

PLAYING THE GUILD OF FERRYMEN

The following rules accompany three reference cards provided with this issue of *Cry Havoc*: Ferryman escort, sinisters and master-ferryman.

MAIN RULES

These rules are taken from the "The guilds of Cadwallon" card.

The fighters of the Free City are affiliated either to the **militia**, or to one of the **guilds** that reign over the city. They can be played in two ways.

AS A CADWALLON ARMY

If the main body of the army comes from Cadwallon, any fighter of Cadwallon can be enlisted, may his rank include "Militia" or the name of a guild. An army of Cadwallon is not entitled to any Allies. It can, however, hire Mercenaries in the conditions described in the rules. In this type of army, the Mercenary fighters of Cadwallon are likened to the militia.

AS ALLIES

To play fighters of Cadwallon as Allies of another army, their guild of origin must be defined. The latter must be able to become allied to the main army. An army can only call on a single guild as Allies and at least one fighter affiliated to this guild must be enlisted. The rest of the troops of Cadwallon can then be chosen among the fighters of the selected guild or among those of the militia.

Whichever way these fighters are played, the rules concerning the constitution of the armies in *Confrontation* and *Rag'Narok* apply.

THE GUILD OF FERRYMEN

Alliances : All peoples.
Primary element : Water.
Forbidden : None.

THE CONVEYORS OF THE FERRYMEN

Every Ferryman Escort can be assigned to the protection of a friendly Character or an objective of his camp at the end of the deployment phase. He benefits from Hard-boiled as long as he/his Unit (depending on the game) is, even partially, within 10 cm or less of the object he is protecting.

THE SINISTERS

Every sinister can be assigned to the elimination of an enemy Character at the end of the deployment



phase. His Concentration/X value increases by 1 point as long as he/his Unit (depending on the game) is even partially within 20 cm or less of the appointed victim.

If the sinister inflicts the Damage roll that eliminates the target, his Concentration/X value is increased by 1 point until the end of the game. *Rag'Narok* : This second capacity works only on the sinisters endowed with independent status.

THE MASTER-FERRYMEN

Rag'Narok : A master-ferryman can become Leader of any Unit of Ferryman at a cost of 5 A.P. Only Independent master-ferryman can be given an artifact.