

THE CHRONICLES OF THE WORLD OF RACKHAM

OSRY HAVIC!



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LABORATORY SE.28

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

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

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

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

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

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

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

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

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

"May Merin protect us," whispered Ambrosius.

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

"Into position!" ordered Misericord.

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

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

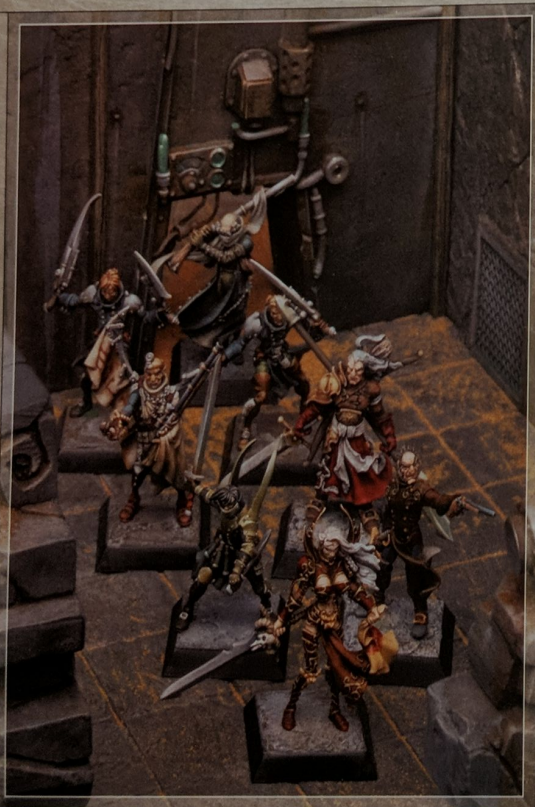
"We'll go down and deploy rapidly."

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

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

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

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



I. THE HEROES' PEACE

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

OBJECTIVES

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

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

SELECTING COMBAT GROUPS

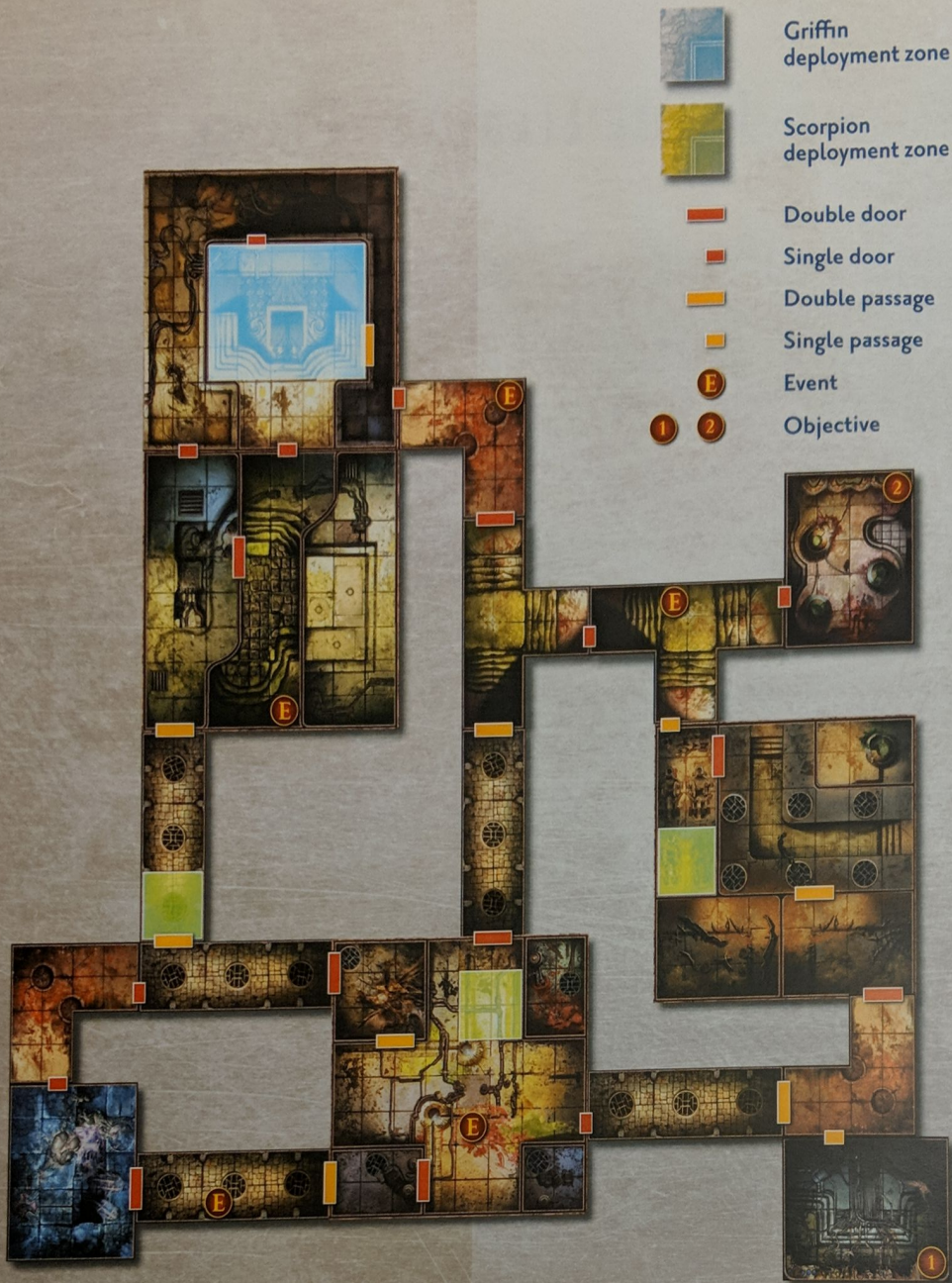
	GRIFFIN	SCORPION
Rank total	7	7
No. of warriors	7	6


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


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





MISSION HYBRID





 Griffin deployment zone

 Scorpion deployment zone



 Double door

 Single door

 Double passage

 Single passage

 Event

  Objective

INSTRUCTIONS

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

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

TRAPS

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

SPECIAL RULES

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

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

II. REVELATIONS

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

OBJECTIVES

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

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

SELECTING COMBAT GROUPS

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

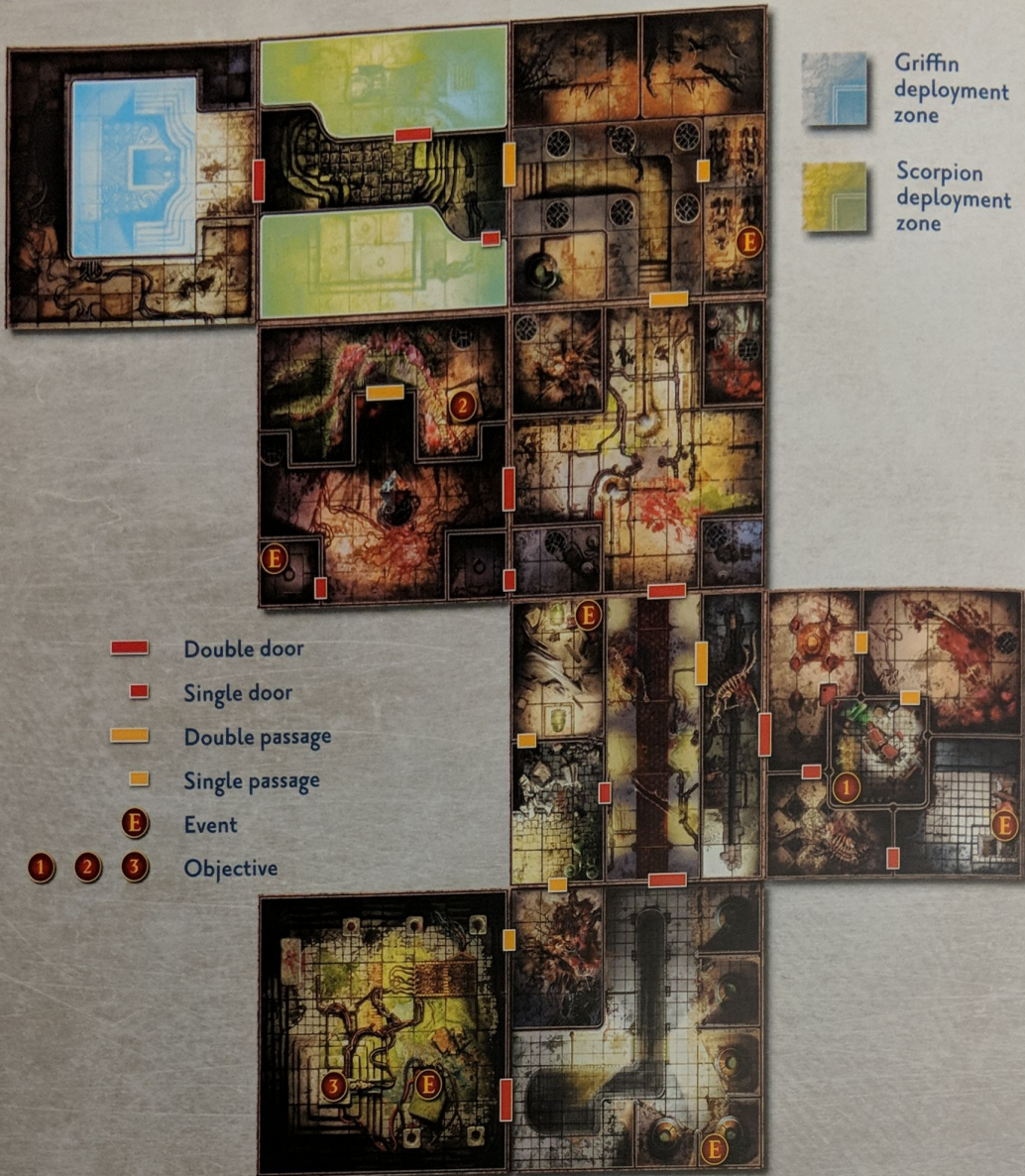
A shiver of terror ran down Alahel's spine while he deciphered the Syhar inscriptions. Another laboratory, SO.05, threatened the kingdom's security. Located near the Kaïber Pass, it was a real menace to the Alliance of Light.









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

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



MISSION HYBRID



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

INSTRUCTIONS

The Griffin player must reach Objective 1 and activate it. He then has to roll 1d10.

- 1-5: **OBJECTIVE 2** is used to launch the laboratory's self-destruction.
- 6-0: **OBJECTIVE 3** is used to launch the laboratory's self-destruction.

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

TRAPS

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

SPECIAL RULES

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

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

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

III. THE TRAP

"This way!"

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Light returned.

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

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



OBJECTIVES

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

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

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

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

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

The Scorpion player then rolls 1d10. On a result of "7" or less the fighter snatches the victim, who comes under the Scorpion player's control and is moved at the same time as the fighter who captured him. The victim cannot free himself on his own for he is too weak to do so. If the fighter who snatched him dies, then the victim comes under the Griffin player's control again and is included in his activation sequence in the following round. The victim cannot be passed from one fighter to another.

Once he has reached the gene library the fighter must kill the victim in order to take a sample of his genes. To do so, the next time the "jailer" is activated and if he still controls the victim, the Scorpion player rolls 1d10. On a result of "9" or less he slits the victim's throat. If he manages to do so, the Scorpion player wins the game.

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

TRAPS

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

SPECIAL RULES

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

SELECTING COMBAT GROUPS

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

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

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







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



Griffin
deployment zone



Scorpion
deployment zone

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

THE LEGACY OF THE ANCIENTS

Syd was triumphant at the Kaïber Fault. He is now an Incarnated one, and being such, he joins the armies of the RAG'NAROK and the gaming tables. This is the opportunity for CRY HAVEG to propose an Incarnation campaign made for Syd de Kaïber which doesn't follow the Adventure mode's regular rules and its division into Acts. It is nevertheless a true challenge, a long and hard journey that Syd de Kaïber has to survive to be able to fight again.

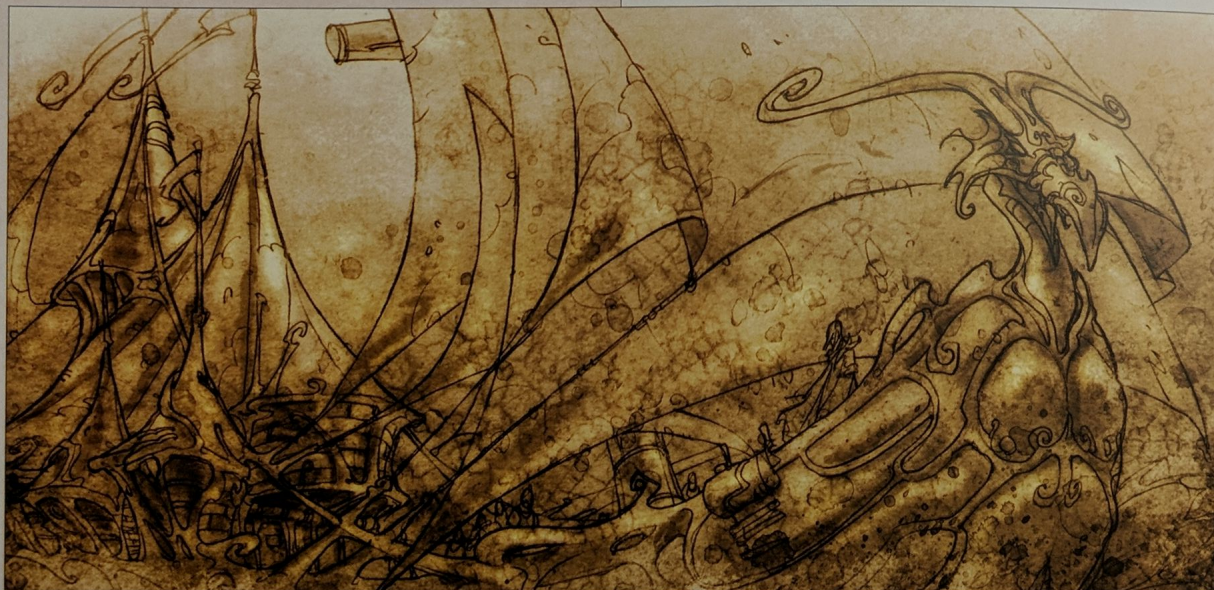
Syd took a deep breath and opened his eyes. He slowly became aware of the world around him, of the icy wind that was sweeping the cliffs, of the numbness of his limbs that have remained motionless for too long, of the sound of the sea nearby. Ever since the terrifying battle of the Kaïber Fault, the Cynwäll warrior felt the need to take up the concentration of the Noesis exercises again. Every day he gathered his thoughts and meditated on the precepts of Akaris's teachings for several hours. It wasn't so much the horrors of war or the confrontation with his own brother that made him feel this need. This need was induced by the feeling of dizziness that grabbed hold of him following his Incarnation. Before coming back to life, the gods had offered him a sibylline vision of Aarklash's past. What was then revealed to him echoed the history of the Cynwäll people and called for clarifications. The tribëns and heliasts had covered their origins in a veil of secrecy but for Syd it was now time to know the truth; the troubled times of the Rag'narok demanded it.

The elf got up and left his rocky, wind beaten promontory. He took a narrow stone staircase hewn into the cliff to reach the shore about a hundred metres further below. He was near the southernmost tip of Aarklash in a small, forgotten inlet a few leagues from Misty Harbour. A vessel was beached on the shore and the crew was busy loading it with fresh water, provisions and equipment. Syd approached the boat and caressed its hull.

The Echyrión, his mechanical arm, recognised the magic enchanting the ship. It was built in utmost secrecy and had almost drained the Cynwäll's wealth: lightweight wood from the forests of Lanever for the frame, linen canvas from Aneïrin for the sails, and the services of a mage so that the power of the winds and the solaris would be in its favour. Syd contemplated his creation with satisfaction and then joined the captain who was supervising the loading. For a long time this man of mixed blood worked on one of the living vessels made of plants used for maritime trade on the Ynkarô River. His Daïkinee heritage could be seen in his tall and thin figure and his emerald eyes. It especially gave him a supernatural sensitivity to the elements and nature, which could prove useful during their journey. The captain was a competent individual of few words. When Syd reached him he simply informed him that everything would soon be ready and that they would be able to leave at high tide.

The Cynwäll went to the ship's bow from where he could scan the horizon. His quest would soon begin and he knew that he would leave no part of Aarklash unexplored for as long as he hasn't found satisfactory answers. A movement made him turn around. It was Nelphaëll. Syd would have liked their Trihedron to be complete, but Soïm had refused to accompany them. This strong interest in the relics of the Sphinx and the Ophidian Alliance went against the extreme prudence the Cynwäll authorities have always shown concerning these subjects. The monk didn't want to find himself caught between his equanimous oath and his friendship with Syd de Kaïber. So he withdrew and their Trihedron temporarily came to an end. The young woman wore light leather armour and carried her formidable crossbow strapped over her shoulder. Her face hidden behind a mask of mother-of-pearl, she looked at Syd questioningly. He smiled and answered.

"We're leaving tonight. We will reveal the past..."



The hero of the Kaiber Fault has left the battlefields to go on an arduous quest: to find the traces of the vanished civilisations of the Utopia of the Sphinx and the Ophidian Alliance. He knows that behind the secrets of these two ancient peoples are hidden the answers to the origins of the constructs, the helianthic weapons and the dragons. All these are mysteries that, once solved, could teach him more about his own people and its role in the Rag'narok.

The Echyron is an ancient relic left behind by forgotten civilisations. To discover its origin is to understand the nature of the ambiguous impulses this artefact imposes on him.

This artefact's strange duality is at the heart of the stakes of this sequence of scenarios. During this whole campaign Syd benefits from the Echyron's effects without having to pay its cost in A.P. This exceptional present is considered to be a supernatural Gift. Syd therefore does not double the number of experience points he gets during the first scenario of this Adventure.

Before each game one of the two paths proposed by the Echyron (noble or dark) must be chosen. This will have consequences on the special capacities given by the object, but also on the conditions and effects of victory as well as on the nature of the fighters who travel with the Adventurer. This artefact's influence pushes the Cynwäll to surround himself either with warriors inspired by an ideal of virtue or on the contrary animated by the Echyron's ancestral instincts.

- When Syd follows the noble path he can call on warriors from peoples of the Ways of Light or the Paths of Destiny.
- If on the other hand he follows the dark path, then the Adventurer can count on fighters from the Alchemists of Dirz or the Paths of Destiny.

For the whole duration of the scenario, Syd is considered to be a full-fledged member of the people supporting him, which implies, for example, that his Followers can benefit from the effects of the "Leadership" ability even if they aren't part of the Alliance of Light.

In all of this Adventure's scenarios Syd can benefit from a maximum of two Allies. One of them can be Nelphaëll (whose reference card is supplied with this issue of *Cry Havoc!*). However, he does not get the help of a Mentor.

The four scenarios of this Adventure can be played in any order.

A scenario that ends in failure can be played again as often as needed while of course suffering the consequences of each defeat.

Successful scenarios cannot be played again.

Every time the dark path is chosen or a scenario ends in defeat, Syd gains a point of Decline. Little by little the Cynwäll lets himself be dominated by the Echyron's bitterness or its obscure aura, which isn't without consequences. If his total amount of points of Decline reaches four, then the player must immediately take into account the paragraph titled "The Sentence of the Heliasts."

END

After each Victory, Syd de Kaiber wins one Knowledge point representing the evolution of his quest. When he has a total of four of these points, the paragraph titled "The Judgement of the Tribëns" must be read as the temporary conclusion of this Adventure. Indeed, it is still too early to meet Syd de Kaiber's Shadow, but this nemesis will surely be heard from very soon.

SCENARIO 1: THE MANUSCRIPTS OF THE SPHINX

At nightfall calm returned to the majestic city of Wyde. Rare were the visitors who still roamed the streets paved with white marble after sunset despite the soft light radiated by the chromatic fountains. In the high towers that housed the libraries, lighted windows testified to the presence of scholars working under the glow of their lanterns.

A shape nevertheless discreetly advanced in the twilight. Syd walked confidently towards the high tower of Ymsophia where the most precious spellbooks and oldest manuscripts of the University of Wyde were kept. After having thought about it for a long time the Cynwäll understood that his research could only begin here. Entering the workshop of the heliasts to seize an artefact would have been suicidal. Hornëll the Embalmer had already revealed him all he knew about the secrets of the constructs of the Sphinx, and Syd now preferred going to the source of this strange science: he wished to find the texts left by the wise men of the Utopia in order to better understand their mysteries. The city, reputed for its university, held such works in its libraries. And Wyde the scholarly, Wyde the wise, didn't have enough defences to prevent him from fulfilling his projects...

The players take turns placing three objects (25 x 25 mm base) each onto the gaming area to represent lecterns, desks and shelves. Each one must be placed more than 15 cm from the edges of the gaming area or any other objects.

Before the game the opposing player selects two counters that symbolise the manuscripts Syd is looking for. He then mixes them with four decoy counters and randomly places all of them face down onto each of the objects previously placed onto the gaming area. A miniature of the Adventurer's camp can reveal a counter by coming into contact with the object on which it is lying. If it is a manuscript, place it on the base of the concerned miniature. If this fighter is killed, then leave the counter at the spot where this happens. Another miniature can recover the counter by coming into contact with it. Only miniatures of the Adventurer's camp can pick up counters.

Deployment: The opposing player places his miniatures first within a radius of 10 cm around the objects placed onto the gaming area. His troops can come from any of the armies of the Ways of Light for a total of 300 A.P. They won't let the library's wealth be pillaged without doing anything about it.

The Adventurer is then deployed with his troops according to the instructions explained below.

NOBLE PATH

Army: 200 A.P. for a maximum of five miniatures that can be deployed anywhere on the battlefield (without enemy miniatures within charging range). They are considered to be Scouts.

Objective: Syd wants to sneak into the library and steal one of the manuscripts while avoiding encounters as much as possible. The player must find one of the counters representing the texts and have it leave the gaming area by one of its edges.

DARK PATH

Army: 300 A.P. Battle deployment. Exceptionally the Adventurer's troops can be deployed having enemy miniatures located in their half of the battlefield within their charging range.

Objective: Only one objective is all that counts: the manuscripts. And it doesn't matter if Syd has to leave a trail of bloodshed to take hold of them. At the end of the game the Adventurer must be carrying a counter representing the manuscripts and his camp must have eliminated more enemy miniatures in A.P. than it has suffered losses.

Victory: Though they are difficult to decipher, the manuscripts give Syd valuable information. He gains one extra Knowledge point in addition to the ones given by his Victory.

Defeat: This scenario can be played again immediately. The Adventurer player can also decide to play a different scenario before attempting this one again. This failure isn't without consequences. Syd immediately and until the end of the game loses one point in INI, ATT, DEF, COU or DIS, or he loses one Knowledge point if he has any.

Duration: 3 rounds.

Deployment: Special.



SCENARIO 2: THE WISDOM OF THE CHIMERA

Syd has learned that a mage bound to the Order of the Chimera was in possession of an artefact of the Sphinx. It was a herita, the finely crafted armour that characterised the soldiers of the Utopia. Made of an alloy of fine metals and precious woods, they covered the torso, the shoulders and part of the face. This armour had the special particularity of protecting a part of the wearer's soul. They thus gave unequalled combat skills to whoever bore them. The object held by the scholar had lost all trace of magic, but Syd hoped to find the remnants of the Ancients' knowledge in the strange, intricate patterns decorating it.

The magician lived near the city of Luishana in one of those isolated towers that mages seemed to have an especially strong liking for. An elemental messenger approached when Syd and his troop presented themselves at the gates of one of these towers. The Chimera's servant agreed to receive the visitors, but they first had to bow to his wishes and give up their weapons.

The mage agrees to show Syd the relic but he must first undergo a trial made to prove his valour.

NOBLE PATH

Deployment: Syd de Kaiber is placed in the centre of a circular arena with a 30 cm radius. He is alone in this Adventure. A maximum of 30 A.P. can be used to equip him.

Syd de Kaiber confronts 150 A.P. of opponents among which there cannot be Characters.

Objective: The adverse troops must include a maximum of five reference cards for at most ten miniatures. These miniatures represent the opponents the mage summons to put to test the Cynwall's skills.

In the first round only one reference card is placed in the card pile. Another card is added at the beginning of each of the following rounds. Each new miniature is deployed at the edge of the arena.

Any miniature that leaves the arena in any way is considered to have been definitively eliminated.

Special rules: After a successful Attack Roll, Syd de Kaiber can, if he wants to, attempt to push his opponent out of the arena instead of making a Damage Roll. This act is resolved by making a Strength Roll for the two fighters. If Syd wins it his opponent moves back 5 cm.

Syd is victorious if he hasn't been eliminated by the end of 5 rounds of combat.

DARK PATH

Deployment: The two players can each align 300 A.P. in Battle deployment. The army opposing Syd de Kaiber must have an Adept in its ranks who replaces one of the Elements he masters with Light, even if this Element is normally forbidden to him, and also adds Hermetism to the paths of magic he already has.

This magician has peppered his dwelling with runes and symbols of protection. The opponent can place two Decoy counters and two Trap counters face down in his camp's deployment zone. A counter is revealed as soon as a miniature moves within 5 cm of it. If it is a Decoy, nothing happens. If it is a Trap, the miniature that triggered it immediately suffers a Damage Roll (STR 5).

Objective: Syd de Kaiber has neither the time nor the will to subject himself to a trial. That which is refused to him he can take by force! He attacks the tower in which the mage lives.

The Adventurer must eliminate the magician within 5 rounds.

Victory: By studying the patterns and symbols decorating the armour, Syd comes to understand a part of the message delivered by the Sphinx. He gains one additional Concentration point. If, in this scenario, he has followed the noble path he can add this point to his RES. If on the other hand he followed the dark path then his ATT rate benefits from this bonus in the next scenarios.

Defeat: This scenario can be played again immediately. The Adventurer player can also decide to play a different scenario before attempting this one again. This failure is not without consequences. Syd immediately and until the end of the campaign loses one point in INI, ATT, DEF, COU or DIS, or he loses one Knowledge point if he has any.

Duration: 5 rounds.

SCENARIO 3: THE OPHIDIAN VESTIGES

Syd and his team have landed several days ago on the faraway lands of Belgorn, beyond the Sea of Ephren. Few vessels dare approach this continent located far off the coasts of the Syharhalna. It is said that these shores are haunted. On maps they only appear as the "Ophidian Vestiges," and though everyone has forgotten the existence of the Serpents, this place still has a bad reputation among sailors and voyagers. Yet these ruins, which are said to be damned, attracted Syd.

They had been here for almost a week and no expedition had yet managed to discover the slightest trace of these legendary remains. Night was falling when they finally spotted ruins almost completely covered by lush vegetation. Unhinged doors of bronze let the inside of the buildings be glimpsed. Prudence would have had them wait until the next day to begin exploring them but Syd was so excited that he ordered his troops to enter the ruins.

The place smelled of death and rot. They followed a long corridor invaded by moulds and reached a gigantic hall under a high stone vault supported by enormous pillars. Syd suddenly felt his heart tighten: this hall was the one in his visions, the Lazarium explored by the Sphinx's agent. The knight advanced to discover this place at the glow of his torch. The corpses clad in sapphire armour had turned to dust long ago.

Syd was bending over to pick up an antique weapon with a rusty blade when he heard noises. They were not alone.

After having been forgotten and abandoned for centuries the spirits of the warriors who fell here are waking up again, carried by the hatred and the magic of Darkness. Syd and his men are surrounded by hordes of enemy fighters who have returned from among the dead.

Deployment: One of the two ends of the gaming area must be designated to be the exit zone.

350 A.P. are deployed with Syd de Kaiber within a radius of 20 cm around the centre of the battlefield, even miniatures that have the "Scout" ability.

The opponent has 450 A.P. that he can place using the Siege deployment (the faithful and magicians cannot be deployed), yet only outside of this imaginary entrenchment. Each of the opponent's miniatures is modified in the following way: "Living-dead" ability, DIS - (nil), MOV -2.5, "Immu-

nity/Leadership." If it has a Courage rate it is turned into Fear. In addition every non-Character trooper benefits from the "Reinforcement" ability.

NOBLE PATH

The principle of Light that flows in the Echyron reacts violently to this manifestation of the power of Darkness. For the whole duration of this scenario the damage Syd inflicts on his enemies is read one line lower in the Wound Table. This game effect replaces the "Bane/Acheron" ability for this scenario.



DARK PATH

The undead recognise the shadowy part of the Echyron and of its bearer. For the whole duration of this scenario the damage inflicted upon Syd by enemy fighters is read one line higher up in the Wound Table.

Objective: Syd de Kaiber and his followers must flee from this place by the edge designated to be the exit at the start of the game. A miniature that has left the battlefield by this edge cannot return to the game in any way. If Syd de Kaiber and more than 150 A.P. of the troops accompanying him have left the table at the end of the fifth round, then it's a victory.

Victory: Even though he was forced to flee, the discovery of the Ophidian ruins comforts Syd in his quest and his knowledge is strengthened. He gains an extra Knowledge point in addition to the one normally given by his Victory.

Defeat: This scenario can be played again immediately. The Adventurer player can also decide to play a different scenario before attempting this one again. This failure is not without consequences. Syd immediately and until the end of the campaign loses one point in INI, ATT, DEF, COU or DIS, or he loses one Knowledge point if he has any.

Duration: 5 rounds.

Deployment: Special.

SCENARIO 4: THE SOURCE OF VENOM

According to a persistent rumour a skirmish opposing some orcs and mysterious serpent-men once took place at the border between Bran-Ô-Kor and Diisha. More wasn't needed to stir Syd's curiosity. Historians agree that the Ophidians and the Sphinxes had disappeared from the surface of Aarklash after the Winter of Battles but that these peoples weren't necessarily extinct.

When they reached this place, Syd and his men took some time to find witnesses of this battle, a band of marauding trackers. Most of the orcs have died since it took place, taken by atrocious convulsions. The poison had gnawed at the survivors' minds.

Syd decided to go to the location where the battle had been fought. There were no traces of the skirmish, but the Cynwall went looking for the slightest clue or forgotten sign. After several days of searching, Syd and his men found the entrance of a hidden cavern and ventured into it. The place oozed with evil and Darkness. All along the gloomy corridors the troop saw numerous skeletons and bones scattered about. They finally reached a wide cavern where the stench of rot immediately caught the men by the throat. They quickly found the source of this smell: the corpse of an Ophidian was decomposing, eaten by some unknown evil. Even the Serpent's equipment seemed to be putrefying at contact with the air. An aura of decay radiated from the corpse as if the air surrounding it became tainted. Suddenly figures appeared from among the rocks. These weren't Ophidians but simple men corrupted by the corpse's unhealthy energy.



OPHIDIAN CARCASS

Allegiance: Darkness (Syd can call on this nexus's powers if he has chosen to follow the dark path), POW 1 +

Sacrifice: DIS **Access:** Contact

Trial: Resilience 7 +

Duration: Until end of round

Area of effect: 15 cm

Loads: 10/2

All fighters of the catalyst's camp who follow the Meanders of Darkness and are standing in the area of effect get the "Toxic/0" ability, or the catalyst immediately recovers four mana gems of the Element of his choice.

Abilities: Subjugated. Inalterable.

Base: Creature base.

Structure: 8

The Ophidian's rotting carcass, which concentrates the energies of Darkness, is a nexus (see frame). It is deployed among Syd de Kaiber's enemies. For the duration of this game the opponent's miniatures are considered to belong to the Meanders of Darkness no matter which people they come from and they benefit from the "Possessed" ability for free. The opponent's fighters cannot summon other fighters during the game or return to the game thanks to the "Reinforcement" ability.

NOBLE PATH

Objective: The Adventurer must destroy the evil nexus at any price and survive until the end of the game. As soon as the nexus has been destroyed the opponent's troops lose the benefits of the "Possessed" and "Toxic" abilities. If Syd is eliminated or if he doesn't manage to destroy the nexus in time, then this scenario ends in defeat.

Victory: Syd has survived the Ophidians' evil spells and has destroyed the corrupt corpse. He permanently gets the "Immunity/Toxic" ability.

DARK PATH

Objective: The Adventurer must exterminate all of his enemies before the end of the game in order to prevent them from using up the nexus's resources. It is a defeat if Syd dies or if at least one enemy miniature is still standing on the tabletop after five game rounds.

Victory: Syd can drink from the source of venom. From now on every time Syd chooses the dark path and uses one of his Concentration points to increase his Strength, he also benefits from the "Toxic/2" ability until the end of the round.

Defeat: This scenario can be played again immediately. The Adventurer player can also decide to play a different scenario before attempting this one again. This failure is not without consequences. Syd immediately and until the end of the campaign loses one point in INI, ATT, DEF, COU or DIS, or he loses one Knowledge point if he has any.

Duration: 5 rounds.

Deployment: Battle.

THE SENTENCE OF THE HELIASTS

Syd was suddenly taken by shivers. He closed his eyes to better control the convulsions. He felt feverish: the Echyryon was burning him. The pain got worse every time he used the artefact's sombre powers. He knew it; he was following the dragon-weapon's dark path too often. He was no longer himself whenever he called on its power, as if the Echyryon were taking control of his will. Nothing was important to him any longer. He could kill, slaughter and commit the worst atrocities without feeling the slightest guilt or remorse. The artefact was turning him into an empty, emotionless machine.

The spasms ended and Syd opened his eyes. Nelphaëll was standing before him and menacing him with her crossbow. Taken aback, the Cynwäll retreated a few steps while reaching for his weapon.

"What's the matter with you?"

The young woman's voice was broken by sadness, yet she remained strong.

"I'm sorry, Syd, I was so hoping that this moment would never come. The council of Helianthic Mothers ordered me to kill you should this ever happen. Four years of struggle against Evil have let me believe that you'd never give in to the Echyryon's corruption. I was wrong. Forgive me..."

The bolt of her crossbow flew straight to his heart.

For this scenario the Adventurer can be equipped with 30 A.P. of artefacts and spells. Nelphaëll has the right to an additional 60 A.P., which can be invested in fighters.

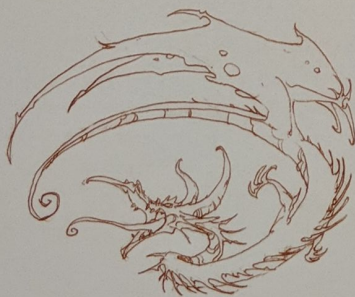
Deployment: Syd de Kaïber's miniature and the one representing Nelphaëll are placed less than 10 cm from the centre of the table (within charging range of each other but not touching). Any other miniatures can be placed anywhere on the battlefield but not with Syd de Kaïber in charging range.

Special rule: In the first round the "Syd de Kaïber" card is not mixed into the pile. However, the elf is the first one to act during the movement phase.

NOBLE PATH

Objective: Syd de Kaïber doesn't want to harm Nelphaëll and therefore seeks to flee without fighting his friend. This scenario ends if he manages to leave the gaming area by one of its edges.

Victory: There is nothing to be won through this bitter Victory. Until the end of the campaign Syd is considered to be a Pariah among the Cynwälls. From now on he must follow the noble path no matter what happens.



DARK PATH

Objective: Syd de Kaïber gives in to the obscure forces of the Echyryon. He won't let anyone stand in his way. He throws himself at Nelphaëll to eliminate her. Victory is at the price of the Cynwäll crossbow-woman's death.

Victory: Syd de Kaïber is completely corrupted by the Echyryon's obscure side. Until the end of this Adventure he can only follow the dark path.

No matter which Victory was reached, he obviously can no longer integrate Nelphaëll in his army for the rest of this campaign.

Defeat: If Syd de Kaïber dies, then his quest tragically ends here. He cannot be resuscitated and continue on his Adventure.

AFTERWORD: THE JUDGEMENT OF THE TRIBÈNS

Syd and Nelphaëll had just returned to the ship that would set sail very soon. Since that morning the Cynwäll knight felt a rare exaltation. He knew that he was close to his goal. It has been weeks that he was going from one discovery to the other, that he was collecting information on the Utopia of the Sphinx and the Ophidian Alliance. All this information slowly came together to reveal a truth about the legacy left by the Ancients.

Suddenly the sky darkened. Lahn's light was blocked by a gigantic mass. Syd immediately raised his eyes and understood what was happening. Two dragons of the peaks were hovering above the vessel and covered it with the shadow of their huge bodies. An ivory and bronze pod was attached to the flank of one of the lizards. Inside it the elf recognised the implacable figure of a tribèn dressed in a purple silk robe and flanked by numerous soldiers who were pointing their weapons down at him. An individual Syd knew well was riding the second dragon: his mentor, the old knight Myldiënn who had taken off his mask and wore a stern and sorry expression on his face. In the pod the tribèn lowered his judgement shaft, the symbol of his authority, and spoke with a strong voice.

"Syd de Kaïber, you are leading investigations that are contrary to the Guide's decisions and may endanger the Cynwäll nation. I demand that you surrender immediately and follow us to Laroq!"

Syd quickly measured the situation. It was impossible for him to flee and a battle against the tribèn was sure to end in death. He couldn't stand up to the strength of two dragons of the peaks! Yet he hesitated to give up.

Months of research couldn't just vanish like that because of iniquitous precepts and a prudence that bordered on cowardice. Seeing that he was hesitating, Myldiënn intervened to try and convince him.

"Be reasonable, Syd. You won't be treated as a prisoner. The Guide wishes to see you."

So the wise Esneh wanted to meet him... Syd saw this meeting as a way to expose his point of view and the imperious need to abandon the ancient customs. So, after hesitating a last time, he lowered his weapons.

TO BE CONTINUED...

THE FIERY GUARD

NUMBERS	Unit 1			Unit 2	Unit 4	
	3			4	9	
	Dragan d'Orianthe	Mounted musician	Mounted standard-bearer	Mounted Knight	Pythia of Azël (Leader)	Guard of Alahan
RANK	Elite (2)	Elite (2)	Elite (2)	Elite (2)	Devout (1)	Regular (1)
MOV	20	20	20	20	10	10
INI	6	4	4	4	4	2
ATT/STR	8-9	6-7	6-7	6-7	5-5	3-5
DEF/RES	7-13	5-13	5-13	5-13	4-5	2-6
AIM	-	-	-	-	-	-
COU	9	7	8	7	7(+1)	5
DIS	9	8	7	7	5(+1)	2
EQUIPMENT						War pick
WOUNDS	4	2	2	2	2	1
COMBAT DICE	3	2	2	2	1	1
ABILITIES:	Righteous	Righteous	Righteous	Righteous	Bravery	Bravery
	Brutish charge (STR 15)	Brutish charge (STR 15)	Brutish charge (STR 15)	Brutish charge (STR 15)	Fierce	
	War-horse	War-horse	War-horse	War-horse	Warrior-Monk	
	Leadership/20	Leadership/15	Leadership/15	Master strike/0	Arin/10	
	Master strike/4	Master strike/0	Master strike/0		(Leadership/0)	
ADDITIONAL CARDS	The Lance of the heliaste		The Bearers of Light		Occult dubbing	
	The shield of the baronies					
A.P. including equipment + abilities	226	72	74	256	61	96

THE FIERY GUARD

NUMBERS	Unit 3			Unit 5		Unit 6
	11			12		1
	Sardar Tillius, the Sage	Bard of Alahan	Guard of Alahan	Archer of Alahan	Archer of Alahan Leader	Syd de Kaïber
RANK	Adept (2)	Initiate (1)	Regular (1)	Regular (1)	Regular (1)	Special (2)
MOV	10	10	10	10	10	12,5
INI	5	4	2	2	2	5
ATT/STR	3-3	4-4	3-5	2-2	2-2	7-7
DEF/RES	3-7	4-3	2-6	2-4	2-4	5-6
AIM	-	3	-	3	3	-
COU	7	6	5	4	5	7
DIS	6	4	2	2	3	6
EQUIPMENT			War pick	Longbow (20/40/60, STR 3)		
WOUNDS	3	2	1	1	1	3
COMBAT DICE	2	1	1	1	1	2
ABILITIES:	Bravery	Bravery	Bravery	Bravery	Bravery	Bravery
	Light	Instinctive Fire			Leadership/0	Sequence
	Earth	Warrior-mage				Bane/Acheron
	Hermetism	Light				Concentration/2 (INI/STR/DEF)
	Shamanism	Hermetism				
	Solaris	Circaeus				
ADDITIONAL CARDS	Orb of Power		Sad Gaze			
	Summoning of Light					
	Seal of Isin					
	Tenacity of the Chimera					
	Seal of Dellar'n					
A.P. including equipment + abilities	198	39	108	178		105
	POW: 6	POW: 2				

THE DEMONIC HOST

NUMBERS	Unit 1			Unit 2		Unit 4	Unit 5
	18			5		3	1
	Yh-Ibenseth	Mahal the Enchanter	Warrior of the Abyss	Kanizhar the Cannibal	Incubus of the Despot	Prowler of the Abyss (Leader)	Cyclops of Mid-Nor
RANK	Elite (2)	Adept (2)	Regular (1)	Special (2)	Special (2)	Veteran (1)	Creature (1)
MOV	7,5	7,5	7,5	7,5	7,5	15	12,5
INI	5	3	3	4	2	3	3
ATT/STR	8-11	3-3	3-4	5-7	4-6	5-8	6-14
DEF/RES	6-10	4-6	2-4	5-7	4-6	5-6	4-11
AIM	-	-	-	-	-	-	-
FEAR	6	5	4	6	5	6	8
DIS	6	5	1	2	0	2(+1)	2
WOUNDS	3	3	1	3	1	1	2
COMBAT DICE	2	2	1	2	1	1	2
ABILITIES:	Possessed	Possessed	Possessed	Possessed	Possessed	Possessed	Possessed
	Ambidextrous	Additional limb		Survival instinct	Survival instinct	Brutish charge	Loyal/1
	Implacable/1	Regeneration/5		Toxic/3	Toxic/2	Leap	Sequence
	Leadership/15	Darkness				(Leadership/0)	Implacable/1
		Water					
ADDITIONAL CARDS	Aralith	Doll of Escape		The Mask of the Torturer	The Hybrids of the Abyss		
	Tentacular appendices	Summoning of Darkness		The Larva of the Ymsur			
		Source of Darkness					
		The Heir of the Hydra					
A.P. including equipment + abilities	185	142 POW: 6	180	98	100	103	81

THE DEMONIC HOST

NUMBERS	Unit 3				Unit 6	Unit 7	Unit 8
	10				2	6	9
	Akaranseth	Collector of the Despot	Scourge Bearer	Master of puppets	Fire-spitter of Mid-Nor	Reaper of Mid-Nor	Warrior of the Abyss
RANK	Veteran (1)	Devout (1)	Veteran (1)	Initiate (1)	Regular (1)	Irregular (1)	Regular (1)
MOV	7,5	7,5	7,5	7,5	5	7,5/15	7,5
INI	4	3	2	2	1	3	3
ATT/STR	6-9	4-6	4-8	4-6	2-3	2-2	3-4
DEF/RES	6-7	3-5	3-5	4-7	2-7	2-1	2-4
AIM	-	-	-	-	2	-	-
FEAR	6	5	5	5	4	3	4
DIS	5	2	1	1	3	0	1 (Leader +1)
WOUNDS	3	2	1	2	1	1	1
COMBAT DICE	2	1	1	1	1	1	1
ABILITIES:	Possessed	Possessed	Possessed	Possessed	Possessed	Possessed	Possessed
	Loyal/1	War fury	Hard-boiled	Survival instinct	Light artillery/Zone (20/40/60, STR 8)	Flight	
	Dur à cuire	Moine-guerrier		Warrior-mage		Scout	
	War fury	Mid-Nor/10		Darkness			
		Aspects/1/1/0		Corruption			
ADDITIONAL CARDS	The Scourge of the Despot	The Despot's Eviscerators	The Scourges of Mid-Nor	The despot's Puppeteers			
	Cyclopean doll						
	The Eye of the Abyss	Resurrection of the Possessed					
A.P. including equipment + abilities	94	30	144	24 POW: 2	58	78	90

AT THE BRINK OF KÄIBER

Thanks to the Code of the Behemoth, the peoples in the citadel of Käiber have lost a bit of their individuality to blend into the Alliance of Light. So in the following scenarios we refer to the Light player and the Alliance of Light rather than to a specific Path of Light. The rules on Alliances are therefore modified.

THE ARMIES PRESENT

The Alliance of Light

First of all a Commander-in-Chief must be chosen for the Alliance of Light among one of the three signatories of the Code of the Behemoth: the Cynwälls, the Griffins and the Lions. This officer's people of origin influences the army of Light's composition.

- A minimum of 50% of fighters must be of the Commander-in-Chief's people.
- A maximum of 25% of fighters can be of the Commander-in-Chief's people's usual allies or of peoples of Light.
- A maximum of 15% of fighters can be of the other signatories of Käiber.
- A maximum of 10% of fighters can be of the peoples above or their usual allies. However, these allies can only be recruited if the Käiber ally they are bound to is also present.

Thus, the fighters of a people that counts both as an Ally and a signatory can represent up to 40% of the Alliance of Light's total value.

Example: *An army of 1000 A.P. commanded by Baron Dragan d'Orianthe (Lion of Alahan) can be made up in the following way:*

- 500 A.P. of Lions.
- 250 A.P. of Sessairs Kelts (usual allies of the Lions).
- 150 A.P. of Griffins (allies of Käiber).
- 100 A.P. of dwarves of Tir-Nâ-Bor (allies of the Griffins).

The Limbo of Acheron

Isolated by the Behemoth Mountains and the impregnable citadel of Käiber, the Limbo of Acheron cannot take full advantage of its Allies. Indeed, the Kelts of the Drune clan have no means of coming to the aid of the living-dead of Acheron and they cannot be incorporated into the armies of the tenth barony for the battles of Käiber.

On the other hand the magicians of the armies of Acheron fight on their own ground and are well prepared. At the beginning of each battle they therefore have the equivalent of twice their Power rate in gems of Darkness.

The Obscure Principle is powerful in Acheron. It covers these lands with an endless night and perturbs the natural balance of the elements. The battles of "At the Brink of Käiber" can therefore be affected by one of the following three conditions.

• **Nighttime:** The line of sight of all miniatures is reduced by 10 cm, so it becomes impossible to charge or fire beyond this range! Miniatures with the "Consciousness" ability have a line of sight that is twice their MOV rate as printed on their reference cards.

• **Wind and rain:** These effects are described in the RAG'NAROK rulebook.

PLAYING A CAMPAIGN

The scenarios presented here can be played separately. However, they can also be combined to form a campaign (see p. 29) covering one of the episodes in the struggle between Light and Darkness at the Käiber Pass.

ALERT! If the forces of Light win this battle, then the living-dead Commanders-in-Chief prefer delaying the frontal attack and sending troops to infiltrate the heart of the citadel. On the other hand they launch the assault if they manage to intercept the forces of Light's reconnaissance Unit.

AT THE FOOT OF THE WALL (as second battle): Even if the living-dead open a breach in the wall, Fort Käiber isn't doomed yet, but it is imperative that reinforcements arrive unhindered. On the other hand if the living-dead are pushed back, then the troops of Light pursue them and Hod goes into action.

TO ARMS, CITIZENS! (as second battle): A victory by the Obscure Principle throws the fort's defenders into enough disarray to permit another frontal assault. If the Paths of Destiny win the battle, the fort's troops pursue the assailants accompanied by a brother of Hod.

FRESH SUPPLIES: If Light's reinforcements are defeated here, then the fort's fate is sealed and the living-dead flood over Alahan. If they manage to reach Käiber, then Light has a new chance, yet Destiny must come into play.

HOD IN ACTION: Having gotten information from Hod, the troops of Acheron can launch the ritual of the Danse Macabre. If they can't, then their fate is sealed and Light has pushed back their assault.

TO ARMS, CITIZENS! (as fourth battle): If the peoples of Destiny defend the heart of the citadel, the last living-dead fighters are pushed back by the reinforcements of Light and victory belongs to the Luminous Principle. If the opposite is true, then the living-dead invade the fort.

DANSE MACABRE: Thanks to the ritual of the Plain of Bones, Acheron can create enough troops to assault Käiber again. On the other hand if the plain doesn't give up its dead, then there is no more hope for Darkness.

AT THE FOOT OF THE WALL (as fifth battle): Exhausted by the previous encounters, each camp gives all it has for this battle. The victor is then the master of Käiber.

- 1. The valley
- 2a. Counterfort of the Ponent
- 2b. Counterfort of the Ponent (under repairs)
- 3. The Castle
- 3a. The Pride
- 3b. Improvised barricades
- 4. The Grey Barrier
- 4a. The Gate of the Brave

- 4b. The Gate of the Bold
- 5. The Fault
- 5a. The Bridges of the Ancients
- 6. The court of the Citadel
- 6a. The hall of plans
- 6b. The Lion stables
- 6c. The Griffin cathedral
- 6d. The Dragon towers
- 6e. The Alderion

- 6f. The Exiathe
- 6g. The Heliastic quarter and the Workshop
- 6h. Equanimous brotherhoods
- 6i. The Scarlet City
- 7. The Circle
- 8. The Gate of the Righteous

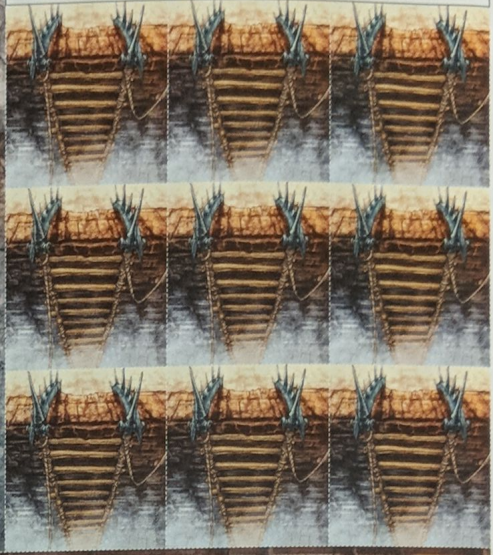


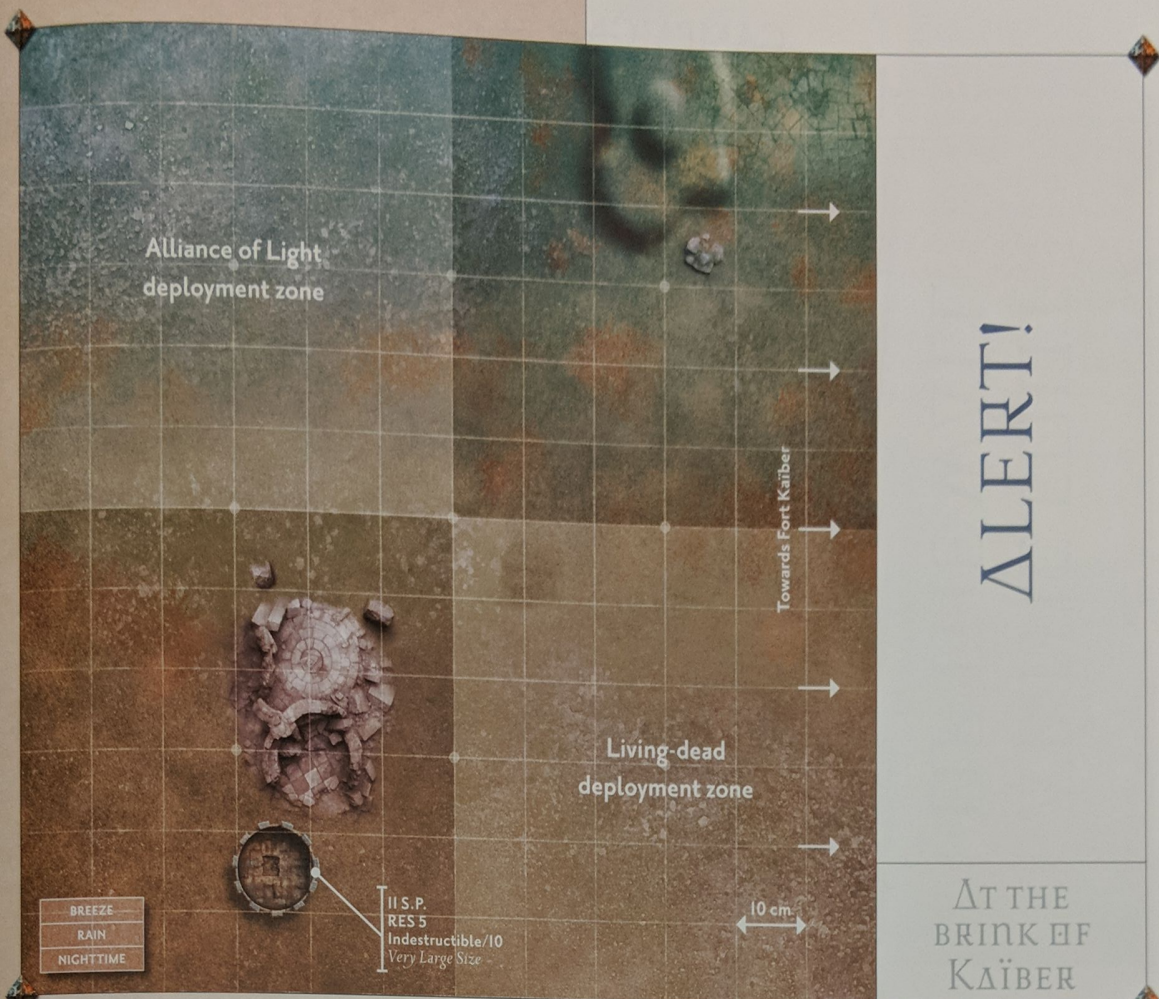
THE KAIBER PASS



Counter sheet that
can be photocopied
and cut out.

Cry Havoc! volume 2 counters. © Rackham 1996-2004 All rights reserved.





A reconnaissance Unit of the Alliance of Light (500 A.P.) has spied manoeuvres by Acheronian troops and must return to the fort as quickly as possible before being intercepted by living-dead scouts (1000 A.P.).

The battlefield

The battlefield has two zones of **difficult ground** (see *ΡΑΓ'ΝΑΡΗΚ*):

- A hill that is 10 cm high.
- A field of ruins that must allow fighters of normal size to hide and a 20 cm high tower.

Battle duration: 3 rounds.

Objectives

LIGHT: To have its fighters cross the battlefield to reach Fort Kaiber by the edge indicated on the map. When the last Unit of Light present on the battlefield has been evacuated in this way, the game ends. The Light player then wins 5 victory points/V.P.

Furthermore, he wins V.P. in the following conditions:

- 2 V.P. for every full 100 A.P. of evacuated Units.
- 1 V.P. for every full 100 A.P. of enemy fighters killed.

LIVING-DEAD: To prevent the opponent from escaping by all means. If the Living-dead player manages to destroy the last Unit of the Alliance of Light, he wins 3 V.P. and the game ends.

Furthermore, he wins V.P. in the following conditions:

- 2 V.P. if no Unit of Light could be evacuated.
- 2 V.P. for every full 100 A.P. of enemy fighters killed.

Special rules

Beware the scout! Fighters of the Alliance of Light cannot benefit from the effects of the "Scout" ability at deployment.



AT THE FOOT
OF THE WALL

AT THE
BRINK OF
KAÏBER



The living-dead (2000 A.P.) launch an assault on Fort Kaïber. They must make a breach in the ramparts held by the Alliance of Light (1000 A.P.)!

The battlefield

Sections of the ramparts supplied in these pages can be photocopied and glued to 20 cm high cardboard boxes to give them volume if no adequate elements of the scenery are available.

Battle duration: 5 rounds.

Objectives

LIVING-DEAD: If at the end of a round the Living-dead player has more A.P. in the Light player's deployment zone than the latter, he wins 5 V.P. and the game ends.

Furthermore, he wins V.P. in the following conditions:

- 2 V.P. for every full 100 A.P. of his fighters in the Alliance of Light's deployment zone.

- 1 V.P. for every full 100 A.P. of enemy fighters killed.

LIGHT: To prevent the opponent from reaching his objective. If he manages to destroy all of the enemy army's ladders, all the flying fighters as well as those capable of damaging the wall, and if, when all these conditions have been met, he has more A.P. within his deployment zone than the Living-dead player does, then the Light player wins 5 V.P. and the game ends.

Furthermore, he wins 2 V.P. for every full 100 A.P. of enemy fighters killed.

Special rules

THE WALLS OF KAÏBER: The ramparts have a walk on which miniatures can be deployed and moved. Fighters standing on the walls benefit from an advantageous tactical position.

- **Firing:** The marksmen's AIM rate is then AIM + 1 when firing at opponents below.
- **Defence:** The results (of the dice) of shots and hand-to-hand combat attacks made by opponents on the other side of the crenels are

reduced by one point. This penalty also applies when a fighter standing on a ladder is fighting against one standing on the ramparts.

To determine a shot's range, the distance between the marksman and his target is measured on the ground from the target's base to the foot of the element of the scenery. It is impossible to fire at a fighter standing against the wall. However, a fighter on top of the wall can fire at **all** the members of a Unit below.

These walls are played using the rules explained in the first issue of *Cry Havoc!* However, they cannot be completely destroyed; the servants of Acheron can only hope to open a breach in the wall. To do so they must attack it at one of the points where the various elements of the scenery touch each other. When enough damage has been inflicted on the wall to destroy it, a breach opens: the elements of the scenery must be separated by 10 cm. All miniatures standing on the ramparts above the breach are killed by the wall's collapse and are removed from the battlefield.

Once a breach has been opened, the fighters of Acheron have orders to rush into it. Therefore they can no longer cause further damage to the wall.

LADDERS: Instead of opening a breach, the Living-dead Commander-in-Chief can decide to send fighters to assault the crenelated wall on top of the walls. At the beginning of the battle the Living-dead player has as many Ladder counters as he has paid for (5 A.P. per counter). These must be attributed to Units and placed next to them. If a Unit with a ladder is destroyed before having positioned it against the wall, then the ladder is also destroyed and its counter is removed from the battlefield. Carrying a ladder limits a Unit to remain in close formation.

- **To position a ladder** the Unit carrying it must be given an "Immobile" Order counter, not have fired, be in contact with the wall and not be engaged in hand-to-hand combat during the round. At the end of this round a ladder counter is placed touching the wall and the Unit. It is considered that the top of the ladder is located on this counter.
- **To climb a ladder** the Unit must begin the round in contact with the ladder's counter and be given a "Run" Order. If no enemy fighter on top of the wall is touching the Ladder counter, then the Unit can be placed on the wall in close formation with at least one miniature standing on the Ladder counter. If there is an enemy fighter on the wall touching the Ladder counter, then the Unit must engage him. The Living-dead player places the Unit that is on the ladder off the battlefield. He selects which of the Unit's fighters engages the enemy standing on top of the wall. At the end of the hand-to-hand combat phase this fighter can make a thrust movement to take position, alone, on top of the wall. If a Unit standing on a ladder must Flee, then the fighters in it panic and fall from the ladder as described below.

PLEASE NOTE! Only fighters standing on an infantry base can climb a ladder.

If a Unit begins a movement phase on a ladder and no enemy fighter prevents it from taking position on top of the wall, then a "Run" Order allows it to be deployed as explained above. If not, then the fray has to continue being played. It is impossible for a fighter of Acheron engaged in this way to disengage from this fray.

The fort's defenders can push away the ladders to make them fall to the ground. To do so a fighter must be standing on the Ladder counter, have been given a "Counter-charge" Order and not be engaged in hand-to-hand combat. During the hand-to-hand combat phase this fighter makes a Damage Roll (STR 7) if no enemy fighter is on the ladder. If there are enemy fighters on the ladder, then this number of fighters is added to the roll's difficulty. If this roll is successful, then the ladder falls to the ground and all fighters on it suffer a Damage Roll (STR 8). The survivors are deployed in scattered formation around the spot where the Ladder counter was and this counter is then placed next to the Unit.

PLEASE NOTE! Only one Unit can be standing on a ladder at a time, no matter how many fighters make up this Unit.



STAIRCASES: On the inner side of the ramparts some of the fort's walls have staircases. A Unit with at least one of its fighters touching the first or last step can, thanks to a "Run" Order, use the staircase to move from the ground to the walk on top of the wall (and vice versa). If an enemy fighter or Unit is blocking the passage to the other end of the staircase, then the same rules as for ladders apply. Only fighters whose bases aren't wider than the staircase can use it.

GRIFFIN ARTILLERY: From the Grey Barrier the Akkylannian artillerymen (AIM: 4) relentlessly shell the Limbo of Acheron. In each round at the end of the first firing phase the Light player designates an enemy Unit outside of his deployment zone. He then does a single Aim test for all batteries. Its difficulty is determined in the following way.

- Unit further than 20 cm from the wall: 4
- Unit less than 20 cm from the wall: 7
- Unit on a ladder or touching the wall: 10

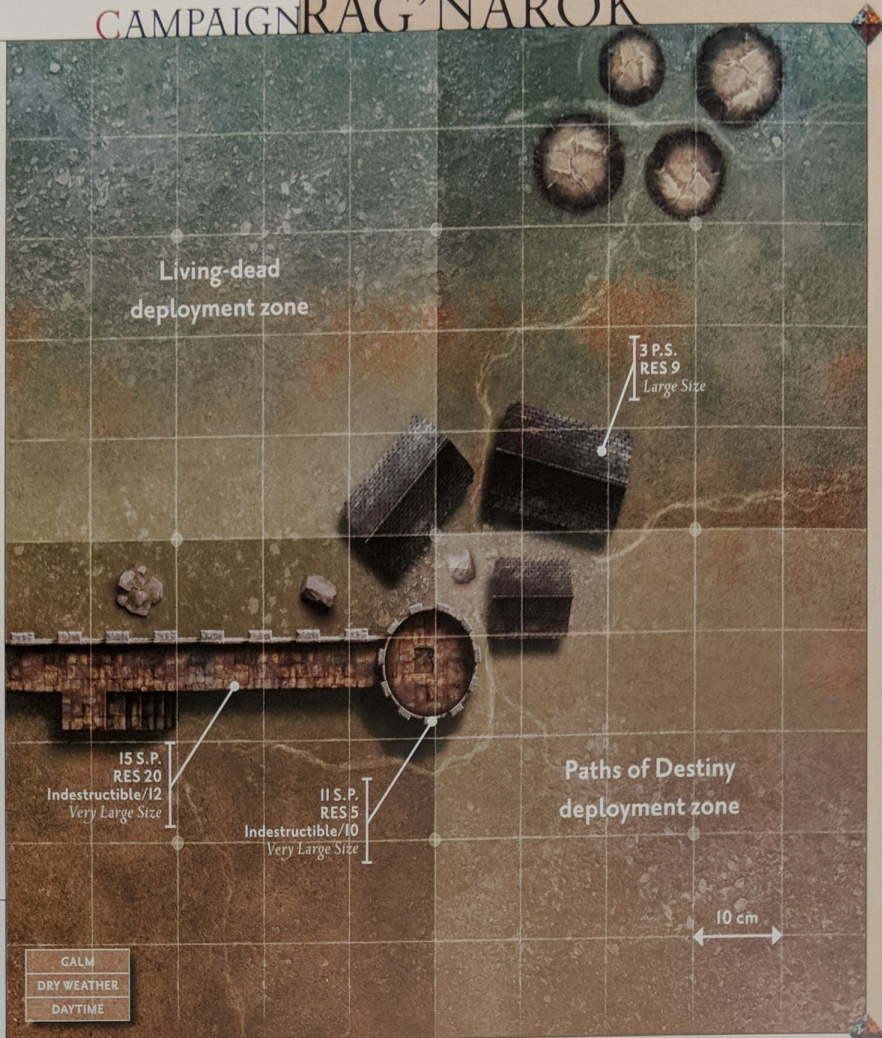
The normal rules concerning light artillery with zone effect are then applied, while doubling the obtained dispersion distance. The STR of the Griffin artillery is 10.

RESERVE UNITS: The Living-dead player cannot use reserves during this battle. The Light player can only have them intervene from the second round on.

SCOUTS: The Living-dead player's scouts cannot use the effects of the "Scout" ability.

TO ARMS,
CITIZENS!

AT THE
BRINK OF
KAÏBER



One of the peoples of the Paths of Destiny (500 A.P.) that lives in the shadows of the ramparts must protect the scarlet city from the scouts of the Limbo of Acheron (500 A.P.) who have infiltrated behind the fort's defences.

The battlefield

The battlefield has two areas of **impassable ground** (see RAG'NAROK rules books):

- Tents
- Houses

Battle duration: 5 rounds.



Objectives

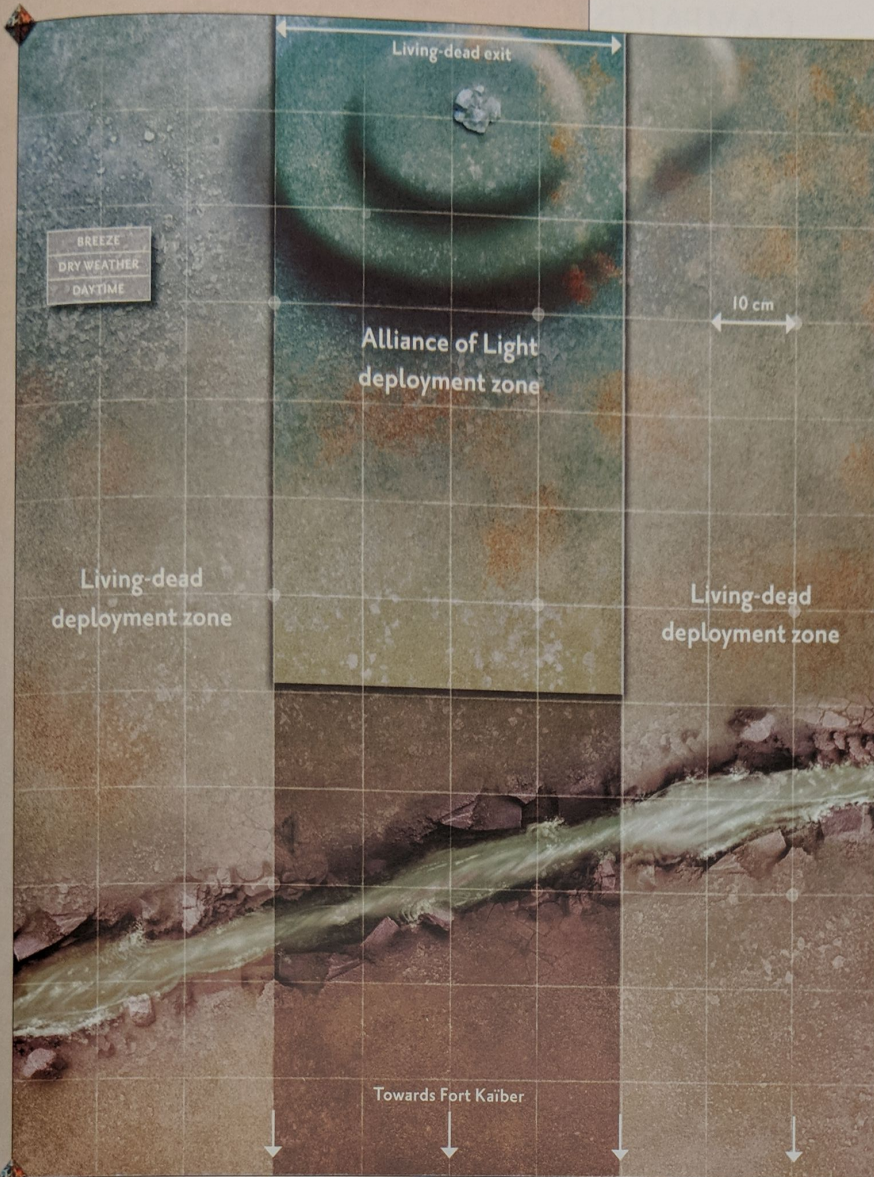
LIVING-DEAD: The Living-dead player must sow panic among the fort's inhabitants. He is victorious if he has Units left on the battlefield at the end of the fifth round.

PATHS OF DESTINY: The Destiny player must protect the inhabitants of Kaïber as well as he can. In every round of the battle death is meted out among the civilians. Little by little the defenders are stricken by panic. The Destiny player is victorious if no enemy Units are left at the end of the fifth round.

Special rules

LIGHT IS WATCHING: This battle is waged at the heart of the most impressive stronghold of the Ways of Light. Therefore the Destiny player can exceptionally add the Cynwäll elves, the Lions of Alahan and the Griffins of Akkylannie to his list of Allies. Yet fighters of these peoples can only be part of Units made up exclusively of fighters of the same people and which can only be deployed as reserves (starting in the second round).

THE WALLS OF KAÏBER: See preceding pages.



FRESH SUPPLIES!

ΔT THE
BRINK OF
KÄIBER

Fort Kaiber is periodically resupplied from the heart of the province of Daneran. The Obscure Houses regularly send troops (1000 A.P.) to assault the escorts of the Alliance of Light's resupply convoys.

The battlefield

The battlefield has two areas of **difficult ground**:

- A hill (10 cm high).
- A crossable river (10 cm wide).

Battle duration: 5 rounds.

Objective

LIGHT: The escort must break through the lines of the Limbo of Acheron. The Light player wins the game and 5 V.P. if he manages to have 500 A.P. of troops leave the battlefield by the edge leading toward Fort Kaiber.

Furthermore, he wins 1 V.P. for every full 100 A.P. of enemy fighters killed.

LIVING-DEAD: Acheron's troops don't care much for Kaiber's soldiers. What interests them is to reach the caravan of supplies that the Alliance of Light is protecting. The Living-dead player wins 5 V.P. if he manages to have 500 A.P. of troops leave the gaming area by crossing the hill.

Furthermore, he wins 1 V.P. for every full 100 A.P. of enemy fighters killed.

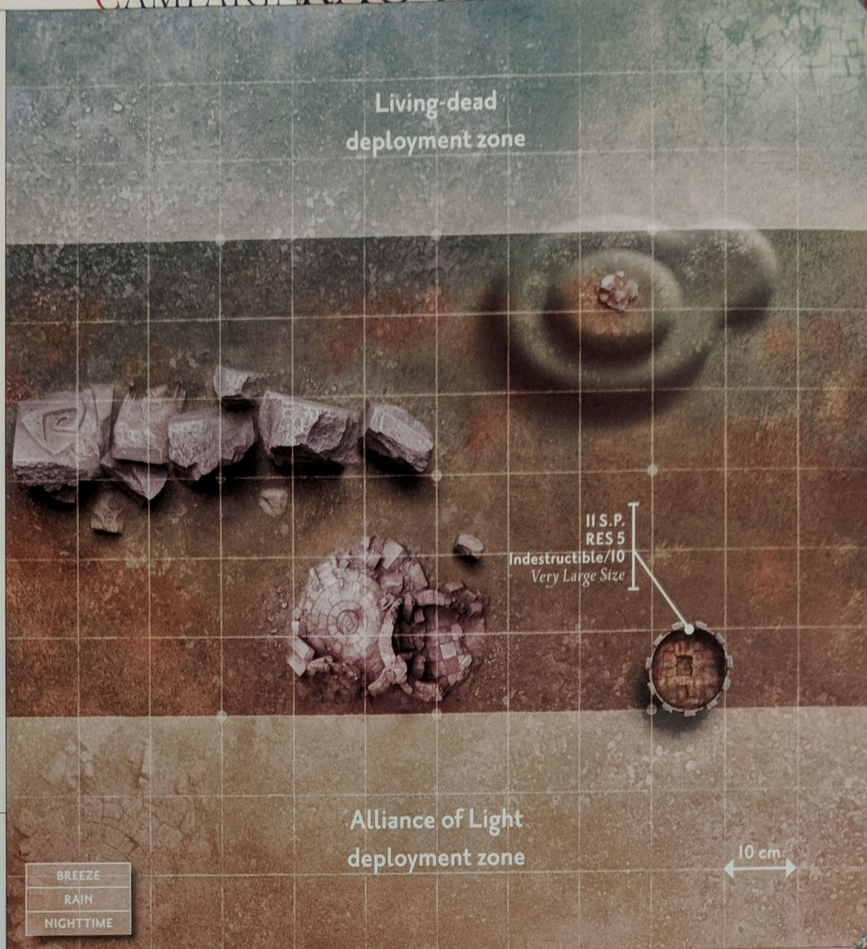
Special rules:

THE FEET IN THE WATER:

- A Unit with at least one fighter in the river cannot be given a "Run" or "Charge" Order.
- A Unit with at least one fighter in the river cannot use the "Celerity" and "Evasion" Tactics.
- A fighter in the river suffers a -1 penalty in INI, ATT and DEF.

HELD IN ACTION

AT THE
BRINK OF
KÄIBER



During a battle between the Alliance of Light (1500 A.P.) and its opponents (1500 A.P.), a living-dead envoy must proceed with an exchange with a brother of the Lodge of Hod: he offers to reveal the position of a Hybrid laboratory against information on the Plain of Bones!

The battlefield

The battlefield has two areas of **difficult ground**:

- A hill (10 cm high).
 - A field of ruins that must allow fighters of normal size to hide.
- This battlefield also has a zone of impassable ground: the rocks indicated on the map. These block the fighters' lines of sight.

Battle duration: 5 rounds.

Objectives

LIVING-DEAD: The Living-dead player wins the game and 5 V.P. if he manages to proceed with the full exchange between his envoy and the brother of Hod.

Furthermore, he wins V.P. in the following conditions:

- 2 V.P. for each of the exchange's steps completed if the game doesn't end to his advantage.
- 1 V.P. for every full 100 A.P. of enemy fighters killed.

- 1 V.P. if the Light player kills the brother of the Lodge of Hod.

LIGHT: The Light player wins 5 V.P. if he prevents the exchange. Once this objective has been reached, the game ends.

Furthermore, he wins V.P. in the following conditions:

- 2 V.P. if the brother of the Lodge of Hod never came under the Living-dead player's control.
- 1 V.P. for every full 100 A.P. of enemy fighters killed.



Special rules

THE EXCHANGE: It takes place in three steps.

- At the beginning of an Order attribution phase the Living-dead player reveals his envoy's identity if this hasn't already been done.
- At the end of a hand-to-hand combat phase the exchange is made if the envoy and the brother are in base-to-base contact.
- Acheron's envoy must then return to his deployment zone.

THE ENVOY OF ACHERON: During the revealing of Units the Living-dead player must write down which fighter in his army is to be the envoy. This fighter must be an Independent. His identity is not known by the Light player at the beginning of the game. There can be only one envoy and the Living-dead player cannot change or even replace him during the game.

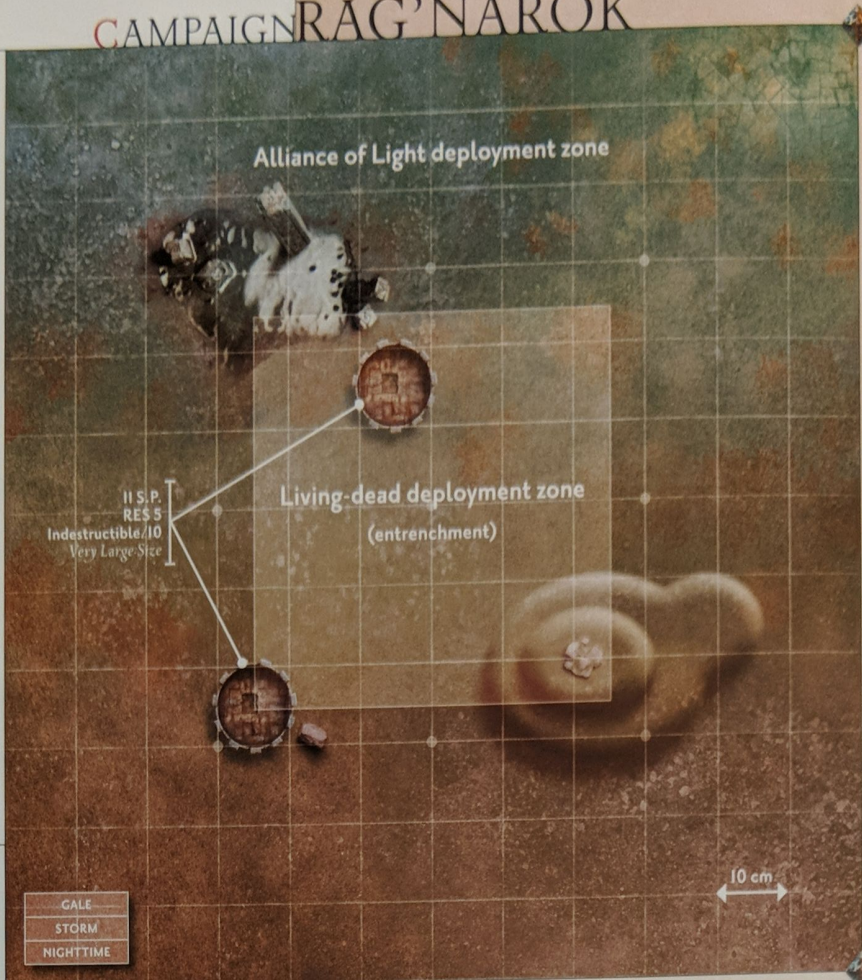
THE BROTHER OF HOD: The Alliance of Light must include at least 10% of Griffins of Akkylannie, all the while respecting the rules concerning the Alliance of Light. One of these fighters is openly chosen to be the brother of the Lodge of Hod at the Living-dead player's knowledge. The Lodge of Hod doesn't necessarily have to be mentioned on this fighter's reference card. The brother gets the "Pariah" ability if he doesn't already have it. He is not counted in the A.P. of enemy fighters killed.

Though he obeys the usual rules, the brother changes armies when the Living-dead player reveals his envoy's identity. He then becomes an Independent, forms a detachment on his own and comes under the Living-dead player's control (who plays him as if he were one of his Allies). From this moment on the Light player can consider the brother to be an enemy Unit and attack him.



DANSE MACABRE

AT THE BRINK OF
KÄIBER



A vanguard of the Alliance of Light (1500 A.P.) must prevent a necromancer and his followers (1000 A.P.) from raising an army on the Plain of Bones, an ancient and accursed battlefield.

The battlefield

The battlefield has two areas of **difficult ground**:

- A hill (10 cm high);
- A swamp.

Battle duration: 5 rounds.

Objectives:

LIGHT: To clear the Living-dead deployment zone of all fighters with the “Living-dead” ability. If this condition is met at the end of a round, then the game ends and the Light player wins 5 V.P.

Furthermore, he wins 1 V.P. for every full 100 A.P. of enemy fighters killed.

LIVING-DEAD: The Living-dead player wins 5 V.P. as soon as only fighters with the “Living-dead” or “Possessed” ability remain on the battlefield. If this condition is met at the end of a round, then the game ends.

Furthermore, he wins 2 V.P. for every full 50 A.P. of living-dead fighters created thanks to the curse of the plain.

Special rules

GET UP AND MARCH: The Plain of Bones is under a terrible curse that has just been roused by the Commander-in-Chief of Acheron.

When a fighter who has neither the "Living-dead" nor the "Possessed" ability is killed, be he a friend or foe, a base the size of this fighter's is placed at the spot where he was killed. This "body" can be snatched by fighters of any camp at the start or end of a movement phase if they meet two conditions:

- Be in contact with the corpse.
- Be of the same size or bigger than the body when it was alive.

A Unit carrying at least one corpse can neither run nor charge yet doesn't suffer any other penalties. It can drop the corpse at the beginning or end of a movement phase including the one at the start of which it snatched the body.

LIVING FIGHTER	LIVING-DEAD FIGHTER
Character	Spectre of Acheron
Horseman	Scavenger of Acheron
Dwarf	Dwarf zombie
Wolfen	Wolfen zombie
Other	Choul of Acheron or zombie in armour or zombie of Acheron *

* At the living-dead player's choice.

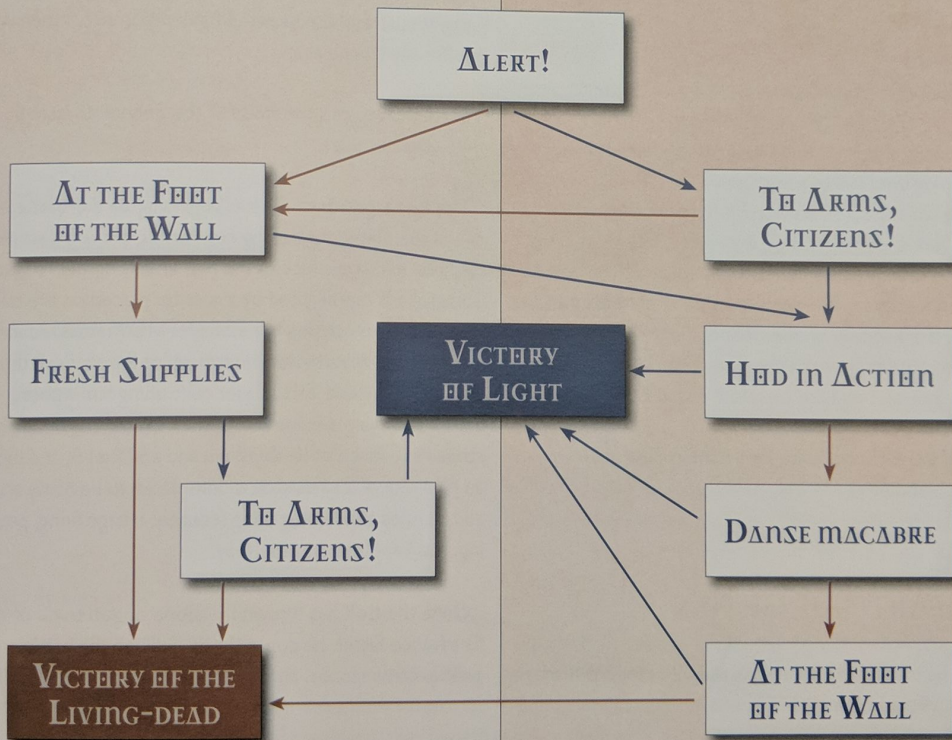
During the second firing and incantation phase the Living-dead player examines all the corpses that are in his deployment zone and compares them to the table below left. The corpses of Characters are immediately turned into spectres of Acheron and each make up a new Unit. For all other corpses the Living-dead player counts all those of the same type. If there are enough corpses of the same type to make a Unit, then it is immediately created but doesn't have a Leader.

Whatever the case may be, the fighters brought back to "life" in this way are placed on the spot where their body was lying. (The "corpse" bases are removed from the battlefield.) When there are more than 100 A.P. of "necro-animated" fighters, the Living-dead player groups them into Units according to the rules of composition. If a new Unit thus created doesn't respect the rules of formation, then each of its fighters gets a free movement of MOV cm to allow them to move closer to the rest of the Unit. This special movement doesn't allow a miniature to engage an enemy miniature. If at the end of this movement the Unit still doesn't respect the rules of formation, then it is considered to be disorganised. It can use the movements it can make to get into formation, but it cannot attempt a Reorganisation test before having done so.

Apart from these points, these Units follow the Rag'Narok rules.

SCENARIO WEN BY:

- ← The Living-dead
- ← The Alliance of Light



THE TRIBE OF BEHEMOTH

The tribe of the Behemoth can be played in *CONFRONTATION* and in *RAG'NAROK* by respecting the following rule modifications. Three cards supplied with this issue of *Cry Havoc!* present the characteristics and abilities of three Characters of the tribe of the Behemoth: Vijkhal the Brave, Tumahk the Voice of the Wind and Kolghor. The profile card of the troll of the Behemoth is also provided.

The tribe of the Behemoth has no contact with the orcs of Bran-Ô-Kor. To play using an army of this clan, all its fighters must come from the clan of the Behemoth. They cannot benefit from any allies or be played as allies of another army (not even of an army of orcs of Bran-Ô-Kor), or hire mercenaries. The only exception to this rule concerns orcs of the clan of trackers of Bran-Ô-Kor, including Carbone. These can be played as allies of the tribe of the Behemoth in the usual way.

An orc can be turned into a fighter of the tribe of the Behemoth at an additional cost of 3 A.P. (The additional cost of the tribe's Characters is already included in the value indicated on their reference cards.)

The following types of fighters cannot join the tribe of the Behemoth:

- Orc of Bran-Ô-Kor Characters.
- Brontops riders.
- Animistic Shamans on Brontops.

On the other hand this tribe has built strong relations with the trolls that already lived in the mountains on their arrival. The trolls of the Behemoth are considered to be full-fledged members of the tribe and are therefore counted as allies. They can benefit from the leadership of orcs of the Behemoth as well as from the "Mountaineer" aptitude. They have also been converted to the orcs' cult by the keepers of the Tree-Spirit and are therefore counted when calculating their temporary faith.

Yet they are not orcs and are therefore not affected by effects that only affect orcs.

The trolls of the Behemoth can only fight as part of an army of orcs of the Behemoth.

TRIBAL PARTICULARITIES

All orcs of the tribe of the Behemoth as well as the trolls of the Behemoth who fight by their sides benefit from the following special rule:

Mountaineer: This rule only applies if the army of the Behemoth includes a standard-bearer, a musician and a Character endowed with the "Leadership" ability. The effect applies even if this war-staff's members are not within leadership range of each other at the end of deployment.

At the end of the approach phase, after all miniatures, even scouts, have been deployed, all of the tribe of the Behemoth's fighters can march. This free movement can allow a fighter to leave his deployment zone. It can also bring him into charging range of an enemy, but not into base-to-base contact with one.

The orcs of the tribe of the Behemoth are also endowed with the "Endurance" ability in addition to those they already have:

Endurance: Accustomed to the icy cold, the orcs of the Behemoth are very resistant to pain.

- In *CONFRONTATION* they ignore the penalties bound to Light Wounds. They suffer the penalties bound to being Stunned and to Serious and Critical Wounds in the normal way.
- In *RAG'NAROK* 1d6 is rolled after every Damage Roll that has inflicted at least one Wound on an orc of the Behemoth. On a result of "6" the total number of Wounds inflicted by this Damage Roll is reduced by 1. If the Damage Roll's result indicates only one Wound and the targeted fighter gets a "6," then he doesn't suffer any Wound at all.

In addition to this the trolls of the Behemoth benefit from the following aptitude:

The bone grinders: At the beginning of the battle each troll can, if the player controlling him wishes, pick up a stone in order to throw it into the face of the first enemy fighter to come along. This stone is represented by a counter placed on the troll's base. As long as he is carrying this stone his MOV rate is reduced by 2.5. The troll can nevertheless rid himself of this stone at the moment that he is activated if the player controlling him wishes.

A troll carrying a stone can throw it during any firing phase. The stone has a range of 10-15-30 cm and a STR of 9, and the troll has an AIM rate of 2. This shot is considered to be heavy artillery fire and all rules concerning firing (counter-charge firing, precision firing, etc.) apply in the usual way.

Once the troll has thrown the stone or gotten rid of it in order to advance faster, he concentrates fully on the battle and cannot pick up other stones.

THE WARRIERS OF THE WIND

The orcs of the tribe of the Behemoth don't worship the god Jackal. Yet the "Jackal warrior" profile can be used under the denomination of "warrior of the wind." He benefits from the same characteristics and abilities, but the effects bound to Jackal warriors do not affect him.

The most valorous warriors of the wind are given the honour of bearing the mark of Elokani, the spirit of the Great Wind. Within an army, for every even incomplete 100 A.P. of warriors bound to the tribe of the Behemoth, a warrior of the wind can be endowed with the mark of Elokani at an additional cost of 3 A.P. The mark of Elokani gives its bearer the "Loyal/I" ability.

THE WARRIERS OF STONE

The warriors that the orcs of Bran-Ô-Kor call "Amok slayers" are called "warriors of stone" by the members of the tribe of the Behemoth. They benefit from the following special capacity instead of the "Amok Flail."

The Warriors of Stone:

- In **CONFRONTATION**, when a warrior of stone charges an opponent, the latter is now Stunned until the end of the round. This effect does not apply to simple engagements. When a warrior of stone is charged he does not suffer charging penalties. If the warrior of stone is charged a second time during the same round or by several opponents at the same time, then only the charging penalty is applied.
- In **RAĠ'NAREK** each warrior of stone counts for 2 when calculating his Unit's domination factor when it charges or is charged. This advantage is only taken into account when determining any charging penalties there may be; it does not apply when determining reactions to fear, for example.

THE PATRELLERS OF THE BEHEMOTH

Any orcish crossbowman of the clan of the Behemoth can be endowed with the "Scout" ability at an additional cost of 4 A.P. Each of his firing ranges is increased by 5 cm and his "Brutal" ability then applies to his Aim Rolls instead of his Attack Rolls.

In **RAĠ'NAREK** a result of "1" following a re-rolled "6" on a Damage Roll caused by a shot is therefore not a failure.

MAGICIANS

Instinctive magic is an innate characteristic among the orcs. However, the mystic warriors of the tribe of the Behemoth haven't developed the same bond with their adopted homeland; they benefit from the following aptitude instead of the "Blood of Bran-Ô-Kor."

Mystic inspiration: At the beginning of any round, before making the Tactical Roll, any mystic warrior of the tribe of the Behemoth can make use of this aptitude. The player controlling him then rolls 1d6. This roll of the die can be neither cancelled nor modified by any game effect. Depending on the result, the player gets a certain number of counters that can be used to improve the mastery of his spells as if they were mana gems. These counters cannot be used in any other way.

1-2: 1 counter; **3-4:** 2 counters; **5-6:** 3 counters.

These counters cannot be kept from one round to the next. The unused ones disappear at the end of the round after the Mana Recovery Roll. These counters do not count in the magician's mana reserve.

However, the concentration this capacity requires causes the mystic warrior to lose 1 point in INI until the end of the round.

THE FAITHFUL

The faithful of the tribe of the Behemoth practice a cult vowed to the mountains and the wind. They cannot call miracles of the cult of Jackal, but they can call those of the Paths of Destiny and the Universal Cult, even if they are Warrior-monks.

The "Jackal masters of rites" are called "keepers of the Tree-Spirit" in the tribe of the Behemoth. They are not considered to be warriors of the wind and they benefit from the following special aptitude instead of the "Jackal's Servants" special capacity.

They don't have access to artefacts reserved to the faithful of the cult of Jackal.

The keepers of the Tree-Spirit: Like the Jackal masters of rites, they can choose their Aspects between the two following configurations:

- Creation/I. Alteration/0. Destruction/I.
- Creation/I. Alteration/I. Destruction/0.

The keepers of the Tree-Spirit inspire the tribe's best warriors in combat. At the beginning of the hand-to-hand combat phase each keeper of the Tree-Spirit can select one and only one warrior of the wind or warrior of stone standing in his aura of faith. He doesn't have to have him in his line of sight. The keeper must then sacrifice 1 T.F. point. It is not possible to spend more T.F. points to increase the effect of this capacity. This spending of T.F. cannot be censured.

The effect varies depending on the type of warrior selected:

- **Warrior of the wind:** INI +1 until the end of the round.
- **Warrior of stone:** Gets the "Fierce" ability until the end of the round, but he is obliged to use War Fury until the end of the round.

Vijkhal the Brave is a warrior of stone champion and benefits from their aptitude. **Tumahk** is a keeper of the Tree-Spirit champion, benefits from their aptitude and can choose two miracles when the armies are being built. However, his aspects are set.



“CRY HAVOC!”

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