

# THE COLONY OF EPHORATH

**T**he Colony of Ephorath unites the most emblematic fighters of the demonic clan. When the King of the Abyss calls his henchmen to war, no one questions his orders. The following rules increase this clan's gaming potential.

Asturath the Destroyer is a cyclops of Mid-Nor. Being such, he benefits from the "Eye of the Abyss" special capacity.

## HOW TO JOIN THE COLONY OF EPHORATH?

The following fighters can become members of this clan by paying an additional cost in A.P. depending on the type of trooper. The dwarves of Mid-Nor thus bound to the Colony of Ephorath benefit from all the special rules specific to this clan. Furthermore, some can be endowed with exceptional aptitudes.

- The **warriors of the Abyss** of the Colony of Ephorath form the King of the Abyss's personal guard. As long as he is within 15 cm or less of Yh-Karas (*CONFRONTATION*), or in the same Unit as him (*RAG'NAROK*), a warrior of the Abyss of the Colony of Ephorath benefits from the "Fierce" ability.

In *RAG'NAROK* this ability replaces the "Ultimate attack" capacity of the "Possessed" ability. Furthermore, when Yh-Karas is commanding a Unit of warriors of the Abyss of the Colony of Ephorath, he transmits his DIS to them without any penalty due to the difference in rank.

- The **fire-spitters of Mid-Nor** can benefit from a special rule if the clan is at a whole (see The Demonic Castles).

- The **prowlers of the Abyss** can benefit from a special rule if the clan is at a whole (see The Eyes of the Demon).

- If Ezalyth, the Queen of the Damned, is part of the army, then the **masters of puppets** can be given a Doll of Darkness for an additional cost of 2 A.P. each. This artefact lets them share the Queen of the Damned's talent. As long as a friendly master of puppets with a Doll of Darkness is within 15 cm or less of Ezalyth, he benefits from a +1 on the final result of all his Power Rolls.

- The **Warrior-monks** of the Colony of Ephorath are not collectors of Mid-Nor. They are called "disciples of the Ymsur" and benefit from the "Blessing of the Ymsur" capacity instead of the one described on the "Despot's Eviscerators" card.

**ATTENTION!** In no way can a same fighter be bound to two different colonies.



## HOW TO JOIN THE COLONY OF EPHORATH?

TROOPS	VALUE
Warrior of the Abyss	+2 Δ.P.
Fire-spitter of Mid-Nor	+0 Δ.P.
Prowler of the Abyss	+0 Δ.P.
Sentinel of Mid-Nor	+0 Δ.P.
Sentinel of the Abyss	+0 Δ.P.
Cyclops of Mid-Nor	+0 Δ.P.
Master of puppets	+0 Δ.P. (+2 Δ.P. for every Doll of Darkness if Ezalyth is present)
Collector of Mid-Nor	+6 Δ.P.

## COMPOSITION OF ALTERNATIVE ARMIES

Like all clans, that of the Colony of Ephorath benefits from certain rules when it is at a whole. The composition mentioned on the clan box for it to be at a whole is as follows:

- Yh-Karas, the King of the Abyss
- Ezalyth, the Queen of the Damned
- Ysilthan, the Bishop of the Ymsur
- 1 Knight of Ruin
- 1 Castle of Desolation
- 4 Skinners of Mid-Nor

With the integration of new fighters, the Colony of Ephorath is considered to be **at a whole** if the following conditions are met.

- The army includes at least one Character of the Colony of Ephorath (Yh-Karas, Ezalyth, Ysilthan or Asturath) for every full 200 A.P. in it. This obligation no longer applies once the four Characters of this clan have joined the army.
- In *CONFRONTATION* all of the army's fighters, without exceptions, must be members of the Colony of Ephorath. This includes the new fighters who can join the clan.
- In *RAG'NAROK* at least 50% of the army's A.P. value must be bound to the Colony of Ephorath (including spells, miracles and artefacts). This includes the new fighters who can join the clan. The Commander-in-Chief doesn't necessarily have to be a member of the Colony of Ephorath, but at least one of the clan's Characters with Leadership/X must be included (even if this ability is provided by Leader status or an artefact).



## BLESSING OF THE YMSUR

At the beginning of every divination phase, after having calculated the disciple of the Ymsur's T.F., the player controlling him can designate a friendly Mid-Nor fighter with Possessed located within 15 cm or less of the Warrior-mank. No line of sight is required and the disciple can designate himself.

In *RAG'NAROK* the use of this capacity may not cause the creation of an Independent. The targeted miniature must therefore already be an Independent or all of the Unit's members must be affected. (This implies the presence of several disciples of the Ymsur if the Unit includes several members.)

Horrendous tentacles grow on the designated fighter, who acquires the "Additional limb" ability until the end of the round. If, in addition, the disciple sacrifices two T.F. points, then the target also acquires Counter-attack until the end of the round.

These conditions must only be met if the player wishes to play the Colony of Ephorath at a whole. Fighters of this colony can be played without it being at a whole. In all cases the following rules apply in *RAG'NAROK*.

- The Colony of Ephorath's troops are not considered to be of the same type as equivalent ones who are not bound to the colony.  
**Example:** *Warriors of the Abyss of the Colony of Ephorath cannot form a Unit with other "normal" warriors of the Abyss.*
- Independents of the Colony of Ephorath can join Units that are not bound to this clan. "Normal" Independents can join Units of the Colony of Ephorath.
- The Colony of Ephorath's troops can benefit from the leadership of commanders who are not bound to this clan. "Normal" troops can benefit from the leadership of commanders of the Colony of Ephorath.

## SPECIAL RULES

When the Colony of Ephorath is **at a whole**, then the following special rules apply.

### Possession of Ephorath

At the beginning of the game, before making the Tactical Roll, one of the clan's members is chosen to be the host of the demon Ephorath's spirit. From then on, before each new Tactical Roll, this spirit can either remain with its current host or take possession of a different fighter of the clan standing within 10 cm or less of the first one.

As long as the host is under Ephorath's control, his INI, ATT, STR, DEF and RES are each increased by one point.

If the host is killed, then the spirit immediately possesses another fighter of the Colony of Ephorath (at the Mid-Nor player's choice) standing within 10 cm or less of the one who was killed. If there is no potential host within range, then the bodiless spirit leaves the battlefield for good to return to the Realm of Darkness.

### The Eyes of the Demon

In RAG'NAROK the knights of ruin can become Leaders of any Unit bound to the Colony of Ephorath. The special capacity described on the

"Knights of Ruin" card then applies to the whole Unit as long as the knight of ruin is part of it.

If a knight of ruin is made Leader of a Unit of prowlers of the Abyss, then he can be given the "Leap" ability for an additional 2 A.P.

The prowlers of the Abyss in a Unit with a knight of ruin Leader can acquire the "Scout" ability at an additional cost of 6 A.P. each. For this ability's effects to be able to be applied, all of the Unit's prowlers of the Abyss must acquire it.

In CONFRONTATION, for every knight of ruin present in the army, one prowler of the Abyss can be given the "Scout" ability for an additional 6 A.P.

### The Demonic Castles

In RAG'NAROK the castles of desolation can join any Unit of fire-spitters of Mid-Nor. They are then considered to be Independents. A castle of desolation can be made Leader of a Unit of fire-spitters of Mid-Nor. In this case the whole Unit is considered to have a 360° field of vision and all its members can determine their lines of sight as if they were of Normal Size.

## CONFRONTATION

### 12 MINIATURES FOR 299 A.P.

- Yh-Karas, King of the Abyss (115 A.P.)
- 1 knight of ruin (27 A.P.)
- 1 castle of desolation (39 A.P.)
- 4 skimmers of Mid-Nor (40 A.P.)
- 3 warriors of the Abyss (36 A.P.)
- 2 sentinels of Mid-Nor (42 A.P.)

### 16 MINIATURES FOR 497 A.P.

- Yh-Karas, King of the Abyss (115 A.P.) with the "Scimitar of the Abyss" artefact (8 A.P.)
- 1 knight of ruin (27 A.P.)
- 1 castle of desolation (39 A.P.)
- 4 skimmers of Mid-Nor (40 A.P.)
- 3 warriors of the Abyss (36 A.P.)
- 3 sentinels of Mid-Nor (63 A.P.)
- Ezalyth, Queen of the Damned (95 A.P.) with the "Laceration of wounds" spell (12 A.P.)
- 2 prowlers of the Abyss (62 A.P.)

## RAG'NAROK

### 32 MINIATURES FOR 997 A.P.

#### COMMANDER-IN-CHIEF: YH-KARAS, KING OF THE ABYSS

In this army list all fighters are bound to the Colony of Ephorath.

#### Unit 1

- Yh-Karas, King of the Abyss (115 A.P.)
- 10 warriors of the Abyss (120 A.P.)

#### Unit 2

- Ezalyth, Queen of the Damned (95 A.P.) with the "Heir of the hydra" spell (8 A.P.)
- Ysilthan, the Bishop of the Ymsur (56 A.P.) equipped with the "Crosier of the Ymsur" artefact (12 A.P.) and with the "Merciless fervour" communion (28 A.P.)
- 1 collector of Mid-Nor (31 A.P.)
- 4 skimmers of Mid-Nor (40 A.P.)

#### Unit 3

- 1 knight of ruin (Leader) (37 A.P.) with the "Leap" ability (+2 A.P.)
- 2 prowlers of the Abyss (62 A.P.)

#### Unit 4

- 1 castle of desolation (Leader) (49 A.P.)
- 2 fire-spitters of Mid-Nor (58 A.P.)

#### Unit 5

- 6 sentinels of Mid-Nor of which one is Leader (136 A.P.)

#### Unit 6

- Asturath the Destroyer (148 A.P.)