

RAISING AN ARMY

During a game each player controls a company. Like a true medieval army this company is composed of several smaller groups, called banners. Banners are then divided again into units. During this preparatory phase, each player chooses his units to build banners that conform to the strategies of the chosen people. These choices are written down on the company sheet.

Once the player has chosen his units, he determines their number of fighters and composition. A unit can include only one Incarnate.

A company must include at least one Incarnate to lead it. The Incarnate with the highest Authority (👑) is the Commander of the company. If there are several eligible Incarnates, the player chooses the Commander from among them.

ORDER OF THE BANNERS

Each army is built according to a precise structure: the order of the banners.

The order of the banners is presented as a list of five slots. Each slot is optional, except for the one marked with a "!", which is a compulsory slot. Each slot indicates the unit's Category (infantry 🏹, cavalry 🐎, creatures 🐉, war machines 🛡️ or titan 🗡️), along with their Rank in parenthesis where applicable.

A banner is complete when all five slots are filled. Each slot can only be filled once per banner.

A company can include an unlimited number of banners. However, a new banner can only be created if the previous ones have been completed.

- Infantry unit 🏹 (🌟) !
- Infantry unit 🏹 (🌟 / 🌟🌟)
- Infantry unit 🏹 (🌟🌟 / 🌟🌟🌟)
- Cavalry unit 🐎 or Creature unit 🐉 (🌟🌟🌟)
- Infantry unit or War machine unit 🛡️ (🌟🌟 / 🌟🌟🌟)

!: Priority slot. This needs to be filled first.

UNITS

In this section the units of the baronies of the Lion are reviewed. Each unit is described under its designation. A few paragraphs then present its story, its tactical deployment and the technical information needed to play the unit.

The composition of a unit gives its potential number of

fighters, from standard to maximum, as well as the number of special fighters available.

The "Cost of a unit" table gives its value (in army points, or A.P.) depending on the number of fighters, its equipment options and its potential special fighters.

UNIT COMPOSITION

- **Category:** Indicates the unit's nature and Rank. This information is used to respect the order of the banner.
- **Numbers:** Indicates the unit's standard and maximum number of fighters.
- **Equipment:** This is included in the unit's cost. With the exception of Incarnates, all of the unit's fighters are equipped in this manner.
- **Special fighters:** Indicates the nature of the special fighters that the unit may include. Each special fighter replaces one of the unit's standard fighters at the cost indicated in the table. The number of special fighters allowed per unit is indicated in the "Cost of a unit" table.

"COST OF A UNIT" TABLE

• **Standard and maximum number of fighters:** For each kind of unit, a table gives the A.P. value of a unit including the standard number of fighters and the maximum number of fighters. This table also indicates the number of special fighters allowed.

• **Extra fighter:** This value indicates the cost in A.P. for each fighter that may be added to the standard unit.



THE RAG'NAROK

The troops of the Kingdom of Alahan are gathered into banners under the totem of the Lion. For a long time Light remained in slumber, refusing to add to the madness sweeping across Aarklash by sending its own armies onto the battlefields of the Rag'narok. The time for patience and leniency is coming to an end. Huge regiments of archers and guards are now marching to the sound of their war staffs. Preceding them, the reapers scout the terrain ahead. Behind them, the paladins and the swordsmen brandish their weapons. Ready to call the charge, the knights of Alahan wait on their steeds, champing at the bit.



LAHNAR ARMY

There are many armies in Alahan. Every baron can call upon his own troops, while the king has his royal guard and a royal police. In addition, there are various orders and secret societies that maintain their own troops. Many knightly orders, such as the paladins of Alahan, join forces with the banners of any given lord; the order of the Chimera, led by Queen Trys the Divine, counts in its ranks many warrior mages; among the clergy of Paragon there are orders of warrior-monks and particularly pious soldiers always ready to raise arms for the ideals of Virtue.

Personal relations play an important role in the social and military organization of Alahan. Barhans are more loyal to a lord they know and appreciate than to the institution he represents. So the commander of a knightly order will accept an order issued by a lesser noble he knows personally but could well ignore those issued by the latter's suzerain that he quite possibly never met. So it can sometimes be difficult getting the Barhan army to march at the same pace. And yet it is becoming a necessity with the rise of the Rag'narok.

Aware of this state of things, King Gorgyn has undertaken the task of reorganizing his host. As supreme leader of the armies of the Alahan, he has reinforced his authority over the commanders of the kingdom, from the mightiest baron to the lowliest of knights. Now when the Lion is at war, the king himself names the commander. It is often a baron, but not always: the king appoints any person he deems capable of fulfilling the task, no matter if they are commoners or from the lesser Barhan nobility, such as Agonn or Sardar Tillius.

On the battlefield the commander speaks with the authority of the king. All unit leaders, no matter their origin or rank, owe obedience to their commander, even if the social order of Alahan is shaken a bit in the process. Aware of what is at stake in the Rag'narok, most military leaders accept this new discipline; those who fail to do so will face the king's ire or, worse, the disgrace of their relatives.

These organizational difficulties are rooted deep in the complexity of Barhan society. So, although they constitute independent forces, knightly orders and warrior-monks must obey the baron ruling the fiefdom where they are located in times of peace. Some orders have special rights comparable to the most powerful peers in the kingdom. Nevertheless, the members of these orders remain subservient to the baron in charge of the land they live in. The relationship with the suzerain is necessarily harmonious: orders that cannot establish such relations cannot last! Relations between knightly orders and local nobility create many interactions, from training to law enforcement. Such proximity between the barons and the masters of these civilian, military, religious or mystical orders is both personal and geographical. The Great Companies, raised by the king to accomplish his will (see the insert), are tied to the barons. It explains why the barony remains, like many other aspects of life in the kingdom, the fundamental structure behind the armies of Alahan.

THE GREAT COMPANIES

Recently, the Lion has sent several Great Companies all over Aarklash to fight in the name of Light:

- **The Great Company of Kaiber:** Led by Dragan d'Orianthe, Baron of Daneran, this army's mission is to participate in the defense of Kaiber Pass in coordination with the other armies of Light.
- **The Great Company of Avagddu:** Led by Kelgar de Valady, Baron of Kallienne, this army prevents Darkness from sweeping across the west of Aarklash and is in charge of preserving the last remains of the Minotaur civilization.
- **The Great Company of the Fangs of Fire:** Led by Valdenar de Doriman, this army supports the Griffin in its struggle against the Serpent and the Scorpion in the Archipelago of the Fangs of Fire.



ONI • SUPER ZOMBIES TYPE I

Preview



ONI • TACARMS

Preview



ONI • ONI GUARDS UN

Preview





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