. He is not the most powerful of them, but seems to hold the power that will allow the Elements to unite their forces to confront the dangers of the age of Darkness.

## THE SARKAI NOMADS

**Raïk** : Menkhari.

**Emblem** : An arabesque evoking a wind rose.

**Location** : Sarkai has a secret enclave somewhere between the Temple of the East and Jackal's Lair, where the grave of the prophet Arcavius lies.

**Allies and enemies** : The horde maintains a fragile alliance with certain Akkylannian officers. Some leaders have a non-aggression pact with the Wolfen and the Sessair Kelts.

An aura of mystery has always surrounded the Sarkais. Legend claims them capable of escaping the worst blows of fate and of dying only when they wish to. The Sarkais owe this impertinent luck mainly to their insatiable curiosity and to a prodigious intuition. For them, the notion of border is synonymous with prison. Messengers and wanderers, they travel throughout Bran-Ô-Kor and the surrounding countries, acquiring from their journeys an extraordinary culture. Some of them know the secrets of writing and the manufacture of parchment, and have become narrators, scribes or cartographers, recording the history of their nation for the future generations.

The Sarkais are the most superstitious orcs, at least that is what they let others believe. They are

ceaselessly listening to omens and never go on an expedition without having consulted an oracle. Their mystics read the lines of Destiny in the palms of their hands and make talismans of protection that divert the evil eye.

But Sarkais are above all warriors. They base their strategy on ambushing and the tactics of guerrilla warfare. Some of them are thieves with a price on their head and are already leagues away when the alert is given. They return to their camp with a new story to be told and loaded with wealth.

The raik of the Sarkais has always had the task of protecting the secret place where, it is said, dream and reality become one. **Menkhari**, the current leader of the horde, was chosen by his predecessor for his bright mind, his intelligence and his mastery of the scimitar. Like his brothers, he knows that the strange phenomena that punctuate the life of his protectorate are related to the grave of a prophet who came from over the horizon; he is nevertheless one of the rare Sarkais to know that the Tomb of Arcavius is the entrance of a forgotten Realm, and the only one to be able to draw with exactness the road that leads to it.

## JACKAL'S LAIR

**Raïk** : Shaka Morkhai.

**Emblem** : A crowned jackal.

**Location** : Not far from the Mourners' Gorge, in a place held secret.

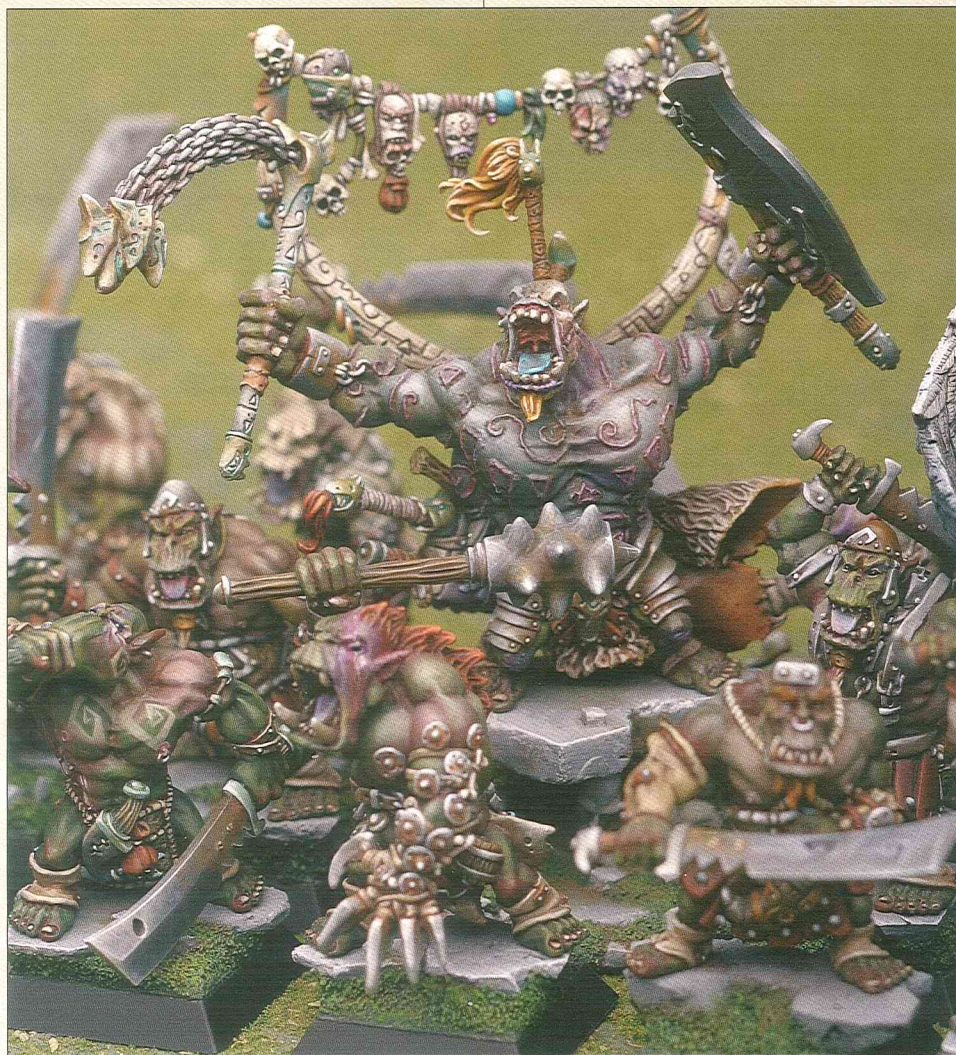
**Allies and enemies** : The fighters of Jackal's Lair do not have allies. They confront all those who venture too close to the cave of their god.

In Bran-Ô-Kor there is a magnificent temple, a majestic masterpiece which reveals the talent the orcs can have for architecture: Jackal's Lair, refuge of the god of the brave. This massive construction, cut in the entrails of a canyon, is a secret place whose existence the orcs only discover once they reach adulthood. They then have to keep silent about it until their death, at the risk of suffering the worst torments.

Jackal's Lair is guarded by the best fighters of Bran-Ô-Kor, starting with the Jackal warriors. The latter lead a confined life there, whose days are given rhythm by their prayers and their ritual trainings. Their place in the hierarchy and the way of weapons they follow are marked on their skin in the shape of very complex tattoos. Each knows his role in case of attack and has blind trust in his brothers-in-arms. When they fight together, the warriors of the lair show an uncommon esprit de corps.

Certain weapon masters sometimes send their disciples in search of some artifact that was forgotten or has fallen into the wrong hands. When the situation requires it, the warriors receive the blessing of Jackal and become terrible avengers: they then have to protect the sanctuary at all costs.

The supreme guardian of the sanctuary is **Shaka Morkhai**, the Jackal Lord, the bearer of the sacred weapons, the Khorlan and the Grizmaor. A true hero of his people, Shaka Morkhai had to learn to check his warrior ambitions for the benefit of the task that is his. The volcano smoldering inside him is nevertheless far from being put out: he takes advantage of every occasion to leave the sometimes stifling surroundings of the sanctuary to go to wage war in some corner of Bran-Ô-Kor. The Rag'narok sounds to him like a calling: he is burning every day to take up his weapons and to lead the army of Jackal to clash with its enemies. His recent discovery of a plot of orc traitors and Griffins of Akkylannie could indeed give him the excuse for which he has been waiting so ardently.



## THE ARMY OF THE TWO SUNS

**Raïk :** Kal Shadar.

**Emblem :** A simplified representation of Ley and Lith on Lahn. The most rudimentary banners bear three circles: a big one with a smaller one on either side.

**Location :** The army of the Two Suns is gathering. Its warriors come from all the tribes of Bran-Ô-Kor and it is slowly moving southward.

**Allies and enemies :** This horde calls on the natural allies of the orcs: the goblins and the Devourers. Mercenaries of the peoples of Destiny are also beginning to arrive.

After decades of being hunted and of combats, the orcs are finally numerous enough to become the undisputed masters of their land. Since a few years, several ambitious raïks have been vying for supreme command and trying to gather all the orcs under their banner. All of them claim the title of kal raïk and dream of making their name go down in the history of Aarklash. The faithful of Jackal announce, with

sincerity or with an agenda, the coming advent of the next kal raïk and the beginning of a new age of prosperity for the orcs. Will the prophecy come true?

The distrust and the hatred that the orcs feel for their creators, the alchemists of Dirz, have hardly been dulled by time. Spies, trackers and marauders always infiltrate far into the desert to observe the Syhars and strike them when they have the opportunity to do so.

The alchemical empire has raised a big army and the orcs are the first ones to have seen it. Tens of thousands of clones appeared from their tanks during the Dawn Ritual, finished their training and now march on the positions of their enemies. The sting of the Scorpion has already struck in Danakil and in Djarran, in the Ivory Dunes; the allies of the Ways of Light are slowly retreating. The Syhar legions are now turning towards Bran-Ô-Kor to destroy the orcs for once and for all. No need to be a shaman to guess the treatment that the alchemists of Dirz have in

store for their rebel children: slavery and death.

**Kal Shadar**, weary of addressing the raïks worried more about their ambition than about the future of their people, has roamed the canyons to spread the message of the imminent danger to his Amok slayer brothers. The latter naturally joined his cause and used the prestige of their caste to gather warriors. Kal Shadar, a formidable fighter, but not accustomed to leading, became from day to day a true leader of his army. His troops are slowly marching southward to intercept the enemy. He leads the horde of the Two Suns from victory to victory against the invaders who threaten the Land of the Brave.

Only the Akkylannian commanderies of the East and of the South are resisting the clash of the armies moving on either side of the border. The order of the Temple will be a spectator of the first big battle pitting the Path of Destiny against the Meanders of Darkness in the age of the Rag'narok.



# NEFARIUS : †E‡† 001

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

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

## OBJECTIVES

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

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

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

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

## INSTRUCTIONS

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

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

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

## TRAPS

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

## SPECIAL RULES

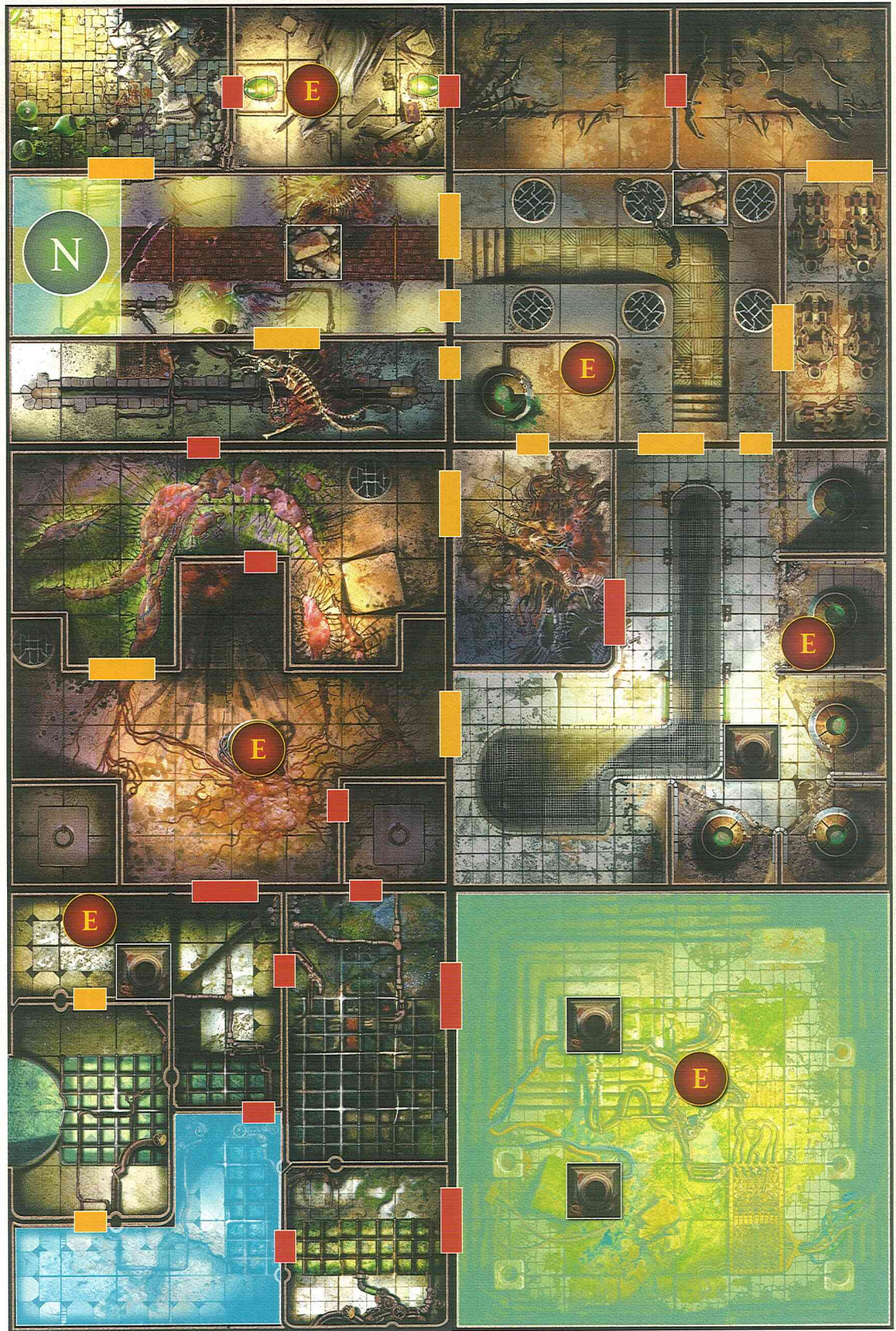
This mission doesn't have any special rules.

## COMBAT GROUP COMPOSITION

	GRIFFINS	SCORPIONS
CLASS TOTAL	7	6
STRENGTH IN NUMBERS	6	6



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





## THE GUILD OF FERRYMEN

*EVER SINCE THE DOGS OF WAR FOUNDED IT, THE CITY OF CADWALLON HAS NEVER STOPPED ASSERTING ITS INDEPENDENCE, FIRST FROM THE NATIONS, THEN FROM THE RAG'NAROK. IN THESE TROUBLED TIMES, THE JEWEL OF LANEVER IS LIKE A BEACON ON THE HORIZON FOR ALL THE REFUGEES FLEEING FROM THE WAR AND ITS RETINUE OF BLOODSHED AND MISERY. HOWEVER, IN CADWALLON ITSELF, SEVERAL ORGANIZATIONS HAVE DECIDED TO ESTABLISH AMBIGUOUS ALLIANCES WITH THE NATIONS, AND TO GET INVOLVED IN THE EVENTS CURRENTLY RESHAPING AARKLASH. THESE ARE THE GUILDS.*

For people all over the continent, the mention of the guilds of Cadwallon evokes only the seven most famous ones: the guilds of Architects, Fortune-Tellers, Blades, Ferrymen, Goldsmiths, Usurers, and Thieves. In Cadwallon itself, they are called the free-handed guilds, and indeed they possess phenomenal resources, an influence that goes far beyond the scope of their parent city, and private troops prepared to defend their interests at all times.

### THE SKY AND THE SEA

The Guild of Ferrymen is one of the biggest of Cadwallon. Everything related to transportation, as well as the exchange of merchandise, information and persons, is of its competence; it provides protection to the powerful shipowners as well as to the simple dockhands. Its masters reign over a tentacular network of businesses reaching from the port of Kraken up to the highest towers of the fiefdom of Drakaër. History nevertheless remembers the late and laborious birth of this guild.

In the years that followed the battle of the Wall of Earth and the declaration of the independence of Cadwallon, the heirs of the Dogs of War had only to venture into the catacombs of their city to obtain the gold needed to finance their projects. The accursed city became a promised land where the poor and the needy came streaming in in huge numbers, hoping for a better life. The surrounding nations also caught wind of the financial fallout and rushed to offer their services. The mercenaries became entrepreneurs; the suppliers came running to their doors, offering them the raw materials, logistics and labor that they needed to build their city.

In just a few months the surrounding sea and land routes became very lucrative hubs of activity where fierce competition reigned. Foreign contractors proposed ever-lower prices to obtain construction jobs. The first victims of this greed were the employees. Paid extremely low wages, they had to work in more and more difficult conditions. Many of them died in attacks of unprotected convoys by bandits or shipwrecks of cheap and badly maintained vessels.

### THE REVELT OF THE FEARLESS

The shipowner Kamrar was established for four years in Cadwallon when the main vessel of his fleet, The Fearless, was a victim of a mutiny. The sailors refused to deliver an important load of glass as long as they weren't given the two months of pay that their boss owed them. Kamrar unfortunately didn't have enough gold to pay them. The initiative of the sailors of The Fearless was soon followed by numerous workers of the port. Trading-posts burned and foremen were lynched by workers who were as poor as them. The anger threatened to spread to the other districts and to set the whole city ablaze.

## THE SECOND CODEX

The game of political intrigues within the council of guilds incited the Boatmen to write in secret a second codex. Unknown to the general public, this work contains, in the form of sibylline calculations, the rates charged by the guild for its most confidential and most precarious services.

The profits realized by the services bound to the second codex are the object of parallel accounting feeding a secret fund that finances the secret

operations of the Ferrymen, beginning with assassinations.

A lot of agents from the other guilds or from the militia tried, at their own risk, to pierce the mysteries of the second codex and the secret accounts. None of these audacious men was able to elude the attentiveness of the Boatmen and those who investigated too much paid with their lives. Such is the price of the silence of the Ferrymen.

Kamrar decided then to gather the shipowners who were in the same impasse as him. After a stormy meeting, they decided to found a guild governed by a codex that fixed the rates and conditions of competition of their sector: the Guild of Ferrymen. They received the blessing of the Duke in exchange for subsidies paid to the city's treasury. Everything fell back into order right after the first payment was made.

Weary of the budget cuts imposed by their former employers, many traders who had come from abroad permanently settled in Cadwallon and respected the rule of the codex of the Ferrymen. Those who persevered in their liberal customs quickly gave in to the revolt of their employees and to the dissatisfaction of their customers.

## THE BOATMEN

With the prodigious growth of the city, the need for immigrant labor was made less and less urgent, but the need for building materials remained important. Although they no longer had a monopoly, the Ferrymen were soon numerous enough to impose their rates, as well on their suppliers as on their customers. They built strong relations with the militia: in exchange for the protection of its possessions, the guild gave the authorities access to an incredible network of informants.

The decades that followed were the theater of the diplomatic emergence of Cadwallon. Corruption slowly invaded the city, progressively making it the nest of political intrigues that it is today.

The guilds prospered too and widened their influence in and outside the walls of Cadwallon, each adapting in its own way to the new economic and political constraints of the time.

The Ferrymen, for their part, got used to transporting sometimes suspect goods without asking questions; the credibility and the prosperity of the guild depended as much on its discretion as on its efficiency. Now, the militia was no longer enough to guarantee the safety of the conveyors. The appeal to a private armed body - a privilege reserved to free-handed guilds - had become necessary for the routing of the «most delicate» possessions, outside as well as inside Cadwallon.

The Ferrymen had to show initiative to save their trade. Their diligence and silence had, however, allowed them to accumulate numerous favors, so they easily reached the status of free-handed guild and had no trouble establishing a powerful private army.

The access to the council of guilds placed the Ferrymen in the heart of the murderous intrigues of the city. The old guild masters, clumsy in politics, had learned to be extremely cautious. They were aware that it was necessary to renew the blood of the guild to survive and prosper in this age of ambition. They formed the Boatmen, the new ruling generation, recruited among the elements that gave evidence of adaptability, ingenuity and allegiance to the guild.

As soon as they were promoted to the head of the Ferrymen, the Boatmen appointed an emissary who would occupy their seat at the council of guilds.

## THE IMMOBILE DAY

The Guild of Ferrymen, originally founded to protect the employees of the transport industries, became bit by bit a true commercial entity. Right after it acquired the status of free-handed guild, some independent carriers who stayed in the city swore an oath of membership, and several minor guilds proposed to fuse with it. It is this occasion that brought it into conflict with the Guild of Goldsmiths, another free-handed guild.

Until then, a tacit agreement bound both guilds: the Ferrymen had undertaken to benefit only from the business of roads, and the Goldsmiths of that of retail. The tension, which had become very strong since the Ferrymen began offering their services inside the city, turned into opened conflict when the guild of the coachmen, until then subservient to the Goldsmiths, aligned itself with the Ferrymen. The numerous attempts of conciliation failed. Coaches represented a considerable source of income and continued to multiply in the Free City.

To protest, the Goldsmiths decided to reduce the amount of their payments to the Ferrymen in order to compensate, they said, for the loss represented by the desertion of the coachmen. The reaction of the Boatmen didn't take long in coming. The next day, not a single form of transportation worked in Cadwallon, from the handcart up to the locks of the port of Ondine. This "immobile day" paralyzed the Guild of Goldsmiths, whose trade depended above all on the movement of individuals to their shops. Under





popular pressure and the strict order of the Duke, the Goldsmiths let the coachmen leave and paid the expenses of this dead day.

Since then, the hostility between both guilds has hardly weakened. The Goldsmiths never stop reminding of the threat their rivals would represent if they decided one day to harm the Duke and the city. The Ferrymen, for their part, turn public opinion against the Goldsmiths by denouncing the numerous privileges they enjoy.

*“THE FERRYMEN ALWAYS PAY THEIR EMPLOYEES WELL, PROVIDED THEY SHOW THEMSELVES NEITHER ALKATIVE NOR CURIOUS.”*

*— ARTHAN KARREN,  
SHIPOWNER OF THE  
GUILD OF FERRYMEN*

## THE ULTIMATE JOURNEY

The Guild of Ferrymen tarnished its reputation by welcoming the assassins who refused to pay the valuables appropriation tax to the Guild of Thieves. These individuals, though they are few, included some of the most dangerous and most experienced murderers of Cadwallon, even of all Aarklash. Since the integration of the assassins, the Boatmen spent without counting the cost to perfect their aptitudes and allow some handpicked candidates to learn their techniques. That's how the sinisters appeared, the murderers of the guild.

Plunged into a universe of secrets and silence, considered as instruments of repression and not as agents of crime, the sinisters are moved from residence to



residence and are paid generous annuities in exchange for punctual “services”. Cut off from the world, flooded by the money, many of them lost their humanity. Some see themselves as the agents of a divine fate and dedicate their spare time to the cult of death. Others give way to their murderous impulses and live like predators. Only the strongest succeed in remaining sane, thanks to a double life that allows them to stay in touch with the common people.

The arrival of the sinisters and the horrifying reputation they enjoy had a quantifiable impact on the economy of the guild: their account books list much fewer outstanding payments.

## THE FERRYMEN IN THE AGE OF THE RAG'NAREK

### THE TWE-FACED GUILD

The Guild of Ferrymen forms an entity with unclear outlines, established by a multitude of shipowners, cartographers, caravaneers and guides in and outside Cadwallon.

On one side are the numerous members of the guild, scattered in all directions and who maintain little contact with the others. It's very simple for voyagers to become members, for they favor the popularity of the guild. To become a member, one just has to take an oath of solidarity and to conform to the rates expressed in the codex of the Ferrymen. Most of the members established outside of Cadwallon do not know the existence of the second codex; they represent the guild, pay a percentage of their profits to the Boatmen and take advantage of their disturbing protection.

On the other side sits the ruling entity of the guild, made up of the Boatmen, their countless secretaries and their personal guards. The council of the Boatmen manages the guild from a huge warehouse situated in the Port of Kraken, in Cadwallon. Contrary to the majority of the Ferrymen, these leaders are hidden behind numerous offices and business fronts. Discreet, even invisible, they are very difficult to contact and address the other administrations only through handpicked messengers. The aura of conspiracy and the mad rumors surrounding the council serve the interests of the guild and facilitate negotiations.

### BLEND INTO THE SHADOWS

The agents of the Ferrymen can count only on themselves when they prowl the hostile areas of Aarklash or the dark alleys of the Free City. No prey is more attractive than their convoys loaded with treasure.

To protect themselves, the Ferrymen learned to blend into the shadows, to adopt the intimidating face of their opponents. They built their influence

and their reputation on the secrets gleaned during their journeys, on the solidarity they show each other, and on their capacity to never reveal their limits. As shown by the violent repression sometimes ordered by their successive leaders, they do not hesitate to crush an annoying wasp with a boulder if it can dissuade the whole hive from sweeping down on them.

Such zeal also serves the financial interests of the guild. It shows its customers that the Ferrymen are ready for anything to guarantee the delivery of the goods.

## FERRYMEN'S PORTRAITS

Few individuals pay attention to the coachman who drives their coach in the streets of Cadwallon. Those who cross the glance of **Milrak Palren** often hesitate for a moment before getting into his vehicle struck with the seal of the Ferrymen. Deep in his eyes burns the soul of a man who has witnessed unavowable things and who carries the weight of his silence with pride. The one who will know how to earn the trust of the coachman will learn the secrets of princes and thieves. Milrak knows the names of courtesans and murderers; he knows the closets where he hide skeletons like the palm of his hand.

Born of a Cadwë father and a Kelt mother, **Malgrim Camdain** is a rich and discreet philanthropist. This young heir left his family home in the fiefdom of Ghieronburg at the death of his parents and spends his fortune on archaeological research that leads him to the four corners of Aarklash. His faithful servants would very much like him to stop playing hunter of relics and to decide to start a family. What they do not know is that their master is a sinister caught between Cadwë sophistication and Kelt nomadic instinct. In his eyes, nothing equals the intoxicating feeling he gets when he strips of his clothes and sneaks up to his victim who, terrorized by his tribal tattoos, is crushed by the repeated blows of his axe and his knife.

The dockers of the port of Ondine sometimes perceive a giant dressed in a suit pacing the quays as if he were guarding his territory. People have difficulty in forgetting this character with a covered voice and a warrior's stature, accompanied by a weapon bearer brandishing a huge double-edged axe. Those who have a bit of experience in the business know that he is **Arthan Karon**, the famous master-ferryman. His charisma earns him the sympathy of numerous traders throughout the continent and the absolute loyalty of the captains who navigate under his orders. **Arthan Karon** is a dominant figure in the council of the Boatmen. He is the main initiator of a project aiming at spreading and strengthening the influence of the Ferrymen outside of Cadwallon. For this purpose, he has already gotten in touch with several representatives of the Lion, the Griffin and the Scorpion.

## PLAYING THE GUILD OF FERRYMEN

The following rules accompany three reference cards provided with this issue of *Cry Havoc*: Ferryman escort, sinisters and master-ferryman.

### MAIN RULES

These rules are taken from the “The guilds of Cadwallon” card.

The fighters of the Free City are affiliated either to the **militia**, or to one of the **guilds** that reign over the city. They can be played in two ways.

### AS A CADWALLON ARMY

If the main body of the army comes from Cadwallon, any fighter of Cadwallon can be enlisted, may his rank include “Militia” or the name of a guild. An army of Cadwallon is not entitled to any Allies. It can, however, hire Mercenaries in the conditions described in the rules. In this type of army, the Mercenary fighters of Cadwallon are likened to the militia.

### AS ALLIES

To play fighters of Cadwallon as Allies of another army, their guild of origin must be defined. The latter must be able to become allied to the main army. An army can only call on a single guild as Allies and at least one fighter affiliated to this guild must be enlisted. The rest of the troops of Cadwallon can then be chosen among the fighters of the selected guild or among those of the militia.

Whichever way these fighters are played, the rules concerning the constitution of the armies in *Confrontation* and *Rag’Narok* apply.

### + THE GUILD OF FERRYMEN

*Alliances* : All peoples.

*Primary element* : Water.

*Forbidden* : None.

### + THE CONVEYORS OF THE FERRYMEN

Every Ferryman Escort can be assigned to the protection of a friendly Character or an objective of his camp at the end of the deployment phase. He benefits from Hard-boiled as long as he/his Unit (depending on the game) is, even partially, within 10 cm or less of the object he is protecting.

### + THE SINISTERS

Every sinister can be assigned to the elimination of an enemy Character at the end of the deployment



phase. His Concentration/X value increases by 1 point as long as he/his Unit (depending on the game) is even partially within 20 cm or less of the appointed victim.

If the sinister inflicts the Damage roll that eliminates the target, his Concentration/X value is increased by 1 point until the end of the game. *Rag’Narok* : This second capacity works only on the sinisters endowed with independent status.

### + THE MASTER-FERRYMEN

*Rag’Narok* : A master-ferryman can become Leader of any Unit of Ferryman at a cost of 5 A.P. Only Independent master-ferryman can be given an artifact.

# THE CIRCLE OF THE ENSLAVED



A pact with Darkness always implies a heavy price to be paid and there are many eager sorcerers who have learned this at their expense. Eschil Avenar, a brilliant man lacking morality, was recently among these. An insignificant pawn in the eyes of the dark gods, he met a disastrous fate after having sold his soul in exchange for an ephemeral power. He disappeared without leaving a trace, but on his lands a strange circle of smooth black stones surrounding a dolmen was found. The local authorities, suspecting the stones' evil nature, ordered their destruction.

Protected by powerful spells, the circle turned out to be indestructible and it was left as is. The locals now avoid this accursed place, but the rumor has spread in the nearby parts of the country, awakening the curiosity of ambitious sorcerers. Some claim that the one who succeeds in destroying the dolmen will release Eschil Avenar and will have to defeat him to seize his power.

**Situation :** Both players are considered to be attackers. A piece of terrain representing the dolmen of Eschil is placed in the center of the battlefield. Six other stones of smaller size are arranged in a circle around this element; they must be placed 5 cm of the dolmen and at a roughly equal distance from each other.

**Deployment :** Both players deploy in «Battle» mode.

**Duration :** The duration of this scenario is not

## DOLMEN OF ESCHIL

- ♦ **Base :** 1 Creature base.
- ♦ **Size :** Large Size.
- ♦ **RES :** 8 + 2 per standing stone that is not destroyed.
- ♦ **Structure points (SP) :** 6
- ♦ **Abilities :** Inalterable

## STANDING STONE

- ♦ **Base :** 1 Infantry base.
- ♦ **Size :** Medium Size.
- ♦ **RES :** 6
- ♦ **Structure points (SP) :** 4
- ♦ **Abilities :** Inalterable

defined in the usual way. Instead, the game goes on until a whole round after the elimination of the ghost of Eschil (see «Objectives»).

**Objectives :** The final goal of this mission is to defeat the ghost of Eschil Avenar and to seize the ring that binds him to the powers of Darkness. To

do so, the players have to pass a certain number of preliminary stages.

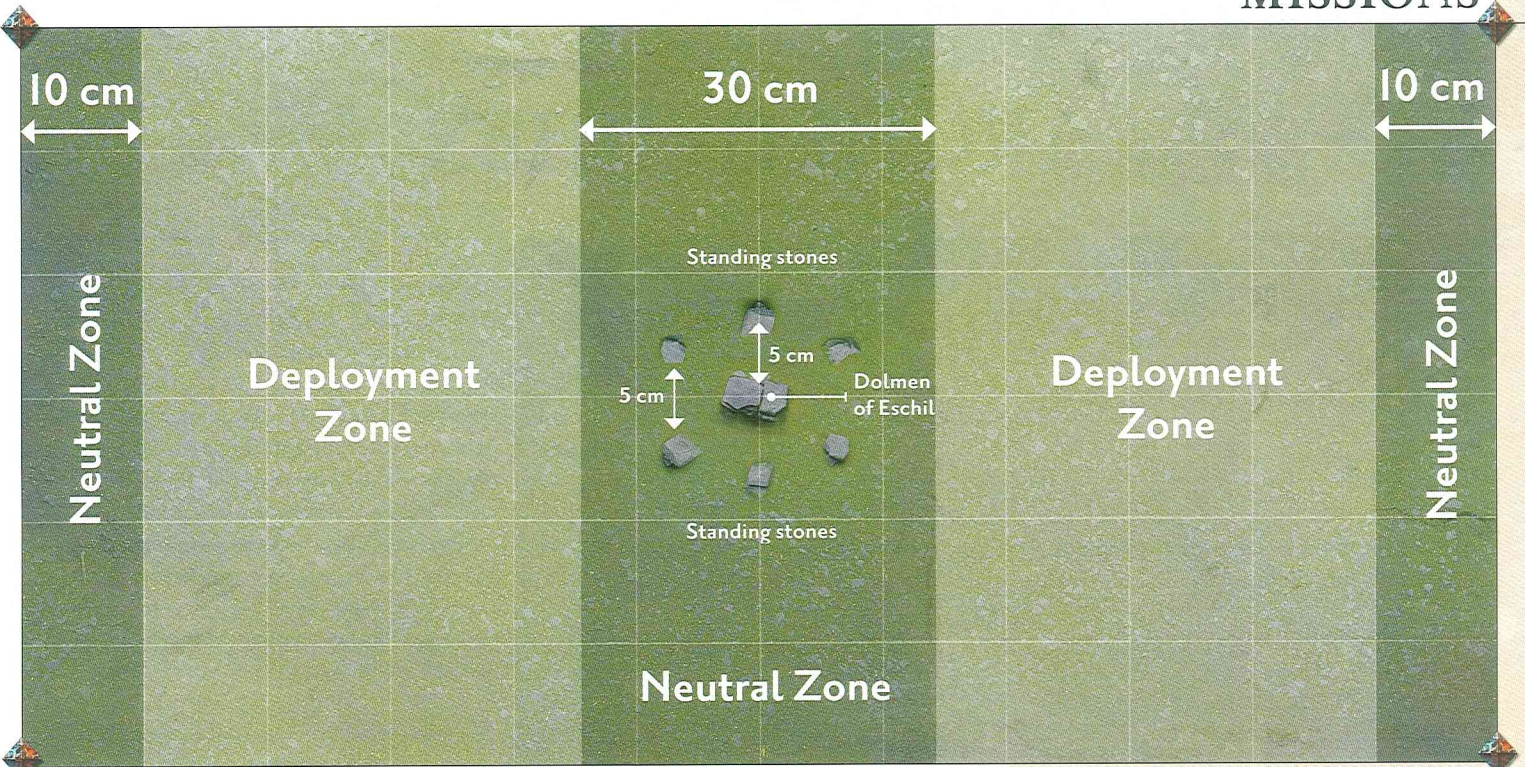
**Standing stones :** The stones surrounding the dolmen are there to protect it. The RES of the dolmen being increased by the presence of the stones, the destruction of the latter lets the dolmen be weakened.

Furthermore, the stones release revenants when intruders approach. At the beginning of every round after the first one, just after the constitution of the activation sequences of every camp, a miniature of a revenant appears for every stone that hasn't been destroyed yet. A revenant is placed in contact with the non-neutral fighter closest to the stone from which it appeared. This counts as an engagement. If the targeted fighter fails the courage test that results from it, he does not run away because he is considered to already be in contact with the revenant.

**The dolmen :** If the dolmen is destroyed, the spirit of Eschil is released. During the following time out

## REVENANT

- 12,5
  - 3
  - 3/5
  - 0/5
  - 5
  -
- Abilities :**  
Living-dead.  
Ethereal. Medium Size. Infantry base.
- Special :**  
Revenants are neutral fighters (cf. *Dogs of War*, p. 98)
- Value :** 23



phase, the spirit possesses the non-neutral fighter closest to the dolmen. If several fighters are at an equal distance, determine at random the one who is affected.

A fighter possessed by the spirit of Eschil is considered to be neutral and aggressive to both camps, but not to revenants.

As long as he is under the influence of the ghost, the fighter loses all his usual abilities, and benefits from Possessed, Hard-boiled and Fierce instead. His attributes and special capacities are ineffective, he cannot cast any spells or miracles and does not recover any mana or T.F. He is not considered to be a believer by the faithful, no matter who they are.

If the fighter under the influence of Eschil is killed, the ghost of Eschil personally appears at the spot where his «host» was eliminated.

**The ring of Eschil :** If the ghost of Eschil is defeated, place a counter at the last place occupied by its miniature. This counter represents the ring of Eschil and can be picked up according to the rules of war booty (cf. *Dogs of War*, p. 97).

### Victory conditions :

If both camps were annihilated, they both suffer a defeat.

If the ghost of Eschil was eliminated, then the game is over at the end of the round following the one in which it was defeated.

If the ring is in the hands of a fighter free of any opponent, then his camp is declared victorious.

If the ring is lying on the ground or in the hands of a fighter in contact with an opponent, determine a zone of 15 cm around the counter. The camp controlling this zone is victorious.

**Premium :** At the end of the game, the camp holding the ring of Eschil can either return it to the financier of the mission (as expected) or keep it for its personal use.

If the ring is returned, the company gains a premium of 15 resource points.

If the company keeps the ring, it does not gain any point of renown for the victory. It can immediately give it to one of its champions or keep it to award it at a later time. A company can have only one ring of Eschil. If this mission is played again later on, then the ring must be returned to the financier.

## GHOST OF ESCHIL



12,5

### Abilities :

Living-dead. Ethereal.

5

Fierce. Medium Size.

5/8

Infantry base.

### Special :

4/7

The ghost of Eschil is a neutral fighter (cf. *Dogs of War*, p. 98).

8

Value : 55

## RING OF ESCHIL

The ring of Eschil is an artifact.

The bearer of the ring can activate the power or terminate it at any moment during his activation. From then on, the bearer benefits from the «Ethereal» ability. If he is a magician who masters Darkness, he also benefits from the «Spirit of Darkness» ability.

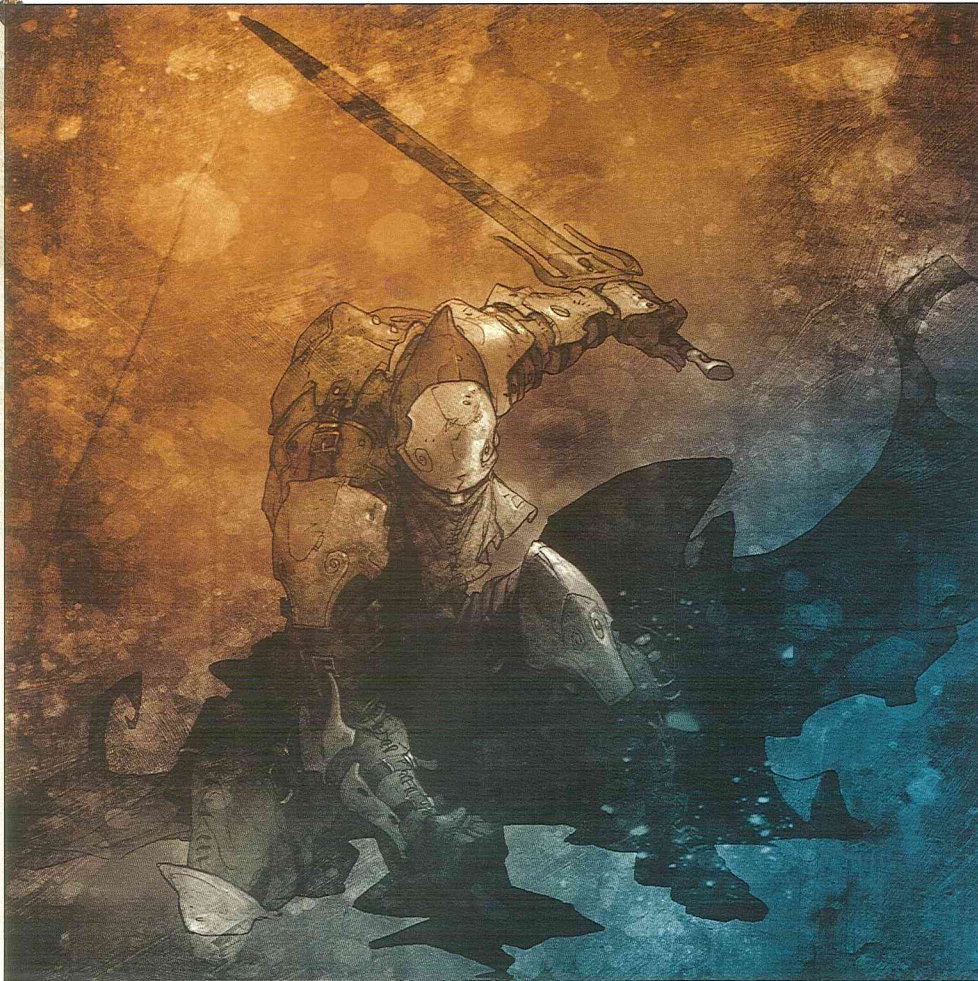
The power of the ring can, however, corrupt its owner definitively.

If the power of the ring is active during the time out phase, 1d6 must be rolled. On a result of 1, the following effects apply :

- The power of the ring becomes permanent. It can no longer be interrupted.
- The bearer permanently acquires the «Living-dead» ability.
- His DIS becomes «-».
- He loses the «Leadership/X» ability if he has it (except if he already had the «Living-dead» ability).

15 A.P.

# ARCHENEMIES



**Movement :** If they are free of any opponents at the time of their activation, they move at twice their MOV in the direction of their rival. They charge him or engage him if they have the possibility to do so. The other fighters of their camp cannot prevent them from going to the combat. To represent this, Volghar and Belanor can pass «through» the miniatures of their camp that are free of any opponents.

If they are in contact with an opponent at the time of their activation, they fight until they are free. They do not try to disengage. If they benefit from a pursuit movement, they have to use it to get closer to their rival.

**Combat :** In combat, a financier is controlled by the player to whom he is bound. However, his desire to clobber his rival is such that he cannot place more dice in defense than in attack (unless a particular game effect forces him to do so).

**Victory conditions :**

If a financier is eliminated, the game is over at the end of the round.

If a single financier is killed, the camp whose financier is still alive gains a victory.

If both financiers are killed, both camps suffer a defeat.

If neither of the financiers is killed at the end of the maximum number of rounds, the game ends in a draw.

**Premium:** If one of the financiers gives the fatal blow to his rival and is still alive at the end of the game, the company he hired gains a premium of 10 resource points.

**T**wo rivals, bound for years by a wild hatred, have decided to settle their conflict once for all, weapons in hand. Each of them has called on mercenaries to ensure victory on the battlefield.

**Situation :** Both camps are considered to be attackers.


At the time of the choice of the mission, the players randomly determine by which of the two financiers (Volghar or Belanor) their company has been hired.

Volghar and Belanor fight with the company whose services they have hired. A card representing them is placed in the deck of every player and added to the cards of the sequence. Both financiers count in the strength of their camp, but not in the value of the assault groups.

**Deployment :** Both players deploy in «Battle» mode. Each has to deploy his financier before all the other fighters of his camp. Volghar and Belanor must be deployed no more than 30 cm from the median line of the battlefield.

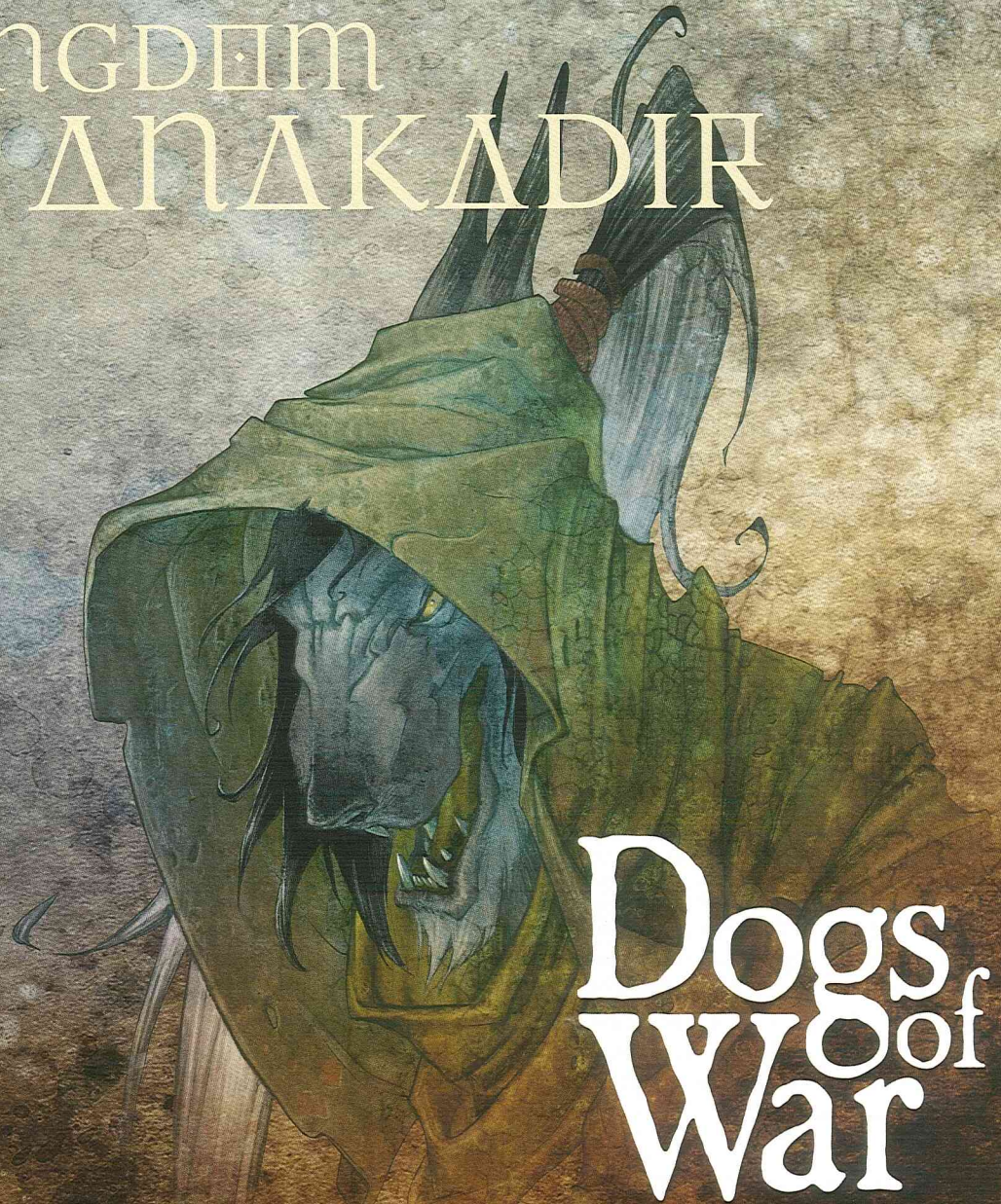
**Objectives :** Each camp has to eliminate the financier of the enemy camp.

Volghar and Belanor are subjected to the following rules :

VOLGHAR THE CRUEL		BELANOR THE CUNNING	
 10	<b>Abilities :</b> Immunity / Fear.	 10	<b>Abilities :</b> Immunity / Fear.
 4	Survival instinct.	 4	Survival instinct.
 4/6	Personal enemy / Belanor the	 5/5	Personal enemy / Volghar the Cruel.
 5/6	Cunning. Medium size. Infantry base.	 4/7	Medium size. Infantry base.
 4	<b>Special :</b> Volghar is a Character.	 4	<b>Special :</b> Belanor is a Character.
 2	<b>Value :</b> 40	 2	<b>Value :</b> 40

Volghar and Belanor can be embodied by any miniature on an infantry base.

# THE KINGDOM OF ANAKADIR



## Dogs of War

### IN THE LOWER CITY

According to what's being said in the streets of Ghieronburg, this fiefdom of Cadwallon shelters a new portal. This piece of news spread like a trail of gunpowder and free companies are streaming in from all over Aarklash in search of the slightest indication that could lead them to the mysterious threshold.

Although particularly discreet, the appearance of the portal of Anakadir was felt by a lot of Voyagers. These magicians started making their way there right away, spreading the news in spite of them.

Nowadays, we no longer count the number of initiates who tried, alone, to reach the source of these disturbances and paid for their boldness with their life.

However, one of these adventurers, Nissà Bramahs, uncovered the secret and, although he died before having been able to benefit from it, the fruits of his research are desired today. Found dead on the banks of the Ynkarò, several leagues from Cadwallon, he was still holding tightly in his right hand a notebook containing the story of his journey and numerous esoteric sketches.

This journal circulated for some time out of interest for the adventurous story it tells and several more or less complete copies were made. So, within a short time, the discoveries of Nissà Bramahs were made public beyond the walls of the Free City.

If the existence of the Kingdom of Anakadir is henceforth a certainty, the precise location of the portal

remains a mystery. Registered in Nissà Bramahs's notebook in a barely understandable way (figures, symbols, complex astrological references, etc.), this information was not reproduced in all the copies.

Free companies thus have the objective to find the original, with the hope of deciphering it or reselling it at a high price. To do so, they have to get to know their way around the districts of the lower city and build up a reputation in the City of Thieves !

### IN THE ROAD TO GLORY!

This campaign will take place over a period of eight weeks. It will give you the opportunity to make evolve a free company specially created for the occasion.

Your feats of arms (and those of your opponents) will have repercussions on Aarklash and will be echoed in the pages of *Cry Havoc* !

Every club or shop will have the possibility, if it wishes, to take part in this summer campaign. It simply has to name an organizer, apply the rules and supervise the progress of the confrontations on its premises.

*The Kingdom of Anakadir* is divided into two game phases. The first one will take place from Monday, May 22nd, 2006 till July 2nd, 2006, meaning six weeks during which each of you will have his free company evolve. To preserve a balance between all the participants, the number of games that can be played is limited to two per week. The second phase will be explained in the next issue of *Cry Havoc*.

At the end of six weeks of gaming, each participant will have been able to play twelve times with his free company. The most famous companies will have the possibility of continuing the adventure; they will discover the secrets hiding behind the mysterious portal thanks to a new series of previously unpublished scenarios.

Every shop or club has to appoint an organizer in charge of registrations and following-up on the evolution of free companies.

*Every week, photos received staging the epic confrontations of the companies will be published on-line on [www.rackham.fr](http://www.rackham.fr).*

At the end of the campaign, the winners of each shop or club can send us their company sheet, so that the designers of the RACKHAM Studio can determine the influence of the free company on Aarklash. The coordinates of the club or the shop where the companies were developed must be indicated, to allow us to contact the local organizer to confirm the validity of the company.

## REGULATIONS

Every player has to compose an army in accordance with the rules of free companies (cf. *Dogs of War*, p. 59). Every company sheet must be verified and validated by the opponent after every meeting. Any problems must be reported to the organizer who will have the power to solve disputes in agreement with the rules of *Confrontation 3* and *Dogs of War*.

During the six weeks of the first game, you will have the possibility of playing up to two scenarios a week among those in the list below. The scenarios in this list must be played in the order.

### From May 22 to 28, 2006 :

*It is Our Destiny!* Can be played twice (see next page)

### From May 29 to June 4, 2006 :

*Intrusion* (cf. *Dogs of War*, p. 132)  
*Invasion* (cf. *Dogs of War*, p. 132)

### From June 5 to 11, 2006 :

*Destruction* (cf. *Dogs of War*, p. 133)  
*Assassination* (cf. *Dogs of War*, p. 134)

### From June 12 to 18, 2006 :

*Treasure Hunt* (cf. *Dogs of War*, p. 134)  
*Raid* (cf. *Dogs of War*, p. 135)

### From June 19 to 25, 2006 :

*Hunt for Skulls* (cf. *Cry Havoc 08*, p. 70)  
*The Circle of the Enslaved* (cf. *Cry Havoc 09*, pp. 74-75)

### From June 26 to July 2, 2006 :

*Archenemies* (cf. *Cry Havoc 09*, p. 76)

Every week, the organizer has to see to it that all the participants can play their two missions. He can, depending on the availability of the players and the accommodation facilities, see to it that all the games of the week are played the same day, or that they are played throughout the week.

The organizer has to allow every player to confront as many different opponents as possible throughout the summer. If the attendance figures are odd, the organizer can allow three players to confront each other by using the rules of combat for three or more players (cf. *Dogs of War*, p. 99). However, he has to inform the players of this beforehand.

Another solution is that a player proposes to play the missing company. In that case, he does not play his personal list, but a Neutral company whose results will not be taken into account. If needed, it is preferable that various participants take turns playing the Neutral company.

When the organizer has determined the players who will confront and in which missions, the opponents will have to set the date and time of the game in agreement with the shop or the club hosting them. The results of private games are not taken into account.

At the end of each confrontation, every player has to verify and validate the results of his opponent. The spending of EP and resources has to take place in the presence of the enemy player. The company sheets must be then be handed to the organizer.

**Note :** *The organizer can take part in the The Kingdom of Anakadir campaign.*

A downloadable temporary rankings chart will be put on-line for the organizers.

## THE PATRONS

The rumors concerning Anakadir incite the curiosity of three mysterious patrons. One of them can support your company and consequently be **recruited** for one of your assault groups. It is possible to recruit a patron only after the fourth mission (\*).

At the end of every week, once all players have played their two games, the organizers have to announce the temporary rankings. The players then just have to consult them either at the end of the week or at the beginning of the following week to know who can enlist patrons. The latter can be thus recruited only at the beginning of the week. If a company loses its patron after its first game of the week, the patron in question can only be recruited again the following week.

To remain in a company, the patron has to take part in every mission. As soon as the company loses a mission, the patron leaves the company, loses his Wounds (if he had any) and can be recruited by another company (providing that it won a victory during its mission and that it has the best renown) belonging to the same Path of Alliance as the patron. The company having lost the patron is not taken into account. Furthermore, to keep the patron, it is necessary to pay ten resource points at the end of every mission. Every patron has a fixed profile and value. These fighters are considered to be Characters and cannot receive EP. They are Allies who cannot benefit from effects specific to the people of the company nor from the latter's leadership.

If a company that has the possibility refuses to recruit a patron, the company with the highest renown after the first one (and so on) can recruit the patron.

If, at the end of a mission, a patron gets a «Dead» result in the recovery roll, this result is not taken into account. We consider that the patron leaves the company to recover from his Wounds. He can again be recruited the following week.

## DEDICATED MISSIONS

Every player has to play two games per week. At the end of every week, the weekly rankings are announced by the organizer and the players can consult them. The company arriving ahead can then decide to play a special mission which replaces one of the classic scenarios that it should play.

During the first part of the campaign, five special missions are proposed. These missions allow particular advantages to be won in addition to the resources and the renown. They are available as soon as a company has gone on two missions. The company with the best renown can, if the player wishes it and if he has the possibility, play one of the scenarios dedicated to the campaign rather than those proposed further above.

The special missions are not to be accepted without thinking. They require that free companies have a certain experience. As long as a special mission was not won, it can be played again by the free company

(\*) Patrons will be presented on [www.rackham.fr](http://www.rackham.fr) June 1st

with the highest renown. If a special mission is successfully accomplished, it can no longer be played until the end of the campaign.

During these special missions, the player does not face another participating company, but an independent company played either by the organizer or by another player. The members of this independent company do not win renown or E.P.

The lists of these independent companies will be available on [www.rackham.fr](http://www.rackham.fr).

## WHILE WAITING FOR SUMMER

During the second part of the campaign (cf. *Cry Havoc 10*), only the six best companies (in terms of renown) will have the possibility of continuing the adventure and of piercing the somber mysteries of the Unfinished Realm.

During this second stage, the free companies will no longer have the possibility of recruiting other fighters than their patrons.

## IT IS OUR DESTINY!

This first mission of the Kingdom of Anakadir is particular because its objectives differ depending on the Path of Alliance of the participants. It will be the only one played during the first week (once as Attacker and the second time as Defender). The players will have to face a company belonging to their Path of Alliance.

## THE PLAY OF ALLIANCES

The companies of Mercenaries and of Cadwallon will play the same scenario as the one attributed to the Paths of Destiny and will benefit from the same advantages in case of victory.

The limitation obliging the companies to face opponents stemming from the same Path of Alliance is valid only for the first scenario: «It is our destiny!».

If it turns out that the attendance figures in one or several Paths of Alliance are odd, a player has to assume the role of Neutral fighter, so that each player can play this scenario. The Neutral player has to play this scenario using his own company.

## FOR THE MEANDERS OF DARKNESS

Getting rid of annoying elements has become an art in the eyes of the peoples of this Alliance... Rivals cannot be tolerated; they must be annihilated.

**Situation :** One of the players is the Attacker, the other one the Defender. The Attacker's mission is to neutralize an enemy captain who could prove to be annoying in the future. The Defender has to do everything to protect his captain.

**Deployment :** The Defender deploys his whole company within 10 cm or less of the median line of the battlefield. The Attacker deploys his company within 10 cm or less of any edge of the table.

**Objectives :** The Attacker's objective is to get rid of the enemy captain. The objective of the Defender is to keep his captain alive until the end of the confrontation.

**Victory conditions :** At the end of the game, if the captain of the Defender has been removed from the battlefield due to his Wounds, the Attacker is victorious. If the captain of the Defender is still alive on the battlefield at the end of the game (without being in rout), the Defender wins. In any other situation, it is a draw.

**Advantage :** The winner obtains a discount of two resource points on all the material available in the shop of the patron of the Meanders of Darkness (cf. [www.rackham.fr](http://www.rackham.fr)). If a player wins this mission both as Attacker and as Defender, the discount is of five points on all the material. Furthermore, if he decides to recruit Elementals of Darkness or Immortals of Darkness, these see their cost reduced by five points.

## FOR THE WAYS OF LIGHT

Virtue is a quality. It is advisable to lend assistance to the most deprived.

**Situation :** The Defender has to protect five envoys represented by miniatures on Infantry bases. The players are free to represent these envoys by any miniature of Medium size of the Rackham range. These miniatures must be easily recognizable. The players are asked to provide their own miniatures.

**Deployment :** A single reference card is used by the Defender to represent these envoys. The latter are deployed with the rest of the troops. The Defender deploys within 15 cm or less of either side of the median line. The Attacker deploys within 25 cm or more of either side of the median line.

**Objectives :** The Attacker has to arrest or kill the envoys of the Defender, who has to ensure the protection of his delegation.

**Victory conditions :** At the end of the game, determine a zone of control with a 15 cm radius around every envoy still alive.

- If the Attacker controls this zone, he gets four victory points;

- If the Defender controls this zone, he gets six victory points;
- Every envoy killed provides one victory point to the Attacker.

The envoys who fled the battlefield (or who are not controlled by either player) do not provide victory points.

The player who has the bigger number of points is victorious.

**Advantage :** The winner obtains a discount of two resource points on all the material available in the shop of the patron of the Ways of Light (cf. [www.rackham.fr](http://www.rackham.fr)). If a player wins this mission both as Attacker and as Defender, the discount is of five points on all the material. Furthermore, if he decides to recruit Elementals of Light or Immortals of Light, their cost is reduced by five points.

## FOR THE PATHS OF DESTINY

Nothing is to soil the elemental forces! One must show oneself strong to be able to deserve their assistance.

**Situation :** The Defender has to protect five mana gems which were entrusted to his company. These gems are placed in his deployment zone. They must be at least 10 cm from each other.

The "War booty" rule is to be used. It is possible for a fighter to carry several gems.

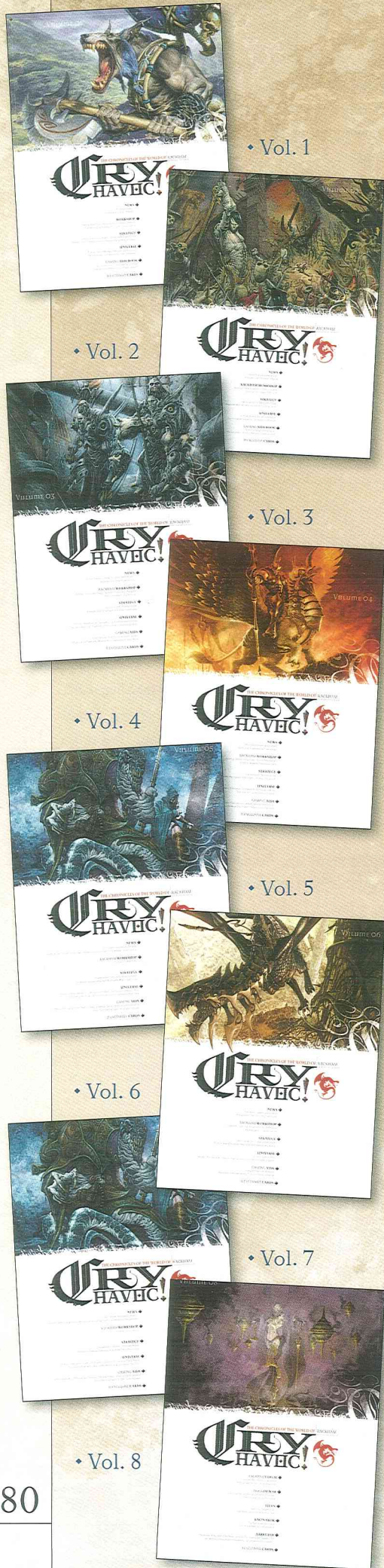
**Deployment :** Each player deploys on his side of the table, but not within less than 15 cm of the median line.

**Objectives :** The Defender has to prevent his opponent from seizing the gems. The Attacker has to do everything to take them.

**Victory conditions :** At the end of the game, every fighter in possession of a gem gets a victory point. The camp with the most points gains a victory. The fighters summoned during the last round, as well as those with the "Fierce" ability who have been Killed outright, cannot claim victory. If the free companies have the same number of points, it is a draw.

**Advantage :** The winner obtains a discount of two resource points on all the material available in the shop of the patron of the Paths of Destiny (cf. [www.rackham.fr](http://www.rackham.fr)). If a player wins this mission both as Attacker and as Defender, the discount is of five points on all the material. Furthermore, if he decides to recruit Elementals of Fire, Air, Water or Earth, or Immortals of Destiny, their cost is reduced by five points.





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