

GEARSMEN AND DRAUGHTSMEN

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

GENERAL RULES

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

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

As an army of Cadwallon.

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

As an Allied force.

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

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

The guild of Architects

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

LEADERS AND CHARACTERS

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

Primary Element: Light.

Forbidden Element: Darkness.

CHIEF SERVANT OGRE

Suggested miniature: Firebrand ogre (assembled without the cannon).

Number of miniatures per card: 1.

A universal servant

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

The chief servant ogre can be deployed without a war machine.

When he is operating a machine, then he is always considered to be a servant, never a substitute. The chief servant must nevertheless meet the conditions imposed by the war machine (AIM and DIS).

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

Self-destruction

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

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

SIEGE ENGINEER

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

Number of miniatures per card: 1.

Δn expert in demand

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

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

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

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

Coordinated fire

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

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

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

Δ sharp eye

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

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

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

EXPERT SAPPER ORC

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

Number of miniatures per card: 1.

Expert sapper

The expert sappers use the battlefield as a weapon.

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

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

Sap

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

Counter-sap

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

OR

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

WRECKER DWARF

Suggested miniatures: Kahinir the Savage, forge guardian, Pilzenbhir or soldier of the plains.

Number of miniatures per card: 2.

Tunnellers

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

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

In RAG'NAROK all wrecker dwarves in a Unit must have this special capacity for it to be effective.

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

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

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

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