

A PACK FROM CADWALLON



The Howling Pack unites the four Incarnates who originally founded it, as well as the profiles of Wolfen fighters who are typical of this pack. However, ever since it was founded, the Howling Pack's reputation has never stopped growing and other warriors now regularly come to lend their services to Agyar and his companions.

HOW TO JOIN THE HOWLING PACK ?

All Wolfen fighters, be they Characters or not, who have the "Pariah" ability can become members of the Howling Pack and thus benefit from the special rules bound to this clan.

Two alternative profile cards bound to the Howling Pack are supplied with this issue of *Cry Havoc* : howling repentants and howling predators.

And finally, the fighters listed further below can join the Howling Pack. This sometimes implicates an additional cost in A.P. whose amount varies depending on the type of trooper.

The Wolfen thus affiliated to the Howling Pack benefit from all the special rules bound to this clan. What more, some are endowed with exceptional aptitudes under certain conditions.

Attention! *Wolfen who are already affiliated to a different pack cannot join the Howling Pack.*

Wolfen prowlers

Wolfen prowlers can join the Howling Pack without their cost being modified. They then acquire the "Pariah" ability. The prowlers affiliated to this pack from Cadwallon can take howling hunters to be apprentices.

Wolfen crossbowmen

Wolfen crossbowmen, whatever their type, and Wolfen sentinels can join the Howling Pack without their cost being modified. They then acquire the "Pariah" ability.

ALTERNATIVE ARMY

Like all clans, that of the Howling Pack benefits from certain rules when it is at a whole. The original composition for the clan to be at a whole is as follows:

- Agyar the Unyielding
- Saphyr, Wolfen lonewolf
- Lykaï the Freed
- Kaëliss the Silent

With the integration of new fighters, the Howling Pack's composition can be modified at the player's choosing while still remaining to be considered "at a whole." The following restriction must be respected:



- The army must include at least one of the Howling Pack's original Characters* for every full 300 A.P. This obligation no longer applies once all four of the clan's Characters have joined the army.
- In *Confrontation* all of the army's fighters, without any exceptions, must be part of the Howling Pack.
- In *Rag'Narok* at least 50% of the army's A.P. value must be affiliated to the Howling Pack (including spells, miracles and artefacts). The Commander-in-Chief must also be bound to the Howling Pack.

SPECIAL RULES

When the clan is at a whole, the following special rules apply.

Refuge of the pariahs

The percentage of Wolfen repentants in the army is no longer limited.

The Maalivaŕë

Kaëliŕ the Silent is not considered to be an Ally. He can join the army as if he were a Wolfen.

Occult financing

Thanks to the immense wealth of the Guild of Goldsmiths, the cost in A.P. of each Character bound to the Howling Pack is reduced by 10% (rounded up to the higher integer). This reduction also applies to all their cards whose use is subject to a cost in A.P., and it does not affect a fighter's number of Wound levels and combat dice in *Rag'Narok*.

*. The First or Second Incarnations of Agyar, Lykaï, Saphyr and Kaëliŕ.

THE SEAL OF THE GOLDSMITHS

When the Guild of Goldsmiths sends the Howling Pack to take part in an important battle, then Grand Master Darehvan entrusts his seal to Agyar. More than a symbol of authority, this object is a magic artefact that considerably increases Agyar's leadership qualities.

The Seal of the Goldsmiths can only be given to Agyar, and this only if he is chosen to be his army's Commander-in-Chief in *Rag'Narok*. He then acquires the "Leadership/15" ability and his DIS is increased by one point. The 10% reduction due to the "Occult financing" rule also applies to the cost of the Seal.

12 A.P.

Ferocity

In combat the members of the Howling Pack rival with each other in ferocity. At the beginning of each round, before the Tactical roll, a non-Character fighter of the Howling Pack can be chosen for every even incomplete 100 A.P. of fighters bound to the Howling Pack in the army who are still in play. The chosen fighters acquire Implacable/1 until the end of the round. If the fighter already has this ability, then his Implacable/X value is increased by one point. His Implacable/X value cannot become greater than 2 in this way.

In *Rag'Narok* the chosen troops must be in the same Unit. If this is not possible, then the chosen fighters must all be Independents.

