

GENERAL RULES

AS AN ARMY OF CADWALLON

If the army's main body is from Cadwallon, then any Cadwallon fighter can be recruited, no matter if his rank includes "Militia" or the name of any guild. An army of Cadwallon cannot have any Allies. Yet it can hire Mercenaries under the conditions explained in the rules. In this type of army the Mercenary fighters of Cadwallon are assimilated with the militia.

AS AN ALLY

To play fighters from Cadwallon as Allies in a different army, the guild that they come from must first be defined. This guild must be able to ally itself with the main army. An army can call on only one single guild as an Ally and at least one fighter bound to this guild must be enlisted. The rest of the Cadwallon troops can then be chosen among the fighters of the selected guild and those of the militia.

Whichever way these fighters are played, the rules on building armies in *Confrontation* and *Rag'Narok* apply as usual.

THE GUILD OF USURERS

Alliances: The Meanders of Darkness

Primary element: Darkness

Forbidden element: Light

SOPHET DRAHAS, KING OF THE COURT OF ASHES

Sophet Drahas may be placed at the head of the Court of Ashes. This army conforms to the following rules:

- Sophet Drahas is automatically the army's Commander: his DIS is used for all Tactical rolls. He gets "Guild of Usurers" added to his rank. This is considered to be printed on his card.
- At least 30% of this army's strategic value must be made up of fighters of Acheron and at least 30% of fighters of Cadwallon from the Cadwallon militia or the guild of Usurers.
- If the player decides to play using themed army packs, then the Acheron fighters can only be bound to the House of Mantis. The fighters from Cadwallon can only be bound to the Usurers.
- The Army of Ashes' fighters are considered to be fighters of the same people regarding the rules on leadership (and the forming of Units in *Rag'Narok*). For all other aspects of the game (artifact attribution, etc.) they remain bound to their people of origin: Acheron or Cadwallon.



- The Court of Ashes can ally itself to all peoples of the Meanders of Darkness.

CORRUPTION

An army with at least one fighter with «Guild of Usurers» mentioned in his rank on his reference card can call on the Usurers' "Corruption" capacity.

When the armies are being built, the player devotes A.P. to the Usurers' corruption fund. Every full 10 A.P. thus spent provides the player with one "Corruption" counter. The player's Corruption counters are placed in full view near the battlefield before the deployment phase.

The player can spend one or several Corruption counters during the game in order to benefit from certain advantages or to inflict penalties on the enemy camp. The spent counters are discarded until the end of the game.

The activation of each of the powers listed below costs a number of counters indicated after its name. The same power can be activated several times per round.

Down Payment (2 Corruption): This power is activated right before the first Tactical roll. One of the Corruption counters spent to activate the Down Payment is placed next to an enemy fighter with POW, Aspects, Leadership, or Character status. The player acquires 1d6 additional Corruption counters as soon as the designated fighter is eliminated.

Down Payment does not allow Independents to be created in *Rag'Narok*.

Usury (1 Corruption): This power is to be announced right before an Initiative, Attack, Defense, Aim, Courage, Power or divination test

made by an enemy fighter. The concerned test's final result is reduced by two points. Usury has no effect on the Righteous, Hyperians, rituals, communions and artillery fire.

Dividends (X Corruption): This power is to be announced before a Courage, Discipline, Power or divination test made by a friendly Usurer. The test's final result is increased by X points, where X is equal to the number of Corruption counters spent to activate Dividends.

THE SHADOW'S PAWNS

The *Rag'Narok* army packs (*The Sessair Tribes*, *The Colonies of Mid-Nor*, etc.) explain the rules that allow the various fighters in an army to be bound to one of the game's numerous factions.

The fighters of Cadwallon with "Guild of Usurers" mentioned in their rank have access to the following Solo capacities. These are added to the ones they may already have access to.

Confrontation: These capacities can be acquired even if the Usurers are incorporated in a different army.

Solo/Pawn of treason (Special): This capacity can be given to any Usurer. Its value is equal to the RES printed on the Usurer's card (multiplied by two for Characters). He acquires Bane/X against enemies with the same Rank category as his (Rank, 1, rank 2, etc.).

Solo/Pawn of Darkness (2 A.P.): This capacity can be given to any Usurer. He acquires Bravery, Devotion/2 and Martyr/2.