

PLAYING THE PACK OF THE MOANING MOON

Before the game begins, the Wolfen player can choose to deploy the pack of the Moaning Moon. It is then considered that the “Moaning Moon” attribute is indicated on all of this army’s reference cards in order to conform to the following rules.

Fighters who already belong to a pack such as the “Red Oaks” or the “Howling Pack” can ally themselves with the pack of the Moaning Moon, but they do not benefit from any of the advantages bound to this pack and must subject themselves to the rule of Ostracism.

Before the game the Wolfen player can also choose to rally his miniatures to the pack of the Moaning Moon. In this case it is considered that their original pack as printed on their reference cards is replaced by “Moaning Moon.” These Wolfen lose the capacities bound to their former pack. (Thus, a Predator of Blood can no longer fuse with a Sylvan Animae to become an Ultimate Predator.)

In the case of Characters, one considers that he is a different fighter but endowed with the same characteristics and abilities as the selected Character. He cannot, however, use the magic objects, capacities, experience cards, spells or miracles reserved to this Character.

In no way can an army include a Character and his double bound to the pack of the Moaning Moon.

In no way can a Pariah be part of the pack of the Moaning Moon, though he can ally himself with it following the “Ostracism” rule.

Ostracism: The Wolfen of the Moaning Moon are hostile towards strangers. They are loath to fighting alongside Lone-wolves or Repentants. And they never call on Mercenaries or Allies to help them. Miniatures with the “Pariah” ability as well as those that belong to a different pack cannot be more than 30% of the army’s strength in A.P. They aren’t part of the pack of the Moaning Moon and therefore cannot benefit from any of its advantages.

Miniatures bound to a different pack are considered to be Pariahs within the pack of the Moaning Moon.

The Enchained: Ellis’s followers will be the first ones to hear the truth proclaimed by Vile-Tis, thus becoming the Devourers. This being so, the way of life and rites of the warriors of the Beast owe a lot to this pack. To symbolise this heritage, a player deploying the pack of the Moaning Moon can recruit miniatures from the army of Devourers. They are then no longer considered to be Devourers but rather to be Wolfen, and they get the “Moaning Moon” attribute. Only Large sized fighters of “Regular,” “Irregular” and “Veteran” rank with the “Born killer” ability can join this pack. No Character or fighter with a “Power” rate or a Spiral of Faith on his reference card can join this pack.



The smiths of Yllia: The craftsmen of the Moaning Moon have developed techniques in the art of the forge that have no reason to be envious of the dwarves' know-how. Their equipment is scientifically crafted and plunged into the strange waters of the Lake of Apparitions.

Characters, warrior-mages and warrior-monks of the Moaning Moon can become smiths of Yllia for +5 A.P. (or +10 A.P. for Characters). This additional cost is not taken into account in RAG'NAROK when calculating the number of life points and combat dice. The smiths of Yllia are the first ones to benefit from their crafting of metal: STR +1 and RES +1.

For every smith of Yllia present in one's army, the player can choose one of the pieces of equipment described below and equip the miniatures of his choice that are part of the pack of the Moaning Moon. The cost of such equipment is added to the fighter's value in A.P., but doesn't change the number of wound levels and combat dice he has available in RAG'NAROK. A miniature can benefit from only one single piece of this equipment, whichever it may be. In RAG'NAROK all fighters of a same Unit must be equipped in the same way.

These pieces of equipment are not artefacts but are rather considered to be printed on the fighters' reference cards. The cost of each piece of equipment is 10 A.P. for regular troops and 15 A.P. for Characters.

- **PROTECTION OF THE GODDESS:** DEF +1 and RES +1.
- **WEAPONS OF SEVERANCE:** + Assassin.
- **TALISMAN OF THE MOON:** + Vivacity.
- **CHAINS OF ABANDON:** + Possessed.
- **CHAINS OF DEVASTATION:** + War fury.
- **CHAINS OF RETALIATION:** + Counter-Attack.



Soldiers of the mists: Living from pillage and plunder, the hunters of the Moaning Moon are able to profit from cover and the terrain to get as near as possible to the enemy lines, mete out death and then disappear.

Every fighter belonging to the pack of the Moaning Moon whose RES is of 7 or less can master lightning strike techniques. This costs him an additional 5 A.P. for a regular trooper or 10 A.P. for a Character. In RAG'NAROK this additional cost doesn't change the number of Wounds a fighter can endure.

The miniature can then be deployed in the same way as a Scout but is visible right from the start of the game.

RITE OF THE WATERS OF APPARITIONS:

PATHS: Whispers, Lamentations.

RANGE: 20 cm.

DIFFICULTY: 6

DURATION: Instantaneous.

TARGET: A Wolfen of the Moaning Moon.

FREQUENCY: Unlimited.

GEMS: 1 WATER.

INTENSITY: 1.

COST: 4 A.P.

The Lake of Apparitions around which the Wolfen of the Moaning Moon have settled was a true sanctuary. Bathed in mist and wind, the Ancients whispered that spirits and elemental creatures slept in these waters. This supernatural presence gave the waves fabulous powers that the shamans have channelled using the Rite of the Waters of Apparitions.

Nowadays this place is nothing but death and desolation. In their madness, those who became the Devourers have soiled this sacred place. The spirits died or disappeared. The stones raised in Yllia's honour uprooted themselves to try and flee this sacrilegious place, but the profaners have set them in chains to hold them back as a sign of provocation towards their hated mother, Yllia.

Who knows, maybe one day a Wolfen will find the strength and the will to give this place its sacred character back...

Only the Wolfen of the pack of the Moaning Moon can take part in the Rite of the Waters of Apparitions. Before the game begins, a fighter can join this rite and drink the lake's enchanted water at a cost of 4 A.P. Right after the deployment phase the concerned Wolfen are marked with a counter. In RAG'NAROK the cost of this rite changes neither the number of Wounds the Wolfen can endure nor the number of combat dice he can use. All miniatures of a same Unit must take part in the rite. A Wolfen can have taken part in only one rite.

When he is activated, a magician can cast this spell on a Wolfen who took part in this rite.

If the Incantation is successful, the chosen Wolfen can charge an enemy fighter who he couldn't see at the beginning of the round.

When cast on a faithful or a magician, he can aim at ONE target in this round onto which he doesn't have a line of sight, but he cannot censure or use Countermagic if he isn't the target of the concerned spell.

A magician cannot cast this spell onto himself.