

# BLADES AND MERCENARIES



The following rules complement the article *The Guild of Blades* presented in the *Universe* section of this issue of *Cry Havoc*. They accompany the four following reference cards: Cynwäll quarterstaffer, orphan of Avagddu, fury of Avagddu, and fire support goblin.

## GENERAL RULES

Fighters of Cadwallon are affiliated either to the **militia** or to one of the **guilds** that reign over the City of Thieves. They can be played in two ways.

### As an army of Cadwallon

If a major part of the army is of Cadwallon, then any fighter of Cadwallon can be enlisted, may his rank include "Militia" or the name of any guild. An army of Cadwallon cannot include Allies. It can nevertheless hire

Mercenaries in accordance with the conditions explained in the rules. In this type of army the Mercenary fighters of Cadwallon are assimilated to the militia.

### As Allies

To play fighters of Cadwallon as Allies in a different army, their guild of origin must be defined. It must be able to be allied to the main army. An army can call on only one guild to be an Ally and at least one fighter bound to this guild must be enlisted. The rest of the troops of Cadwallon can then be chosen among the fighters of the chosen guild or among those of the militia.

No matter in which way these fighters are played, the rules on army constitution in *Confrontation* and in *Rag'Narok* apply as usual.

### The Guild of Blades

*Alliances:* All peoples.

*Primary element:* Fire.

*Forbidden elements:* Light and Darkness.

## ORPHANS AND FURIES OF AVAGDDU

An army cannot include a fury of Avagddu in its ranks when it is built. In *Rag'Narok* it is not possible to make Units of orphans of Avagddu. They are considered to be Independents and must be integrated into existing Units.

The orphans and furies of Avagddu do not benefit from the effects that affect spasm warriors.

### The furies of Avagddu

A d6 is rolled every time an orphan of Avagddu suffers a Damage roll. This test is called the "transformation roll."

- On a result of , or , nothing happens.
- On a result of , or , the orphan of Avagddu turns into a fury of Avagddu until the end of the game. Her miniature and her profile are replaced accordingly. The fury is in the same state of Wounds as the orphan she replaces and benefits from the magic effects that she was under. She can then no longer make transformation rolls. If the result is or , then the Damage roll is also ignored. This result is considered to be a successful Survival Instinct test.



## WARRIORS OF THE BLADES

The Guild of Blades is more than a mercenary army; it's an institution. Its interventions have reversed the course of hundreds of battles that have marked the history of Aarklash. Enriched by this so particular culture, the fighters of the Guild of Blades have access to the following game effects.

### Special capacities

The "solo" indication refers to certain game effects that may have an influence on the "solo" capacities. The cost in A.P. indicated after the name of each capacity is added to that of the fighter it is given to. This does not modify the number of Wounds and of combat dice in Rag'Narok.

*"So, big guy, you wanna join the Guild of Blades? Show me your weapon. Show me your hands. Right... C'mon over here. You just have to sign some paperwork and then you'll be on your way to fortune!"*

**Solo/Guild blade (1 A.P.):** This capacity can be given to any fighter with the "Mercenary" ability on his reference card. He then loses this ability.

The name of his people of origin is removed from his Rank and is replaced by "of Cadwallon."

The indication "Guild of Blades" is added to his Rank. The fighter is bound to this guild and cannot be part of any other faction (Wolfen pack, House of Acheron, etc.).

*"Milord, I don't like knowing this mercenary so near to you."*

*"I prefer those who serve the cause of my gold to those who pretend to serve that of my judgement. Now leave."*

**Solo/Confirmed mercenary (2 A.P.):** This capacity can be given to any fighter bound to the Guild of Blades (be this on his reference card or thanks to the "Guild blade" capacity). He loses the advantages provided by the "Leadership/X" ability if he has it. He cannot acquire it. However, he benefits from the Leadership of all commanders, no matter their



## LEADERS AND CHARACTERS

For the reference profiles supplied with this issue of CRY HAVOC to represent the individuals described in the article THE GUILD OF BLADES (page 30), they just have to be given the "Leadership/O" ability (+10 Δ.P.). They then became Leaders in ΡΑΓ'ΝΑΡΟΚ, but not Characters (for this they would have to be given the "Incarnation" ability following the rules described in the INCARNATION supplement).

people of origin. Pariah commanders **are included** in this rule.

In Rag'Narok, a "confirmed mercenary" does not benefit from the rules on luminous and dark stranglehold. He can be included in any Unit of his adopted army as an Independent if he has at least one of the following qualities: Character status; the "Assassin," "Warrior-mage," or "Warrior-monk" ability.

*"And Drac Mac Syrö never yielded to the magicians' evil spells?"*

*"Haha! What do you think? He also had one or two tricks in store for them. Let me tell you a good one..."*

**Solo/Sly blade (10 A.P.):** This capacity can be given to any Character bound to the Guild of Blades (on his reference card or thanks to the "Guild blade" capacity). Its use can be announced once per game at the moment that an opponent announces the incantation of a spell or the calling of a miracle. Two d6 are then rolled. If the sum of their results is of 6 or higher, then the designated spell/miracle cannot be used until the following round.

This capacity cannot be used on communions or rituals.

### Blade of Saranne

*In the hall where the masters of the Blades gather hang the portraits of the heroes who have made the guild's history. Among them is that of Saranne, a crafty woman with a reputation of being elusive.*

*Saranne was the bearer of the arcanum of Fortune of Vanius's tarot. Once per year, when she went to the Guild of Blades to pick up her gold, Saranne gave an enchanted weapon to the masters. Sometimes it was a Wolfen reaper, sometimes a chimerical sceptre or even a crossbow stolen from a Syhar assassin. These artefacts soaked with destructive energy were then given the name of "blades of Saranne."*

*The Guild of Blades owns 21 blades of Saranne. It is said that the trickstress disappeared near the banks of the Ynkarô while on her way to Cadwallon with her daughter Malice and her 22nd blade.*

This artefact can be given to any Character bound to the Guild of Blades (on his reference card or thanks to the "Guild blade" capacity). The fighter acquires the "Bravery" and "Bane/X" abilities (where "X" designates one of the following peoples: Cynwälls, Griffins, Lions, Kelts, Sphinxes, Acheron, Akkyshans, Mid-Nor, ophidians, Scorpions, Daikinees, Devourers, goblins, dwarves, orcs, or Wolfen).

13 A.P.



## PLAYING THE GUILD OF BLADES

### AS ALLIES: THE DRAGON'S BLADES

The fighters of the guild of Blades can ally to any army. They all have particularly rare and sought after talents. Therefore they can deal with situations the army would otherwise have no one to take care of (artillery, creatures or cavalry for instance). The players can then compensate the shortcomings of their armies.

Besides, generals sometimes feel reluctant to hire mercenaries; they don't obey orders, they say. In fact, the game rules state that allies and mercenaries do not benefit from the ability "Leadership/X" of the members of the army that hired them. However, the guild of Blades takes its reputation of professionalism very seriously. The guild members can be given Solo/Confirmed mercenary\* (2 A.P.) and thus benefit from Leadership/X of any commander in the game. Enough to balance the lack of Courage or Discipline of the fighters and the mercenaries working for the guild of Blades.

**MENERÄN** – 60

**1 SELSÏM STANDARD BEARER** – 20

**1 SELSÏM MUSICIAN** – 20

**6 SELSÏM KESTRELS** – 150

**3 CYNWÄLL SELSÏMS** – 51

**1 FIRE SUPPORT GOBLIN** – 25

– Solo/Confirmed mercenary\* – 2

– Red hot cannonball – 0, in *Confrontation 3.5*

**2 WOLFEN HIRED BLADES** – 64

– Solo/Confirmed mercenary\* – 2 x 2

**TOTAL** : 396 A.P. for 5 cards, 15 miniatures.



The army of the Dragon's Blades is an illustration of the guild of Blades' usefulness in compensating the weaknesses of a people. Here, the support fire goblin plays the part of the artillery in order to support the selsÏm kestrels. On the other hand, the wolfen hired blades are there to provide the pugnacity the elves sometimes lack. The capacity "Solo/Confirmed mercenary" guarantees the reliability of this army when facing frightening opponents.



### AS AN ARMY: THE GUILD OF BLADES

The guild of Blades is well able to defend itself. Its power comes from the diversity and the synergy of its fighters' talents. This is a highly colorful mercenary army. However, the army of the guild of Blades has no commander and might have some difficulties when facing disciplined and frightening opponents. It doesn't matter much anyway: the firebrand ogre is there to take care of enemy leaders!

**ISABEAU THE SECRET** – 75

The Soul of the Somas – 17

Supreme pendant of mirages<sup>1</sup> – 16

**1 FIRE SUPPORT GOBLIN** – 25

– Fire bomb – 0, in *Confrontation 3.5*

**2 WOLFEN HIRED BLADES** – 64

**3 MILITIA CROSSBOWMEN** – 51

**2 CADWË MILITIAMEN** – 26

**1 FIREBRAND OGRE** – 90

**1 ORPHAN OF AVAGDDU** – 35

**TOTAL** : 399 A.P. for 7 cards, 11 miniatures.

The guild of Blades needs to rely on an alliance of pugnacity and subtlety to win. This army is strong in hand to hand combat (Isabeau the Secret, wolfen hired blades, firebrand ogre, Cadwë militiamen) as well as in ranged combat (fire support goblin, firebrand ogre). But the player has to make sure to keep Isabeau the Secret, the fire support goblin and the orphan of Avagddu protected: their frailty makes them vulnerable and their elimination would cancel an important part of the army's striking power.

### GUILD OF BLADES AND ARMY OF CADWALLON: THE BLADES OF CADWALLON

When the Rag'Narok comes roaring at the gates of Cadwallon, the guild of Blades proudly allies its forces to those of the militia to fight the threat... But do not be fooled, there will be bills to pay!

**CAPTAIN KELIAN DURAK** – 66

– The Stunner – 14

**3 MILITIA CROSSBOWMEN** – 51

**1 KHAURIK'S TRIGGER** – 62

**4 CADWË MILITIAMEN** – 52

**2 WOLFEN HIRED BLADES** – 64

**1 ORPHAN OF AVAGDDU** – 35

**2 CADWË SERGEANTS (I)** – 48

**TOTAL**: 392 A.P. for 7 cards, 14 miniatures.

The army of the Blades of Cadwallon is very, very brutal. Its fighters can inflict considerable damage both in hand to hand combat and at range. However, it has no magic or divination and is defenseless against enemy mystics.

#### SOLO/ GUILD BLADE

The capacity Solo/Guild blade\* (1 A.P.) allows any Mercenary fighter to become a fighter of Cadwallon and a member of the Guild of Blades. It allows the player to choose from the Mercenaries from the *Confrontation* range to compose his army of Blades.

1. see *Confrontation 3*, p. 152.