

HUBB

A NIGHTMARE
COMES TO LIFE,
A BATTLE
BEGINS!



WARRIOR™

R U L E B O O K

CREDITS

HYBRID is an original RACKHAM creation based on the RAG'NAROK and CONFRONTATION stories published by RACKHAM.

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The figurines included in the game box were created for RACKHAM. They come from the world of CONFRONTATION and RAG'NAROK, two games published by RACKHAM.

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FIRST CONTACT

— “What a stench!” remarked Malanad, pinching his nose.

In the distance, the stars continued to shine brightly that night as the stinking cloud spread through the deserted streets of Glasinhar like a flood of sickening liquid.

— “What’s that smell?” asked his wife in a tired voice.

— “I don’t know but I’m going to find out,” he said, climbing out of bed.

Malanad walked clumsily to the window and looked over the village. Several of his neighbours were doing the same and they looked nervously at each other. The odour smelt of death, of decomposing flesh and of... the legions of Acheron. Were the soldiers of obscurity marching on the village?

The putrid smell was quickly followed by human screams, punctuated with inhuman growls, and an urgent Council meeting was convened. Something horrific and abnormal was going on, and it was getting ever closer...

All the villagers were now awake and they had split up into two distinct groups: those who could fight, and those who were unable to because of their age. Frightened women shook with fear as if the end of the world were nigh. Their instincts were surely right...

Malanad, a veteran soldier who had settled into civilian life several weeks before, was of course among those who would fight. He was dressed in his old armour and carried the lance that the Empire had given him as a reward for his countless sacrifices. The Akkylannian warrior was ready to defend his country and his loved ones one last time.

MERIN GIVE

A young boy, just old enough to ride a horse, had been chosen to warn the Temple of the Just and Compassionate of what lay in store. The others, the women, the children, the old and infirm, were asked to build defences and to pray. If the Acheronians attacked, the chances of survival would be slim, if not inexistent, but everyone had to do everything in their power to fight the enemy for as long as possible.

— “It’s getting closer, I can hear something,” whispered a foresy worker. Pale-faced and out of breath, he gripped his pitchfork with all his strength, as if his life depended on it.

The time was fast approaching. The soldier took a deep breath and made sure of his grip on the steel lance. His armour and his years of martial arts training should enable him to live through the battle. The veteran had already fought the legions of the Ram twice and had gotten away with little more than a couple of nasty scars. He had seen brothers-in-arms perish under the blows of Obscure foes before, but they had been soldiers and that was their destiny. Things had changed: today he was fighting alongside simple country folk defending their land.

— “Over there! Something’s moving,” screamed the blacksmith pointing towards a small grove.

A human form emerged on all fours from behind the bushes. Confident in their number, the villagers walked towards the familiar face of the injured man. It was one of the village shepherds who drove their herds into the mountains twice a year. He was lying in a pool of his own blood and one of his legs had been partially devoured. His body was broken and covered with wounds. He wasn’t dead, but he might as well have been. Without help, he would soon perish. He was slipping away, his face frozen by the horror he had witnessed.

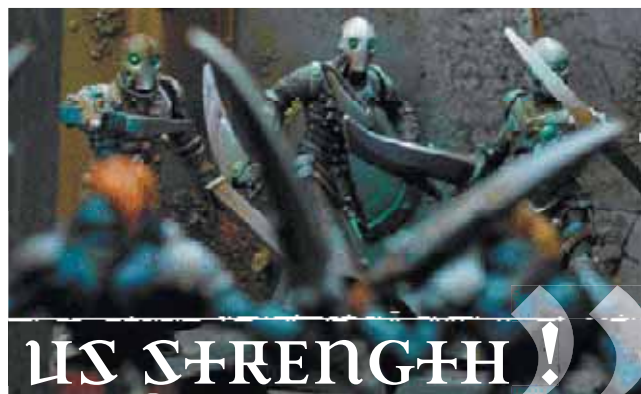
A flash of lightning lit up the night sky and the first raindrops began to fall. Soon the storm would wash away the blood.

— “We must keep moving forward,” he said.

No one spoke. Events had made Malanad the obvious choice as group leader. He was the only real warrior and he had to give a good example! In one swift movement, he turned to face his followers. His eyes were burning with the fire of vengeance. This crime wouldn’t go unpunished!

— « Merin give us strength! » he whispered to himself.

All his senses were tingling. The retired soldier followed the sinister trail of blood, astonished by the strength of the young



US STRENGTH!

shepherd’s will. The storm was getting more and more violent and the last stars had disappeared behind the clouds

— After a few minutes, he finally spotted what he was looking for: a small hole in the ground filled with a foul stench and echoing with strange noises. Instinct told him he should return to the village, his wife and his sons to await the arrival of the Temple Knights.



— “Stand firm, don’t make any noise and be at the ready,” grunted the Temple Knight.

Lahn, the sun, was high in the sky almost invisible behind the dark, menacing clouds. The ten Temple Knights looked around, breathless. They were surrounded by carnage and destruction... Shredded body parts lay everywhere and the trail of blood led straight to the hole.

The Knight moved towards the mouth of the hole and gestured to one of his men to enter it. The warrior climbed down the stone ladder, the silence broken only by the sound of his metal armour

on the steps. With a swift movement of his hand, he signalled to his brothers that the path was clear. They quickly joined him and formed a semi circle to either side of him.

Nothing. All was quiet except for the strange humming sound that echoed around the place. Metal plates adorned stone walls that had been chiselled from the rock itself. One of the Knights swore as he walked on what appeared to be a small piece of bone with strips of flesh still hanging from it.

“We will keep going until we find those responsible for this carnage and then we will send them to hell,” ordered the Knight, opening the door in front of him.



The Knight was tasting the bitter nectar of terror for the first time in his life.

Crouched behind the door, the Akkylannian gripped his sword as he prayed to Merin that he might survive the battle that lay ahead. If he could hang on for just a few hours, a second, larger squad would descend into the hellhole. The cavalry would give him a small chance of survival.

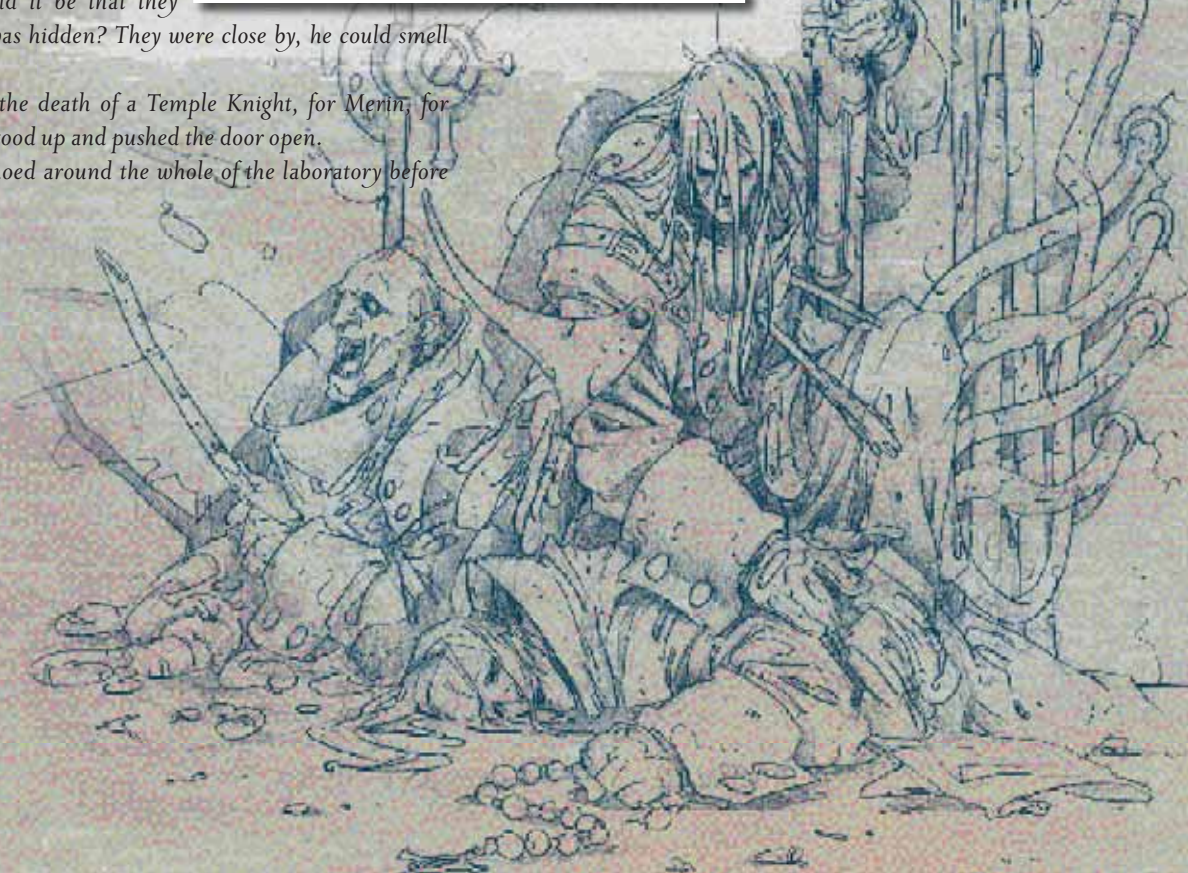
He could hear “them” just a few yards away – the claws of the small creatures scratching against the steel and rock as they came ever closer. The Knight had seen his brothers-in-arms cut down one by one by these cursed clones. He had already fought Alchemists of Dirz, but these creatures were different, they seemed bent on ... on eating them!

The noises had ceased. The scratching had died away. All that remained was a dull thud getting ever closer. Could it be that they knew where he was hidden? They were close by, he could smell their foul stench.

He would die the death of a Temple Knight, for Merin, for Akkylannie. He stood up and pushed the door open.

His scream echoed around the whole of the laboratory before calm returned.

STAND FIRM,
DIE N'T MAKE
ANY NOISE
AND BE AT THE
READY!



THE HERESIARCH'S LABORATORIES

"Real power is eternal."

Dirz the Heresiarch's words are engraved in the walls of the oldest Scorpion Empire laboratories as a sinister promise to those who would oppose him.

Shortly after the founding of the first Shamir, Dirz had a ghostly vision of a newborn city engulfed in flames. The heretical scientist saw this as the Akkylannian Inquisition's doing and imagined ways to confound destiny's plans for him. He ordered the building of secret laboratories hidden in the Syharhalna and contacted the survivors of the witch-hunt that was tearing the Griffin Empire apart.

The Heresiarch entrusted the construction of his future empire to the enigmatic D'Jabil, the Guardian of the Alchemic god Arh-Tolith; a sorcerer with inhuman powers. Obsessed with his vision, Dirz threw himself into his project with all his heart and soul.

No one knows where the Heresiarch found the funds necessary for the construction of his laboratories.

warning to those who might follow their example.

The research progressed rapidly, independently of the genetic studies undertaken elsewhere in the Alchemic Empire. New clones and treatments were invented, but none satisfied the ambitions of the perfectionist, Dirz. Eventually, still haunted by his macabre vision, he decided to take on the responsibilities himself.

The Heresiarch conceived the Aberration, an abominable creature born of the cheapest and most viable stems, sampled from the legendary Isateph. The first specimens underwent a battery of rigorous tests, but very few improvements were made because the Emperor himself had designed the creature. The Aberration, after all, was near perfect for the role it was destined to fill.

The genetic stem that had given birth to this beast was discreetly distributed among the Heresiarch's laboratories. Dirz wanted to produce an astronomical number of clones in the knowledge that, when the time came, his victory would be quick and complete.

What happened next was what the Emperor had feared most.

Dirz had returned to his people to reign over the young Empire of Syharhalna when a small army marched on Shamir...



When the autonomous structures became operational, Dirz used the clones that had built them as the first lab rats. Their genetic inheritance was then modified to create a new, cheaper and stronger generation of beings. Under the authority of Dirz himself, hundreds of clones and prisoners were brought to these places to be exploited both alive and ... dead.

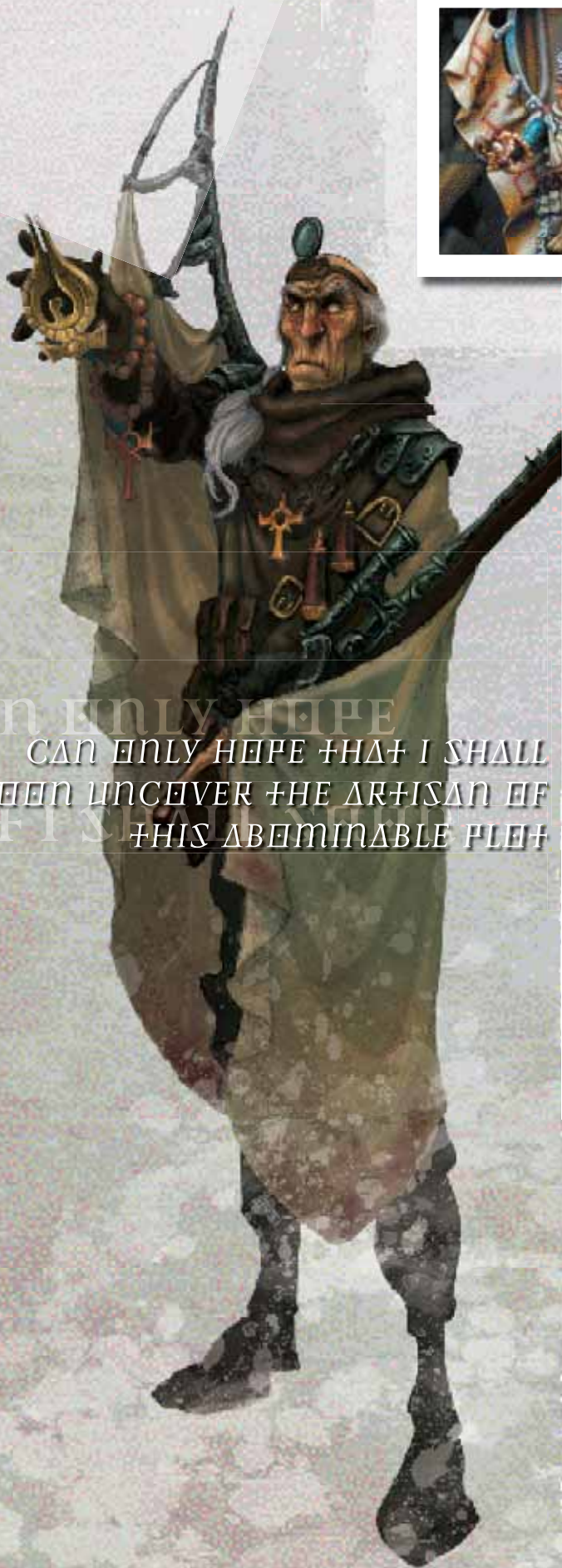
The scientists who were assigned to these cursed places never left them because the doors could only be opened from the outside. Henceforth, their existence was confined to the four walls of their new prisons, any contact with the outside world was strictly forbidden.

Three times a year, the scientists were sent the food and water necessary for their survival. Some tried, in vain, to escape – the Emperor's warriors caught and massacred them. Their remains were then returned to the laboratory and put on display as a

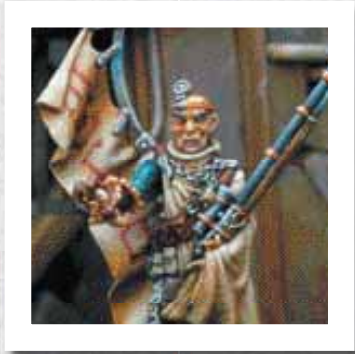
The city was burnt to a cinder and drowned in blood. Dirz had to retreat to his quarters with a handful of Technomancers and the Voyager. Once inside, he freed the creatures that lay dormant in their tanks and condemned the entrance to the Hybrid Project's laboratories.

When the combats ceased, the Syhars found their Emperor, mortally injured, but still fighting death. Before he finally succumbed, he designated Basyleüs Antykain as his successor... The dreams of the Heresiarch died with him and his beloved city.

Far away on the horizon, the Heresiarch's laboratories seemed to get wind of their creator's demise and the machines ceased all activity as the doors were sealed to the outside world. The fates of the wise men of the Hybrid Project were also sealed – they were condemned to a terrible fate, the traces of which still adorn the steel and rock walls of their laboratories. The Heresiarch had succeeded



I CAN ONLY HOPE THAT I SHALL
 CAN ONLY HOPE THAT I SHALL
 SOON UNCOVER THE ARTISAN OF
 THAT I SHALL SOON UNCOVER
 THIS ABOMINABLE PLOT



in taking his secret to the tomb.

As the years went by, the doors to these dreadful tombs were covered over with layers of sand and earth...

The Dirz Empire struggled to recover from its founder's death but eventually prospered again.

A few months ago, the Scorpion proclaimed himself Sovereign and launched a massive counter attack. The Dawn ritual allowed the god Arh-Tolth to rise from the ashes of Shamir

and build a new city in his name. This sudden power surge tamed the desert and sliced through Aarklash like a razor-sharp rapier.

The sudden swell of energy reactivated the Heresiarch's laboratory machines and opened the network of tanks, awakening creatures from another time. With no masters and no food, the beasts ate one another almost as fast as the machines could build them. Great woes awaited anyone who dared open the doors to these hellholes.

Several thousand kilometres away from Shamir, one of the laboratories opened in the heart of Akkylannie close to a small village named Glasinhar. The inhabitants were massacred in a matter of hours and only the timely intervention of the Temple Knights prevented the terror from spreading throughout the Griffin Empire.

The Temple Knights, remembering what had happened during the Great Purge that followed Dirz's heresy, kept this information secret from the prelates of Merin's church. The forces of the Inquisition got wind of the massacre but they seemed oblivious to the existence of the laboratories.

When they searched the scene, the Temple Knights found critical information concerning the Hybrid Project and discovered that two similar installations existed in Bran-Ô-Kor and in Syharhalna.

Faced with such a crisis, the Temple Masters ordered the Lodge of Hod to deal with the problem.

Two Temple forces were discreetly sent to the sites to neutralize the Hybrid Project before the unthinkable happened. One never returned and the other suffered heavy losses before discovering two more laboratories.

We are now certain that these laboratories outdate the Scorpion Empire. Two elements seem incoherent though: how could our enemies have created such elaborate structures right in the heart of hostile territory, and, above all, how could they have possibly forgotten their very existence?

I can only hope that I shall soon uncover the artisan of this abominable plot. But my impatience has been tempered by the fear that the heretics might one day take control of their cursed creations.

Venerable Ambrosius

THE LODGE OF HED

TITLES AND HIERARCHY OF THE TEMPLE

Officially, the Temple only recognises three ranks: **Templar, Commander and Supreme Commander**. However, tradition dictates that the Templars attribute titles to themselves to reflect certain aptitudes or experiences. This informal tradition allows the Order's representatives to better organize themselves in difficult times.

TITLE	AUTHORITY
SUPREME COMMANDER	SUPREME TEMPLE (ARCAVIA)
COMMANDER	CARDINAL COMMANDERY
VENERABLE	LODGE
MASTER	LODGE
KNIGHT	FACTION
SENESCHAL	FACTION
ESQUIRE	-
TEMPLAR	-

THE SUPREME COMMANDER represents the Temple's reigning authority.

A COMMANDER is in charge of one of the four Cardinal Regiments: North, South, East and West. These Commanderies govern all the Lodges placed under their protection.

A Venerable is generally a close councillor to the Temple Commanders. Many have a deep understanding of the supernatural forces.

A Master is a Temple Veteran. This title is the lowest required to found a Lodge. A Lodge is a meeting place for Temple Knights. Depending on its size, a Lodge may be split up into Factions.

A Knight is an experienced Templar with obvious leadership qualities. He can command a Faction.

A Seneschal is an Esquire who has shown merit. He takes over from the officer in charge if he is killed or can no longer fulfil his role. On the orders of his leader a Seneschal can take responsibility for an entire Faction or just a small part of it.

An Esquire serves as a relay between the leader and the Templars.

By definition, all representatives of the Temple, with the exception of Commanders and Supreme Commanders, are Templars. Their rights are identical: they must show respect and solidarity in all situations.

There was a time when Akkylannie stood for a dream that had become reality; the prophet Arcavius's ideal for all mankind. The wise men of Aarklash call this time the Radiant Era.

At this time, two specific entities were charged with the safety of the Empire of Light.

The See of Foreign Affairs, founded by Karl, was charged with protecting Akkylannie's borders and the pilgrims' paths. The brotherhood of warriors founded the Temple Order. The See of Internal Affairs was inspired by the laws of Kelgar the Pious and was designed to protect the word of Merin and his prophet. Its guardians, the future Inquisitors, acted as safeguards against errors in interpretation of the cult and dealt with the first heretics.

The Radiant Era came to a brutal end at the Battle of Käiber, the bloody baptism of the Order of the Ram. In the name of Good, Karl's Templars sided with their Lion brothers... The battle was turning into a massacre when the timely intervention of Cynwäll Elves enabled the forces of Good to register a narrow victory, giving them just enough time to seal the narrow pass that linked Acheron to the rest of the continent.

When they finally returned, the warriors of the unique god discovered that their homelands were also prey to the horror. The Inquisitor Korwin Khorto had just uncovered the plans of

EVEN IN THE MOST SECRET CIRCLES HED IS REFERRED TO AS A

LEGEND



an Alchemist Monk belonging to the Order of the Ram: by trying to force the hand of nature, Dirz had sold his soul to Darkness and engendered dreadful beasts. Driven by a terrible thirst for vengeance, the Church had excommunicated all of Dirz's alleged followers and burnt Merin's gardens in their blind rage. The Heresiarch himself escaped his pursuers by fleeing deep into the desert of Syharhalna.

The Great Purge had just begun. Sadly, the Inquisition hit the ranks of the Templars especially hard. Having just escaped one massacre only to find another one on their doorsteps, the most courageous among them questioned the investigative methods of the Church. Suspected of treachery, accused of corruption and sentenced for heresy, the rebels were burned alive in public alongside the very sorcerers they had fought to eradicate. Even faced with such injustice, and the prospect of an agonizing death, not one of the Templars renounced Merin...



Having witnessed first-hand the rape of their homeland by an intransigent, devoted few, the leaders of the Outer Circle decided to create a secret army. This elite entity would smother Evil wherever it reared its ugly head...

The Lodge of Hod, or "divine glory", was created just as the Temple was rising from the ashes.



The Lodge of Hod does not exist.

Even in the most secret circles Hod is referred to as a legend. Rumour has it that the Lodge was created by a band of rebel Templars who sold their souls to darkness and attempted to corrupt their brothers. The Templars themselves find the rumours bemusing, absurd even. Indeed, they would be the first to hand over a corrupt member to the Inquisition!

However...

Only the highest instances of the Temple know the truth about the legendary Lodge. They only call upon Hod for the most delicate of missions – those that require absolute discretion and the blissful ignorance of the clerical authorities. Undercover, its representatives have brought Hod's influence to bear throughout Aarklash, from No-Dan-Kar to Misty Harbour and from Indatte to Tarsith.

The Lodge of Hod only has around twenty permanent members most of whom are Templars on the Church's Wanted list. The Commanders can call upon sixty trustworthy men at any time to assist in their secret operations. In most cases, they have never met each other before.

The leader of the Lodge of Hod is the Venerable Masselius, "the Old Master", one of the oldest members of the Order. Some believe he's dead but in reality his once imposing silhouette now walks the dark corridors of the Lodge of Fiery Mercy near Carthag Fero. The secrets hidden deep in the memory of Masselius would make many a man tremble in fear...

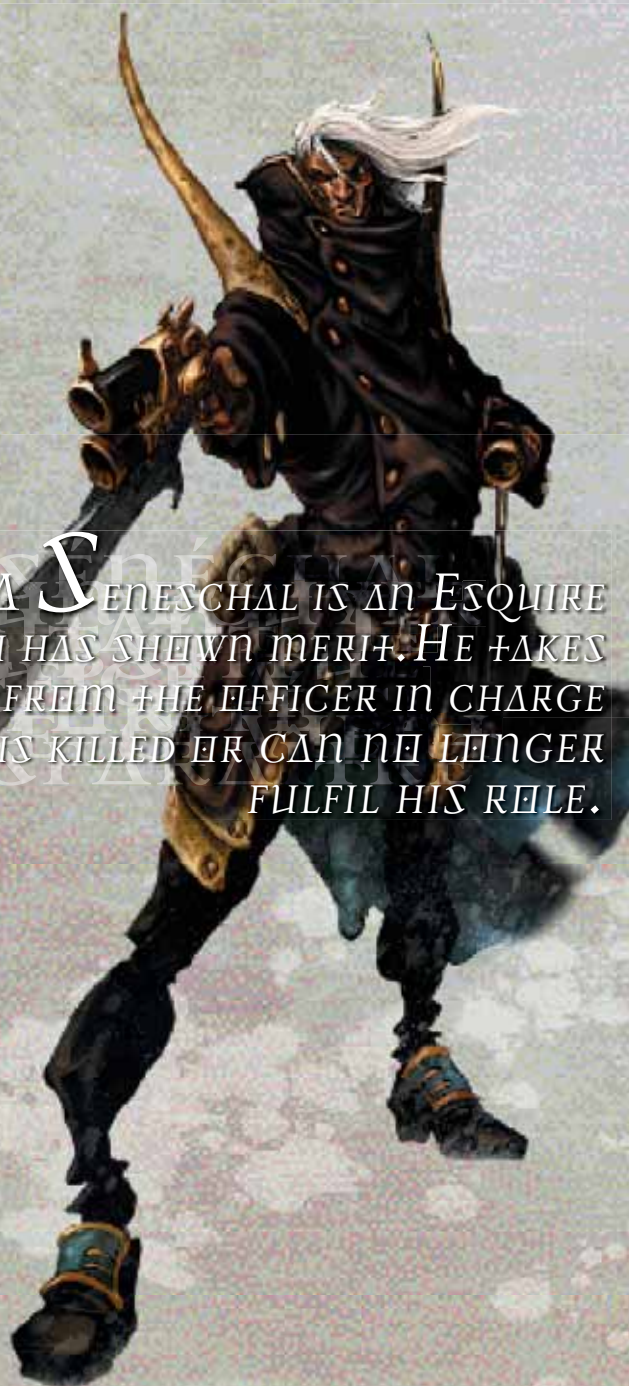
When a mission is entrusted to the Lodge of Hod, Masselius contacts an existing Faction or builds one from scratch. Many recruits adhere to more than one Lodge and this provides the Old Master with precious information about other Lodges. Occasionally the Venerable Masselius gives one of his Masters or Knights of Hod carte blanche to act as he wishes...

Venerable Ambrosius is Masselius's closest advisor and many expect him to succeed the Old Master one day.

This explains, no doubt, why Ambrosius's Faction was entrusted with the vital missions of finding and purifying the Heresiarch's laboratories before the Inquisitors could have their say.

Akkylannie would not survive a second witch hunt.

A VENEŠČAL IS AN ESQUIRE WHO HAS SHOWN MERIT. HE TAKES OVER FROM THE EFFICER IN CHARGE IF HE IS KILLED OR CAN NO LONGER FULFIL HIS RÖLE.



WELCOME TO HYBRID

YOU HAVE JUST ACQUIRED A COLLECTABLE MINIATURES GAME

A collectable miniatures game is played using miniatures, also called figurines, representing the soldiers and troops used by the players. The game usually opposes two players who each control one of the two factions confronting each other. In this type of game the figurines move about on surfaces of various sizes, from a game board to a huge table with mind-boggling scenery. Collectable miniatures games put into play many different worlds, be they historical (re-enacting battles of medieval times, of World War II...) or fictional (medieval fantasy, science fiction...).

These games are much more than just games played with "lead soldiers," for they use rules of varying complexity that divide the game into several phases. Every type of troop (the figurines) has its own characteristics allowing almost all situations in these different phases to be resolved.

The profiles of characteristics of the various **RACKHAM** games are presented on playing cards that have the advantage of being multi-purpose. Indeed, these cards assemble a photograph of the painted figurine, its profile and a quote that reveals a part of the background history.

DOOR ASSEMBLY

To assemble the doors of the Hybrid game you can use regular glue.

However, if you use cyanoacrylate glue, which is commonly used to assemble figurines, assemble the cardboard pieces as pictured: slide the door (Figures **A** & **B**) onto its base until it is in its final position (Figure **C**). Then make sure that the door & base combination isn't wobbly by pressing it onto a hard, flat surface. Once this is done, apply two drops of cyanoacrylate glue at the points shown in Figure **D**.



INTRODUCTION

HYBRID will take you on a journey through the forgotten laboratories built by Dirz the Heresiarch – a deranged scientist whose madness prompted him to create a host of horrific monsters. Dirz died many centuries ago, but his creatures live on hidden deep in the bowels of the laboratories that time forgot... Soon they will be free!

The Akkylannian Griffins, the valiant protectors of the faith and the hereditary enemies of the Dirz Alchemists, represent the last hope of Aarklash to defeat the Heresiarch's horrifying spawn... Will the mysterious warriors of the Lodge of Hod triumph over this cruel menace?

*THE BATTLE WILL BE LONG AND MERCILESS.
WHICH SIDE ARE YOU ON?*

Hybrid is a board game using figurines. The game takes place on a vast checkered board which is split into moveable Tiles that represent the Dirz laboratories. The soldiers are represented by 28mm figurines of warriors and creatures that each player moves around the board according to a strategy determined according to his or her specific mission objectives. Players can set the board up as they see fit.



All of the materials needed for a game of *Hybrid* are provided in the box that you have just opened. Besides this clear and easy to follow rulebook, you will find figurines of the protagonists, game tiles, counters, cards and ten-sided dice (D10).

The *Hybrid* figurines are the same size as the other figurines in the *Confrontation* series published by **RACKHAM**. The Dirz Alchemists and the Akkylannian Griffins are just two of the numerous peoples that inhabit the continent of Aarklash.

In this box you will also find playing cards that enable you to use your warriors in **RACKHAM**'s medieval fantasy battle games *Confrontation* and *Rag'Narok*.

*WELCOME TO THE WORLD OF HYBRID!
WELCOME TO THE CONTINENT OF AARKLASH!*



THE RACKHAM FIGURINES

The *Hybrid* figurines are part of the *Confrontation* series produced and distributed by **RACKHAM** studios.

RACKHAM takes great care in the design and manufacture of your figurines at all stages of their production.

The *Hybrid* figurines are produced unpainted and in kit form. This gives you the added enjoyment of assembling and painting your own warriors – an entertaining and enriching experience in itself.

To assemble your figurines you will need a modelling knife and glue. The painting will require an assortment of small brushes and miniature pots of paint that you can purchase in game and model outlets.

First separate the clusters of pieces and remove the excess metal with care, holding the blade away from your body to avoid any accidents.

You are now ready to assemble the figurines. We recommend that you use a strong, cyanoacrylate glue that is ideal for assembling pieces of metal.

Then comes the painting stage. To start with, you should apply a black or white undercoat. This helps the paint to stick and slows the ageing process occasioned by the handling of the figurines.

Now you are ready to start painting your warriors! We recommend that you use acrylic paint. The different illustrations and photos that you will find in the box can help you in your choice of colours.

GENERAL GLOSSARY

The *Hybrid* rules often employ recurring terms that describe certain game situations. Here are some definitions of the most common terms.

DECK: a pile of cards. The cards are drawn one after the other with the face of the card hidden. *Hybrid* uses many types of deck: Event; Action...

DISCARDED: put to one side. This is a term used for cards that are taken out of the game after use. Some game effects allow a used card to be reintroduced into a player's hand or into the deck.

REMOVED FROM THE GAME: a card that has been removed from the game cannot be used again for the rest of the game even if a game effect stipulates that it should normally be reintroduced. The same is true of a warrior who has been "removed from the game". Warriors eliminated in this way cannot be reintroduced into the game even if a powerful resurrection spell is brought into play.

WARRIOR: this term designates all the individuals represented by figurines that take part in a game. A warrior isn't necessarily a soldier – warriors can be Magicians, faithful, creatures...

ELIMINATED: this describes a warrior who has lost his last Wound level. Whether he dies, passes out, or is too badly injured to continue, the warrior is neutralized and his figurine is removed from the board and put to one side. Some game effects allow for the resuscitation of fallen warriors in such instances, the figurine can be replaced on the board.

A FIGURINE OR WARRIOR'S TURN: the different *Hybrid* warriors are activated one by one. When his actions have been completed, his turn is over and the next warrior is activated.

GAME ROUND: a Game Round represents the time it takes to Activate all the warriors present on the board and for each of them to complete their respective game effects. Once this has been done, the Round is over and the next one can commence. Some games of *Hybrid* are played in a limited number of rounds

THE CARDS

Hybrid includes numerous cards that are vital to each game.

This booklet outlines the **general rules** of *Hybrid*. If a rule that figures on a card contradicts a rule outlined in this booklet, **the rule on the card takes precedence**.

- ◆ **ACTION CARDS** that give you the values for each game effect as well as a short narrative designed to help you uncover the mysteries of Aarklash (this information has no influence on the game).
- ◆ **EVENT CARDS** that allow you to influence the direction a game is taking.
- ◆ **ARMY CARDS** for each of the different factions in the game.
- ◆ **EQUIPMENT CARDS** that describe the different artefacts and magic objects that belong to the heroes of the game:
 - ◆ **Aura cards:** These are the strict reserve of warriors with this Aptitude in their Profile.
 - ◆ **Mutation cards** that modify the monsters created by the Dirz Alchemists.

Profile cards on which the various warriors are pictured and described.

Take the time to study the *Hybrid* cards carefully so that you are able to recognise them easily.

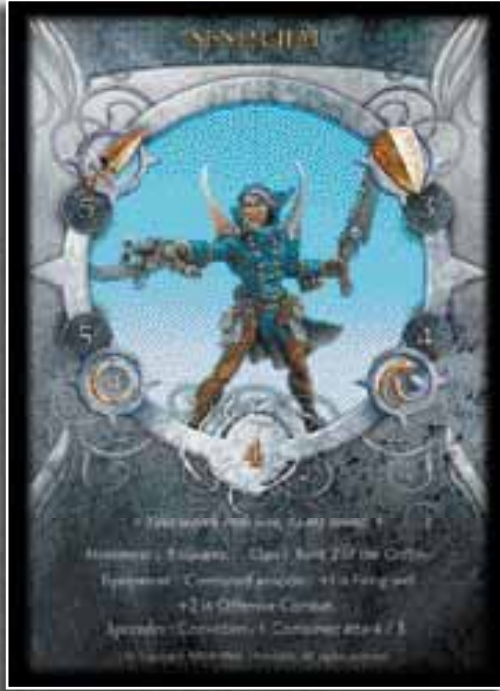
You will also find slightly different Profile cards with blue and orange backgrounds. These allow you to use the *Hybrid* figurines in *Confrontation* and *Rag'Narok*, two other games in the **RACKHAM** series that also take place in Aarklash.



REFERENCE PROFILES

The characteristics of each *Hybrid* warrior in terms of Equipment and Aptitudes are given in statistical form. These constitute the warriors' reference profiles.

Each warrior has his own card that uses pictograms to help you identify the statistics.



In general, the higher the number on the card, the stronger the warrior in the associated discipline. It should be easy to recognize the fastest and strongest warriors at a glance.

A Profile card sometimes represents a Champion – a unique figurine – or, more commonly, several warriors of the same class. In the latter case, all the warriors have the same basic characteristics. As far as the rules of the game are concerned, they are identical.

NATURAL VALUE

The Natural Value **NV** is the most important of the warrior's characteristics. It represents the warrior's strategic importance, his overall power and his life force.

Each time a warrior suffers a Wound, his **NV** is reduced by 1 point. When this value reaches 0, the warrior is out of action and his figurine is immediately removed from the board.

The Natural Value of a warrior also determines his Success Level **SL** in everything he undertakes. The higher a warrior's **NV**, the better his chances of success! Accordingly, a warrior with a high **NV** has excellent Action potential while a Wounded or less fortunate warrior has less chance of being successful in difficult or risky undertakings.


ACTION MODES


The 4 Action modes, **Offensive Combat**, **Defensive Combat**, **Firing and Moving**, are described on the warriors' Profile cards (see above).


Each value indicates a warrior's competence level in each discipline. The higher the number, the more proficient the warrior is in the relevant field. The average value in Action mode for all the warriors is 4, hence, any value higher than 4 indicates that the warrior is gifted.


If a “-” appears opposite an Action it means that the warrior in question cannot use the corresponding Action.

Example: a “-” appears opposite *Firing mode* on the *Aberration's* profile card. This is because the *Aberration* doesn't possess a *projectile weapon*, and is therefore, *incapable of firing!*

 **Offensive Combat / OC:** this is the mode used for hand-to-hand combat: the higher its value, the more devastating the warrior's attacks.

 **Defensive Combat / DC:** this mode encompasses all parrying techniques and evasive actions. A warrior who is gifted in this field is very difficult to injure. An exceptionally high **DC** enables the beneficiary to hit back at his enemy after avoiding a blow.

 **Firing / F:** some warriors can fire weapons, this mode indicates their talent and precision in combat at a distance. An exceptionally high value means that the warrior is a master marksman.

 **Moving / Mv:** it is essential that a warrior know how to fight, but there are also situations where it can be just as crucial to know how to move like the wind or how to creep up on an enemy without being heard. A high value in this field means that the warrior has understood that it is sometimes better to run away and to live to fight another day.

MOVEMENT

In between the portrait of each warrior and his Equipment details, you will find his Movement / **Mt** value. This indicates the distance that a given warrior can travel. The value indicates the number of free squares a warrior can cross when it comes to take his turn. The average **Mt** value is 7.

Some squares are more difficult to cross than others, generally because they are littered with debris or because they are occupied by pits. These squares sometimes require several Movement points if they are to be crossed.

EQUIPMENT

This indicates the principal objects the warrior carries with him into combat.

Weapons, shields and suits of armour afford their bearers modifiers that influence the outcome of the roll of the dice. It is always easier to parry an attack when you have a shield!

Example: a Hybrid has Fused Weapons that give him a +2 modifier in Offensive Combat Natural Rolls. Without taking into account any modifiers, the Hybrid's SL in Offensive Combat mode is equal to his Natural Value (3). If we add to this his Weapon's modifier (+2) we are left with $3 + 2 = 5$.

APTITUDES

Some warriors are endowed with special powers or hereditary gifts, their Aptitudes. The description and the values of their effects on the game are described on **page 30** of this booklet.

Some of these are given with a power level preceded by a "/". Where the description of the Aptitudes indicates an X, this is replaced by a number on the Profile cards.

Example: Mutation / 1 for a Hybrid.

RANKING

The role of each warrior in the army's hierarchy is detailed in this section. The warriors are ranked from 0 to 4. The higher the value, the more important the warrior is.

- ◆ **RANKS 0 and 1** are filled by simple foot soldiers. Those in the 0 category cannot undertake mission objectives.
- ◆ **RANK 2** is an elite grade that indicates that the bearer is an influential person in the community.
- ◆ **RANK 3** is reserved for exceptionally powerful creatures and emblematic personalities.
- ◆ **RANK 4** is reserved for legends whose power defies belief.

SOME CRAZY RUMOURS EVEN IMPLY THAT A FIFTH RANK EXISTS...

THE GAME TILES

The combats take place on square boards called **Tiles**. Each of these comprises 64 squares (8 x 8 squares).

The bases of the various warriors are also square so it is very easy to move a figurine from one square to the next.



GENERAL RULES

THE DIE ROLLS

MAKING A NATURAL ROLL

Most Actions undertaken by **HYBRID**'s protagonists (attacking, defending, firing...) are regulated by Natural Rolls of the dice.

To make a Natural Roll, you have to roll one of the ten-sided dice (D10) and score a total that is equal or inferior to the relevant warrior's **NV**.

Example: a Purifier attempts a Natural Roll. His NV is valued at 3. The Action is successful if the player in control rolls a 1, a 2 or a 3 with the D10.

D10 are often numbered from 0 to 9. In *Hybrid* the 0 represents 10.

During the game, numerous modifiers can influence a Natural Roll. They can be positive or negative and influence the total that you must roll with the dice accordingly. The total sum of the warrior's NV and its modifiers determine the **Success Level** of the Roll.

$$SL = NV + 1 / \text{WOUND (+MODIFIER(S))}$$

Example 1: an Hybrid is trying to injure an enemy with his sword. The Scorpion warrior hasn't sustained any Wounds and his NV is valued at 3. To succeed, he must roll 3 or less with the D10. However, the clone's sword affords him a +2 modifier in this situation, his SL is therefore $3 + 2 = 5$. Hence the clone must roll a D10 and get a 5 or less to succeed.

Example 2: attacking an enemy from behind is easier and therefore the SL for such an Action is increased by 1 point. Our Hybrid's SL is therefore the sum of his NV (3), the bonus for his sword (+2) and the bonus afforded by the attack from behind (+1) or, $3 + 2 + 1 = 6$. He succeeds if he rolls 6 or less with the D10.

PERFECT SUCCESS & CRITICAL FAILURE

Perfect Success is achieved by rolling a 1 with the D10. In this case, the relevant Action is an automatic success. In this manner, an injured warrior can perform a last prowess even in the most desperate of situations.

N.B: A lucky or well-placed blow that comes at just the right time can cause serious damage. Indeed, a Perfect Success during hand-to-hand combat or when firing inflicts an additional Wound on the designated enemy (see below).

Example: a warrior rolls a 1 on a Natural Firing Roll. His target loses not 1 but 2 NV points!

Critical Failure occurs when a Natural Roll results in a 10. This has the opposite effect to a Perfect Success and symbolizes bad luck or clumsiness. The relevant Action results in hopeless failure regardless of any modifiers that might come into play.

Example: a warrior endowed with a NV of 5 attempts a test with the benefit of a +5 modifier. Normally there shouldn't be a doubt about the manoeuvre's success, but should the player roll a 10, the test will still result in failure!

ROLLING 2D10

Some Actions require that several D10 be rolled simultaneously. When this is the case, the number of dice is indicated: for example, "roll 2D10" means that two D10 must be rolled. The player subsequently gets to keep the result of ONE of the dice.

POSITIONING THE WARRIORS

The warriors are positioned with reference to their four aspects: the front, the left side, the right side, the back.

In most cases a warrior's position is obvious, however, the postures of some warriors can be confusing at this stage of the game. If this is the case, tell your adversary at the beginning of the game which side of the warrior you consider to be the front. The rest will then fall into place.

The positioning of a warrior before and after he is moved is paramount. If you expose a warrior's back to his enemies, your error could prove fatal!

- ◆ **A WARRIOR IS MORE EASILY WOUNDED** from behind by an enemy. The Offensive Combat chapter gives you more detailed information on this aspect of the game.
- ◆ **A WARRIOR CAN ONLY ATTACK** an enemy who is in front of him although he can defend himself on both sides.
- ◆ **A WARRIOR CANNOT INTERACT** with surroundings that are behind him (open a door, activate a lever etc.)

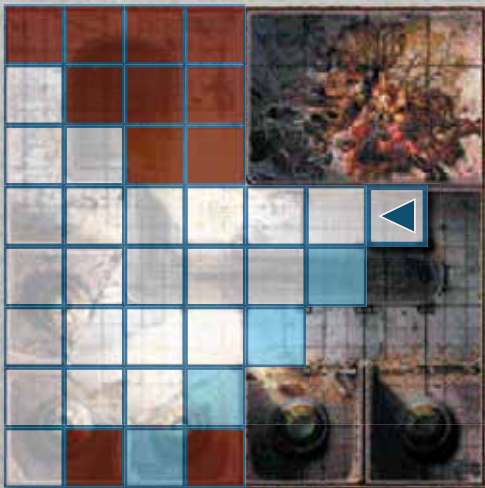
ANGLE OF VISION

A warrior's angle of vision is determined by the front face of his base and is shaped like an inverted triangle (see diagram).



LINE OF SIGHT

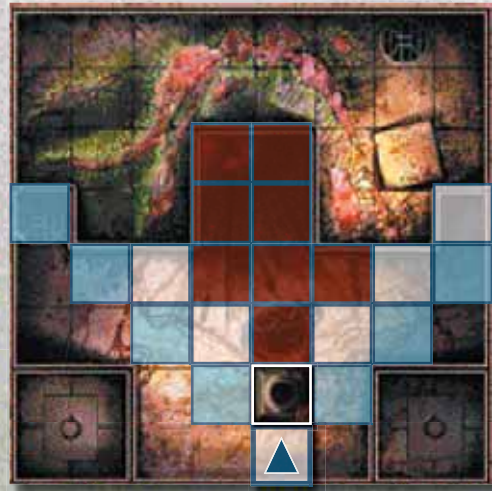
A warrior can see all the elements that are located within his line of sight. However, this line of sight can be blocked by numerous obstacles: figurines (friend or foe), walls, pillars and closed doors all block a warrior's line of sight.



IMPORTANT! *The Hybrid Tiles represent the sinister laboratories built by Dirz the Heresiarch. They consist of experimental labs filled with strange instruments, linked by a maze of corridors, many of which have caved in. No notice should be taken of the elements depicted on the board – these do not impair the line of sight in any way. This is not the case of the various counters that you will have to position on the board or the walls that mark the boundaries between the different rooms.*

If you want to know whether a figurine can see an element of the game, trace an imaginary straight line between the warrior and the object in question. If there are no objects on this line, then you can assume that the warrior can see it.

The line of sight enables you to determine whether the different protagonists can see each other and whether it is possible for you to fire at an adversary.



FIGURINES'S ORIENTATION



DIRECT DIAGONAL



ANGLE OF VISION



BLIND SPOT



ELEMENT OF THE SCENERY (PILLAR)

THE DARKNESS OF LABORATORIES

The Scorpions' clandestine laboratories are particularly dark. The lighting is, at best, summary, and the flickering flames of the torches that adorn the walls make it impossible to see beyond 8 squares. This is also the maximum range of firearms.

Therefore, a warrior positioned 9 squares from the nearest enemy cannot be seen, even by an adversary looking directly at him.

MOVING YOUR WARRIORS

The game is now underway. You have positioned your figurines and established their order of activation. Now it is time to move your warriors...

Independently of the Action mode you have chosen (see Action mode section page 19), if you wish to move a warrior you will have to perform a Movement. The maximum number of squares the warrior can cover is indicated on the Profile card under the heading Movement. A warrior retrieves the totality of his Movement points at the beginning of each round.



ACTIVATION

The Hybrid warriors move one by one following the order determined by the players. This is called the **Activation Sequence**.

Firstly, the players make an **Activation Roll** using the D10. The player with the lowest score begins. He then chooses whether to activate his fighters first or to force his adversary to activate his warriors. If the scores are tied, the players should roll again.

The players then determine the order in which they will move their warriors. For this purpose, both players have several numbered counters that they place next to their warriors according to their chosen Activation sequence. Each warrior must have his own counter before the game can begin.

In order to keep the Activation sequence secret, the counters are positioned with their numbers hidden and the players choose the order in which they are distributed. Of course, the aim is to develop a strategy that will confound your adversary.

Example: the player first places the counter nr. 4, face down, next to the warrior he wants to move in fourth position. His adversary wonders whether this will be the first warrior activated, or whether the player is bluffing.

Once both sides have established their Activation Sequences and distributed their counters, the player who scored the lowest score on the Activation Roll reveals his first counter and activates the corresponding warrior.

Once the actions of this warrior have been completed, it is the other player's turn to reveal his first counter. The players take turns activating their fighters until all of them have been activated.

Example: two players go to battle. The player who won the Activation Roll chooses to go first. He activates the figurine placed next to counter nr. 1 and completes its actions.

It is then his opponent's turn and he activates the first warrior in his Activation Sequence.

This done, it is the first player's turn again and he activates the second warrior in his Activation Sequence...

This exchange continues until there are no warriors left to activate.

MOVEMENT AND BASE-TO-BASE CONTACT

Unlike in *Confrontation*, in *Hybrid* there is no fray. A warrior can move around freely as soon as he is activated even if he is in base-to-base contact with an enemy or if he is wounded. He must nevertheless have enough space and the Mt value needed to carry out this manoeuvre.

In *Hybrid* a warrior cannot leave an opponent just to return into base-to-base contact with him on another square in one Movement. This avoids "strategic retreats" followed by attacks from behind on the same enemy.

MOVEMENT AND WOUNDS

Like his NV, each wound suffered reduces a warrior's Movement by 1 point, the minimum being 0. If a warrior has been nursed back to health, his Movement value is revitalized proportionally to the number of NV points retrieved. The warrior cannot, however, exceed the Mt value on his Profile card.

Example: a warrior has a Movement value of 7. If he suffers 2 Wounds, his Movement value becomes 5. During a round, an event enables the same warrior to retrieve 1 NV point. Accordingly, he retrieves 1 Movement point.