

PLAYING THE GUILD OF THIEVES



AS AN ARMY: THE GUILD OF THIEVES

Thieves are resourceful. Alas, no matter how skilled they are, they are in danger in a drawn out battle. If things go sour, they gather all the thugs, assassins and rogues from the lower city. When the guild of Thieves is under attack, it's the whole of the lower city that strikes back!

Sienna, arcanic thief – 115

- Major amulet of protection¹ – 10

1 Cadwë undertakers – 18

- Mortuary veil – 0 (for *Confrontation 3.5*)

1 Cadwë ferret – 20

3 Cadwë bandits (Scouts) – 54

3 Muggers – 45

3 Cadwë militiamen – 39

2 Militia crossbowmen – 34

1 Khaurik's trigger – 62

Total: 397 A.P. for 8 cards, 15 miniatures.

This is a good army for learning the basic mechanisms of *Confrontation*.

The army of the guild of Thieves possesses many fighters. This army will allow a few strategic mistakes. However, it doesn't have any proper leadership and will have some difficulties against disciplined or frightening armies. The counterpart is that it offers great diversity in game-play as it includes good hand to hand fighters and many marksmen, as well as fighters with complementary special capacities. Make sure to use the undertaker's Mortuary veil to block the line of sight of enemy marksmen and mystics!

Variant: The Khaurik's trigger can be replaced by a firebrand ogre (90 A.P.) if you remove the Cadwë undertaker and the Major amulet of protection. You will then be trading your magic arsenal for a cannon!

GUILD OF THIEVES AND THE ARMY OF CADWALLON

The Thieves' slyness combines admirably well with the ruthlessness of the militia of Cadwallon. The Thieves never hesitate to call the militia guards and ogres when they need to fill their battle lines. The forces of the Duke know they can count on the Thieves to deceive the enemy and stab him in the back.

Captain Kelian Durak – 66

- The Stunner – 14

3 Cadwë militiamen – 39

3 Militia crossbowmen – 51

2 Khaurik's guard – 120

2 Muggers – 30

2 Arcanic thieves – 70

Total: 390 A.P. for 6 cards, 13 miniatures.

This army holds some nice surprises for your opponent. It is built around a strong main body, which includes a commander, and offers a sufficient number of troops. Still it lacks protection against enemy fire and mystics. Making the most out of the terrain to protect your most fragile pieces is therefore crucial.

The strength of this army relies on the alliance of the beauties and the beasts, meaning the arcanic thieves and Khaurik's guards. Quite a fiery duet!

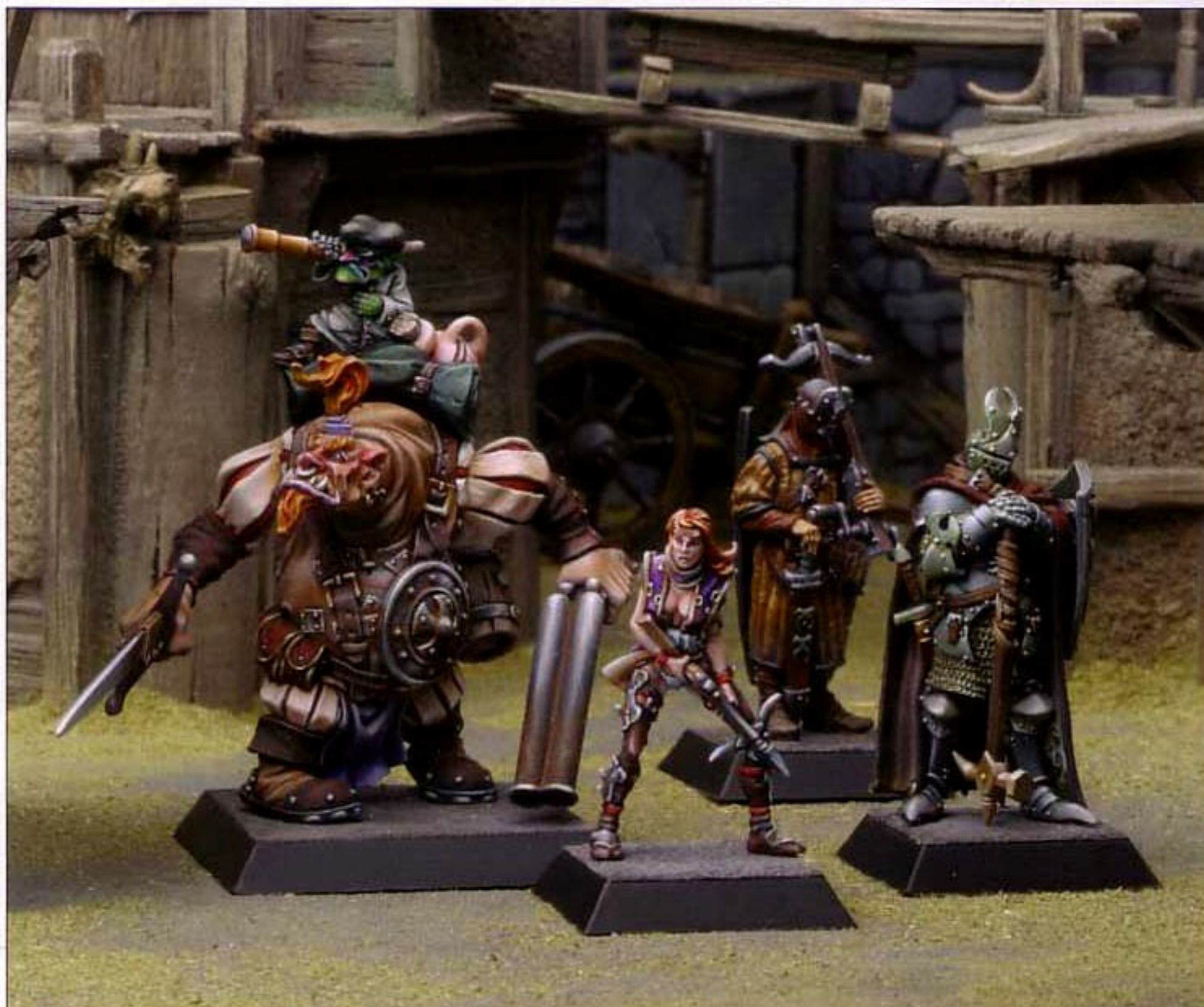
THE NEW KING-THIEVES

The gaming aid found in *Cry Havoc* vol. 12 presented two "Solo/X" capacities reserved to members of the guild of Thieves. Seasons have come and gone in Cadwallon and, with the Rag'narok, the Thieves have perfected their techniques. Here is a new version of these capacities. They cancel and replace those presented in *Cry Havoc* vol. 12.

The rules for the attribution of these capacities are detailed in *Confrontation 3* pp. 199–200.

Solo/Fence (3 A.P.): This capacity can be attributed to any fighter of the guild of Thieves. Each time the fence inflicts a Wound roll on an enemy magician, the player can look at the rituals and spells the latter has access to and selects one. The magician cannot cast the chosen ritual/spell until the end of the round.

Solo/Lucky as hell (7 A.P.): This capacity can be attributed to any Character of the guild of Thieves. He gets the Luck ability.



¹: see *Confrontation 3* p. 150

As accurate with a bow as he is swift, he observes the situation from a distance, covering his men with his precise and quick shooting (hence his nickname). He likes the preparation of every assault, as one would appreciate the preparation of a nice meal. He likes to see the various ingredients meet to form a successful operation: his accomplices, the prey and the ringing of the ducats. In many ways, he shows himself worthy of his preceptors, although in quite an unexpected way.

• Alban

Alban is a young Barhan who has been exiled in Cadwallon for decades. He used to serve in the army of his barony as a scout. Yet he was never able to tie the bond of chivalric brotherhood shared by his companions in arms. And besides, he hates bloodshed, even if it is the blood of the hell hounds of Darkness.

Thus, Alban has taken refuge in Cadwallon, far from war. Outcast, he had to resort to all means to survive and has finally joined the guild of Thieves. He soon became precious to his band, notably thanks to his heightened senses and his capacity to run as swiftly as the wind.

Today, Alban's renown has extended beyond his band. His reputation and his aptitudes make him the perfect choice for the troops of the guild. Thus it seems like the past has come back to haunt Alban and that once again he must face the harshness of battle.

• Kira

Kira is one of those clones who got the privilege of an intra-uterine gestation. Educated by her creator, gifted with a true conscience and a strong spirit of initiative, she soon turned out to be an elite warrior in the army of the Scorpion. Her nature made her a cunning and efficient soldier...maybe bit too good.

The day Kira and the clones under her orders slaughtered a templar convoy, her spirit of initiative kicked in; giving her a glimpse at all the opportunities this precious load of Akkylannian gold meant for the future thief. She was unable to resist the temptation and taking a few of the smarter clones with her, she left for Cadwallon, the Free city.

Once there, she became the boss of a band. She was soon spotted for her dexterity and her sharp mind. Her penchant for Darkness was what made Æthërya choose Kira to become an arcanic thief. Thus in the best guarded buildings and in the city's underground, she has challenged Sopher Drahas' henchmen and has become a major trump card in the guild of Thieves deck.

Yet Kira does not forget her personal profit. What the guild does not know is that she sells her services to dignitaries of Aarklash visiting Cadwallon (and to their armies). She sometimes leaves Cadwallon to become for the time of a battle, the great warrior she never ceased being.

GENERAL RULES

The fighters of Cadwallon are either affiliated to the militia or to one of the guilds ruling the City of thieves. They can be played in two ways.

ΔS ΔN ΔRMY OF CADWALLON

If the core of the troops comes from Cadwallon, any Cadwallon fighter may be enlisted no matter if his rank shows the attribute «Militia» or the name of some guild. An army of Cadwallon is not allowed to have any Allies. But it can hire mercenaries according to the conditions described in the rules. In this type of army, the Mercenary of Cadwallon fighters are assimilated to the militia.

ΔS ΔLLIES

To play fighters of Cadwallon as Allies with another army, the guild of origin has to be defined. The latter must be allowed to ally with the main army. An army can only hire the services of one guild at a time as Ally and at least one fighter affiliated to this guild must be enlisted. The rest of the Cadwallon troops can be chosen among the guild's fighters or among the militia.

No matter how these fighters are played, the rules concerning the building of a *Confrontation* and a *Rag'Narok* army apply.

+HE GUILD OF +HIEVES

Alliances: The limbos of Acheron, Akkyshan elves, alchemists of Dirz, devourers of Vile-Tis, goblins of No-Dan-Kar, Lions of Alahan, dwarves of Tir-Nâ-Bor.

Primary element: Air.

Forbidden element: None.

CΔDWĒ FERRET+

Band leaders take particular care of their ferret, the thief in charge of scouting perilous situations. Most ferrets are children or teenagers who become thieves when they grow up. But some of them do not lose their agility and discretion once they are adults. Their experience becomes their wealth and their services are sought by the most prestigious bands.

Each Cadwë ferret in the army allows the player to designate up to three Cadwë bandits during the composition of the army. The Strategic value (in A.P.) for each bandit is increased by three points and they get Scout.

In *Rag'Narok*, the Cadwë ferrets with a Leader status can lead Units of Cadwë bandits.

ΔRCANIC +HIEF

Spearheads in the war which opposes their guild to the Usurers, the arcanic thieves have the difficult

duty of fighting magicians and their mystic traps. Ephemeral avengers, they risk their lives and souls to strike the King of ashes organization.

Arcanic thieves benefit from the following rules.

Mana killer: Any magician who suffers a Damage roll after an attack or a shot from an arcanic thief suffers -3 on his mana recovery at the end of the round. A magician can only be affected by this penalty once per round.

Disturbance wave: Every arcanic thief can create a disturbance wave during his activation before or after having moved. Any enemy magician within 15 cm of the thief, when this capacity is activated, suffers -1 to his Power tests until the end of the round. This penalty is not cumulated if there are several arcanic thieves within range.




On the other hand, the arcanic thief becomes Ephemeral/5 until the end of the round.




+HE KING-+HIEVES

There are not enough adjectives or revilements in the world to describe the members of the guild of Thieves. All at once crooks and heroes, avengers and criminals, they always generate a passionate love-hate sensation. For many people, they are the embodiment of riches and adventure.

The fighters of the guild of Thieves have access to the following game effects. The "Solo" attribute concerns the game effects which can influence "Solo" capacities. The cost (in A.P.) indicated after the name of each capacity is added to the cost of the fighter to whom it is given. It does not alter the number of Wounds and combat dice in *Rag'Narok*.

Solo/fence (5 A.P.): This capacity can be given to any fighter associated to the guild of Thieves. Its use is declared once per round, during the activation of a fighter and when the latter is in contact with an enemy faithful/magician. 1d6 is rolled.

•    : Nothing happens.

•    : The player randomly picks a miracle/spell card from those owned by the faithful/magician targeted. The miracle/spell picked out cannot be used until the end of the round. Fence has no effect on miracles/spells which have been used during a previous round and whose effects still apply to the current round.

A faithful/magician can only be targeted by this capacity once per round.

Solo/Lucky as hell (Special): This capacity can be given to any Character associated to the guild of Thieves. Its cost (in A.P.) is equal to 2 x RES written on the fighters card. Its use is declared once per game, before the resolution of a Damage roll against the Character. The roll doesn't inflict any Damage.

⁽¹⁾: The motto of the city being "My kingdom for a ducat!"