

PLAYING THE GUILD OF CARTOMANCERS

The rules below accompany the following four reference cards: Go-fish-twelve, Cartomancer agent, Cartomancer mage and Arcanum VII: the Chariot.

GENERAL RULES

The following rules are extracted from the card "The guilds of Cadwallon".

The fighters of the Free city are either affiliated to the **MILITIA**, or to one of the **GUILDS** ruling the city. They can be played in two ways.

AS AN ARMY OF CADWALLON

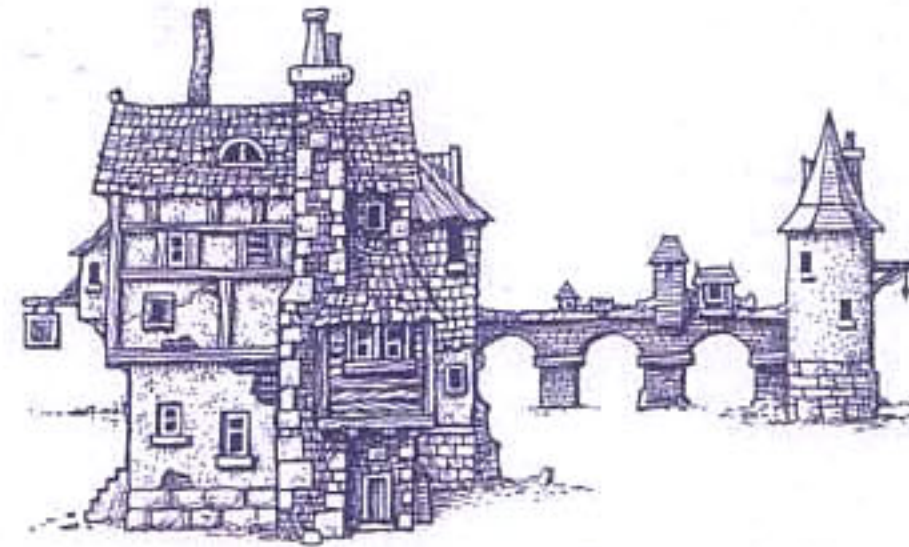
If the main body of the army comes from Cadwallon, any fighter of Cadwallon can be enlisted; no matter if in his rank is noted "Militia" or the name of any guild. An army of Cadwallon is not allowed any Allies. But it can still hire Mercenaries as described by the rules. In this kind of army, the Mercenary fighters of Cadwallon are assimilated to the militia.



AS ALLIES

To play fighters of Cadwallon as Allies to another army, their guild of origin needs to be defined. The guild must be allowed to ally with the main army. An army can only choose a single guild as an Ally and at least one fighter affiliated to it must be enlisted. The other troops of Cadwallon can then be chosen among the fighters of the guild concerned or among those of the militia.

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



THE GUILD OF CARTOMANCERS

Alliances : All the peoples of Destiny.

Primary element: None.

Forbidden element: None.

CARDINAL

Any Cadwë militiaman can become a cardinal for +2 A.P. He gets Fencer and the attribute "Cartomancer". If he already has Fencer, he gets Luck. These additions are considered written on the card.

SOLE/CHARIO+EER

Any miniature affiliated to the guild of Cartomancers can become a charioteer for +3 A.P. He gets Luck. If he already has it, he gets an extra use of this ability.

THE GO-FISH-TWELVE

Recommended miniature: Servant of ballistae of the Lion.

Any friendly or enemy fighter is stricken by Target/-2 as long as he is located even partially within 5 cm of a go-fish-twelve.

THE CARTOMANCER AGENTS

Recommended miniature: Griffin fusilier.

Each Cartomancer agent can, once per game, use his extraordinary knowledge of his opponents to re-roll a tactical roll (his own or his opponents'), with the same number of dice. The second result replaces the first and cannot be re-rolled using

this power, even if there is a second Cartomancer present on the battlefield. When there are several Cartomancers in different armies trying to use this capacity simultaneously, the roll is not re-rolled and all the agents implicated are considered as having used their capacity.

CARTOMANCER MAGE

Recommended miniature: Bard of Alahan.

Each Cartomancer mage can use this capacity once per round. The player designates a fighter located even partially within 20 cm or less from the Cartomancer mage when a roll has just been done for this target. No line of sight is required. The roll is cancelled and re-rolled. The new result replaces the first and it cannot be re-rolled anymore. This capacity can be used on the Cartomancer mage himself.

If the opponent has a similar capacity and declares its use on the same roll, the roll is not re-rolled and all the fighters implicated are considered as having used their capacity.

ARCANUM VII: THE CHARIOT

GEMS: 2

PATH: Cartomancy.

DIFFICULTY: 7

AREA OF EFFECT: One fighter.

RANGE: 7 cm.

DURATION: End of the round.

FREQUENCY: 7

The Chariot represents success due to skill rather than competence, the illusion of efficiency given by sheer luck. The Cartomancer mages use this Arcanum with delight. They do not enjoy anything more than pretending to be expert fighters, worthy of the greatest blade masters on Aarklash. It is merely an illusion, a lie of course; but what is the difference between the perfect illusion and reality?

The player designates a fighter (friendly or enemy) within range. The Attack of the miniature targeted becomes 7; this value is considered written on his card.

INTENSITY: 2

7 A.P.