

PLAYING THE GOLDSMITHS' GUILD

The rules below are for these two reference cards: Incorruptible and Knox battle tank.

GENERAL RULES

The following rules are taken from the Guilds of Cadwallon card.

The warriors of the Free city are either part of the militia, or members from one of the guilds which rule over the city. They can be played in two ways.

AS AN ARMY FROM CADWALLON

If the main body of the army is from Cadwallon, any Cadwallon warrior can be fielded, whether his rank states he is from the "Militia" or from a guild. A Cadwallon army cannot have any Allies. It can however hire Mercenaries in the conditions described in the

rules. In that sort of army, Mercenary warriors from Cadwallon are counted as part of the militia.

AS AN ALLY

To play Cadwallon troops as allies to another army, their guild of origin must be selected, and must be able to ally to the army in question. An army can only call upon a single guild as an Ally at any time, and at least one warrior from that army must be fielded. The rest of the Cadwallon troops may then be selected from the warriors available to the chosen guild or from the militia.

No matter how the warriors are fielded, the army creation rules from *Confrontation*[®] and *Rag'Narok*[®] apply.

THE GOLDSMITHS GUILD

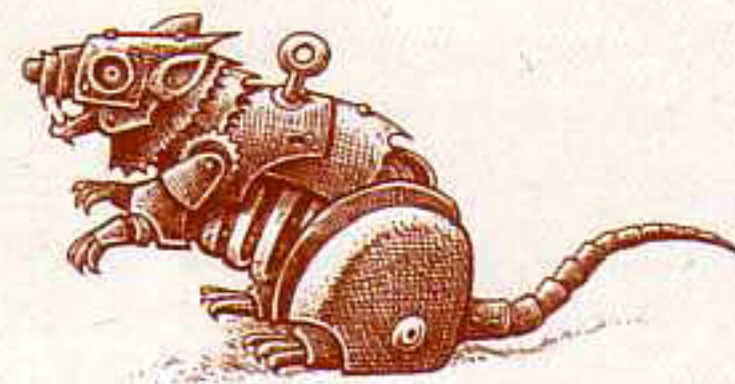
Alliances : Limbo of Acheron, Empire of the Scorpion, Rats of No-Dan-Kar, Empire of Akkylannie, Kingdom of Alahan, Defenders of Tir-Nâ-Bor, Children of Yllia (Howling pack only).

Primary element : Earth.

Forbidden element : Fire.

GOLDSMITH GUARD

Any Cadwë militiaman can become a Goldsmith guard for +2 A.P. He gains +1 STR, +1 RES and "Goldsmiths Guild" is added to his rank. These are considered as written on his card.



THE INCORRUPTIBLE

The incorruptible gain an extra die for their first Wound roll if, during their activation, they have charged an enemy warrior within (even partially) 10 cm of a Knox battle tank or a friendly Character. The player uses the result he prefers to determine the level of the Wound roll.

This capacity has no effect if the incorruptible benefit from the "Assassin" ability.

THE KNOX BATTLE TANK

Autocannon : The Knox battle tanks are able to shoot perforating shells or volleys of three projectiles. The choice of one or the other modes of fire is declared during the activation of each Knox battle tank in the army.

- Perforating shells: The Knox gains the mention "Light artillery" until the end of the turn.

- Volley fire: The Knox loses Harassment until the end of the turn. It can fire up to three times during its activation, on one target or several targets. The player applies the corresponding penalty to the final results of the Knox battle tank's AIM test until the end of the turn :

One shot: No penalty

Two shots: -1

Three shots: -2

The targets are designated before the resolution of the tests. The shots are resolved one after the other, and if a shot eliminates a target, the following shots on the same target are lost.

Rag'Narok[®] : All the Knox battle tanks in a unit must use the same firing mode.

Remote guidance : The Knox battle tanks may become Leaders in *Rag'Narok*[®] for an extra cost of 10 A.P. They may only lead Units of Goldsmiths' Constructs.

The Knox battle tanks may not become servants of a war machine.

