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**D**awn was breaking on the horizon. Alahel, Messenger of King Gorgyn of Alahan, was getting ready. He went to the sentries and ordered them to go in advance. Both Reapers set off in the half-light. The Messenger woke his men one by one with a firm grip and steady words.

Cadwallon was more than a week's march away. Many perils awaited them before then... The forest of Fillyue was not as safe as the Elves claimed. The first rays of Lahn, the sun, warmed the still sleepy faces of this small squad charged with escorting Alahel. The Messenger could hear the distant roar of one of the river Amilan's many waterfalls. A scout broke Alahel's reverie. The Reaper had found a village one kilometre ahead.

The village greeted the men with a heavy silence. There was no smoking chimney, no sign of life. Alahel, quiet and careful, told his men to stay close and to be prepared for anything. The houses' doors were open. In some, tables were laid. The hamlet's inhabitants had left in haste. He had heard of similar cases with Wolfen attacks, but here it was different: nothing had been rampaged.

The Messenger had no time to unravel this mystery, he had a mission to carry out. As he came out of a house, he had the unpleasant feeling of being watched. He was not the only one: his men, veterans of many campaigns, seemed nervous too. All of a sudden, the bell of the village's tiny church tolled wildly, as if it were the end of times... Skeletons and scraggy zombies came out of cellars, sheds, wells and the graveyards' tombs.

Alahel ordered his men to get out of this deadly trap as quickly as possible. But within moments, the troops of the Lion were surrounded. The Archers and Reapers managed to shoot down a few of these macabre puppets, but nothing seemed to be able to stop their progression.

Alahel easily guessed the villagers' fate. The flesh of some of the living-dead had not yet started to rot. Their foul smell was not yet strong enough to betray them. All around him, it was only grunts, painful sighs and horrified expressions.

The damned of Acheron, the accursed barony, were well-known to the Lions of Alahan. None of the Messenger's soldiers gave in to panic. Instinctively, they formed a square around the marksmen and moved forward-trying to keep in formation. The Paladins' sacred swords and the soldiers' spears easily cut through shredded clothes, soft flesh and fragile bone. But for each fallen dead, two more took its place. Alahel opened the way, trying to keep all his concentration. The ballet of his sword Deliverance and that of his sacred spear easily broke the disorganised ranks of the grimaacing horde.

Behind him, a Sword Player protected an injured Spearman cut off from the rest of the group with his life. A rusty scythe bit deeply in his leg. His scream of rage filled the air before dying out.

The masses of the dead were diminishing when a rider mounted on a terrifying war-horse suddenly came out of the forest, a macabre sword drawn clear. With a single powerful charge, he forced his way through to the heart of the battle and with one blow killed a soldier of the Light.

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Not a single drop of blood came to taint his brothers' clothes. The monstrous sword of bone and Darkness, a Carnage Blade, had already drunk the vital fluid.

It was made easy now for the few remaining living-dead to launch themselves into the open wound made to the square by the terrible charge of their lord : a Crane Warrior riding a war-horse of Darkness. The soldiers of the Lion found themselves separated from each other and facing odds of more than three to one.

Alahel drew from his inner strength in an attempt to join his men and help them, but he was himself overwhelmed by Morbid Puppets armed with clubs. While the ridiculous puppets fell before him, his soldiers were dying needlessly. Rage was gradually building in the Messenger's heart slowly bending his will. Soon his fencing became whirling, powerful but imprecise. Each of Alahel's blows sent a slave of Darkness back to Hell.

The Crane Warrior was watching, impassive.

The Champion of Darkness defiantly pointed at Alahel with his Carnage Blade. The Puppets moved away as the infernal mount charged again. The King's Messenger dodged the terrible Blade at the last moment and drove Deliverance deeply in the putrid flank of his enemy's beast. The rider and his mount crashed to the ground a dozen metres away in a clash of thunder. Unfortunately, the Messenger had not had the strength to withdraw his weapon from the zombie war-horse's body. But he still had his spear, and especially his bow. He planted his spear and put a knee to the ground. The Crane stood up, slowly, disoriented by his terrible fall.

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His helmet crowned with ram horns had fallen, revealing a putrefied face and sparse hair. Deep in his empty sockets danced the twin flames of Death and Damnation. Alahel had a slight hesitation as he drew his arc. This face seemed familiar...

The Crane charged giving a guttural moan full of imprecations and hate. The arrow buried itself deeply in his breast where his heart should have been. Alahel had barely the time to switch to his sacred spear before parrying a blow of spectacular force. Had he not already been kneeling he would have been sent sprawling to the ground.

The Messenger circled his opponent to recover Deliverance, to no avail. The Crane was on him in a single stride. The Champion of Death had no care for his own safeguard: his blows would shatter stone. Alahel pushed his prowess beyond his limits to escape harm. Finally, he managed to get hold of his weapon.

It was at this moment that Alahel saw that parts of the Crane Warrior's armour came from the armour of a Knight of the Lion. But the Crane Warrior revealed in turn an axe in his free hand. Doubt overcame Alahel. This sinister opponent was toying with him. What new trick had he in store for him? The two Champions exchanged a long look. Alahel contemplated all of Death's blackness in the eyes of his enemy.

The obvious suddenly daunted on the Alahan Messenger : « You are Tharn, Knight of the Lion brought back to life by Rhea Of Brisis after the battle of Kaiber. »

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The Crane answered in a barely intelligible whisper.

« You are not strong enough to defeat me. Find me when you are stronger and able to confront me. Go now if you value your life. »

Alahel stepped back. Reluctantly, the Messenger turned away : he had yet a mission to accomplish. The survivors of his squad were still battling the hordes of the damned. He admonished his men to retreat and get away as fast as they could.

The war-axe whistled past Alahel's ears and stuck in a door frame, reminding him not to turn back.

« I promise you, Tharn, that I will return and free you of the Evil gnawing at you... »

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## introduction

You have just acquired a figurine intended for the war game **RAG'NAROK**. This game stages vast armies, from numerous peoples, who confront each other on epic battlegrounds for the dominion or the survival of their species. For you to be able to play with the **RAG'NAROK** figurines, here are the **CONFRONTATION** game rules.

**CONFRONTATION** is a game which marks the beginning of **RAG'NAROK** in skirmishes with often crucial consequences. **CONFRONTATION** offers a simple game system that enables you to simulate small skirmishes between rival factions with loads of game play and fun.

To start playing **CONFRONTATION**, you will need a few 6 sided dice (D6). You can start a game with your friends just after choosing your figurines !

The **CONFRONTATION** rules are enriched by three supplements : **INCANTATION** that deals with magic and the casting of spells, **DIVINATION** that is devoted to the various aspects of faith and finally **INCARNATION** that allows your Characters to evolve and grow when dealing with quests by means of scenarios.

As you build up bigger armies, you will be able to use the **RAG'NAROK** rules to simulate bigger conflicts. Some rules differ between **CONFRONTATION** and **RAG'NAROK** but to go from one system to the other will present no difficulty, the game principles being the same.

We hope that **CONFRONTATION** will give you as much fun playing it as we have had creating it !

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## the figurines

**RACKHAM** takes the greatest care at every stage of the design and the making of each of your figurines.

For best results when painting your figurines, we recommend the use of a modelling knife, as well as a selection of small paint brushes and acrylic modelling paint.

Before you start painting your figurines, remove all metal excess with your modelling knife, with the blade facing outwards, to prevent hurting yourself. Then apply a black or white undercoat.

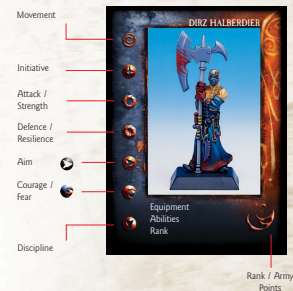
Once both stages completed, you are ready to start painting your figurine. The Reference card supplied in the blister can be used as a painting guide or you may wish to invent your own colour schemes to give a personal touch to your army.



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## the reference cards

Each figurine's characteristics and attributes are summed up on a card called a Reference card. Some warriors have several cards : these describe artefacts or special capacities reserved to them.



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## the characteristics

The characteristics of each figurine are represented by pictograms followed by numbers. These pictograms are identical for each army. The name indicates the type of troop the warrior belongs to. Some warriors have their own name and are called **CHARACTERS**.

**MOVEMENT / M.** : number of centimetres that the figurine can cover by moving normally. All moves depend on the Movement. The second number represents the normal moving distance of flying creatures when they manoeuvre in their particular environment.

**INITIATIVE / INI.** : symbolises the warrior's reflexes, reaction speed, wits and readiness of mind. A fighter with a high Initiative rating will often act before his opponents.

**ATTACK / ATT.** : the first of the two numbers reflects knowledge in the art of hand to hand combat. The higher the number, the better the warrior will master formidable fighting techniques.

The second rating reflects **STRENGTH / STR.** the physical or magical power of the blows the fighter will inflict in hand to hand combat. Strength takes into account the offensive equipment mentioned on the Reference card.

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**DEFENCE / DEF.** : the first rating includes dodging, the parrying techniques and the defence equipment. The second number symbolises **RESILIENCE / RES.** the capacity to take blows, to resist pain and be tenacious. It includes the defensive equipment mentioned on the Reference card.



**AIM** : capacity to efficiently use a long distance weapon. Some fighters do not have a number associated with Aim : this means that they cannot fire. The weapon used, its range in cm and its own Strength are indicated in the Equipment part of the Reference card.



**COURAGE / COU.** : this rating symbolises the bravery, the composure and the fortitude of the warrior when faced with terrifying creatures. Courage is opposite to Fear.



**FEAR** : some creatures, by their repulsive or horrible nature, are capable of spreading panic within the enemy's ranks and possess a rating in Fear. Fear is opposite to Courage.



**DISCIPLINE / DIS.** : this characteristic reflects willpower, tactical ability and military strategy. Disciplined warriors are excellent soldiers who react rapidly to orders or who know how to efficiently lead their troops.



**POWER / POW.** : Power is the sum of occult knowledge and spell casting ability. Only Magicians and certain creatures possess Power. Power is not used in the CONFRONTATION rules but is fundamental to INCANTATION.

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**FAITH** : the supplement DIVINATION is devoted to the various aspects of Faith. Faith represents the intimate link that ties a believer to his god. The higher the ratings, the more the believer will be able to accomplish Miracles. Only the Faithful and certain creatures possess scores in Faith.

**EQUIPMENT** includes the weapons, armours and objects carried by the figurine. Some troops have special equipment. Other rarer artefacts have formidable powers and belong to Characters.

**ABILITIES** indicate the particular capacities that the figurine possesses. You will find the list of the main Abilities at the end of this booklet.

**RANK** symbolises the position or status of the warrior within his army. There are eight ranks in the hierarchy.

Irregular : the figurine is not a proper soldier.

Regular : the fighter is an ordinary soldier of his army.

Veteran : this is an experienced warrior.

Special : a specialist is formidable in his own line of combat.

Elite : an elite counts amongst the best soldiers of his army.

Creature : a dangerous fighter capable of facing many enemies.

Living Legend : an emblematic figure of the army.

Major Ally : a fantastic being, an infallible support to the army.

**ARMY POINTS / A.P.** measure the warrior's value. The higher the number, the more powerful the fighter. This evaluation allows to balance the forces that will confront each other.

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## t h e s i z e s

Four different sizes exist for the figurines and scenery elements. These have influence, in particular on Firing and Physical Feats.

**Small** : Dwarf Bombardier, Familiar, Goblin Brat, Mid-Nor Dwarf, No-Dan-Kar Goblin, Tir-Na-Bor Dwarf.

**Normal** : Giant Barbarian, The Griffin Executioner, Human, Melmoth, Sasia Samaris, Spectre of Acheron.

**Large** : The Almighty Crane, Brontops, Cavalryman, Devourer, Dirz Tiger, Elemental, Minotaur, Sophet Drahas, Troll, Wölfen.

**Very large** : Belial, Dragon, Giant.

The Equipment and posture are not taken into account in the size of a figurine.

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## the counters

War-staff and Character miniatures, except Magicians and Faithful, come with pre-cut counters. These counters will allow you to quickly identify the condition and wound level of a fighter on the Battleground. Two other counters will give you the opportunity to create Trap effects.



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## making a characteristic roll

In some cases, players will have to make a die roll regarding a particular characteristic. This test determines if an action is a success or a failure.

To make a characteristic roll, all you have to do is roll a D6 and add the result of the die to the score in the relevant characteristic. If the die result is 6, you may immediately re-roll the die and add the new result to the previous total. You may re-roll the die as long as you get a 6. This does not apply to Damage rolls.

On the contrary, if the die result is 1, the roll is an automatic failure, whatever the action undertaken might have been (a simple roll, Ability roll or any other).

This rule goes also for a re-rolled 6 : a 6 followed by a 1 ends up to be a failure as well.

It may happen, in some cases, that a characteristic's score drops under 0. This eventuality is perfectly acceptable, except for Resilience / RES. If a fighter's Resilience drops under 0, he is then considered KILLED OUTRIGHT and immediately removed from the Battleground.

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## setting up the game

The only necessary elements are a game surface, called the Battleground, and several 6 sided dice (D6) to resolve characteristic rolls.

Each player sets up his group of fighters (figurines), and adds up the number of Army Points / A.P. of all his warriors. As a rule, this total must be equivalent for each player, in order to balance out the armies that will oppose each other. So the winner will be the finest strategist...

A player's total may be slightly higher than his opponent's, if the imbalance does not exceed half of his least expensive figurine's value in A.P.

A reference card represents up to the number of figurines originally provided in the blister pack. There may not be more than one figurine representing the same Character on the same side.

## the approach

Once the Battleground is set up, it is divided into two equal sections, called deployment areas. Each player then decides on which side he will place his troops. The fairest way to choose sides consists in rolling a die. The player with the highest score gets to choose his deployment area. This method forces the players to organize the Battleground in an impartial manner, as none of them knows which side will be his.

The Approach is the phase where all the figurines are placed, one after the other, on the Battleground, before the battle itself.

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The player's Reference cards are shuffled and placed in a pile, face down. Each player then rolls a die based on his army's best Discipline rating : the « **Approach Roll** ». In the case of a tie, the dice are rolled again.

The player who has won the Approach Roll picks up the first card. This card represents the fighter(s) that can be deployed, in other words, placed in the player's deployment area.

When a player picks up one of his own cards, he may choose to keep it in hand and activate the warriors it represents later. This card is called the Reserve card. Each player may only have one Reserve card at a time though the player who has won the Approach Roll may keep one extra Reserve card. It is possible to activate as many Reserve cards as one wishes, but only in one's own game round.

When a player picks up a card that represents enemy troops, the player to whom the figurines belong, to must immediately deploy the pieces that the card represents. It is impossible to swap a card given by an opponent with a Reserve card. A player may never deploy a piece that does not belong to his side. The card is then put aside. It is now the next player's turn to pick a card.


Under no circumstances may a figurine be deployed in order to be able to Charge or Engage an enemy figurine in the first round. This rule does not take into account magical artefacts, spells and Abilities which affect the Movement.

In the case when a player should pick up a card and there are none left, he must deploy the figurines that correspond to one of his Reserve cards. Once all cards have been picked up and all pieces deployed, the Approach phase is over.

The first Confrontation round can now begin...

## game round

A Confrontation round is divided in game phases which symbolise all of the fighters' actions. Each game round is divided into three phases which always follow each other in the same order.



**1. movement**

The players first move their troops...


**2. firing**

then, those equipped with long range weapons, may fire...

**3. hand to hand combat**

And finally fight in Hand to Hand Combat. Once the Combats are over, another game round starts.

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## movement phase

The Movement phase allows the players to move their figurines on the Battleground. In order to establish which fighter will move first, all the Reference cards are shuffled and a new pile is made. As for the Approach phase, each player will make a die roll based on his side's best Discipline score. This roll is called the « **Tactical Roll** ». The Tactical Roll takes the same form as the Approach Roll.

The player who wins the Tactical Roll :

- picks up the first card.
- may keep one more Reserve card.
- will act first in case of a tie on the Initiative in the Firing phase.
- will freely split the frays in the Hand to Hand Combat phase, and will choose the order in which the combats will be resolved.

Each player, in turn, picks up a card, and may choose to keep it as a Reserve card according to the Approach rules. There are no limits to the number of Reserve cards a player can activate simultaneously. A Reserve card is activated when a figurine can be moved. The activation of a Reserve card cannot interrupt an enemy's Movement.

The figurines represented by the card can move. A figurine does not have to use its whole Movement rate, and can even stand still !

Obstacles can also slow down troops. Towards the end of this booklet, you will find a Movement Table. Only one Movement type can be chosen in a Movement phase. All Movement types are explained below.

A fighter can move through another fighter only if their cards are activated at the same time.

A warrior who engages an enemy in a fray after a move, must be placed in total base to base contact with his opponent. The figurine's base size determines the maximum number of opponents that can be engaged with it :

- Infantry / 25 x 25 : 4 opponents.
- Cavalry / 25 x 50 : 6 opponents.
- Creature / 37,5 x 37,5 and bigger bases : 8 opponents.

## main movements

**WALKING**

The figurine can move in any direction up to a number of centimetres equal to its Movement characteristic and can freely position itself at the end of its move.

**CHARGING**

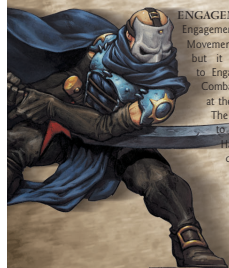
Charging is a very fast move which enables a figurine to engage an enemy in Hand to Hand Combat. A figurine must be able to see the opponent it wants to Charge before it moves. A figurine's field of vision is of 180° from the middle of the front side of its base. The charging warrior can double his Movement rating and go round obstacles.

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If the « target » is out of Charge range /  $M \times 2$ , the warrior must use twice his Movement rating in his target's direction, and face it.

A figurine can Charge another figurine or a battle objective (a fort, an object to be recovered, etc...). A figurine can even Charge to run on the Battleground. In this case, there is no need for a target.

A warrior who has been Charged by an enemy, suffers a -1 penalty to Initiative, Attack and Defence until the end of the round. These penalties are not cumulative if several warriors have Charged the same figurine and cannot bring a characteristic under 0.



#### ENGAGEMENT

Engagement is a less brutal Movement than a Charge, but it enables the warrior to Engage in Hand to Hand Combat an enemy not visible at the start of his move.

The figurine that wishes to Engage an opponent in Hand to Hand Combat can use up to double its Movement rating.

If the Engagement is successful, the opponent suffers no penalties.

#### PHYSICAL FEATS

To do a Physical Feat, a characteristic roll must be made based on a Feat score equal to the Movement characteristic divided by 2.5. It is impossible to fire while accomplishing a Physical Feat.

#### SWIMMING

A warrior who wishes to swim makes a Feat Roll from which he subtracts his Resilience score. If the result is higher than 0, he can use half his Movement rating in the liquid environment, otherwise, he suffers an automatic Light Wound and stays still.

#### JUMPING

To jump, the warrior must have a run-up space available equal to the distance he wishes to jump, be it a long jump or a high jump. An enemy can be Engaged in Hand to Hand Combat after a jump; the effects are then the same as for a Charge.

**The long jump :** the warrior runs and makes a Feat Roll with a difficulty equal to  $4 + 1$  for each length of his own base it takes to get to the other side. If he succeeds, he reaches the other side's edge and his move ends.

**The high jump** calls for a Feat Roll with a difficulty equal to the height, in cm, the warrior wants to jump + his Resilience score. The difficulty is reduced by two points if the obstacle is of a smaller Size than the figurine. If the roll succeeds, the fighter finds himself behind the obstacle and his move ends. Jumping over troops is a high jump. The height is determined by the Size of the largest figurine(s) over which the fighter wishes to jump. SMALL : 2, NORMAL : 4, LARGE : 6, VERY LARGE : 8. If the warrior fails, he suffers a Leg Wound with a Strength equal to the number of cm he wanted to jump (high jump) or the distance to the bottom (long jump).

#### CLIMBING

Climbing an obstacle calls for a Feat Roll from which is subtracted the warrior's Resilience. The warrior then climbs a number of cm equal to the final result of the Feat Roll. Place a marker to represent the figurine's position.

If the roll is negative, the warrior falls : he takes a normal Wound with a Strength equal to the distance from the ground to the point where he started his climbing Movement. If he has failed when he was on a flat area, big enough for his own base to stand, he suffers no Wound.

If a warrior, for whatever reason, decides to deliberately fall, he suffers a Leg Wound with a Strength equal to the distance from the ground, but will subtract his Feat score from the Damage Roll. There will be no need for a Damage Roll if the result of the subtraction of the Feat Score from the Strength of the fall is negative. In other words, as long as the fighter's fall does not exceed his Feat Score he will remain unharmed.

#### s p e c i a l m o v e m e n t s

##### DISENGAGEMENT

A fighter can Disengage from a Hand to Hand Combat during his Movement phase. He cannot Disengage from a combat if he has been Charged or Engaged in the current Movement phase or if he is Engaged with the maximum of opponents allowed by his base (see Movement phase).

If he wishes to Disengage from a combat, he must succeed on an Initiative Roll. This roll has a difficulty of  $4 + 2$  per opponent Engaged against him.

If he succeeds, he can move at his normal Movement rate in any direction. He may even Engage another opponent or fire normally. If he fails, he cannot break away from the combat, and he will not be able to put any dice in Attack in the next Hand to Hand Combat phase. He may however Counter-attack or use the Ambidextrous Ability. A fighter may not Re-engage an opponent he has just Disengaged from in the same round.

#### DODGING

Whether he is making acrobatic moves, or moving very close to the ground, the fighter who Dodges moves at half his Movement rate and will not be able to do anything else until the end of the round. However, the range of the shots fired at him will be one level higher. For example, a Short range Aim becomes a Medium range Aim.

Troops with a mount in their Equipment cannot Dodge, nor can a Dodge be accomplished in Hand to Hand Combat.

It is possible to fire through one's own troops when they are Dodging. A fighter can also fire without penalties through a Dodging warrior.

#### INFLUENCE OF FEAR

Loathsome creatures inhabit Aarklash : some may have a malignant and cynical intelligence, or possess mighty powers. Confronted by such visions, a warrior may lose his calm and no longer react normally to orders or flee.

Before Charging or Engaging a figurine in Hand to Hand Combat, the target must be designated and the necessary moving distance measured. A warrior will have to test his Courage against Fear only if the Hand to Hand Combat is possible.



These same rules apply when a warrior is Charged or Engaged by a Fear-inducing creature. When you have to test for Courage, roll a D6 and add the result to your Courage characteristic. The penalties due to Fear are -1 to Initiative, Attack and Defence. They are cumulative with penalties due to being Charged, but they cannot lower a characteristic below 0.

- if the result is strictly greater than your opponent's Fear, the test is successful and the combat goes on normally. A lesser or equal result is a failure.

- if the warrior fails his test when Charged or Engaged by a Fear-inducing creature, he suffers Fear penalties. If the warrior's Reference card had not yet been activated, he runs away from the frightening creature at double his Movement rate, turning his back to it. He will not Disengage from a combat in which he is Engaged. The Fear-inducing creature must finish its move even if its target has run away. It can designate a new target if the initial target is out of reach. To reach its new target, it has at its disposal the rest of its Movement rating. It may go on until its Movement rate is exhausted.

- if the warrior fails his test when trying to Charge or Engage a Fear-inducing creature, he is paralysed by dread. He cannot move voluntarily and suffers Fear penalties until the end of the round. If the dreadful creature Charges or Engages him in turn, he will automatically flee. If another creature Charges or Engages him, he again tests his Courage in order not to run away. If the warrior leaves the Battleground because of Fear, it is counted as a loss. In the case when several figurines Charge a Fear-inducing creature

simultaneously, only one test is done for the whole group, using the highest Courage amongst the warriors and adding a + 1 bonus for each additional fighter. The result is applied to every warrior involved.

On the contrary, if several Fear-inducing creatures Charge simultaneously the same figurine, they benefit from the same + 1 bonus to Fear.

*Note :* 12 Morbid Puppets, activated simultaneously, cannot all declare a Charge against an Alahan Spearman who can be Engaged by a maximum of 4 opponents.

During each following Movement phase, a warrior under the influence of Fear can attempt another Courage Roll once his Reference card is activated. The difficulty of this new test will be the same as the one that made him run away. This roll is called a « **Rallying Roll** ». If he succeeds, he can play normally. As long as he fails, he keeps running away.

*Note that a fleeing fighter cannot be rallied during the Movement phase in which he succumbed to Fear even if his Reference card had not yet been activated at the time. A warrior who kills outright the figurine that frightened him is automatically rallied.*

When a warrior has overcome his fear against a frightening creature, he is no longer affected by all creatures with an equal or lower Fear rating, until the end of the game. To succeed on a Rallying Roll does not immunise the fighter against the Fear that made him run away.

• The Fear-inducing creatures ignore its effects.

## firing phase

During the firing phase, troops equipped with long distance weapons come into action and may fire at any enemy they see. A figurine's field of vision is of 180° from the middle of the front side of its base.

The line of sight between the marksman and the target must be clear of any obstacles because every element on the Battleground is considered to be a scale representation of what it symbolises. Unless otherwise stated, a figurine may only fire once per round.

To be able to fire, a fighter must :

- see his target.
- not be engaged in Hand to Hand Combat.
- not have moved by more than his Movement rating in the Movement Phase, nor have done a Physical Feat or any Dodging.

You may not measure the distance between you and your target before having designated it. The distance between a marksman and his enemy is measured once the player has designated his target. If the target is out of range, the firing results in an automatic failure.

Warriors fire one by one, starting with the one with the highest Initiative. If several warriors of your army have the same Initiative rating, they will fire simultaneously. If warriors of different armies

have an identical Initiative rating, the marksmen belonging to the player who had the highest Tactical score will fire first.

To fire, make an Aim Roll (roll a D6 and add the result to your Aim characteristic). Depending on the range of the target and the type of firing chosen, the difficulty will be more or less high. It is possible to fire « through » a figurine that is Dodging.

In Confrontation, there exist three ranges and four different types of Firing. Other modifiers can also be added. Another particular Aim exists : Counter-Firing.

## firing range

The weapon included in the marksman's Equipment has three ranges expressed in centimetres : Short, Medium and Long as well as its own Strength. In normal conditions, the basic difficulties are as follows : a result of 1 on an Aim roll is always a failure :

- Short : 4
- Medium : 7
- Long : 10

## types of firing

When he fires, a fighter may choose one of the four following types of Firing, depending on his move :

- **Static Firing** : the marksman has not moved. It is the standard firing option. The difficulty is identical to the base test. This does not include possible extra modifiers.

**- Dynamic Firing :** when the marksman has moved, without exceeding his Movement characteristic, his aim is less precise. The difficulty is increased by one.

**- Precision Firing :** the marksman takes time to aim properly. The Precision Firing is declared when it is the marksman's turn to act. For the remainder of the firing phase, his Initiative is considered as being two points lower for the firing order resolution, and only for that. His firing is delayed. In return, his firing difficulty is lowered by one point. A marksman may not use the Precision Firing advantages more than once in a given round.

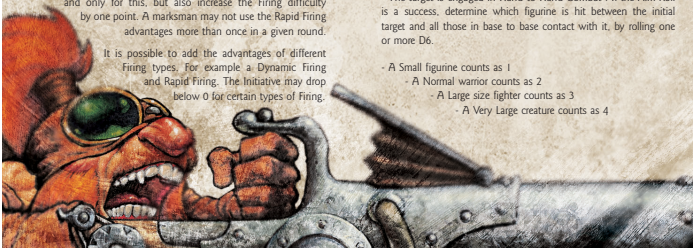
**- Rapid Firing :** the opposite of Precision Firing. Rapid Firing is based on speed more than on aiming. The Rapid Firing is declared any time during the firing phase. Increase the marksman's Initiative by two points for the firing order resolution, and only for this, but also increase the firing difficulty by one point. A marksman may not use the Rapid Firing advantages more than once in a given round.

It is possible to add the advantages of different firing types, for example a Dynamic Firing and Rapid Firing. The Initiative may drop below 0 for certain types of Firing.

### firing modifiers

All modifiers apply to the Aim Roll difficulty :

- The target is only partially visible due to scenery or an obstacle of smaller Size : +1
- The figurine that blocks the aim is dodging : no modifier
- According to the Size of the target, Firing modifiers may apply :
  - Small +1
  - Normal 0
  - Large -1
  - Very Large -2
- The target is engaged in Hand to Hand Combat : If the Aim Roll is a success, determine which figurine is hit between the initial target and all those in base to base contact with it, by rolling one or more D6.
- A Small figurine counts as 1
  - A Normal warrior counts as 2
  - A Large size fighter counts as 3
  - A Very Large creature counts as 4



**Example :** a Goblin Marauder (Small) is engaged by a Rider of Redemption (Large) and a Griffin Spearman (Normal). If a nearby Griffin Fusilier decides to aim at the Goblin, he has only one chance in six to hit his target :  $1 + 2 + 3$ .

**Note :** all Aim modifiers add up.


### counter-firing

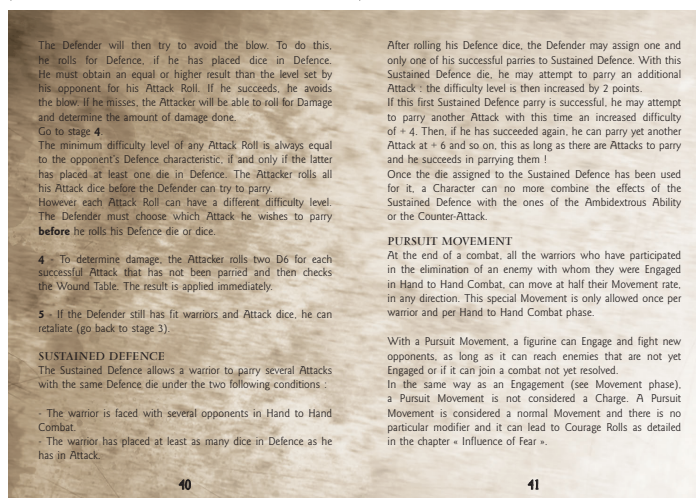
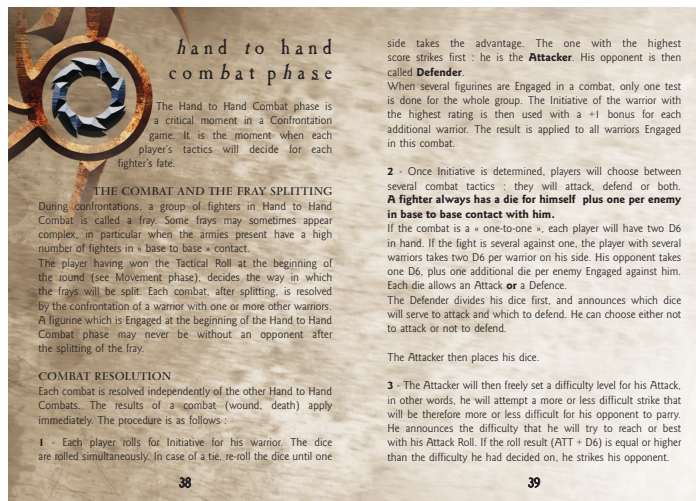
In the Movement phase, if you hold in your Reserve the card of a marksman who is Charged or Engaged by an enemy warrior, you can immediately play the card and declare a Counter-Fire. The Counter-Firing is immediately resolved and the difficulty is fixed automatically at 6. You cannot add the Counter-Firing to a Precision Firing or a Rapid Firing.

If the fighter is Charged or Engaged by a Fear-inducing creature, he must first test for Courage before rolling for a Counter-Fire. In case of a failure, he flees and cannot fire.

Whatever the consequences of the Counter-Firing, the marksman will not be able to place any dice in Attack in the next Hand to Hand Combat phase. If the marksman kills his target in this way, he may move up to a maximum distance equal to his Movement characteristic. If the Counter-Firing marksman's Reference card represents several warriors, only those Engaged or Charged will be concerned by the Counter-Firing rules. The other figurines are no longer considered in Reserve and must move immediately.

If the marksman hits his target, the attacker rolls two dice to determine the damage and refers to the Wound Table at the end of the booklet. The result applies immediately.







**CHARACTERS**

In the world of CONFRONTATION there exist extremely powerful individuals. These Characters are particularly tough and have survived many battles, forging friendships and forming mortal rivalries in the course of their destiny. They are distinguished in that they have their own name. The particular status of these Characters gives them unique Abilities reserved to them.

**MULTIPLE ATTACKS AND DEFENCES**

In a combat, Characters can unleash a hail of blows on their opponents and have the capacity to defend themselves against several enemies. In game terms, this means that a Character may have more combat dice than the average fighter. For each additional die, the Character suffers a -2 penalty in Attack and Defence. You may have as many additional dice as his Attack and Defence characteristics allow, but neither may be lowered below 0. The additional dice as well as the modifications they entail will last until the end of the round.

**THE COUNTER-ATTACK**

A Character can attempt to Counter-Attack rather than defend himself. He must announce it just before his Defence Rolls. The difficulty of his rolls is then increased by 2 points. Each success allows him to cancel an enemy Attack as for a normal Defence, but also allows him to gain an additional Attack die against the opponent whose Attack has been Counter-Attacked.

The Magicians and the Faithful cannot Counter-Attack.

The Warrior-Mages and Warrior-Monks can Counter-Attack, even if they are not Characters.

**MASTER STRIKE**

If your Character has at least two dice in Attack, he can attempt a Master Strike. Do only one Attack Roll, all other Attack dice are lost. If the Attack is not parried by the opponent add the difficulty chosen for the Attack Roll to the result on the following Damage Roll.

**combat example**

While the armies of Alahan and Acheron are battling in the distance, a small Lion detachment lead by the Red Lioness attempts to reach the battlefield. As they get to the surroundings of a nearby wood they are attacked by a few scattered living-dead.

With a terrifying howl, a Wollen Zombie Charges a Paladin. The Paladin is within Charging distance of the Wollen Zombie. Before the Acheron player moves his figurine, the Alahan player rolls for Courage to determine whether his Paladin succumbs to Fear or resists it. The Paladin's Courage characteristic rates 5 while the Fear score of the Wollen Zombie is 8. The Paladin has to roll 4 or more on his D6 in order to best the Fear rating of his opponent. The Alahan player rolls 5 and therefore gets a total Courage result of 9 / 5 (COU) = 4 (die result). The brave Paladin knows no fear and will not flee. He suffers no penalties due to Fear but as he is Charged he suffers a -1 penalty to Initiative, Attack and Defence until the end of the round.

The figurine of the Wollen Zombie is moved and placed in total base to base contact with the Paladin's base. The two fighters are now in Hand to Hand Combat. At this point, each player does an Initiative test to determine which one will take the advantage over his opponent.

The Acheron player rolls a 2, which gives him a total of 5 / 3 (INI) + 2 (die result). The Alahan player also rolls a 2 for a total of 4 / 3 (INI) + 2 (die result) - 1 (Charge penalty).

His score being lower, the Alahan player has to place his dice first. As it is a one to one combat, each figurine has two D6. Cautious, the Alahan player chooses to place one D6 in Attack and the other in Defence. Seeing this, the Acheron player, quite confident in his fighter's strength, places both dice in Attack.

The Wollen Zombie strikes first and the Acheron player now determines the complexity of the Attacks of his fighter. He freely chooses for each Attack a difficulty level which he has to reach or best by rolling a D6 and adding the result of the roll to his Attack characteristic of 6. He chooses a difficulty level of 9 for both his strikes. The results on the Attack dice are 2 and 5. Only one Attack reaches the level of 9.

The Paladin now attempts to parry. His Defence level is the same as the Attack level his opponent has chosen. He has to parry at a level of 9. His Defence rating is 3 + 1 = 2 as he is still penalised by the Charge. He will have to roll a 6, followed by at least a 2 on his D6 as a 1 is an automatic failure on a characteristic roll even if it is rolled after a 6. Anxious, the Alahan player rolls his unique Defence die and gets a 3. This is not enough to parry his opponent's terrible blow.

The Wollen Zombie wounds his enemy. The Acheron player rolls two D6 to determine the damage caused by the Attack of the fierce creature. The dice show a 3 and a 6 which adds up to 9 + STR 13 (the Wollen Zombie's Strength) - RES 7 (the Paladin's Resilience) = 15. The players read the Wound Table at the end of this booklet. The smallest result locates the Wound : 3 / the Torso. The final result is 15 in the Torso : a Critical Wound. The Wound effects are immediate : all the Paladin's D6

results on INI, ATT, DEF and AIM will be reduced by 3 points until the end of the game. Diminished but still standing, the Paladin is ready to Attack in turn...

At a short distance from there, the Red Lioness has been Charged by 4 Zombies and has just gained the Initiative. The Zombies have two D6 each, that is a total of 8 dice. Hoping to eliminate the Lion Heroine by outnumbering her, the Acheron player places all his dice in Attack. The Red Lioness has one D6 + one additional die for each enemy in base to base contact with her. That is a total of five D6. The Alahan player chooses to place two D6 in Attack and three in Defence.

The Zombies having placed no dice in Defence, the Alahan player chooses the lowest Difficulty level, that is 8. The Attack rating of the Red Lioness is indeed 7 - 1 due to the Charge penalty and a result of 1 on a characteristic roll is an automatic failure.

The Lion player rolls his 2 dice and gets a 1 and a 5. Only one of his Attacks succeeds. When rolling for Damage, the Red Lioness manages to Kill Outright one of the Zombies on a double thanks to her Sacred Sword.

The three surviving Zombies can now Attack. The Acheron player has only 6 dice left. He chooses a difficulty level of 7. He rolls all his dice simultaneously and gets 6, 2, 5, 6, 2 and 3. The Attack characteristic of the Zombies rates 4. The Acheron player needed at least a 3 to reach the difficulty level of 7 that he had fixed. Four of his Attacks are then successful.

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The Red Lioness must now attempt to parry the blows. The Alahan player rolls his 3 Defence D6 and gets 1, 4 and 3. The Lioness' Defence rating is 6 - 1 due to the Charge. Two of the Zombies' Attacks are parried.

As she succeeded in parrying at least one Attack, the Red Lioness may attempt a Sustained Defence. The difficulty level is equal to the initial difficulty increased by 2 points, that is 9. The Lion player rolls a die and gets a 5. Another Attack is parried.

After this first successful Sustained Defence, the Red Lioness can attempt to parry the last Attack. The difficulty is now increased by 4 points, that is 11. The Lion player will have to get a 6 on this roll in order to successfully parry.

Will Fortune smile once more on the Red Lioness...

Note : This example uses the characteristics of the 2nd incarnation of the Red Lioness.

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## abilities

Some fighters possess particular faculties, sometimes innate, sometimes acquired after long training : Abilities. When a warrior possesses special Abilities they are mentioned on his Reference card. Each of their effects are explained below. Some Abilities are given with varied numbers indicated / X, as for Leadership / 10 means a leadership range of 10 cm. Regeneration / 5 means a success for a result of 5 or more.

**Additional limb** : a warrior who possesses Additional limbs can strengthen his offensive or defensive power by striking an opponent on all sides or by defending himself with relentlessness. This Ability is activated before the Initiative Roll, in the Hand to Hand Combat phase. The warrior may invert his scores in Attack and Defence. These effects last until the end of the round.

**Alliance / X** : whether by affinity, by chance or simply by interest, a fighter who possesses this Ability may join a people or a Path of Alliance referred to as X. He is counted as an Ally.

**Ambidextrous** : Ambidextrous warriors can skillfully wield two weapons simultaneously, which makes them truly formidable. Ambidextrous fighters can Counter-Attack without any penalty. They gain one Attack die for each successful Defence. Ambidextrous cannot be used at the same time as the Counter-Attack or the Sustained Defence.

**Assassin** : Assassins are warriors trained to carry out lightning Attacks as powerful as they are precise. An Assassin who Charges

his victim rolls three dice for the first Damage Roll against it. He will choose the two dice most suitable to determine the gravity of the Damage inflicted. An « Assassin » is immune to the effects of this Ability.

**Born killer** : a Born killer's survival instinct is honed to the extreme. In Hand to Hand Combat, he may add a die to those he normally has. For a Born killer, a 1 is not an automatic failure on a Courage Roll.

**Bravery** : the valorous warriors who possess the Bravery Ability do not count a 1 on a Courage Roll as an automatic failure. A 5 equals a 6 on a Courage Roll and can therefore be re-rolled as such.

**Brutal** : some warriors are real brutes who deal blows of rare violence, very difficult to parry. A 5 equals a 6 on an Attack Roll and can therefore be re-rolled as such. For them, a 1 rolled after a re-roll on an Attack test is not a failure.

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**Brutish charge :** the Brutish charge is a combat technique which enables the use of one's body weight as a means of attack. A warrior who possesses this Ability has an additional Attack die against the target he has Charged. This Ability has no effect during an Engagement or a Pursuit Movement.

**Colossal :** Colossal creatures ignore Wound penalties. When they are killed, do not remove them from the game... But apply the effects of a « Serious Wound ». Kill them once more and they will suffer a « Critical Wound ». They will have to be killed a third time to be dead for good.

**Enormous :** Enormous creatures ignore Wound penalties. When they are killed, do not remove them from the game... But apply the effects of a « Critical Wound ». Kill them once more and they will be dead for good.

**Fanaticism :** for a fanatic a 5 equals a 6 on a Discipline Roll and can therefore be re-rolled as such. When a fanatic fails a Courage test, he must attempt a Discipline Roll at the same difficulty level in order not to run away. He will still suffer the effects of Fear and will not be able to Charge or Engage the creature that scared him.

**Fencer :** Fencers have few equals in the mastery of the use of arms. They ignore the minimum level given by the Defence characteristic of the opponent when rolling for Attack.

**Gigantic :** Gigantic creatures ignore Wound penalties. When they are killed, do not remove them from the game... But apply the effects of a « Light Wound ». Kill them a second time and they will suffer a « Serious Wound » and a third time for

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a « Critical Wound ». The fourth time they will be dead for good.

**Harassment :** Harassment allows a warrior to anticipate the firing phase by firing during the Movement phase if his Movement type allows it. If he chooses to do so, he will not be able to opt for Rapid Firing or Precision Firing. Once he has fired, the warrior can finish his Movement and can even Engage an enemy in Hand to Hand Combat ! If the warrior chooses to fire in the Movement phase, he will not be able to fire in the Firing phase.

**Hard-boiled :** when a warrior rolls for Damage against a Hard-boiled fighter, the effects of the Wound are read one line higher on the Wound Table. It is not possible to go higher than the first line of the table. Hard-boiled does not apply against Exceptional Wounds (doubles) and the result KILLED OUTRIGHT on the Wound Table.

**Instinctive firing :** fighters trained to this type of firing can shoot after having moved a longer distance than their Movement, or having accomplished a Physical feat. They can only do it at Short Distance and with a difficulty raised by + 3. They can also choose their target when firing in a fray.

**Leadership / X :** all warriors within distance /X of the figure with this Ability may use its scores in Courage, Fear and Discipline if they have to test one of these characteristics. In the context of Alliances, only the « Leader's » people may benefit from these effects. All figurines within Leadership / X of a Standard-bearer gain a +1 bonus on Courage Rolls. All figurines within distance / X of a Musician gain a + 1 bonus on Discipline Rolls. Leadership does not spread Fear to fighters who have a Courage rating on their Reference card and vice versa.

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**Leap :** some creatures on Arklash have learned to move by leaping. They are able to cross in a single Leap a distance equal to half their Movement rate, ignoring all obstacles, even a figurine, if their height is not bigger than their Movement characteristic in cm. A figurine can make two Leaps per turn, no matter the type of Movement. It is not possible to Leap when doing a Physical Feat.

**Living-dead :** by its very nature, a Living-dead creature ignores the effects of Fear. The Living-dead's nature is even so terrifying that a warrior with this Ability can frighten an enemy who causes Fear ! Against a Living-dead, a figurine that causes Fear is no longer immune. His Fear characteristic becomes Courage. A Living-dead is not subject to Discipline for he is under the influence of superior entities. When he has to roll for Discipline, his Discipline characteristic is considered to be 0. A Living-dead cannot drown ; he does not suffer Light Wounds for failing a Feat Roll when trying to swim.

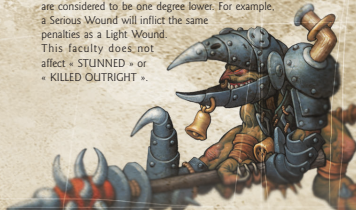
**Mercenary :** a Mercenary warrior goes into the service of anyone ready to meet the price. A Mercenary can fight alongside any army. He is then considered an Ally. This Ability is void if he fights amongst his own people.

**Mutagenic / X :** some peoples use stimulants that they inject into their own organism in order to increase their capacities. Before the Tactical Roll of each round, you may choose one Mutagenic fighter for every 100 A.P. of « Mutagenic » warriors in your army. The artefacts, spells, miracles and Experience cards of the « Mutagenic » fighters are to be included in this total. You must choose these figurines before anything else occurs in this round, such as Spell casting or applying any artefact's

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effect. For each chosen figurine, you can roll a die at anytime. The result + X is the amount of points you can add to one or more of his characteristics. You do not have to distribute the points immediately, but Mutagenic cannot modify a roll already made. Mutagenic cannot modify Power or any aspects of Faith. A figurine with the Leadership Ability cannot pass on his modified Courage / Fear and Discipline ratings. A figurine can only benefit from one die each round, except if under the effect of a spell, a miracle or an artefact. All Mutagenic dice of one figurine are rolled at the same time. The effects of the stimulant end with the round. A natural or modified result of 1 on a Mutagenic Roll (that is if you roll a 1 or if you get a 1 by adding your die result to X) will be an automatic failure and will therefore grant no bonus. You may not re-roll a 6 on a Mutagenic Roll.

**Possessed :** some fighters are no longer the masters of their destiny. They are inhabited by an entity which consumes their mind and influences their acts. The Wound penalties are considered to be one degree lower. For example, a Serious Wound will inflict the same penalties as a Light Wound. This faculty does not affect « STUNNED » or « KILLED OUTRIGHT ».





**Rallying cry** : once a game, the warrior capable of a Rallying cry can inspire his troops to acts of heroism. All the fighters of his people are immune to Fear until the end of the game round. The fighters who where fleeing are automatically rallied and can act normally again.

**Rapidity** : they may have long legs or a fast running pace, either way, warriors with the Rapidity Ability move at an extremely rapid rate. They can triple their Movement for any Movement type even when fleeing under the influence of Fear.

**Regeneration / X** : at the end of every round, a creature which has suffered Wounds can attempt to regenerate. Roll a die, on a result equal to / X or more, the effects are decreased one level. A Critical Wound becomes a Serious Wound for example. You may re-roll the die each time you roll a success. Reminder : « STUNNED » and « KILLED OUTRIGHT » are not Wounds, they cannot be regenerated.

**Reinforcement** : some peoples have the capacity to send Reinforcements during a game. Each warrior with this Ability who is numbered amongst the losses is placed on the side of the table. At the beginning of each round, roll a D6. On a 5 or a 6, you may take back the figurine with the lowest A.P. and place it anywhere on the Battleground. It cannot be placed in base to base contact with an opponent. On a 1 or a 2, the figurine with the lowest A.P. will lose the Reinforcement Ability. It will not be allowed to come back before the term of the game.

**Righteous** : some warriors know their destiny. The Righteous walk the enigmatic path of Truth, Harmony or unfathomable Darkness. Nothing can make them sway. A Righteous is immune

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to any form of Fear, of any kind, even of magical or divine essence, and cannot pass under the enemy's control by any means.

**Scout** : during the Approach, the Reference cards of each army's Scouts are shuffled in a different pile. When the main Approach pile is exhausted, the Scouts are then deployed, in the same way. A Scout can be deployed anywhere on the Battleground, even in the enemy's line of sight. The Scouts can be deployed in order to Charge an enemy in the first round, but out of Walking distance of any enemy already deployed.

· If the Scout is deployed within his own Charge distance from an opponent, he is considered visible by the enemy.

· If the scout is deployed out of his own Charge distance from an opponent, he is considered « invisible » and cannot be the target of any of the enemy's actions.

As long as he does not take any action other than testing for Courage or one of his Abilities, or as long as an opponent does not come within Walking distance of him, the Scout is concealed and cannot be the direct target of any enemy's action.

**Sharp shooter** : they may have a steady hand, years of training or be blessed by divine grace. Sharp shooters rarely miss their target. For them, an Aim Roll is not an automatic failure on a natural or modified result of 1 even after re-rolling the die.

**Survival instinct** : the self-preservation instinct is so strong with the warrior who possesses this Ability that Death will have to come in person to claim him. Before any Damage Roll that will apply to him, roll a D6 : on a result of 6, this wound will be automatically declared void.

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**Vivacity** : lightning reflexes are the hall mark of warriors with this Ability. For them, an Initiative or Fear Roll is not an failure on a natural or modified result of 1 even after re-rolling the die.

**War cry / X** : when charging an enemy to engage him in Hand to Hand Combat, the warrior lets out a cry of hate. This cry gives him a level of Fear equal to / X when he Charges. This allows him to fight a Fear-inducing creature without having to test for Courage. The War cry can only be used when Charging. The fighter will still use his Courage rating to resist Fear against a Living-dead.

**War fury** : a fighter affected by War fury is plunged into a state of uncontrolled destructive madness. This Ability is activated before the Initiative Roll, in the Hand to Hand Combat phase. The warrior may have an additional die in Hand to Hand Combat, but all his dice are then automatically placed in Attack. These effects last until the end of the round.

**War-horse** : some riders have trained their mounts as war-horses to help them in combat. In Hand to Hand Combat, the war-horse gives an additional combat die which is added to those his rider can normally have. This extra die is not added during a Charge. Troops mounted on a War-horse may Dodge.

**War-staff** : a War-staff consists of a Character with the Leadership Ability, a Standard-bearer and a Musician. All fighters within Leadership distance of any of the three members of the War-staff may use the Courage / Fear and Discipline scores of the Character + 2. In this case, the Leadership Ability is without effect except during the Approach phase. Every War-staff member must be within Leadership distance of at least one of the two

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other members for the War-staff bonus to possibly apply. The bonuses gained through the War-staff Ability can be taken into account during the Approach.

*To allow you a maximum of game play with your Characters, you will find hereafter a preview of the Abilities developed in the INCARNATION booklet.*

**Authority** : a fighter with this Ability may not be a strategy genius, but has nevertheless a powerful aura of authority. When a fighter with Authority is involved in a fray, he chooses in what way the combats are split and in what order they will be resolved. A fray is a compact group of fighters in base to base contact with each other. The player who has won the Tactical Roll at the beginning of the round decides if all the combats of the fray at stake are resolved, before or after the other frays. Assuming there are several frays each with a fighter with Authority, the player who has won the Tactical Roll decides the resolution order. If a same fray has enemy Authorities, this Ability has no effect.



**Bane / X :** through a strange gift of destiny or driven by a terrible hatred, the fighter with this Ability is capable of inflicting an enormous amount of damage to a particular type of individuals. When he rolls for Damage against his Bane, Damage is read one line lower on the Wound Table. It is not possible to go lower than the last line. Examples : Bane / Acheron, Bane / Fanatic, Bane / Elite...

**Blood brother / X :** this Ability illustrates the deep relationship that can tie two fighters who have time and again come close to death together. When one of your Characters has this Ability, he can call upon his Blood brother for a battle of importance. The A.P. cost of each of them is reduced by 25 % rounded up. This includes all artefacts, spells and miracles that might be chosen. But if one happens to die, his Blood brother takes away one point from all his dice rolls until the end of the game. This penalty does not apply to Damage Rolls.

**Consciousness :** a fighter with the Consciousness Ability may have extremely sharp senses, a mysterious gift or be simply highly attuned to his environment. Whatever the case, he can Charge an enemy he could not see at the beginning of his move. He also ignores the effects of the Assassin Ability and can detect Scouts who are within Charging distance.

**Desperate :** a Desperate has nothing to lose, either because he has already lost everything, or because he never had anything. A Desperate does not know Fear. Penalties due to the Influence of Fear are transformed into bonuses, and he will never run away. A Desperate can even Charge or Engage freely a Fear-inducing figurine.

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**Dreadful :** creatures with the Dreadful Ability are particularly repulsive or disturbing. Their enemies must always test their Courage against their Fear, even if they have previously resisted it or if they have overcome a superior Fear.

**Fierce :** the Fierce are insensitive to pain, their fighting frenzy seems to prevent it. They are capable of enduring the most terrible blows and keep fighting. When a Fierce is KILLED OUTRIGHT do not remove him from the game. He is considered Critically Wounded and stays on the Battleground until the end of the round, no matter the damage he takes until his metabolism finally betrays him. Fierce is ineffective against any game element which removes a fighter from the game.

**Flight :** Flying creatures have two Movement ratings. The first one represents the ground Movement and follows the normal Movement rules. The second indicates air Movement and represents the rapidity with which the creature can move about in the sky. There are three height Levels :

- Level 0 : on the ground. Normal Movement rules.
- Level 1 : low altitude. The figurine ignores all ground types but must go round obstacles higher than the figurine's ground Movement rating.
- Level 2 : high altitude. The figurine ignores all ground types.

A flying figurine begins a game at Level 0. Moving to an adjacent level takes away 5 cm to the air creature's Movement characteristic. It is possible to go through several Levels in one go, including after a successful Disengagement.

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Figurines can only Engage or Charge one another if they are at the same altitude Level. If a creature is aimed at by a marksman who is one Level higher or lower than it is, the marksman suffers a - 2 penalty on his die. An Aim any further in altitude is impossible. The Incantation of spells and the call of miracles follow the same rules.

Airborne creatures can aim at a figurine one Level lower for a dive. Such a Movement is declared when the creature's card is activated. The airborne creature then Charges its target in the normal way, as long as it arrives at the same Level as its opponent. The Charge penalties and Fear Influence rules apply normally. In the following Hand to Hand Combat phase, the diving creature's Initiative, Attack and Strength will be increased by 3 points. These characteristics will come back to normal at the end of the round.

**Hardened :** some soldiers have lived so long amidst the battlefields that war has become their reason to live. Characters who master this Ability consider a 5 as a 6 on any dice roll, and can therefore re-roll it as such. Hardened has no effect on the Damage Rolls. It cannot be gained as a Supernatural Gift or as an Elbor.

**Hyperian :** Light fills the soul and blood of its children, the Hyperians. These individuals, through fate or choice, have been appointed to carry out the virtue and fury of the Principle of Clarity to deepest Darkness. The Hyperians are extremely rare and many of them have no idea of the origin of their strange power. A Hyperian fighter is immune to any form of Fear. The Hyperians naturally repel creatures with a Fear rate on their Reference card : these treat the Hyperians' Courage rate as if

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it were Fear and their own Fear as Courage. This rule also applies to the Living-dead, but not to Constructs. This unique power can not be passed on by Leadership. The Cynwall Elves are instinctively friendly with the Hyperians as if their destinies were linked. They can ally on any Battleground.



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**Incarnation** : a warrior to whom this Ability is given doubles his A.P. rating. But he has now become a Character with all the advantages this status brings. Any non-Character can be given this Ability.

**Immunity / X** : Immunities are magical or natural properties which protect certain fighters. A figure with this Ability cannot be harmed by the element symbolized by X or is immune to Wounds inflicted in the part of the body X.

**Implacable / X** : an Implacable who unleashes his fury will do anything to slaughter his opponents. Such a warrior can carry out up to X additional Pursuit Movements in the same round.

**Master strike / X** : the most disciplined and most ferocious warriors have learned to concentrate all their energy in a split second and deal blows capable of splitting rock. A fighter with this Ability can attempt Master strikes in the same way as a Character. If one of his Master strikes strikes true, his Strength is increased by X for the following Damage Roll, and only for this one.

**Pariah** : a Pariah has long ago forsaken his people, either on his own initiative or by obligation. Even if he sometimes still fights alongside his former brothers, being a Pariah prevents him from taking advantage of the Leadership Ability from any figure that is not itself a Pariah.

**Personal enemy / X** : the causes that fuel the conflicts on Aarklash are numerous. But there is one which causes more deaths than hurricanes : hate. If a Character deals with his Personal enemy and kills him outright, he automatically heals all his Wounds. He also « steals » an Ability from his enemy,

which he chooses and will be able to make use of until the end of the battle.

**Stateless** : the Stateless do not belong to any people, to any country... They only obey to their own rules. Their destiny lies elsewhere. A Stateless can join any army. The fighter will adapt so well to his environment that he will adopt the Ability most widespread within his new hosts' ranks at the beginning of the battle. He can only acquire in this manner the Abilities mentioned in the Confrontation section. For Abilities with varied numbers indicated / X, as for Leadership, Regeneration, Mutagenic or War cry apply the value X most widespread within the army.

**Toxic / X** : there are many ways to kill or to defend oneself on Aarklash. Many creatures make use of toxic substances capable of neutralising their predators... or victims.

Each round, before the Tactical Roll, you can choose a Toxic warrior for every, even incomplete, 100 A.P. of warriors in your army who possess this Ability. The Toxic warriors' artefacts, spells, miracles and Experience Cards are to be added to this total. The figures must be chosen at the beginning of the Movement phase. Place a D6 next to every chosen figure. This D6 is called the Toxic D6.

Once each round, just before an Aim or Attack Roll, one of the chosen warriors will be able to replace one of his Aim or Attack dice with his Toxic D6. If the action accomplished with the D6 causes a Damage Roll, his target immediately takes a second Damage Roll with a Strength equal to X. Living-dead, Constructs and Immortal beings are immune to this Ability.

## w o u n d t a b l e

Roll two D6. The lowest result locates the Wound.  
Reminder : 6's are not re-rolled on a Damage roll, and a 1 is not an automatic failure.  
The sum of both dice « Attacker's STR - Victim's RES » indicates the level of Damage on the vertical line.  
The intersection indicates the type of Wound inflicted.  
The only thing left to do is to apply the Wound's effects.

DAMAGE	LEGS / 1	ARMS / 2	TORSO / 3	HEAD / 4,5,6
0 or -	Stunned	Stunned	Light	Light
1 to 5	Stunned	Light	Light	Serious
6 to 10	Light	Light	Serious	Critical
11 to 15	Light	Serious	Critical	Killed
16 to 20	Serious	Critical	Killed	Killed
21 and +	Critical	Critical	Killed	Killed

If the Damage roll is a double, it is an **Exceptional Wound**. An Exceptional Wound does not take into account Strength and Resilience, it's a Wound with no modifiers.

### EXCEPTIONAL WOUNDS :

Double 1 : no effect  
Double 2 : Stunned  
Double 3 : Light Wound  
Double 4 : Serious Wound  
Double 5 : Critical Wound  
Double 6 : Killed Outright

When a figure is wounded, the number indicated by the die rolled for its **INI, ATT, DEF** and **AIM** is modified in the following way, before it is added to the relevant characteristic :

Stunned : -1 until the end of the round

Light Wound : -1 until the end of the game

Serious Wound : -2 until the end of the game

Critical Wound : -3 until the end of the game

**Killed Outright** : the figure is taken out of the Battleground.

If the final result of the die (after a re-rolled 6 as the case may be) is lower or equal to 1, the action is a failure.

*Example* : An Alahan Paladin has a Critical Wound. He chooses to attack with a difficulty of 6. His Attack rating is 4. He must then get a final result of 2 on his Attack die. Due to the Wound penalty of -3, he must roll a 5 or higher to succeed (5 - 3 = 2).

If an already wounded fighter is wounded again, and this new Wound is more serious than the previous one, apply the effects of the new Wound. If the new Wound is less or equally serious, the previous Wound is worsened by one level.

Note : « STUNNED » and « KILLED OUTRIGHT » are not Wounds. They do not worsen the level of Damage.

## m o v e m e n t t a b l e

The ground is encumbered : forest, shallow water, brushwood... Each encumbered cm counts for 2.

Ladder, rope... Each cm counts for 2.

The ground is impassable : wall, deep water, rifts... IMPOSSIBLE.



## t h e p e o p l e s

After a long period of peace, war breaks out all over the continent of **Aarklash**. The number of skirmishes is increasing, announcing an era of Darkness and carnage.

All the peoples of Aarklash have waited long for this sanguinary age and are preparing for it. Some name it the Last Judgement, others Armageddon or Resurrection... But all know it under the name of **Rag'Narok**, the dusk of the centuries.

The **Lions of Alahan**, protectors of Justice and Light, fight to re-establish order and prosperity on Aarklash. But their land is threatened by the hordes of the damned who have returned from the Underworld.

The **Necromancers of the Order of the Ram** open portals of Darkness from Acheron, the dead world. The inexorable legions of living-dead which pour out mark only the beginning of their terrible power !

The **Cynwall Elves** and their majestic dragons wake from their long meditation to rediscover a world that has almost forgotten them ! Who knows what kind of Magic animates their strange feats...

The **Dwarfs of Tir-Nà-Bor** refuse fatality and prepare for Argg-Am-Ork, the end of their age. Living inside the Aegis mountains, they forge weapons and armours capable of driving back the one they steadfastly wait for : Death itself.

The **disciples of the Griffin Empire of Akkylannie** have raised an army for a new Crusade in order to find their prophet's tomb. They will purify the world with the fire of the One Truth of their god, Meinn.

The **Orcs of Bran-Ô-Kar** are the youngest and most vigorous people of Aarklash. Nothing seems to be able to stop the powerful warriors of the God Jackal. Once a leader is chosen, they will surge across the world to satisfy their vengeance.

The **Alchemists of Dirz** and their bio-mechanical warriors watch their enemies patiently from the Syharhalna desert. At their Commodores' sign, they will release the horrors dormant in their laboratories and establish a new order on Aarklash.

The **Akkyschan Elves** of the Forest of Webs have a heart as black as night. The Black Widows prepare to sacrifice Aarklash on Lilith's altar, the goddess of Blackness.

The **Wolfen** are the greatest predators on Aarklash. It is folly to believe that in them a portion of humanity has ever existed. This mysterious people considers others as prey. They will weave the names of their victims on long Strips of Whispers and howl their victories to Yllia, the Moon, until the end of time.

The peoples of Aarklash believe the **Goblins of No-Dan-Kar** want to conquer the world. For the Goblins, it is already done !

Wherever you go, they will be there before you. It has even been said that they have trained Trolls...

Who will be strong enough to resist the tide of the God Rat ?

The **Daiknee Elves**, victims of a strange malediction, seek to reach the world of Fayes before their extinction. But is not their salvation elsewhere ? May those who believe them vulnerable be wary, for their soldiers have many lives...

The **Kelts** of the Bvagddu plains, fierce nomadic warriors, seek the Ard Ri, the mighty king who will reunite them once again and guide them on the path of the Goddess Danu. Will he come forth from the Sessais, the Drunes or from yet another clan ?

The **Dwarves of Mid-Nor**, puppets of pure evil made of flesh and tenor, gather around the Despot. None knows how deep their underground labyrinths are. Down to the centre of the earth, perhaps, close to the abominations asleep since the dawn of time ? Those who have tried to unravel this mystery have been found devoid of skin, clenching a precious stone containing their torn soul...

The **Devourers of Vile-Tis** have strayed from their Wolfen brothers and the Goddess Yllia. Their loyalty goes only to the one who has opened their eyes and guides them on the road of lies and vengeance, a spirit warrior whose powers know no boundaries : Vile-Tis, the Beast.

## t h e a l l i a n c e s

The Aarklash continent has entered an era of war which promises to be long. Faced with the honors of the conflict, some peoples have common interests or similar philosophies which enable them to ally to face the greatest perils.

According to the army you play certain alliances will be possible if it suits the story or scenario. Be careful ! Your army may not count more than 30% in A.P. of Allies or Mercenaries from another people.

### The Meandering Path of Darkness

The Shadows of Acheron :

Alchemists, Akkyschans, Drunes, Mid-Nor Dwarves.

The Alchemists of Dirz :

Acheron, Akkyschans, Mid-Nor Dwarves.

The Akkyschan Elves :

Acheron, Alchemists, Mid-Nor Dwarves.

The Kelts of the Drune Clan :

Acheron, Mid-Nor Dwarves, Devourers.

The Mid-Nor Dwarves :

Acheron, Alchemists, Akkyschans, Drunes.

