

THE HORDE OF DUN-SCAITH

The horde of Dun-Scaith was born of the alliance between a pack of Wolfen Devourers commanded by the war chief Ranghor and a group of Drones led by a former named Tyramòn.

HOW TO JOIN THIS HORDE?

Any Drune or Devourer fighter, including Characters, can join the horde of Dun-Scaith for an individual additional cost of 1 A.P. (2 A.P. for Characters). The A.P. value of the fighters and Characters of the horde of Dun-Scaith provided with this issue of *Cry Havoc* already take this additional cost into account; hence it does not have to be increased.

Some fighters (or types of fighters), who are listed below, cannot join the horde of Dun-Scaith.

Devourer war chiefs

Ranghor is so full of himself and so obsessed with power that he would never accept to give up his authority and submit himself to another war chief.

No Devourer Characters with the "Leadership/X" ability **and** a DIS greater than 4 can join the horde of Dun-Scaith. This rule also applies when the ability was acquired thanks to an artefact or the status of Leader (and if the Discipline rate was increased).

Devourer half-elves

A tyrannical and extremist chief, Ranghor is convinced that only the Wolfen may boast to be following the way of the Beast. In his eyes the other peoples who claim to be following the precepts of Vile-Tis are nothing more than impostors unworthy of wearing the ritual chains. For this reason Ranghor has always refused to fight alongside the Impure; he has even made himself guilty of the murder of several of them.

The horde of Dun-Scaith cannot include any non-Wolfen Devourer fighters or Characters.

Eclipsantes

Ranghor's warriors live apart from the other Devourers and their females don't follow the teachings of the eclipsantes. The lethal she-wolves nevertheless remain formidable opponents who are just as cruel and dangerous as their sistren.



Eclipsantes cannot join the horde of Dun-Scaith. However, their miniatures can be played using the lethal she-wolf profile provided with this issue of *Cry Havoc*.

Drune war chiefs

Tyramòn has been entrusted with a mission by Aggoth, the lord of the formors. Due to this he would never give the command of his troops to anyone else but another formor, and especially not to a human.

No non-formor Drune Characters with Leadership/X **and** a DIS greater than 5 can join the horde of Dun-Scaith. This rule also applies when the ability was acquired thanks to an artefact or the status of Leader (and if the Discipline rate was increased). Hence, Drac Mac Syrö is forbidden.

Drune warriors

Tyramòn demands that the wyrd lords of Drun-Aeryfh send him their best warriors to lead the onslaughts on the Templar Commandery of the North.

No Drune fighters with a value lower than 17 A.P. (including the additional cost bound to joining the horde) may join Tyramòn's army. The Kelt warriors are therefore forbidden.



ARMY COMPOSITION

An army of the horde of Dun-Scaith must conform to the following rules.

All of the army's fighters must be bound to the horde of Dun-Scaith, with a few exceptions: Elementals, familiars and Immortals may join an army of the horde of Dun-Scaith in the usual way. However, they are not considered to be part of it. Their cost in A.P. is not increased and they are not affected by the special rules of the horde of Dun-Scaith.

- At least 40%* of the army's value in A.P. must be made up of Devourers.
- At least 40%* of the army's value in A.P. must be made up of Drones.
- The remaining 20%* can be made up freely of Drones, Devourers, familiars, Elementals and Immortals. Yet one of the two camps, Drones or Devourers, must form a relative majority, even by just one A.P.
- No Allies or Mercenaries coming from other peoples can join this army.
- Only Immortals of Darkness can be included in this army. No Immortals of Destiny are allowed, even if the army is made up mainly of Devourers.
- The fighters of the horde of Dun-Scaith cannot join a different army, not even one of their own people.

* The cost of artefacts, spells, miracles and other improvements are included in these percentages.

IN CONFRONTATION

The Tactical Roll must be made using the highest DIS among the people that forms the majority.

IN RAG'NAREK

The Commander-in-Chief must come from the people that forms the majority.

If the Devourers form the majority, then the army must be commanded by Ranghor.

If the Drones form the majority, then the army must be commanded by Tyramon or by a formor with Leadership/X **and** a DIS of at least 7 **on his reference card**.

SPECIAL RULES

Leadership

The two armies are considered to be Allied (the minority army is the majority army's Ally). All rules concerning leadership apply in the usual way.

Sanguinary fury

The horde of Dun-Scaith's warriors are so bloodthirsty that they never stop fighting until they have exterminated all of their opponents.

The fighters of the horde of Dun-Scaith, be they Drones or Devourers, are not allowed to disengage voluntarily. They can only do so if they are forced to by a game effect.

In return, any opponent who tries to disengage (voluntarily or not) from a combat against a member of the horde sees the difficulty of his Disengagement Roll increased by 2 points. This rule applies to regular disengagement and disengagement by force. On the other hand, it does not apply if the fighter benefits from an effect that allows him to disengage automatically.

Emulation of the horde

Depending on the people that forms the majority, the fighters of the minority people benefit from certain advantages.

If the army includes a majority of Devourers

Galvanised by the presence of the Wolfen Devourers, all Drone fighters with COU benefit from a +1 on the final result of their Courage Rolls (a result of "I" remains a failure).

Those who have FEAR see this characteristic increase by 1 point when they charge.

Fighters with War cry/X see the value bound to this ability increase by 1 point.

If the army includes a majority of Drones

If the Devourers form a minority, then their feeling of superiority over humans pushes them to impress their allies with their ferocity in combat. All Devourers of the horde of Dun-Scaith benefit from a +1 in Strength during the round in which they have charged. This bonus is bound to the state of fury into which they throw themselves; it therefore remains valid for the whole round, even against enemies that the Devourers haven't charged.

Тырамён

Tyramòn is a fighter of Normal Size. Though his talent as a magician is limited, he is a member of the caste of the Mighty. He can benefit from all the demonic auras reserved to this caste (see below), as well as from those presented on the Demonic Auras cards supplied with the former fiends. Instead of the auras described on these cards he can acquire one of the following ones.

Aura of the Powerful/4 A.P.: Only a former Mighty can acquire this aura. His mana reserve's maximum is increased by 2 points. Furthermore, he always recovers an additional gem of Darkness during the mana recovery phase, even if he gets a result of "1" on his roll or if a game effect prevents him from making his Mana Recovery Roll.

Aura of Negation/3 A.P.: Only a former Mighty can acquire this aura. He benefits from a +1 on the final result of all his attempts to counter a spell (a result of "1" remains a failure). Moreover, the difficulty of countering the spells he casts is increased by 1 point.

Masters of carnage

The soul snatchers of the Drune necropolis have shown the Devourer magicians how to use their talents to prevent the soul of their dead from being called back among the gods who they so despise. Thus, the Devourers of the horde of Dun-Scaith now embalm their deceased brethren and bring them back to life when the time of war comes.

Just like soul snatchers can be accompanied by Drune wraiths, masters of carnage can be accompanied by Devourer wraiths.

Devourer wraiths have the profile of a Wolfen zombie (with a choice among the three that exist). These fighters are equipped with Chains of Calamity. (This equipment is considered to be printed on their reference card.)

Like Drune wraiths, Devourer wraiths lose the use of Regeneration/X if no friendly master of carnage is present on the battlefield (in *СОНФРОН+Д+ИЕН*) or in their Unit (in *РАГ'НАРЕК*). They recover this ability as soon as a master of carnage of their camp returns to the battlefield (in *СОНФРОН+Д+ИЕН*) or to their Unit (in *РАГ'НАРЕК*).

Yet the Devourers haven't acquired the Drones' level of mastery in this domain and only two Devourer wraiths can join the army for every master of carnage in it. Similarly, the masters of carnage don't have the faculty to regenerate thanks to the wraiths as do the soul snatchers. And finally, in no way can the "Resurrection of the wraiths" spell target a Devourer wraith.

The masters of carnage of the horde of Dun-Scaith nevertheless keep their "The path of perfection" special capacity.

Death of the Commander-in-Chief in РАГ'НАРЕК

If the Commander-in-Chief should happen to die and Tyramòn and/or Ranghor are still on the battlefield, then one of them automatically takes on this role **without suffering the usual penalties** (all of the advantages of this status apply).

If neither of these Characters is alive, then the new Commander-in-Chief must be chosen according to the regular rules on the death of the Commander-in-Chief. He does not have to be chosen among the people that forms the majority in the army.

