

CONFRONTATION[®]

THIRD EDITION

THE FANTASY SKIRMISH GAME
FOR 28mm MINIATURES



RACKHAM



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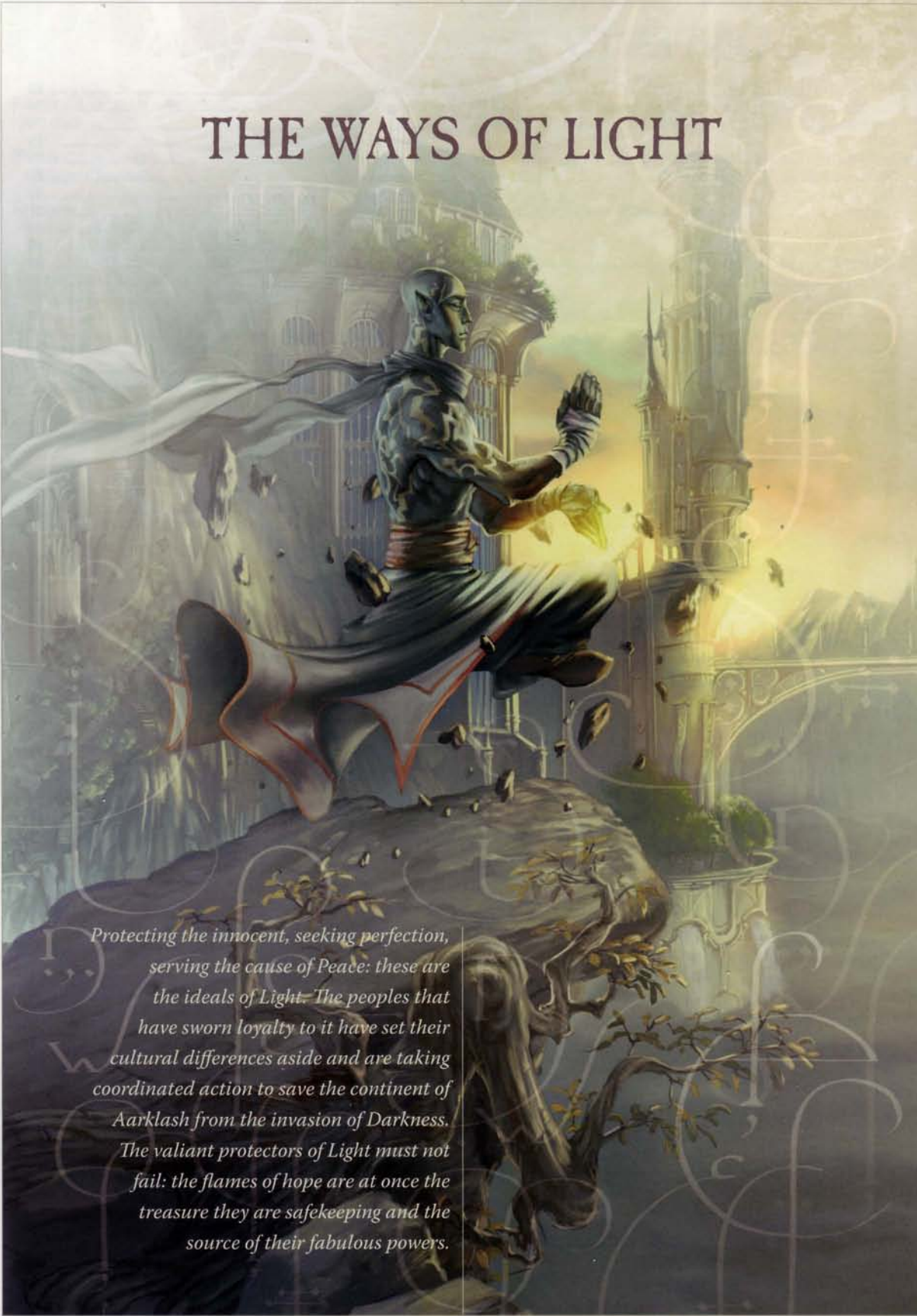
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THE WAYS OF LIGHT



Protecting the innocent, seeking perfection, serving the cause of Peace: these are the ideals of Light. The peoples that have sworn loyalty to it have set their cultural differences aside and are taking coordinated action to save the continent of Aarklash from the invasion of Darkness. The valiant protectors of Light must not fail: the flames of hope are at once the treasure they are safekeeping and the source of their fabulous powers.

THE KELTS OF THE SESSAIRS CLAN

The plains of Avagddu are the domain of the proud Kelt warriors of the Sessairs clan, the ancestors of all the human peoples. Having come from the sea in immemorial times, the Sessairs worship a pantheon made up of primitive divinities and immortal heroes: Danu, the goddess of nature; the Matrae devoted to life, war, death, etc.

War is an integral part of Kelt culture, especially that of the Sessairs: these humans must fight to survive and push back the repeated assaults of their bordering nations. There isn't a single people that the seething Sessairs haven't confronted at least once, and Avagddu has never known lasting peace. The Kelts are a free and savage people in perpetual motion. Nothing can take their pride or their incredible temerity from them.

THE LIONS OF ALAHAN

Founded over five centuries ago by the descendents of two Kelt clans, the Kingdom of Alahan is a land of justice and prosperity. It is the most valiant defender of Light on a continent that is prey to Darkness.

The knights and the powerful magicians of the Lion are paragons of virtue. Their exploits have become legendary. The nine noble houses of Alahan are grateful for the honour, heroism and loyalty of the brave fighters who wield their coats of arms.

In an age where the enemies of Light make use of the most perfidious means, the Lions of Alahan don't just content themselves with travelling all over the world as wandering knights looking for wrongs to right. They make the most of their incredible audacity and their valour in the war that they have chosen to wage: the one for Goodness.

THE GRIFFINS OF AKKYLANNIE

Arcavius had a vision of Merin, the one and fiery god. After having given up his title, his fiefdom and his weapons, he wandered across the continent and his new religion attracted an incredible number of followers. They founded an empire of hope and of Light: Akkylannie. Soon afterward, Arcavius left again to journey all over Aarklash to preach the one god's word. He never returned.

Merin's disciples multiplied and form a people united by their faith. Alas, Arcavius's dream is dying. The coming of the Rag'narok has covered Aarklash with a dark veil. The Griffins have gone on a crusade to faraway lands in the east to find their prophet's tomb and battle the enemies of the one truth. Inquisitors and darkness hunters track down traitors and heretics in a terrifying witch-hunt.

THE CYNWÄLL ELVES

In the elven tongue "cynwäll" means "exiled." A long time ago the Cynwälls chose to withdraw to the high mountains of Lanever to devote themselves to the quest for Noesis, the harmony of body and soul. They discovered ancient secrets hidden in ruined temples, and made pacts with the dragons of the peaks of the Behemoth Mountains.

After centuries of contemplation and preparation, the Cynwälls have broken their tradition of neutrality in order to engage in the final battle on the side of Light. Ever since their origins they are aware that the future of Creation depends on the outcome of the Rag'narok.

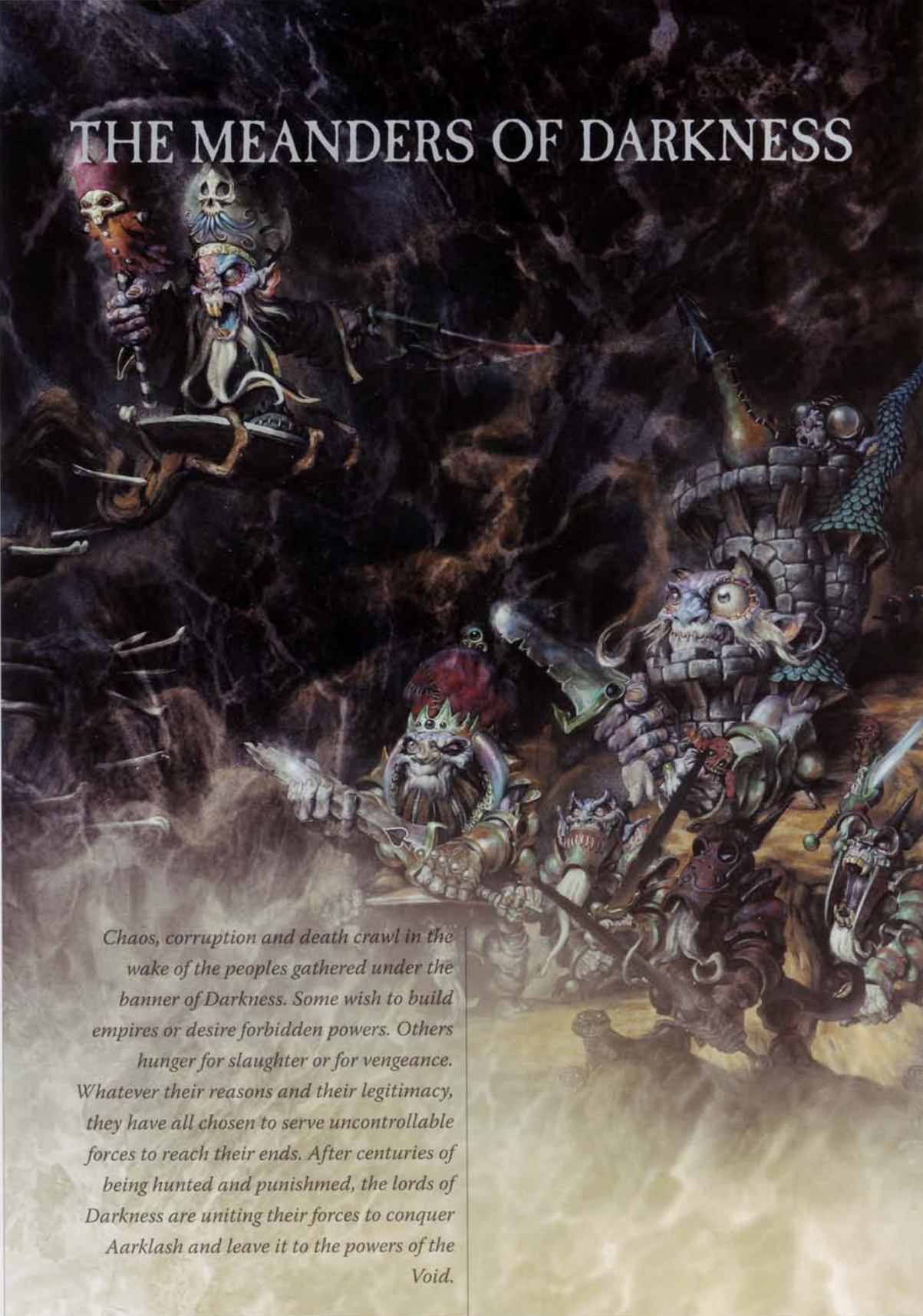
The Cynwäll army isn't numerous, yet its strength is considerable. It is guided by the wisdom of the ancients, borne by the wings of the dragons, and supported by mechanical warriors from a forgotten age.

THE UTOPIA OF THE SPHINX

The manuscripts of ancient times tell of the history of two civilisations, the Utopia of the Sphinx and the Ophidian Alliance, which could have conquered Aarklash if they hadn't mutually destroyed each other. The writs describe the Sphinxes as being enigmatic warriors equipped with strange and terrifying weapons. Some claim that nowadays the Sphinxes are the messengers of the gods of Light...



THE MEANDERS OF DARKNESS



Chaos, corruption and death crawl in the wake of the peoples gathered under the banner of Darkness. Some wish to build empires or desire forbidden powers. Others hunger for slaughter or for vengeance. Whatever their reasons and their legitimacy, they have all chosen to serve uncontrollable forces to reach their ends. After centuries of being hunted and punished, the lords of Darkness are uniting their forces to conquer Aarklash and leave it to the powers of the Void.

THE LIMBO OF ACHERON

More than three centuries ago the barony of Acheron was subservient to the Crown of Alahan. Under the influence of the Order of the Ram, an evil sect, its illustrious lords let themselves be corrupted little by little by their desire for immortality and power. When the Lions became aware of the danger it was already too late: the necromancers of the Ram had opened a gigantic Portal of Darkness to the Netherworld. Night took hold of the tormented sky of Acheron and legions of living-dead poured out of hell onto the now accursed barony. No less than three armies and the sacrifice of thousands of warriors were needed to prevent the invasion of Aarklash by the undead hordes.

A single necromancer can raise a battalion of living-dead fighters; a single fiend of the infernal forces can cause an empire to fall into the grasp of eternal darkness. No one can escape Death!

THE ALCHEMISTS OF DIRZ

Dirz, a visionary scientist, once used Darkness to try to spawn the perfect being as Merin had defined it to be. Hunted by the Akkylannian Inquisition for heresy, Dirz and his alchemists wandered for a long time before settling in the merciless Syharhalna desert.

Hidden by the dunes and by their mirages, they founded the alchemical empire of the Scorpion. Over the centuries the alchemists of Dirz, also known as Syhars, have built a civilisation whose foundations are based on the mastery of life and of matter. Inspired by Arh-Tolth, a god that came from elsewhere, they have perfected their sacrilegious knowledge and have mastered the powerful magic of Darkness to create legions of clones and counter-natural creatures.

THE KELTS OF THE DRUNE CLAN

To the northeast of the plains of Avagddu, at the heart of the forest of Caer Maed, lives a clan that is feared by all.

A very long time ago all Kelts were united. Alas, Cernunnos, the High King of Kel-An-Tiraidh, one day became the victim of divine machinations and left for other horizons. His people split in two: those who wished for peace remained faithful to Danu and became the Sessairs. The others shunned the names of the gods and also left in search of the only true king of the human tribes. Thus was born the terrifying clan of the Drones.

Having found refuge in their troglodytic city of Drun Aeryfh, the Drones have an unfailing determination. They will know neither rest nor hope as long as they haven't found Cernunnos again and haven't drowned the gods in the blood of their hounds.

THE DWARVES OF MID-NOR

In ancient times the goblins were the dwarves' slaves. When they rebelled, the dwarven lords sent five warriors to the depths of the earth to exterminate the god Rat and his brotherhood who were responsible for the goblin uprising. These dwarves failed their mission and only four of them returned to see the light of day: one of them, Mid-Nor, had remained in the depths...

It is said that the dwarven warriors confronted a monstrous hydra. Terrified, they betrayed their oath and fled. But Mid-Nor fought this nine-headed god for a long time and ended up impressing the latter. When the hydra was about to finish him off it offered him a pact. In exchange for his allegiance it would give him the power to get revenge on his cowardly brothers.

THE AKKYSHAN ELVES

The Akkyshan elves have prospered for centuries in the gloom of their sinister domain, the forest of Ashinân. The Age of Darkness has come, and with it, that of blood and of sacrifice. Presently, the Akkyshan witches, accompanied by formidable spider warrioresses and Black Widows with arachnid bodies, are getting ready to offer Aarklash as a sacrifice to Lilith, the goddess of blackness.

THE OPHIDIAN ALLIANCE

The manuscripts of ancient times tell of the history of two civilisations, the Utopia of the Sphinx and the Ophidian Alliance, which could have conquered Aarklash if they hadn't mutually destroyed each other. The ancient reptiles of the Ophidian Alliance found refuge in the entrails of the magical high places of Aarklash. There they transformed the networks of caves into sanctuaries. These lairs are guarded by their army's most powerful marksmen: the enigmatic Serpentes.

Only the judges of the Ophidian Alliance, the wicked sydions, sometimes venture out to the surface with their faces unmasked.



THE PATHS OF DESTINY



Many peoples of Aarklash are subjected neither to Light nor to Darkness. Desired by many, the nations of Destiny must continuously struggle to maintain their independence and protect the fragile balance that rules the world. Strictly speaking, they don't form an alliance and sometimes even confront each other. Yet the peoples of Destiny could very well play a decisive role in the battles of the Age of Darkness.

THE DWARVES OF TIR-NÂ-BOR

The dwarves, a proud and tenacious people, live in the heart of the Aegis mountain chain ever since the world is the world. The legends of the plains say that these lofty summits, which touch the domain of the gods, are alive. Rock comes to life with a secret shiver and the mountain rumbles and smokes to the rhythm of huge mechanisms of bronze that animate the underground cities of Tir-Nâ-Bor.

The homeland of the dwarves is their soul, and strangers are rarely welcome there. Those who live in the plains have perpetuated their people's martial traditions while those of the mountains pierced the secrets of the forge and of steam. They all await the Argg-Am-Orkk, the final age, an era of destruction predicted by the gods.

It is a time of war. The dwarves raise their weapons and await death with their feet firmly planted on the ground. He who lives last lives the best!

THE GOBLINS OF NO-DAN-KAR

When dealing with goblins one should never trust appearances. Their prolific race has multiplied all over Aarklash. Wherever you may go, they will already be there before you. When anger takes hold of them, they gather and swarm over their enemy.

A very long time ago the goblins were the dwarves of Tir-Nâ-Bor's slaves. At the calling of the god Rat they fled while causing an indescribable panic. So they founded an empire in the swamps of No-Dan-Kar and then spread all over the continent.

Among the goblins there are an impressive number of inventors. Their species is divided into a multitude of tribes of which most would have a hard time naming their emperor, Izothop.

Scattered, the goblins are a nuisance. United by a common language and under the same banner, they become a scourge.

THE ORCS OF BRAN-Ô-KOR

The result of the crossing of human and goblin genetic strains, the orcs were created during the Age of Steel by the alchemists of Dirz. While trying to create warriors to defend their empire, these depraved scientists didn't think that the seeds of insurrection had been sowed in the blood of their creatures. The orcs revolted and took the road to freedom. Their journey led them to Bran-Ô-Kor, the Land of the Brave. The god Jackal took them under his wing. After having ensured their strength by giving them the soul of noble warriors, he opened them the gates to the world of spirits.

Thus the orcs survived for decades despite the dryness of the ochre soil, the thirst for revenge of their creators, and the numerous invasions of their territory. Nowadays they are numerous enough to proclaim their sovereignty.

THE WOLFEN OF YLLIA

In the age when the gods still walked on Aarklash, the goddess Moon gave her blessing to the most powerful of the wolves. He became the First-Born, the ancestor of the noble and savage race of the Wolfen.

Ages have passed. Whole empires have been founded and have fallen into oblivion. Vain warlords fight amongst themselves for their few lines in the annals of history. But the Wolfen have remained faithful to the eternal cycle of nature that has made them the continent's greatest predators.

Alas, the age of the Rag'narok has befallen Aarklash, bringing with it the corruption of Darkness and the promise of a war without mercy. Anger consumes the heart of the Wolfen and obscures their pure soul. The war packs are growing in number. Those who once fought for domination now struggle for the very survival of their race.

THE DEVOURERS OF VILE-TIS

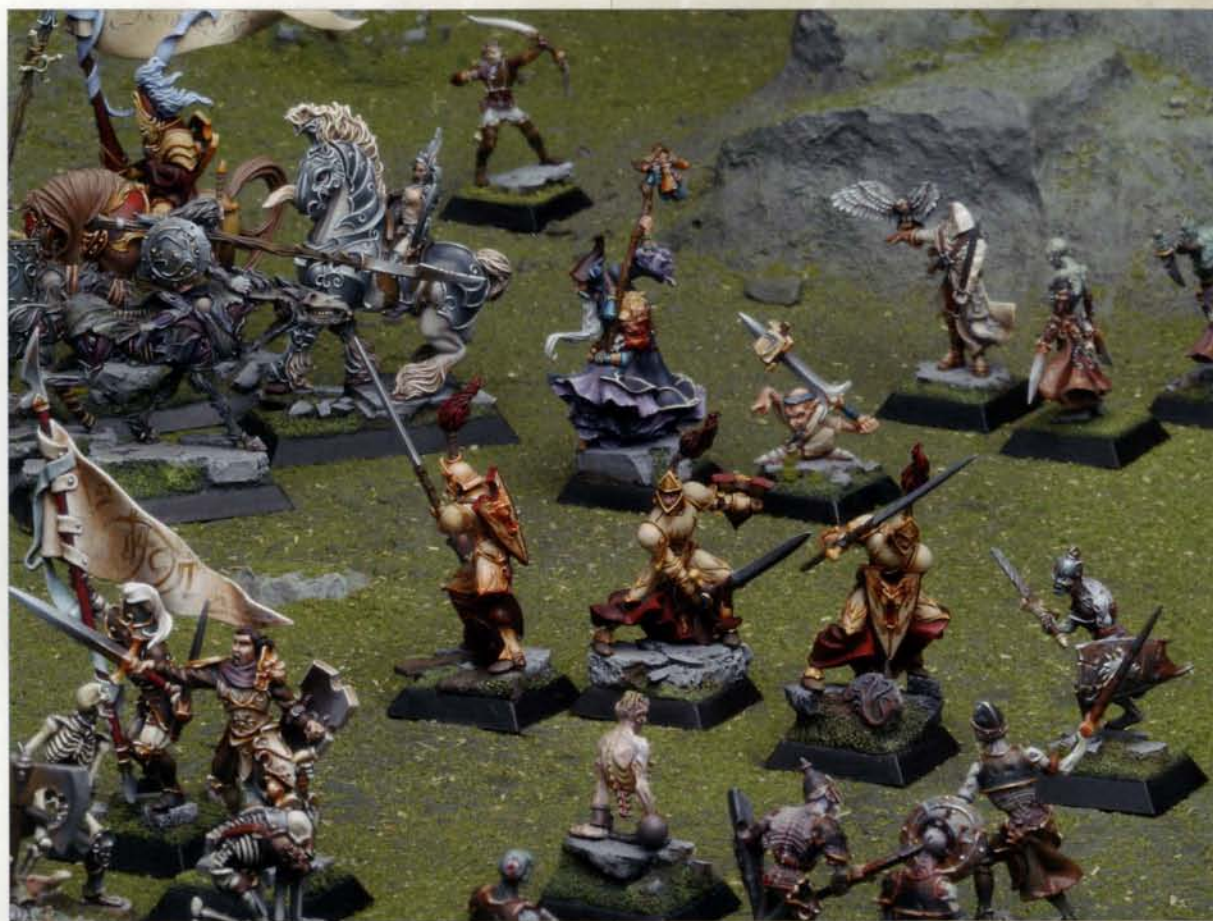
The pack of the Moaning Moon once lived east of Avagddu. The Beast came one night, borne by a shooting star that crashed into a circle of stones. Vile-Tis, the god of slaughter, had been banished and condemned by his equals to roam Aarklash until time got the better of him. Determined to get revenge, he disclosed terrifying secrets to the Wolfen of the Moaning Moon. Thirsty for blood, the Beast revealed them that Yllia didn't love her children and that their natural savagery was not a noble heritage but rather a curse.

Ever since then the followers of Vile-Tis are dreaded because they devour their enemies' flesh. The Wolfen of the Moaning Moon are now assisted in their quest for carnage by half-elves devoted to the teachings of Vile-Tis.

THE DAÏKINEE ELVES

The eternal forest of Quithayran, on the western shores, is a wild domain where nature alone imposes its law. Between its ancient trees prowl the protectors of this sacred place, the Daïkinee elves. This fierce people has bound its fate to that of the Fairies, the immortal spirits of Quithayran. Day after day the Daïkinees struggle against the corruption threatening this temple of life.





CHAPTER 1

GAMING MATERIAL

The Lion reigns over Alahan, the biggest and most prosperous kingdom of Aarklash. Its bravery inspires the other peoples of the Ways of Light when they go to war against Darkness or on the conquest of new territories. Every dawn announces the victory of the regiments leaving the nine baronies of Alahan to serve the causes of justice and noblesse.

The Lions rise up wherever Evil rears its head. They carry the banner of Light on a continent adrift and relentlessly fight against Darkness, for they know the price of

corruption. Acheron, the tenth barony, has betrayed the crown and sold its soul to the dark forces. The valiant fighters of Alahan won't know respite until they have cleansed this abject affront to their honour.

The exploits and the courage of these noble warriors have marked the history of Aarklash over the centuries. The cavalry of Alahan's charge has become legendary and the magicians of the Lion shine with their unequalled power. The army of the Lion is an army of heroes.

RACKHAM blister packs and boxes provide miniatures representing fighters, which are accompanied by their characteristics (stats, special capacities, magic objects, etc.). This information is supplied on cards. These packages include booklets of introductory *Confrontation* rules. This book develops and expands these rules. It should be read in its entirety in order to understand all their subtleties, and one shouldn't think that it simply completes the introductory booklet.

THE MINIATURES

Confrontation is played using miniatures. They represent the troops that the players have at their disposal. The game is most usually played between two players, and each one directs one of the two factions confronting each other. In *Confrontation* the miniatures are moved about on surfaces of various sizes, from a small space on a table to a huge, elaborately decorated gaming board. Furthermore, collectible miniatures games exploit many different worlds, be they historical (reconstitution of medieval battles, of World War II battles, etc.) or fictional (medieval fantasy, science fiction, etc.).

These games are much more than just games played using "tin soldiers." They follow rules of varying complexity that divide the game into phases. Each type of trooper (the miniatures) is endowed with characteristics that allow the various situations in these phases to be resolved.

THE CARDS

All miniatures of the *Confrontation*, *Rag'Narok* and *Hybrid* ranges are supplied with one or several cards that all have their use in the game. There are various types of cards.

- A **miniature's reference card** is the one on which the fighter's name, as well as his combat characteristics, are printed. In most cases a photograph of the miniature is included on this type of card. The fighter's value in army points (A.P.) is also printed on this card.
- **Special capacity cards** describe aptitudes that are specific to the fighters with which they are provided. These capacities are most often innate and their cost is already included in the A.P. value indicated on the reference card of the fighter benefiting from it. Yet it can happen that these aptitudes are optional and that their use entails an increase in the fighter's value.
- **Artefact cards** describe objects, which may be magical or not, whose properties give certain advantages to their bearer. An artefact is always bound to a cost in army points, which is added to that of the fighter to whom it is entrusted.

An artefact card is distinguished from a special capacity card by the fact that its cost in army points is indicated in its lower right-hand corner.

- **Spell cards** describe game effects that can be triggered by magicians. These cards are identified by the mana gems of various colours that are pictured on their upper part. Rituals are spells of greater range that can only be initiated by several magicians pooling their powers together. These cards are distinguished from normal spell cards by their dark background. Rituals can only be used in *Rag'Narok*.
- **Miracle cards** describe game effects that can be triggered by particular fighters called "faithful." These cards are identified by the spiral of faith pictured on their upper part. Communion are powerful miracles that require the combined intervention of several faithful in order to be carried out. These cards are distinguished from regular miracle cards by their dark background. Communion can only be used in *Rag'Narok*.

• RAG'NAROK •

Rag'Narok and *Confrontation* are two collectible miniatures games that take place in the same world: that of Aarklash. The miniatures of both these ranges can be played in either of the two rule systems.



Unlike *Confrontation*, which simulates skirmishes, *Rag'Narok* is a game that simulates battles involving several dozens of miniatures. The rules described in this book are specific to *Confrontation*.

The *Confrontation* and *Rag'Narok* packages provide miniatures and cards that can be used to play both of these games.

REFERENCE CARDS



A fighter's reference card includes the following information.

- The **name** of the fighter represented by the card is printed in the upper right-hand corner of the card. If this name is a *generic term*, then the fighter belongs to the category of *troops*. If a *proper name* is printed here, then this means that the fighter is a *Character*. Certain Characters don't really have a proper name but are designated by a moniker that is preceded by "the." (For example: The Priestess of Steel; The Watcher; The Bogeyman; The Coryphaeus; The Crow, etc.) Characters are more powerful than troops and benefit from particular advantages explained on page 154.

Exceptions: Some fighters – mainly animal-like creatures – are a special case. They are unique beings, yet are not Characters. This means that there can be only one copy of these fighters in an army, but they do not benefit from the advantages reserved to Characters. This concerns the following three miniatures:

- *Baron Samedi, Captain Krill's monkey;*
- *The Korgan, Managarm's hyena;*
- *Sinshera, Virae's wildcat.*

- On the left side of the card various icons are printed that correspond to the fighter's **characteristics**.
- The **equipment** list includes the type or weapons and armour the fighter is equipped with.
- **Abilities** provide certain advantages (and sometimes disadvantages) to the fighters who are endowed with them. The abilities' effects are described in Appendix I (see p. 131).

- The **rank** is printed at the bottom of the card. It indicates the fighter's rank and/or function in his army.

- **Army points (A.P.)** represent an estimate of the warrior's **strategic value**. The higher this number, the more powerful the fighter is. This value allows the forces that are about to confront each other to be evenly balanced. It represents the individual cost of each fighter and not that of the group of fighters supplied with the card.



SPECIAL CAPACITIES

THE GARGOYLES OF ACHERON — Name

Smaller creatures that spring from the depths of the night and from the nightmares of men, the gargoyle are the guardians of the mausoleums of Acheron. — Background information

The Obscure Houses of Acheron card pack allows the various fighters of an army of the Limbo of Acheron to be bound to one of the evil dynasties of the Ram. The gargoyle of Acheron can be given the following capacities. Their value (in A.P.) does not change the gargoyle's number of wounds or of dice in RagNarok.

Solo/Swarm of Phobos (5 A.P.): This capacity can be given to any gargoyle of Acheron bound to the House of Sathali. It acquires the «Reinforcement» ability. This ability can only be used if a friendly Character of Acheron (bound to the House of Sathali (or a friendly «Idol of Nightmares» noun)) is present on the battlefield at the moment that the Reinforcement test can be made. — Rules

Solo/Corrosive stain (8 A.P.): This capacity can be given to any gargoyle of Acheron bound to the House of Vanth. It acquires «AIM-4, the «Harassment» ability and the following equipment (range weapon): Corrosive stain (STR 6, range 15-25-35. A gargoyle cannot become the substitute of a war machine. — Cost in A.P.

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- The special capacity's **name** is printed at the top of the card.
- The card's text describes how the capacity is applied, as well as its effects. If it is an optional ability, then the **cost in A.P.** required for it to be put into play is mentioned in the text.

ARTEFACTS

URAKEN IDEOGRAM OF PROTECTION — Name

Since the dawn of time the generals of Mo-Dan-Kur have known that a good chain of command can turn a cowardly goblin army into a destructive tide. — Background information

The warriors of the Uraken clan have preserved this principle to which they grant great importance. The clan's scribe-scribes mark the armour of officers leaving for combat with magical ideogram of protection.

This artefact is reserved to goblins whose rank includes the «Uraken» attribute. It must be given in titles to a Character with Leadership, a megalis and a standard bearer. These three carriers must form a war-staff together. — Rules

The three carriers acquire the «Survival instincts» ability. As long as the war-staff is formed, the results of their tests bound to this ability are increased by 1 point (Max: 6). If a carrier already has this ability on his reference card, then he gets RES + 2 until the end of the game.

6 — Cost in A.P.

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- The artefact's **name** is printed at the top of the card.
- The advantages bound to using the artefact are explained in the text of the card. If the object is reserved to a Character or to a particular type of fighter, then this is also specified in the text.
- The artefact's **cost in A.P.** is printed in the bottom right-hand corner of the card.

SPELLS

PLASMATIC SILICA — Name

Path: «Reinforcement» Range: «Contact» — Type and number of mana gems

Difficulty: 10 Duration: «Until end of game»

Area of effect: One friendly figure. Frequency: Unlimited. — Background information

Plasmatic silica is an experimental substance that turns solid when in contact with air. For this reason the final component is mixed with the rest of the solution right before being quickly injected into the target's veins. Plasmatic silica considerably strengthens its beneficiary's metabolism. Unfortunately, it sometimes happens that the substance damages the subject's arteries, taking it to little bit faster toward death.

If the incantation is successful, then the targeted figure gains the «Hand-boiled» ability until the end of the game. If it fails, the plasmatic silica causes the target a Light Wound in Confrontation's of a Damage Roll red in column «-3/2» in RagNarok. — Rules

A fighter may benefit from this spell only once per game. A figure that already has the «Hand-boiled» ability may not benefit from this spell.

6 — Magic intensity

15 — Cost in A.P.

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- The spell's **name** is printed at the top of the card.
- Each spell requires a certain amount of energy in order to be cast. This energy, called “essence” by magicians, is provided by **mana gems**. For each spell the amount and type of gems needed appears on the card beneath the spell's name.
- The **paths of magic** symbolise the different ways in which magicians perceive and perform their art. A magician can only cast spells bound to the paths of magic that he masters.
- The **difficulty** represents the more or less elaborate ceremony that the magician must perform to cast the spell. The higher the difficulty, the harder it is to cast the spell. Some spells have a “Free” difficulty. In this case it's the player who decides what it is before proceeding with the incantation.
- The **range** indicates the distance (in centimetres) over which the spell has an effect. The spell's target (or area of effect) must be at a distance equal to or inferior to this range for it to be affected. Some spells only affect the magician himself (“Personal” range) or a fighter in base-to-base contact with him (“Contact” range). Others have an unlimited range.
- A spell affects a given zone called the **area of effect**. This can be a single fighter, a specific zone, or even a whole battlefield!
- The **duration** indicates how long the spell remains active: for an instant, a round, until a specific event happens, or until the end of the game.
- The **frequency** indicates how often per round the spell can be cast by the same magician. The frequency is independent of the magician's rank.

- The **description** gathers all the indications on the spell and its effects. It also describes its consequences in terms of the game.
- The **magic intensity** represents the spell's complexity and the knowledge required for it to be cast. A magician can only master a certain amount of magic intensity. He can choose several spells of low magic intensity or only one with devastating effects.
- Like fighters, spells and artefacts have a **cost** in A.P. which is added to the magician's strategic value and therefore to that of the army. Thus, the magician can choose to use only some of the spells and artefacts he normally has access to, or can decide to use others than the ones he is supplied with.

MIRACLES

PAINFUL TRUTH

Call: Reserved to equanimous warriors

Difficulty: 3 Range: Contact

Area of effect: One enemy Duration: Until end of round

Nothing seemed to be able to stop the Ordo warrior of Acheron. The blows bounced off his scorched armour and those that managed to cut his riding flesh never brought him down for long. The equanimous warrior blocked his path and prayed to find the truth that would reveal the weak points of his enemy's carcass. These were soon revealed to his mind and to those of all his brothers in arms.

This miracle's fervour is chosen before it is called. It must be between 1 and 3 included.

If the call is heard, then the STR of all Damage Rolls suffered by the target until the end of the round is increased by a number of points equal to the chosen fervour.

Free 9

- The **miracle's name** is printed at the top of the card.
- The **required aspects** symbolise the actions carried out by the divinity for the miracle to happen. Each aspect presented on the miracle's card is accompanied by a number. It represents the degree of initiation required by the faithful for the miracle to happen through him. A god cannot perform great miracles through a faithful who has low Aspect values.
- There are numerous divinities on Aarklash and all of them don't control the same aspects of Creation. Each people has its own **cult**. Certain miracles are shared by several cults while others come from the universal cult and can therefore be called by all the peoples.
- The **difficulty** represents the level of conviction needed for the miracle to happen. The higher the difficulty, the more the god



will be demanding. Certain miracles have a "Free" difficulty that the player must set before the faithful begins his prayers.

- The **range** indicates the maximum possible distance between the faithful and the miracle's target. It is measured in centimetres. The range can sometimes be limited to the faithful himself or to a fighter in base-to-base contact with him.
- Most miracles have a defined field of action represented by the **area of effect**, which can be of any size, from a single fighter to a determined zone to the whole battlefield.
- The **duration** is the time span that the miracle remains active.
- The **miracle's description** supplies all the indications about it, as well as its effects on the game.
- The **fervour** indicates the amount of temporary faith points that must be spent for the faithful to proceed with the call. More detailed information on temporary faith is given in the chapter on divination.
- Just like fighters, spells and artefacts, each miracle has a **cost** in A.P. that is to be added to the faithful's total value. The faithful can choose to use all or a part of the miracles he has access to, and he can choose others than the ones he is supplied with.

COUNTERS

Some *Confrontation* miniatures are supplied with boards of cardboard counters that are to be used as reminders during the game.

Wound counters are used to represent the fighters' Wound levels.



Stunned



Light Wound



Serious Wound



Critical Wound

The **Trap** counter represents a trap.The **Decoy** counter represents a decoy.The **Charge** counter is used to show that a fighter is affected by the penalties caused by an enemy charge (see p. 36)The **Defence** counter means that the fighter is under the influence of an effect that forces him to place all his hand-to-hand combat dice in defenceThe **Moving Under Cover** counter designates a fighter who is, for example, moving carefully in order to avoid being shot at (see p. 32)The **dispersion template** is used when resolving certain effects, especially artillery fire (see p. 120)



CHAPTER 2

GENERAL RULES

Inspired by Vile-Tis, "the Beast," the fallen god, several Wolfen have renounced Yllia and have decided to live free and in harmony with their murderous impulses as rebels against the will of the hypocritical gods. These terrifying warriors, who seek perfection in the art of combat, have been named Devourers, for they eat their victims' bodies to celebrate victory.

The Devourers have rallied many of their brethren, because ever more Wolfen can no longer stand that Yllia remains deaf to their petitions. The Beast's destructive philoso-

phy has also seduced rejected and masterless warriors, such as the Impure half-elves of the Ynkaro River.

The Devourers of Vile-Tis's bloody wandering seems to have a meaning: to free Aarklash of the yoke of all tyrannies by destroying the icons of faith and civilisation.

The Devourers have appeared only recently on Aarklash and are not very numerous. They have preserved the terrifying predator instinct of their Wolfen brethren, yet they have adopted the wearing of armour.

The miniatures allow the fighters' movements on the battlefield to be simulated, yet their feats are the object of rules based on characteristics and rolls of six-sided dice (d6). Knowing this, each player develops a strategy to help luck turn to his advantage.

THE FIGHTERS

The fighters are defined by a series of parameters that are usually printed on their reference cards (special capacities, artefacts, spells and miracles are described on separate cards). Thus, the characteristics (abbreviated by their first three letters and associated with a numerical value), abilities, strategic value and equipment make up a fighter's **reference profile**.

REFERENCE PROFILE



MOV

Movement/MOV determines the potential distance (in centimetres) that a fighter can cover in one movement. If the fighter is able to fly, then two values are associated with Movement. The first one represents the movement potential on the ground and the second one the potential in the air.



INI

Initiative/INI symbolises the fighter's reflexes. It is mainly used to determine who attacks first in hand-to-hand combat.



ATT - STR

Attack/ATT represents the fighter's skill when striking a blow at an opponent. **Strength/STR** is used to determine the damage caused by such an attack.



DEF - RES

Defence/DEF is used when the fighter attempts to parry an attack in hand-to-hand combat. **Resilience/RES** is taken into account when the fighter is affected by a game effect that can cause wounds.



AIM

Aim/AIM indicates how precise the fighter can be when using range weapons.



FEAR

Fear/FEAR or **Courage/COU**: Some fighters are so impressive (or repulsive) that their opponents must show great valour so as not to flee. Fighters with FEAR may frighten those with a Courage value (or those with a lower FEAR value).



DIS

Discipline/DIS reflects the will and the sense of strategy of the soldiers on the battlefield.



Only magicians have the **Power/POW** characteristic, which is found in the lower right-hand corner of their reference card, just above the Strategic Value. The higher the POW, the easier it is for the magician to cast spells.



The faithful are the only fighters with **Aspects of faith**, which are placed in a spiral in the lower right-hand corner of their reference cards. There are three of them, and each one symbolises one of the three great laws that rule the universe: Creation, Alteration and Destruction. The values bound to the Aspects determine the type of miracles that the faithful can perform, as well as his chances of successfully calling them during a battle.

Equipment

Certain pieces of **equipment** are bound to effects described in the "Special Equipment" section in this book (see p. 149). If the fighter has a range weapon, then its characteristics (range and STR) are indicated on the line devoted to equipment.

Abilities

The fighters are endowed with one or several abilities. Their effects are described on p. 131.

War machines

Only the heaviest war machines have a value in **Weight** and **Structure** (in Structure Points, or S.P.). The machine's Weight influences its movement potential. It also indicates to which category the machine belongs.



A light Weight icon represents a mobile machine (a machine that can move by its own means).



A dark Weight icon indicates a machine that is immobile, meaning that it has to be carried by servants for it to be moved.

The **Structure Points** reflect the machine's solidity. These parameters are printed in the lower right-hand corner of the reference card, just above the machine's Strategic Value.

One category of war machines, the immobile ones, is bound to a **crew** value, which indicates the minimum number of servants required for the machine to be used.

Ranks

There are 16 ranks spread over a scale of four categories (indicated in brackets).

Ranks specific to fighters:



Irregular (1): These fighters occasionally join their people's army.



Regular (1): These fighters represent the huge majority of an army's forces.



Veteran (1): Hardened by countless battles, Veterans are among the most reliable troops in an armed force.



Creature (1): Whether they join an army by their own free will or are forced to do so, Creatures turn into killing machines as soon as the battle rages.



Special (2): These warriors master formidable combat techniques that take their enemies by surprise.



Elite (2): Though they are few, these fighters form a major asset for any army.



Living legend (3): The presence alone of these emblematic figures is enough to galvanise the troops.



Major ally (4): When required by the situation, fantastic beings join the battlefield.

Ranks specific to magicians:

Initiate (1): Such a magician only partly masters the arcana of magic.

Adept (2): An Adept is a magician who can prove to be particularly dangerous thanks to his faculty of combining the effects of several Elements.

Master (3): The talent of these magicians knows very few limits.

Virtuoso (4): There are only a handful of such magicians and their power defies imagination.

***Attention:** Certain magicians have devoted their studies to the arcana of magic as well as to the art of combat: these are Warrior-mages. The rank of Warrior-mage is sometimes indicated in their abilities and not in the field normally reserved for this indication.*

Ranks specific to the faithful:

Devout (1): The Devout make up the mass of faithful who spread the word of their divinity among their brothers.

Zealot (2): A Zealot shows greater grasp of the Aspects of faith than do the Devout. Moreover, he has a much better understanding of the divine designs.

Dean (3): Deans are the chosen ones among the faithful. Their divinity's gaze has landed on them just for an instant.

Avatar (4): An Avatar is the manifestation of a divinity.

The fighters' **Strategic Value** is expressed in Army Points (A.P.) and is calculated depending on their characteristics, abilities, etc. The higher this value, the greater the fighter's potential on the battlefield.

OTHER PARAMETERS

Certain parameters that characterise fighters are not printed on their reference card, either because they are shared by all fighters, or because they are bound to other factors.

State of health

The fighters' state of health is represented by Wound levels. This information is not printed on the reference cards, because, with very few exceptions, the number of Wound levels is the same for all fighters (see pp. 21-22).

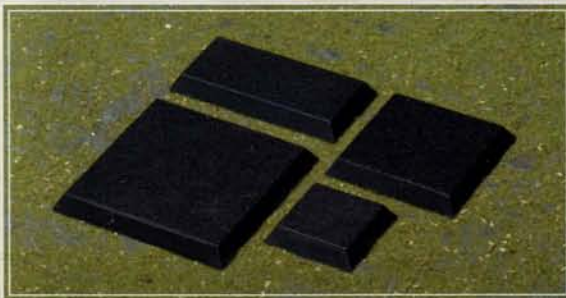
Size

The fighters' **Size** is an important factor. There are four Size categories. If a fighter's Size is not mentioned on his reference card, then his belonging to one or the other of these categories is defined, with some exceptions, by the people he belongs to or the type of base he is supplied with.



Bases

Cavalry: Rectangular base, 25 x 50 mm
 Creature: Square base, 37.5 x 37.5 mm
 Large Creature: Square base, 50 x 50 mm
 Infantry: Square base, 25 x 25 mm



- The fighters of the following peoples are considered to be of **Small Size** if they are supplied with an infantry base: goblins, dwarves of Tir-Nâ-Bor and dwarves of Mid-Nor. The following fighters are also of Small Size: Familiars, Baron Samedi.
- Fighters supplied with infantry bases are of **Medium Size** if they are not included in the list of fighters of Small or Large Size.
- Fighters supplied with a cavalry, creature or large creature base are of **Large Size**.

Exceptions: *The Executioner and Sasia Samaris are of Medium Size. The dwarf bombardiers and fire-spitters of Mid-Nor are of Small Size.*

- All Enormous, Colossal or Gigantic fighters are of **Very Large Size**, no matter the size of their bases.

Attention! *The miniatures must be mounted on the base with which they are supplied.*

Force

A fighter's **Force** represents his capacity to destabilise the opponent when charging, or, on the contrary, to absorb the impact of an enemy charge. This value is not printed on the reference card. It is defined depending on the fighter's Size.

SIZE OF FIGHTER	FORCE
SMALL OR MEDIUM SIZE	1
LARGE SIZE	2
VERY LARGE SIZE "ENORMOUS"	3
VERY LARGE SIZE "COLOSSAL"	4
VERY LARGE SIZE "GIGANTIC"	5

ROLLING THE DICE

Most of the time an action's success depends on a roll of a die and on one of the fighter's **characteristics**. This is called a **characteristic roll or test**.

To make a characteristic test one simply has to roll 1d6 and add the **result** on the die to the value of the concerned characteristic. When making such a roll, two notions must be differentiated :

- The natural result is the result on the die.
- The final result is the result one gets after having added the value of the characteristic and any bonuses or penalties to the natural result.

Example : *A fighter with an INI of 3 must make an Initiative test. The player rolls 1d6 and the result is 4. This 4 is the roll's natural result. The player then adds the fighter's INI (3) to this result to get a final result of 7.*

• AND ☐☐

When making a characteristic test, certain natural results induce game effects that simulate the fighters' clumsiness or heroic feats.

- ☐☐: The die can immediately be rolled again and the new natural result is added to the previous one. The player can thus re-roll the d6 for as long as he gets a ☐☐.
- ☐: The test is automatically failed, no matter what kind of action was attempted. This rule not only applies to characteristic tests, but also to certain rolls required by abilities, such as Mutagenic/X.

This rule also applies when a player re-rolls a ☐☐: a ☐☐ followed by a ☐ is a failure.

ROLLING SEVERAL D6

It can happen that a player can roll several d6 for the same characteristic test. In this case the test is an automatic failure if the natural result of all dice is ☐. If several ☐☐ are gotten, then the dice with this result can all be rolled again, but the player can keep the result of only one of these re-rolls to calculate the test's final result.

The ☐ gotten when re-rolling a die are considered to be a failure no matter what the results of the first roll were.

Examples:

- On a roll of 4d6 a player gets ☐, ☐☐, ☐☐ and ☐☐. The player decides to re-roll the two ☐☐ to improve the final result when he could also content himself with a 6.
- If he gets ☐ and ☐☐ on this re-roll, then the final result is 9.
- If he gets ☐ and ☐ on this re-roll, then the test is failed.

TESTING A CHARACTERISTIC

There are two types of characteristic tests:

- Tests made with a level of difficulty;
- Tests made against an opposing final result.

Most of the time the player is required to get a final result that is greater than or equal to a given threshold called **difficulty**. If the test is successfully passed, then the attempted action is carried out. If not, then it fails.

Example: For a Discipline test with a difficulty of 7 the player rolls 1d6 and adds the DIS of the fighter concerned by the action. The final result must be of 7 or higher for the test to be successfully passed. If the fighter in question has a DIS of 4, then the player must get at least a ☐☐ for his action to be crowned with success.

When two players must make a test against each other, then no level of difficulty is given. This is an **opposition test**. The players each roll 1d6 and add the value of the characteristic being tested to the result. The player who gets the higher final result wins the test. If both players get the same final result, then they both roll the die again until they manage to get a decisive result.

Example: A Dirz halberdier (INI 2) must make an Initiative test against a goblin marauder (INI 3). The Dirz player gets a ☐☐. His final result is therefore ☐☐ + 2 = 7. The goblin player gets a ☐☐. His final result is therefore ☐☐ + 3 = 6. So the Dirz player wins this Initiative test, 7 to 6.

When making an opposition test, if a player gets a ☐☐, he can wait to see his opponent's result before rolling his die again. If both players get a ☐☐, then the player with the lower final result (before re-rolling the die) decides first if he wants to roll again or not. His opponent can wait for his decision as well as for the result of this re-roll before deciding to roll again or not himself.

MODIFIERS OF CIRCUMSTANCE

Many game effects cause modifications of the fighters' characteristics or of the final result of their die rolls.

There is no maximum limit to the value that characteristics can reach. However, they cannot get a negative value.

Certain modifiers, such as Wound penalties (see further), are applied to the final results of die rolls.



Example: A fighter (ATT 3) with a *Serious Wound* (-2 on final results) attacks an opponent. The player controlling him gets a to which he adds his warrior's ATT. The final result is $3 + 3 - 2 = 5$.

When making a characteristic test, if a penalty must be applied and the final result is of 0 or less, then the test is an automatic failure. However, this rule does not apply to Damage rolls (see further).

Example: A fighter (ATT 1) with a *Critical Wound* (-3 on final results) attacks an opponent. The player controlling him gets a to which he adds his warrior's ATT. The final result is $1 + 1 - 3 = 0$: failure!

WOUNDING AN OPPONENT

When a fighter is hit by a projectile, an attack in hand-to-hand combat, or any other effect of offensive nature, the seriousness of the damage he suffers is determined by a Damage roll.

When making such a roll, the player causing the damage rolls 2d6 and consults the Wound Table. Each die is read independently:

- The lower result indicates the column to be read to locate the Wound.
- The higher result is added to the attacker's STR. The target's RES is then subtracted from this sum to determine the line to be consulted in the Wound Table.

The intersection between the wound's location and the result of the aforementioned calculation indicates the result of the Wound.



WOUND TABLE

1d6 + STR - RES (+Wound)	LEGS	ARMS	BELLY	CHEST	HEAD	1d6 + STR - RES (+Wound)
< 0	No damage					< 0
0/1						0/1
2/3						2/3
4/5						4/5
6/7						6/7
8/9						8/9
10/11						10/11
12/13						12/13
14/15						14/15
16/17						16/17
18 and +						18 and +

When making a Damage roll, a result of is not an automatic failure and a cannot be rolled again.

Stunned
 Light Wound
 Serious Wound
 Critical Wound
 Killed Outright

Example: A guard of Alahan (STR 3) has just succeeded an attack against a goblin búshi (RES 5). The latter not having managed to defend himself, he suffers a Damage roll. The Alahan player rolls 2d6 and gets [4] and [5]. The lower result, meaning [4], indicates that the third column is to be consulted: the goblin is therefore wounded in the belly.

The higher result, meaning [5], is added to the guard of Alahan's STR, making a total of 8. The goblin búshi's RES of 5 is then subtracted, which gives a final result of 3. This Damage roll's consequences are therefore read at the intersection between the "Belly" column and the "2/3" line. The goblin búshi suffers a Light Wound.

If the roll's natural result is a double, then it is an Exceptional Wound. These Wounds are treated in the usual way except in certain specific cases:

- The Wound's location is determined according to the natural result of either of the two dice. Thus a [1] indicates an arm Wound.
- A double [11] automatically causes a result of "Killed Outright," no matter the attack's STR and the target's RES.
- Some equipment has particular effects when causing an Exceptional Wound (see p. 149).

WOUND LEVELS

The fighters' state of health is represented by Wound levels. At the start of the battle a fighter is in good health and is fully able. However, when he suffers Damage rolls, his state of health can worsen. There are three Wound levels that simulate this.



Light Wound;



Serious Wound;



Critical Wound.

There are also two other states that are not considered to be Wounds:



Stunned: The fighter is dazed. He suffers penalties but this state is only temporary.

Killed Outright : The fighter is eliminated.

WORSENING OF THE STATE OF HEALTH

A fighter's state of health can be caused to worsen in two ways.

- If a fighter isn't wounded yet and he suffers a Damage roll whose result indicates "Serious Wound," for example, then his Wound level directly becomes "Serious Wound." Similarly, if an already wounded fighter suffers a worse Wound, then his state of health directly reaches the level of the new Wound.

Example: A fighter with a Light Wound suffers a Damage roll whose result indicates a "Critical Wound." His state of health directly becomes "Critical Wound."

- If an already wounded fighter suffers a Wound that is less serious or just as serious as his current Wound level, then the Wound worsens by one degree.



then



>



then



or



>



then



or



or



>

Killed Outright

Attention! A result of "Stunned" is not considered to be a Wound and does not worsen an already wounded fighter's state of health.

WOUND PENALTIES

Depending on his state of health, a fighter suffers penalties that apply to the final results of his Initiative, Attack, Defence and Aim tests, as well as to the Damage rolls that he inflicts in hand-to-hand combat attacks.

These penalties are as follows:

- Light Wound: -1
- Serious Wound: -2
- Critical Wound: -3

The state of "Stunned" causes the same penalties as a Light Wound, except that this state is temporary.

The penalties caused by the state of "Stunned" are not cumulative with other Wound penalties.

Example: A fighter with a Light Wound who is Stunned does not suffer a -2 but only a -1.

Attention! It is nevertheless important to place a "Stunned" counter next to the fighter, even if he is wounded, because certain game effects allow penalties caused by Wounds to be ignored, but not those bound to the state of "Stunned."

WOUND DURATION

A fighter suffers the effects of his Wounds until the end of the game or until he is eliminated. Yet certain effects allow Wounded fighters to be healed.

The state of "Stunned" is only temporary and its effects only last until the end of the round during which the fighter was Stunned.

• ELEMENTS OF THE SCENERY •

The elements of the scenery represent what they are, no more, no less. A group of four trees does not represent an impenetrable forest. Each tree only hides what its trunk and its leaves really hide at the scale of the battlefield. A marksman can therefore target a miniature if he has a line of sight between the trunks.

FIELD OF VISION AND LINE OF SIGHT

The decisive actions in a confrontation usually require fighters to see each other. Thus, it is impossible to charge or even fire at a hidden opponent.

FIELD OF VISION

A fighter's field of vision covers an angle of 180° from the front of his base. It is recommended to mark the front of the base with a small dot of paint.



For certain war machines the artilleryman's field of vision is calculated from the front of the weapon being used. Such an exception is specified on the machine's special capacity cards.



LINE OF SIGHT

To determine if an element of the scenery or a miniature prevents a fighter from seeing his target, three parameters must be taken into account:

- **The source:** The fighter attempting to see the target.
- **The obstacle:** The element of the scenery or the miniature standing between the source and the target.
- **The target:** The element of the scenery or the miniature that the source is trying to see.

Before any action that requires one fighter to see the other, one must check if the target really is in the source's **field of vision**. If this isn't the case, then the target cannot be aimed at, charged, etc.

A fighter always has a line of sight to an opponent in contact with his base, regardless of the direction he is facing.

If the target is within the source's field of vision, then the following rule applies:

- If the obstacle is of the same Size or bigger than the source **and** the target, then the source cannot see the target.



The tyrant of Vile-Tis is of a bigger Size than the marksman and the half-elf: the reaper of Alahan (left) does not see the latter (right).

- If the obstacle is of a smaller Size than the source **or** the target, then the source can partially see the target.



The tyrant of Vile-Tis (right) is of a bigger Size than the half-elf: the reaper of Alahan (left) can see him.

Concerning miniatures, their Size is used as reference when comparing them. On the other hand, if an element of the scenery is to be taken into account, then the variety of shapes of these kinds of obstacles requires the players to use their vision and their common sense to determine what can be seen and what can't.

THE CONCEPT OF CONTACT

A miniature is considered to be in contact with another one (friend or foe) if more than half of one edge of its base is touching the base of the other miniature.

Because some miniatures are represented in positions that make it tricky to place other miniatures into contact with them, it can be considered that a miniature is touching another even if the two must be separated by a few millimetres.



These fighters are considered to be in contact.

Depending on the base on which a miniature is standing, the maximum number of miniatures with which it can be in contact is limited. Each of the base's edges is of a certain size that is symbolised by a number. In no way can the sum of the edge sizes of the bases placed into contact with the same edge of another base be greater than the latter edge's size.

- Infantry base: 1
- Cavalry base: Front and back: 1 / Sides: 2
- Creature base: 2
- Large creature base: 2

Example: It is possible to place up to two infantry bases (size 1 + 1) or one creature base (size 2) in contact with the same edge of a creature base (size 2). It is, however, forbidden to place an infantry base and a creature base (size 1 + 2) or two creature bases (size 2 + 2) there.

This restriction only applies if several miniatures are to be placed into contact with the same opponent. It is therefore possible to place a fighter on a creature base (2) into contact with an enemy fighter on an infantry base (1).

When a fighter is placed into contact with another one following a movement, then as much of his base as possible must be placed into contact with that of his opponent. However, if a miniature is placed into contact with a piece that is already in contact with other fighters, then they can be slightly moved to the side to allow the new assailant to be placed.

Attention! *This is only possible if the miniatures to be moved really are in base-to-base contact with the target. If they are not, then they are considered to be obstacles and cannot be moved.*

The expression “free of any opponents” designates fighters who are not in contact with any enemy miniatures.

THE UNFOLDING OF A CONFRONTATION

The goal of the skirmishes fought by the fighters in a game of *Confrontation* isn't always the opponent's annihilation.

Before proceeding with the deployment of their fighters, the players must determine which mission will be played. Once the mission has been chosen, each player builds his army. Certain missions have a specific strategic value. If they don't, then the players must agree on a maximum number of army points (A.P.) that their armies can include. To build his army, the player must follow the rules explained on page 126.

Before starting the actual battle, the players must place their miniatures on the battlefield. This step, called the deployment phase, has precise rules described on page 123.

A game of *Confrontation* is divided into a certain number of rounds. This number is predetermined for certain scenarios. If not, then the players must agree on a number of rounds to be played.

Once the deployment phase is done, the players begin the first round. Each round is subdivided into six phases.

The strategic phase: During this first phase each player must determine in advance in which order his fighters will act (see Activation Sequence, pp. 26-27). The players then make a Discipline test called “Tactical roll.” The winner of this roll benefits from certain advantages all along the round.

The activation phase: During this phase the fighters take turns moving and carrying out various actions (firing, incantation of spells and calling of miracles, etc.).

The combat phase: Hand-to-hand combat actions are done in this phase. Some rules nevertheless allow fighters to carry out certain other actions during this phase, such as casting spells and performing miracles.

The mystical phase: Once the combat phase is over, the players rebuild their magicians' magic energy reserves by making mana recovery rolls. At the same time they also calculate their faithful's new amount of temporary faith (see p. 57).

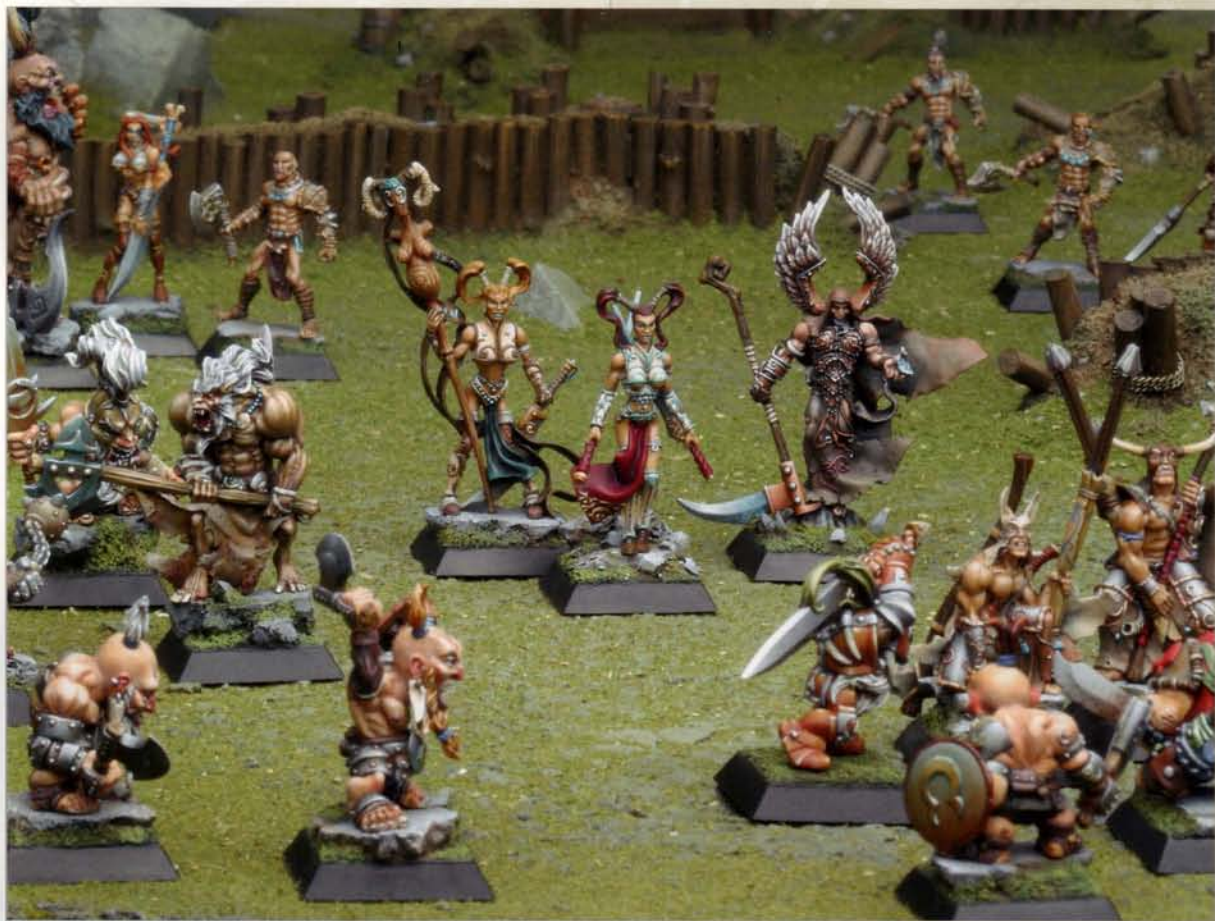
The maintenance phase: The effects of certain spells and miracles can be prolonged from one round to the next under certain conditions (spending of mana gems or of temporary faith, etc.). Similarly, certain summoned fighters (such as Elementals) also need to be maintained.

The players must pay all these costs during the maintenance phase.

It is also during this phase that the rolls bound to certain abilities (Regeneration/X, Ephemeral/X, Reinforcement, etc.) are made.

Time out: This last phase marks the passage from one round to the next. No game actions (test, movement of counters or miniatures, etc.) may be made during this intermediate phase.





CHAPTER 3

THE STRATEGIC PHASE

The Sessairs are the heirs of the people of Kel, the first human civilisation to have prospered on Aarklash. Though they are divided into countless tribes and are often referred to as being "barbarians," the Sessairs share a very rich cultural heritage in which history and myth are mixed. These nomads, who are proud of their customs and their freedom, roam the plains of Avagddu while worshipping Danu, the goddess of the earth.

Every Sessair is above all a fierce warrior. Not only does he have to hunt dangerous

creatures to ensure the clan's survival, he also has to fight against invaders trying to steal his game and his lands. To die while wielding a weapon in the name of the goddess and the clan is an honour. Among the Sessairs, war is an integral part of life.

The Sessairs don't wear armour, for they don't fear death. They throw themselves headlong into battle, unleash their war fury, and let an avalanche of deadly blows fall onto their enemies.

Every game round begins with the **strategic phase**. During this phase the players proceed with the following actions in a certain order:

- Rallying of fighters in rout
- Determination of the activation order of the fighters in play
- Tactical roll

RALLYING THE FIGHTERS IN ROUT

It can happen that certain fighters, having been frightened by especially terrifying opponents, suffer the effects of **rout**. This effect is, however, not irreversible, and the fighters in rout have a chance of getting a hold of themselves at the beginning of each round.

The rules on rallying are described in the section on the influence of fear (see p. 58).

ACTIVATION SEQUENCE

During a game of *Confrontation* each fighter is represented by his reference card. A single card can also represent several fighters with the same profile.

At the beginning of the strategic phase each player makes a pile with all his reference cards by placing them in the order that he wishes. This pile is called the **activation sequence**. During the activation phase the cards are drawn one by one in the order that is defined in this way. Certain game effects are able to modify this sequence.

During the game, if all fighters represented by the same reference card are eliminated, then this card should no longer be included in the activation sequence.

TACTICAL ROLL

Once each player has defined his activation sequence, they proceed with a Discipline test: the **Tactical roll**. For this roll of the die, each player must select a fighter of his choice. This fighter is considered to be coordinating the army, and the Tactical roll is therefore made using his DIS. This value can be modified by certain bonuses or penalties (the presence of a musician, a spell's effects, etc.), but in no way can a fighter use a commander's DIS instead of his own for the Tactical roll.

The consequences of this test are felt all along the game round being played, so it is important to keep in mind which of the two players won it.





CHAPTER 4

THE ACTIVATION PHASE

The goblins may be weak, yet they are incredibly numerous. They are impossibly disorganised, yet their empire stretches in the north of Aarklash ever since the dawning of civilisation. They are a whimsical people and are capable of surprising ruse when it comes to defeating their enemies. In their hands the most common objects become deadly weapons, and a simple parchment can cause incredible damage.

The Ūraken clan is a growing faction within goblin society. The philosophy of this new type of warriors succeeds where generations of imperial

generals have failed: it unites the goblins to turn them into a powerful and lasting strike force. Every day its adepts are more numerous, as are the dai-bakemonos, the ogres of the island of Zoukboi.

The goblin army is a wave that is ready to crash onto the toughest of their opponents. What more, the goblins are very ingenious and use all kinds of resources to vanquish their enemies: experimental weapons, naphtha-powered machines, and even sorcery!

During the activation phase the players take turns revealing their cards to activate their fighters. Every time a card is revealed by a player, he announces the actions that the fighters bound to this card are carrying out.

Actions that can lead to a combat are announced before the others.

When all the actions of the fighters bound to the cards played have been announced and carried out, then the player gives the lead to his opponent. They both proceed in this way in turns until their respective activation sequences have been completed.

DRAWING CARDS

The activation phase is divided into turns. During a turn, one of the players activates the miniatures bound to one or several of his reference cards.

At the very beginning of the activation phase the winner of the Tactical roll decides which player's turn is first and is then said to have the lead.

The player who has the lead **must** do one of the following actions, at his choice:

- Play the top card of his activation sequence.
- Place the top card of his activation sequence in reserve (see below).
- Place the top card of his activation sequence in reserve and play one or several cards that he already has in reserve.
- Play one or several cards that he already has in reserve.

- Play the top card of his activation sequence as well as one or several cards that he already has in reserve.
- Pass his turn if he is able to do so.

Attention! During his turn a player can play both the top card of his pile and one or several cards of his reserve, but he cannot play more than one card from his pile.

THE RESERVE

When a player has the lead, he can decide to place the top card of his pile in reserve to be able to play it later on. The winner of the Tactical roll can thus place up to two cards in reserve per activation phase. The loser can place only one in reserve per activation phase. Once this maximum has been reached, the player can no longer place cards in reserve for **the rest of the activation phase**, not even after having played these cards.

Example: The player who lost the Tactical roll has the lead. He places the first card from his pile in reserve, which has thus reached its maximum limit. When he gets the lead again, he has four possibilities:

- Pass his turn if he can;
- Play the first card in his activation sequence;
- Play his card held in reserve;
- Play both the first card of his activation sequence and the card held in reserve.

Yet he cannot place another card in reserve, even if he plays the one that he previously placed there.



PASSING ONE'S TURN

If, at the beginning of a round, a player meets the following two conditions, he can pass his turn a certain number of times instead of playing a card during the activation phase.

- He must have less cards in his activation sequence than his opponent does.
- He cannot have more fighters on the battlefield than his opponent does.

The difference (in number of cards) between the player's activation sequence and that of his opponent indicates how often the player can pass his turn.

When a player passes his turn, he doesn't play any cards and cannot place any in reserve, and his opponent immediately gets the lead.

TAKING TURNS

When a turn is over (meaning once the player whose turn it is has finished activating the miniatures bound to the cards he has just played), then it is the opponent's turn to play. The players thus take turns having the lead (and playing) until all their cards have been played.

If one of the players doesn't have any cards left in his activation sequence but still has some in reserve, then the players continue taking turns in the usual way.

If one of the players doesn't have any cards left at all (neither in his pile nor in his reserve), then it remains his opponent's turn until he has played all his cards.

Attention! This does not authorise a player to simultaneously play more cards than allowed by his reserve.

Example: A player who lost the Tactical roll still has three cards in his pile while his opponent no longer has any left. He hasn't placed any cards in reserve yet. He can place the first card in reserve and then play it at the same time as the second one, but he cannot play the three at the same time, for since he lost the Tactical roll, he only has the right to one card held in reserve.

Please note: If all the fighters represented by the same reference card are eliminated during the activation phase before their card has been played, then it is not removed from the activation sequence or from the reserve if it is still in it. It must be played in the usual way.

EXAMPLE OF A CARD DRAW

This example only concerns the drawing of cards.

A Griffin player and a Scorpion player begin their first round of the game. The Griffin player has five reference cards and 11 miniatures. The Scorpion player only has four cards for seven miniatures. This difference gives him the possibility to pass his turn once. Each player prepares his activation sequence.

GRIFFIN SEQUENCE	SCORPION SEQUENCE
1. Griffin conscript	1. Tiger of Dirz
2. Templar of the Inquisition	2. Clone of Dirz
3. Abel the Ill-tempered	3. Keratis warrior
4. Griffin inquisitor	4. Cypher Lukhan
5. Griffin fusilier	

The players then make the Tactical roll. It is won by the Griffin player, who decides to give the lead to his opponent.

The numbers in parentheses indicate the state of each player's reserve in the various steps of the drawing of cards. "1/2" means that one card is in reserve for a maximum of two. The dash means that the player has reached the authorised limit and can no longer place cards in reserve.

1. Scorpion turn: The Scorpion player passes his turn (0/1).
2. Griffin turn: The Griffin player plays the "Griffin conscript" card (0/2).
3. Scorpion turn: The Scorpion player places the "Tiger of Dirz" card in reserve (1/-).
4. Griffin turn: The Griffin player places the "Templar of the Inquisition" card in reserve (1/2).
5. Scorpion turn: The Scorpion player plays the "Clone of Dirz" card (1/-).
6. Griffin turn: The Griffin player plays the "Abel the Ill-tempered" card (1/2).



7. Scorpion turn: The Scorpion player plays both the "Tiger of Dirz" card that he had in reserve (since turn 3) and the "Keratis warrior" card (0/-).
8. Griffin turn: The Griffin player places the "Griffin inquisitor" card in reserve (2/-).
9. Scorpion turn: The Scorpion player plays the "Cypher Lukhan" card (0/-).
10. Griffin turn: The Griffin player plays both the "Templar of the Inquisition" and "Griffin inquisitor" cards (which he placed in reserve in turns 4 and 8), as well as the "Griffin fusilier" card (0/-).

ACTIVATION

When a player plays one or several cards, then the corresponding miniatures are activated. These fighters can then act.

When a player wants to activate fighters represented by different cards in the same turn, he must first play all the cards corresponding to the fighters he wishes to activate. It is forbidden to play a card, activate the fighters represented by it, and then play another card. Thus, all miniatures whose cards were played at the beginning of a turn must be activated during this same turn.

Example: A Griffin player wants to activate three conscripts and two fusiliers in the same turn. To do so, when he has the lead, he must simultaneously play the "Griffin conscript" and "Griffin fusilier" cards. He can then activate his five fighters one by one in the order of his choice while respecting the activation rules explained in the next chapter.

ANNOUNCEMENTS

The actions that are possible are split into two groups:

- Exclusive actions that prohibit a fighter from carrying out any other action during the activation phase.
- Cumulative actions that allow a fighter to combine several different actions during a same turn.

Exclusive actions



Moving under cover: To protect himself from enemy fire a fighter can move carefully. This lowers his chances of being hit but also reduces his movement potential.

Charging: If a fighter is free of any opponents and has a line of sight on an enemy miniature at the moment that he is activated, then he can announce a charge. In certain cases this type of movement allows penalties to be inflicted on the opponent (see p. 36).

Engaging an opponent: If a fighter does not meet the conditions required to charge an opponent, then under certain condi-

tions he can nevertheless engage him (meaning that he places himself into contact with his opponent). Engaging a fighter thus allows him to be attacked in hand-to-hand combat, yet without being inflicted with the penalties bound to the charge.

Cumulative actions

Walking: The fighter can move slowly so as to be able to do other actions such as firing or casting a spell.

Running: The fighter can move quickly, which, in most cases, prevents him from doing other actions.

Firing: If the fighter is equipped with a range weapon, then he can use it.

Mystic actions: If the fighter is a magician, he can attempt to cast one or several spells (see Incantation, p. 72). If the fighter is a faithful, he can attempt to perform one or several miracles (see Divination, p. 98).

RESOLUTION OF EXCLUSIVE ACTIONS

Exclusive actions must be **announced and resolved** before the cumulative actions for all the fighters activated during the same turn. A fighter undertaking an action of this type cannot do any other action during the activation phase. Some of these actions lead to combat in the next phase. In this case it is known as an assault. The term "assault" is used when speaking of either a charge or an engagement (see further).

ASSAULT AND MYSTIC ACTIONS BY WARRIOR-MAGES AND WARRIOR-MONKS

Warrior-mages and Warrior-monks can cast a spell or perform a miracle before an assault. Only one spell or miracle can thus be used. He can, however, use the same one several times if its Frequency allows this.

Whatever the result of the incantation or the call, the assault that follows is considered to be an engagement, even if the fighter was in a position to charge.

In this case, if the magician (or the faithful) must make a Courage test to be able to assault his target, the roll must be made **before** the incantation or call. If it fails, then the player can cancel the incantation or call without losing any mana gems (or temporary faith points).



Moving under cover

Conditions required: Only a fighter free of any opponents at the moment that he is activated can move under cover.



Movement potential: The movement potential while under cover is equal to half of the fighter's MOV in cm (rounded up to the higher integer).

Effects: The difficulty of any enemy fire is increased (see Firing modifiers, p. 40). A fighter moving under cover is not considered to be an obstacle blocking lines of sight. The effects of moving under cover apply until the fighter's next activation.

Charging (assault)

Conditions required: To charge an opponent, a fighter must be free of any opponents and be able to see his target, even partially, at the moment that he is activated. He must also be able to be placed into contact with his opponent (see Concept of contact, p. 24).

Movement potential: When a fighter charges, his movement potential is MOV x 2 (in cm).

Engaging an opponent (assault)

Conditions required: If a fighter cannot see the opponent he wishes to reach when he is activated, he can nevertheless try to engage him in hand-to-hand combat.

Movement potential:

- If the fighter is free of any opponents, then his movement potential is MOV x 2 (in cm).
- If the fighter is in contact with an opponent, then he must first attempt to interrupt the combat before being able to engage a different enemy. To do so, he must disengage (see p. 39). If he manages to do so, then his movement potential is equal to MOV cm. He can then engage a new opponent (including one of those with whom he was in contact earlier on). This, for example, allows an outnumbered fighter to disengage from a fray just to return and fight one of his opponents one-on-one.

• ACTIONS OUTSIDE OF THE ACTIVATION PHASE •

There are certain actions that cannot be done during the activation phase (attacks in hand-to-hand combat, pursuit movements, certain spells and miracles).

The performance of an exclusive action only forbids a fighter from any other action during the activation phase. If the fighter has the possibility to do actions during other phases of the game, then he can do so even if he has done an exclusive action during the activation phase of the same round.

Example: *A magician cannot cast spells and carry out an assault in the same activation phase. This does not prevent him from casting spells during the following combat phase if he has the possibility to do so.*

RESOLUTION OF CUMULATIVE ACTIONS

Once all exclusive actions have been resolved, the fighters who haven't acted yet are activated one by one in the order chosen by the player controlling them.

A fighter who is thus activated can do all the actions he is allowed to in the order chosen by the player controlling him. However, it is impossible to continue an action that was interrupted. So a marksman can move and then fire, or fire and then move, but he cannot move a part of his movement, fire, and then finish his movement.

Attention! *When he is activated, a fighter cannot walk and run, run twice in a row, or walk twice in a row.*

Walking

Required conditions: A fighter who is free of any opponents can walk without any specific conditions to be met.

If a fighter is in contact with at least one enemy miniature, then he must first manage to disengage before being able to walk.

Reorienting a fighter without actually moving him is still considered to be a walk.

Movement potential: When a fighter walks, his movement potential is equal to MOV cm.

During the same turn a fighter **cannot** walk and...

- Walk again;
- Run.

A walk can, however, be done before or after firing, casting a spell, or calling a miracle.

In no way can a fighter come into contact with an opponent at the end of a walk. (To do so, he must announce an engagement, not a walk.)

Running

Required conditions: A fighter can run only if he is free of any opponents at the moment that he is activated.

Movement potential: When a fighter runs, his movement potential is equal to $MOV \times 2$ cm.

During the same turn a fighter **cannot** run and...

- Walk;
- Run again;
- Fire;
- Cast a spell (unless he is a Warrior-mage);
- Call a miracle (unless he is a Warrior-monk).

In no way can a fighter come into contact with an opponent at the end of a run. (To do so, he must announce an engagement and not a run.)

Firing

Required conditions: Only fighters with AIM and a range weapon can fire. They must have a line of sight on their target and be free of any opponents.

A fighter can fire **before or after** walking. It is not possible to fire and run during the same activation.

If a fighter fires and moves during the same activation, then he suffers a penalty (see Firing, p. 40).

If the player wants his fighter to walk after having fired, he must announce this before resolving the shot.

A fighter can fire after having disengaged. This is like firing after having walked.

In most cases a fighter can fire only once per round. If he is able to fire several times and to move during the same activation, then he can make all or some of his shots before and/or after having moved.

Mystic actions (spells and miracles)

Magicians and the faithful can cast spells or call miracles as long as they have the required resources. They can do this:

- Before and after having moved. (A magician can, for example, cast a spell, walk, and then cast another spell if he has the required mana.);
- When in hand-to-hand combat;
- After having disengaged.

Refer to the chapters on Incantation (p. 70) and Divination (p. 96) for more details.



MOVEMENTS

There are various types of movement (walk, run, charge and engagement). The following rules nevertheless apply to them all.

Movement potential: The distance that a fighter can cover is measured in centimetres. It depends on his Movement characteristic, the type of movement chosen, and any manoeuvres that may have been made.

ACTION	MOVEMENT POTENTIAL
WALK	MOV x 1
RUN	MOV x 2
ENGAGEMENT	MOV x 2 (MOV x1 after a disengagement)
CHARGE	MOV x 2

MOVEMENT DURING AN ASSAULT

When an assault is announced, the distance between the edge of the fighter's base and edge of the target's base must be measured. The player controlling the fighter does not have to move him in a straight line. He can have him take a detour in order to avoid an obstacle, for example. In this case the distance that the fighter really moves is to be measured, taking into account the detours he takes.

The fighter can then be placed into contact with any free edge of the target's base, as long as his movement potential allows him to reach it.

If the measured distance is too big for the fighter to come into contact with his target, then the miniature must be placed at the maximum of its movement potential in the target's direction.

At the end of an assault, be it a charge or an engagement, it is the **front** of the fighter's base that must be placed into contact with the target. When targeted by a charge, the target may suffer certain penalties depending on the Size of the fighters (see p. 36).

The way an assault unfolds can be influenced by the effects of fear (see p. 58).

Charging two opponents

In certain specific cases it can happen that a fighter has the possibility to charge two opponents at once. Only miniatures on creature or large creature bases can do so. They can only do this against miniatures on infantry or cavalry bases.

The charged miniatures must be perfectly lined up next to each other. If they are not lined up, then the player charging can charge only one of them.

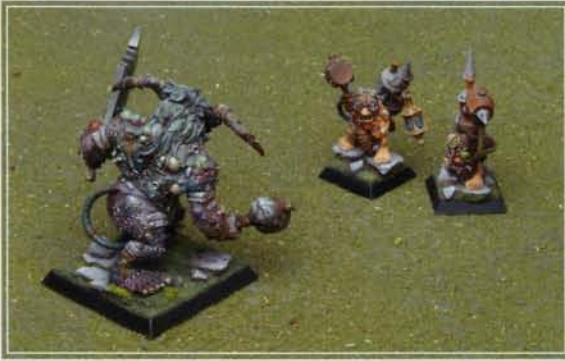


In this case the cyclops can charge the two forge guardians.



In this kind of situation the Wolfen can charge the two Kelt centaurs.





Because the two forge guardians are not perfectly lined up, the cyclops can charge only one of them.

Engaging several opponents

Under certain conditions it is also possible to engage several opponents at the same time. To do so, an opponent must be designated to be the fighter's point of arrival. The front of the latter's base must be placed into contact with this opponent.

If other opponents end up being in contact with the fighter who just moved, then they are considered to have been engaged by him. It must be made perfectly clear that that these fighters are in contact with each other.



Planned engagement



If the former fiend places himself in this way after an engagement, then both thermo-warriors are engaged.

This kind of situation can happen at the end of a charge.



Charge and engagement of circumstance



If the former fiend charges the thermo-warrior in front of him in this way, then the second thermo-warrior (to his right) is engaged.



Miniatures on creature bases or bigger can thus assault several opponents at a time.



If the tyrant of Vile-Tis charges the inquisitor and the thallion, then the second thallion (to his right) is de facto engaged.



If the Cynwäll asadar charges the warrior of blood the furthest to the left in this way, then the second warrior of blood is not engaged since his base is not touching the assailant's enough.

Charge penalties

When a fighter is charged, he suffers charge penalties if the combined **force** of the opponents charging him is equal to or greater than his.

Reminder: A fighter's force is defined according to his Size.

- Small or Medium Size : Force 1
- Large Size: Force 2
- Very Large Size + Enormous*: Force 3
- Very Large Size + Colossal*: Force 4
- Very Large Size + Gigantic*: Force 5

*: see Abilities, p. 131.

Examples:

- A goblin (force 1) charges a guard of Alahan (force 1). Because the force of these fighters is the same, the goblin's charge inflicts penalties on the guard of Alahan.
- A guard of Alahan (force 1) charges a Wolfen (force 2). Because the guard's force is lower than the Wolfen's, he does not inflict him with any charge penalties.
- Two Griffin templars (force 1 x 2) charge a black troll (force 2). Because the combined force of the templars is equal to that of the troll, they inflict him with charge penalties.



Only the fighters who are charging are counted in the calculation of the force.



A goblin (force 1) charges a cyclops of Mid-Nor (force 2) (on the left) while two other goblins engage the same cyclops. The goblins engaging the opponent are not taken into account in the calculation of the total force. The cyclops therefore does not suffer any charge penalties.

If a fighter charges several opponents at a time, then their force values are added together.

Example: *A cyclops of Mid-Nor (force 2) charges two Sessairs warriors (force 1 x 2). Because the combined force of the two Sessairs is equal to that of the cyclops, they both suffer charge penalties.*

A fighter subjected to charge penalties suffers a –1 on the final result of his Initiative, Attack, Defence, and Aim tests. These penalties apply until the end of the round, even if the fighter is no longer in contact with the opponent who charged him.

ORIENTATION AT THE END OF A MOVEMENT

At the end of an **assault**, the fighter must be oriented in his opponent's direction (the front of his base must be placed into contact with the enemy miniature's base). The assaulted miniature is not reoriented in its opponent's direction.

At the end of a **walk** or a **run**, the fighter can be oriented in any direction as chosen by the player controlling him.



♦ FLYING ♦

Three **altitude levels** are used to represent the position of the fighters on the battlefield and in the air.

Level 0: All miniatures touching the ground are located at level 0, even if they are on top of an obstacle (the elements of the scenery placed on the battlefield are considered to be at level 0). Level 0 therefore isn't the surface of the gaming table but rather the surface of all elements placed onto it. The miniatures with the "Flight" ability must be **deployed** at level 0, unless the scenario specifies the contrary.



Level 1: This level represents the low altitude flight zone.



Level 2: This level represents the high altitude flight zone.

Placing the miniatures

When two miniatures are vertically in the same place but at different altitude levels, then placing them can become tricky. To avoid this problem, the following rules must be applied.

As soon as a fighter takes off and is at level 1 or 2, his miniature is replaced by a counter on which the level he is located at is marked (the counters supplied with *Rag'Narok* can be used for this). One must also mark an edge of the counter to symbolise the front of the miniature being represented (in order to determine the fighter's field of vision).

As long as the fighter remains at levels 1 or 2, all his movements are made using the counter representing him.

Movement on the ground and in the air

Miniatures with the "Flight" ability have two Movement values. The first one is their MOV on the ground and the second one is theirs when flying.

A fighter who is moving at level 1 or 2 (or who is taking off from level 0) uses the second value (meaning his flight speed).

Movement when flying uses the same rules as movement on the ground, with a few exceptions.

- Only the counter is moved. The size of the miniatures' bases is not taken into account. The counters can move around each other freely. This represents the extreme mobility of the fighters moving about in the air.
- When a flying fighter does an assault, the distance between the counter representing him and his target is measured.

It is therefore possible to charge, engage, or make a movement equivalent to a walk or a run.

Changing levels

A fighter can change altitude levels before or after his movement. This manoeuvre must be announced before any movement is made, for it causes a reduction in Movement.

- Moving at level 0 and then taking off to level 1: Ground MOV reduced by 5.
- Taking off to level 1 and then moving: Flight MOV reduced by 5.
- Moving from level 1 to level 2 or vice versa: Flight MOV reduced by 5.

Example: A player announces that a morbid angel located at level 2 is moving down to level 1 at its activation. The angel's flight MOV goes from 17.5 to 12.5. So the angel can move at level 2 and then go down to level 1, or vice versa.

A fighter can change levels only once per round.

Landing

Landing at level 0 is a special case. The change of levels reduces the flight MOV by 5 and it is forbidden to move after having landed. The fighter can nevertheless do any other action that he has the right to (firing, incantation, divination, etc.). He can also do pursuit movements during the hand-to-hand combat phase. His ground MOV is then taken into account. A fighter cannot change levels while doing a pursuit movement.



At level 1 the fighters ignore the movement penalties bound to the various types of ground, but they must nevertheless move around obstacles that are bigger than 15 cm.



At level 2 the fighters ignore all obstacles (even other creatures located at level 2) and the movement penalties bound to the various types of ground.



OBSTACLES

All miniatures, be they friend or foe, as well as the elements of the scenery, are considered to be obstacles that may get in the way of the fighters' movements.

Moving around an obstacle

When making any kind of movement, a fighter can move around obstacles (miniatures or elements of the scenery) standing in his way. These detours are counted in his movement potential. It is therefore recommended to use a flexible tape measure to measure the distances being moved.

The minimum space required between two obstacles for a miniature to be able to move through is equal to the width of its base.

Ignoring the presence of a friendly fighter

The miniatures in a fighter's camp are also considered to be obstacles, with one exception: a fighter can move "through" the miniatures in his camp that are activated in the same turn as him.

Penalties caused by the ground

Some missions specify the nature of the ground on the battlefield. When this is not so, then the players must agree on the nature of the elements of the scenery that they have placed on the battlefield.

There are three different types of ground.

- **Open ground (plain, small hill, creek, etc.):** This type of ground does not modify movement conditions.
- **Encumbered ground (forest, swamp, steep hill, etc.):** In encumbered ground, every centimetre moved counts for two.
- **Uncrossable ground (chasm, river, deep lake, etc.):** No fighters can move through uncrossable ground unless they jump over it (using the "Leap" ability) or are flying.

Disengagement

Disengagement is a manoeuvre that can be attempted to escape a combat or to allow a fighter to engage a different opponent. To be permitted to attempt a disengagement, the fighter must meet the following conditions:

- He must not have been charged or engaged during the current activation phase.
- One of the edges of his base must be completely free of any opponents.

There are two ways to disengage: a fighter can either use his agility or attempt to force his way out of the fray.

- The fighter must pass an Initiative test with a difficulty of $4 + 2$ per opponent in base-to-base contact with him.
- A fighter who wishes to disengage from a combat can attempt to do so by using his STR instead of his INI, at the condition that he is of a bigger Size than all the opponents in base-to-base contact with him.

In this case he must make a Strength test with a difficulty equal to $4 + 2$ per opponent in base-to-base contact with him. For this roll of the die, the highest RES among his opponents is subtracted from his STR. If it becomes less than 0, then it is impossible for him to disengage by force.

No matter which type of disengagement is attempted, the penalties caused by the fighter's Wounds apply to the test's final result.

If the fighter manages to disengage, then his movement potential is $MOV \times 1$ cm. If he fails, then all his combat dice are automatically placed in defence during the combat phase of the round being played, including in combats that follow a pursuit movement. A Defence counter  is placed next to the miniature.

FIRING

To be able to fire, a fighter must meet the following conditions :

- He must have an AIM of 0 or more.
- He must be equipped with a range weapon.
- He must have been activated.
- He must be free of any opponents.
- He must neither have charged or engaged an opponent, nor have run in the current turn.
- He must not have attempted to cast a spell or call a miracle in the current turn (unless he is a Warrior-mage or a Warrior-monk).

• FIRING AND FLYING •

A fighter can fire at a target located at a level directly above or below the one he is at. The distance between the marksman and his target is measured on the ground, from the marksman's base (or the counter representing him) to the target's base (or the counter representing it).

When a fighter targets a miniature at a level different than his, then the shot's difficulty is increased by two points.

A flying fighter never hides another flying fighter, and a fighter on the ground never hides another fighter on the ground if the shot is made from level 1.

1. CHOOSING THE TARGET

The player controlling the fighter must designate the target before each firing attempt.

Only targets that can be seen by the marksman (even partially) can be designated.

A marksman can target an opponent who is in base-to-base contact with a miniature in his camp. He then takes the risk of hitting the fighter in his camp (see “Firing into a fray” box).

It is forbidden to deliberately target a miniature of one’s own camp.

2. MEASURING THE DISTANCE

Once the target has been chosen, the distance between it and the marksman must be measured. If this distance is greater than the maximum range of the weapon being used (in centimetres), then the shot automatically fails. If not, then the player moves on to the next step.

3. CALCULATING THE DIFFICULTY

To determine if a marksman manages to hit his target, the player controlling him must make an Aim test with a difficulty that depends on the distance between the marksman and his target, and on the range of the weapon being used.

A range weapon is always associated with three range values. The first one indicates up to what distance (in cm) the range is considered to be short. The second one determines the medium range, and the third one the long range.

Example: A bow’s ranges are noted as follows: 20-40-60. This means that up to a distance of 20 cm the target is considered to be at short range. If it is at a distance between 21 and 40 cm, then it is at medium range, and if it is at a distance between 41 and 60 cm, it is at long range. This also means that with this bow it is impossible to hit targets that are further than 60 cm.

The Aim test’s difficulty is determined in the following way:

CIRCUMSTANCES	DIFFICULTY
SHORT RANGE	4
MEDIUM RANGE	7
LONG RANGE	10
WALK OR REORIENTATION OF THE MARKSMAN	+ 1

This difficulty can, however, be modified by the following factors:

- If the target has moved under cover during its previous activation: Difficulty +2.
- If the target is at a different altitude level than the marksman: Difficulty +2.
- If the target is only partially visible: Difficulty +1.

- If the target is of Large Size: Difficulty –1.
- If the target is of Very Large Size: Difficulty –2.

These modifiers can be accumulated.



A reaper of Alahan has just walked and is about to fire at a Wolfen within medium range (15 cm). The shot’s difficulty is calculated in the following way:

- Medium range: difficulty 7;
 - The reaper of Alahan has moved: difficulty +1;
 - The Wolfen is of Large Size: difficulty –1;
 - The Wolfen is only partially visible: difficulty +1;
- The shot’s difficulty is therefore 7 + 1 – 1 + 1 = 8.

4. THE AIM TEST

Once the shot’s difficulty has been determined, the player proceeds with an Aim test using the marksman’s AIM.

If the test is successfully passed, then the target is hit and suffers a Damage roll with a Strength equal to that of the weapon being used. If it is failed, then the projectile misses its target and is lost without any further consequences.

♦ FIRING INTO A FRAY ♦

If the shot is successful and the designated target is in base-to-base contact with one or several fighters in the marksman’s camp, then there is a chance that the projectile hits the wrong target.

In this case the player who just made the Aim test rolls 1d6. This is the **distribution roll**. On a 1, 2 or 3 the target that was aimed at is hit. On the other hand, on a 4, 5 or 6 the fighter in the marksman’s camp who is closest to him (and who is in base-to-base contact with the initial target) is hit. If two miniatures in his camp are at an equal distance from the marksman, then the player controlling them chooses which fighter is hit.

Reminder : It is forbidden to fire at a fighter in one’s own camp with the hope of hitting an enemy fighter.





CHAPTER 5

THE COMBAT PHASE

For centuries the mysterious Cynrwäll elves lived concealed from the world on the lofty summits of the mountains of Lanever. There they forged a strong alliance with the dragons and explored Noesis, the perfect balance between body and mind. In the depths of the forgotten ruins scattered all over their domain they have discovered secrets that have turned their destiny upside down: among these are the constructs, automatons designed by an extinct civilisation.

An age of Darkness has befallen Aarklash. The Cynrwälls have broken their oath of neutrality to

fight on the side of Light. They are unleashing the power of the dragons to prevent the destruction of Aarklash and to preserve the wondrous secrets hidden beneath their temples.

The Cynrwäll elves always give their enemies a chance to surrender before battle. But once the signal to charge has been given, they don't show the slightest pity. Their combat style combines speed and efficiency. They use the strength of their mind to heighten their martial capacities, and their weapons are made using a forgotten technology.

Once the actions of all fighters have been resolved, the activation phase is over. The combat phase then starts. During this phase the frays are resolved by combats, meaning by segments of the clusters of fighters (in base-to-base contact with each other) forming them.

Though various game effects (such as the casting of certain spells or the calling of particular miracles) can intervene at different moments in this phase, it unfolds according to the following steps.

FRAY SPLITTING

The winner of the Tactical roll must split the various frays. To do so, he determines how the combats will be organised among the miniatures in base-to-base contact with each other.



This photograph shows a single fray. Indeed, each fighter is in contact with an opponent and they all form an uninterrupted cluster.



In this photograph the cluster is interrupted, for the fighter with the red base and the one with the sand-coloured one are in the same camp. There are therefore two different frays. The miniature with the blue base is not in contact with an opponent and is therefore not involved in a fray.

The term “combat” applies to a group of fighters who can fight each other in the same fray. A combat has two very strict rules:

- A miniature can only fight with opponents who are in base-to-base contact with it.
- A combat can involve only one miniature against another or one miniature against many. In no way can several miniatures fight against several others.

This is why frays must be split into separate combats that help determine who can attack who.

This fray can be split in three different ways.



The player who won the Tactical roll must therefore split the various frays in such a way that the combats in each one are clearly identified. The following rules must be respected:

- A miniature can be involved in only one combat.
- All miniatures in base-to-base contact with an opponent must be involved in a combat.

COMBAT RESOLUTION

Once the frays have been split, the players take turns selecting the combats to be resolved, beginning with the one who won the Tactical roll. All combats are then resolved one after the other until they have all been resolved.

When a combat is selected, it is recommended that the players place the cards corresponding to the involved fighters in front of them. This lets them keep an eye on the information needed for the combat to proceed smoothly (characteristics, special capacities, etc.).

COMBAT DICE

Each fighter involved in a combat has a certain number of combat dice that he will need to attack or defend himself. This number is determined in the following way.

A fighter has a number of combat dice equal to 1 + the number of opponents involved in the same combat as him.

Examples:

- A royal guardsman of Alahan is involved in a combat against a dawn warrior. Each of these two opponents has two combat dice (1 + 1).
- A praetorian guardsman is involved in a combat against two clones of Dirz and a dawn warrior. The praetorian guardsman has four combat dice (1 + 3). The clones and the dawn warrior each have two combat dice (1 + 1).

To make keeping track of each fighter's dice easier, it is recommended to place them directly on the corresponding reference cards.

INITIATIVE

To determine which fighters are able to attack first, each player must make an Initiative test.

- The player who only has one fighter involved in the combat makes the roll using the INI of the concerned fighter.

FLYING AND HAND-TO-HAND COMBAT

Hand-to-hand combat in the air

Fighters located at level 1 or 2 are simulated off the battlefield on another table. This allows hand-to-hand combat in the air to be visualised without disturbing the miniatures placed on the battlefield at level 0.

Two miniatures can be considered to be in base-to-base contact with each other only if they are both at the same altitude level.

If hand-to-hand combat takes place at level 1 or 2, the fighters' flight MOV is used for pursuit movements. This is simulated using a counter "on the ground." A fighter cannot change levels when making a pursuit movement.

Dive attack

A fighter located at level 1 or 2 can dive attack an opponent located at the level directly below his. This attack follows the same rules as a regular charge.

When a fighter does a dive attack he benefits from a +2 bonus on the final results of his Initiative, Attack and Damage tests in hand-to-hand combat. This bonus is acquired even if the fighter is separated from his target after fray splitting. Yet it is only valid during the first combat in which the fighter participates, and it no longer applies if the fighter makes a pursuit movement.

- If a player has several of his fighters involved in the same combat, he can choose with which one of them he will make this test. The roll's final result is then increased by a number of points equal to the number of miniatures in his camp that are involved in this combat in addition to those whose INI is used for this test (and who is not counted for this bonus).

Examples:

- A royal guardsman of Alahan is involved in a combat against a dawn warrior. The two players make their Initiative tests. For the royal guardsman the player gets a natural result of 3, which, when added to his INI of 4, gives a final result of 7. For the dawn warrior the player gets a natural result of 4, which, when added to his INI of 3, gives a final result of 8. The dawn warrior therefore wins this Initiative test, 8 to 7.
- A praetorian guardsman is involved in a combat against two clones of Dirz and a dawn warrior. The two players make their Initiative tests. For the praetorian guardsman the player gets a final result of 6. Because his opponent has three fighters involved in this combat, he must choose which one will be used for the Initiative test. Since the dawn warrior has a better INI than the clones (3 instead of 2), he is naturally chosen. The player

gets a natural result of "2" to which the dawn warrior's INI of 3 is added as well as a +2 bonus due to the presence of the two clones. This roll's final result is therefore $2 + 3 + 2 = 7$. The dawn warrior and the clones win the Initiative test, 7 to 6.

Attention ! Certain penalties (such as Wound penalties) apply to the final result of Initiative tests. If a fighter who is subject to such a penalty is chosen among several others to make an Initiative test before a combat, then the roll's final result will be modified by these penalties. It therefore isn't always wise to systematically choose the fighter with the highest INI.

ATTACK AND DEFENCE

Before proceeding with the Attack and Defence rolls, the players must decide how their fighters will use their combat dice. Each die must be placed either in attack or in defence.

The player who lost the Initiative test must announce first how he is placing the dice of each of his fighters. He can place all his dice in attack or in defence or place them as he likes.

Once this is done, it's the winner of the Initiative test's turn to place his dice.

Attention ! At this stage of the combat it is important to know that the fighters of the player who won the Initiative test will have the opportunity to attack first when the attacks are being resolved. It is therefore prudent to place one or several dice in defence when one has lost the Initiative test.

Exemples :

- A royal guardsman of Alahan is involved in a combat against a dawn warrior. The latter has won the Initiative test. The royal guardsman's two combat dice must therefore be placed first. The player decides to place one in attack and one in defence. Then it's his opponent's turn to place the dawn warrior's two combat dice. He decides to place both of them in attack.
- A praetorian guardsman is involved in a combat against two clones of Dirz and a dawn warrior. Because the dawn warrior and the clones won the Initiative test, the praetorian guardsman's four combat dice must be placed first. The player decides to place one in defence and three in attack. Then it's his opponent's turn to place the combat dice of his three fighters. For clone no. 1 he places two dice in attack, for clone no. 2 he places one in attack and one in defence, and finally he places the dawn warrior's two dice in attack.

It is recommended to use the reference cards to organise the dice in such a way as to avoid errors when resolving attacks. Placing the attack dice above the card and the defence dice below it is a good way to avoid confusion. If several fighters of the same type are involved in the same combat, then it is also important to keep their dice separated.



This fighter has one attack die and one defence die.



This fighter has two attack dice.



This fighter has two defence dice.

RESOLUTION OF EXCHANGES

Once the dice have been placed, the actual combat begins. A combat is divided into an undetermined number of exchanges. An exchange represents the time it takes for opponents to attack each of the enemy fighters involved in the same combat as them.

In each exchange the camp that won the Initiative test attacks first.

During the first exchange the number of attacks attempted by a fighter depends on the number of attack dice he has available and on the number of opponents involved in the same combat as him.

COMBAT OF ONE AGAINST ONE

In a duel, as long as the fighter still has at least one attack die left, he **must** attack in an exchange. Yet no matter how many attack dice he has, a fighter can make only one attack per exchange in a duel.



A combat opposes an orc tracker (right) against a clone of Dirz (left). The orc wins the Initiative test. The clone has placed one die in attack and one die in defence. The orc has placed both his dice in attack.

In the first exchange the orc will attack and then the clone will make his if he has survived.

In the second exchange the orc will make his second attack. Since the clone won't have any attack dice left, the combat will end no matter what happens.

COMBAT OF ONE AGAINST MANY

Camp with numerical superiority: Each fighter with at least one attack die must make an attack against the opponent. The order in which the fighters attack is chosen by the player controlling them. The fighters with several attack dice can use only one per exchange.

Camp with numerical inferiority: If he has at least one attack die, the fighter must make an attack against each of his opponents if this is possible. If the fighter has less attack dice than he has opponents, then the player controlling him freely chooses which enemy fighters will be attacked. A fighter cannot attack the same enemy fighter twice during an exchange.



A Khor warrior dwarf is fighting a bushi (middle card) and a goblin ashigarú (right card). The dwarf has lost the Initiative test and has nevertheless placed his three dice in attack. The bushi has placed his two dice in attack and the ashigarú has placed one in attack and one in defence.

In the first exchange each goblin must attempt to attack the Khor. If he survives, the dwarf must then attempt to attack each of his opponents.

In the second exchange the bushi must attempt his second attack. And finally, the dwarf must attempt his third and last attack against either the bushi or the ashigarú (at the choice of the player controlling the Khor warrior).

SEQUENCE OF EXCHANGES

When all fighters have resolved all the attacks that they had to make in an exchange, a new exchange begins. The exchanges follow each other in this way until no more fighters have attack dice or until all the fighters in one of the camps have been eliminated. The unused defence dice are lost.

Note: In every new exchange the fighters don't necessarily have to attack in the same order. A fighter can be selected to attack first in an exchange and be selected to attack last in the following one.

Reminder: For characteristic tests a natural result of $\square$ is an automatic failure. This is also true for final results of 0 or less.

UNFOLDING OF AN ATTACK

The attacking player selects one of the fighter's opponents to be the target of his attack.

DEFENCE ANNOUNCEMENT

If the target has at least one die in defence, the player controlling him must decide if he is going to attempt to defend himself or not. If the target has several defence dice, then the player must announce how many of these dice will be used in his parrying attempt.

A player can use as many defence dice as he wishes to try to parry the same attack.

These choices must be made before the Attack test is made.

ATTACK TEST

The attacker makes an Attack test (no difficulty for this test): the final result of this roll indicates the difficulty that the defender must equal or surpass to parry the attack.

Note: Whereas the defender can use several defence dice to try to parry the same attack, the attacking player cannot group together several dice to make a single Attack test with the hope of getting a higher result.

Reminder: For characteristic tests a natural result of $\square$ is an automatic failure. This is also true for final results of 0 or less.

DEFENCE TESTS

If the defender has announced a parrying attempt, then he makes a Defence test with as many dice as he has previously assigned for this. If the final result of this roll is equal to or higher than the final result of the Attack test, then the attack is parried. If not (or if no Defence test was attempted), then the attack hits its target.

Whatever the result of the Defence tests, all defence dice assigned to a parrying attempt are lost. There are, however, two exceptions to this rule:

The attack fails

If the Attack test is an automatic failure (a $\square$ or if the test's final result is 0 or less), then the defender does not lose any of his defence dice.

Sustained defence

If a fighter has placed at least as many dice in defence as in attack when placing his combat dice, he can use sustained defence.

As soon as the player announces that he is using this fighter's last defence die to attempt a parry, he can announce a "sustained defence." The difficulty of his Defence test is then two points higher than the final result of the attack he is trying to parry.

If the Defence test is successfully passed, then the attack is parried and the fighter keeps his defence die. This die can only be used during this combat and only to do other sustained defences in the exact same conditions. The difficulty of each additional Defence test is then two points higher than the final result of the opponent's Attack test, even for the very last attack to defend against.





Attention! The die assigned to sustained defence must be the fighter's last one. It is therefore forbidden to attempt a sustained defence by rolling several defence dice. Furthermore, once a player has announced his intention of attempting a sustained defence, the concerned fighter can no longer counter-attack until the end of the combat. If he has the "Ambidextrous" ability, then it has no effect. And finally, once a sustained defence has been announced, the defender must attempt to defend himself against each attack. The player cannot decide not to assign defence dice to an attack.



A dwarven thermo-priest is fighting against two goblin ashigarûs. He therefore has three combat dice and each goblin has two. Having lost the Initiative test, the Dwarf player places two dice in defence and only one in attack. The Goblin player places all the dice of his two fighters in attack.



The first ashigarû is getting ready to attack. The Dwarf player announces his intention to parry the attack with the first of his thermo-priest's two defence dice. The Goblin player makes his Attack test, but he gets a natural result of 1. Because the attack failed, the thermo-priest does not lose his defence die.



The second ashigarû readies his attack and, once again, the Dwarf player announces that he'll try to defend himself with only one die. This time the Goblin player gets a natural result of 3, which, when added to the ashigarû's ATT of 2, gives a final result of 5. The Dwarf player makes his Defence test and gets a natural result of 4. Thanks to his DEF of 4, the thermo-priest gets a final result of 8, which is more than enough to parry the attack, whose difficulty was 5.





Because the Dwarf player has used his only attack die, the goblins can carry out their last attacks.

The Goblin player selects the unwounded ashigarû to be the first attacker. So the Dwarf player announces that he's attempting a sustained defence with his last defence die. He can benefit from this rule since he didn't have more attack dice than defence dice after having placed his combat dice, and he has only one defence die left.

The Goblin player gets a natural result of 6 on his Attack test, which gives him a final result of 6. In a normal situation the difficulty of the Dwarf player's Defence test would be only 6, but because he has announced a sustained defence, it is increased by 2 points and becomes 8. The Dwarf player makes his Defence test and gets a natural result of 4, which, when added to his DEF of 4, gives a final result of 8. His sustained defence works: the attack is parried and the thermo-priest keeps his defence die.



Now it's the thermo-priest's turn to attack. The Goblin player not having placed any dice in defence, he cannot attempt to parry. The Dwarf player makes his Attack test and gets a natural result of 6. The attack therefore strikes true without the Goblin player being able to react. The targeted ashigarû suffers a Damage roll and is inflicted with a Critical Wound.



The second ashigarû is about to attempt his last attack. Having already done a sustained defence, the Dwarf player has no other choice but to continue using this type of defence.

The Goblin player gets a natural result of 7, which, when added to his ATT of 2, gives a total of 9. However, because the goblin has a Critical Wound, this total is reduced by 3 points to give a final result of 6. Though this is the last attack to parry, the thermo-priest is still subject to the rules on sustained defence. The threshold he must reach on his Defence test therefore goes from 4 to 6. He gets a natural result of 4, which, when added to his DEF of 4, gives a final result of 8, which is enough to parry this final attack.

DAMAGE ROLLS

If the attack strikes true, then the attacking player makes a Damage roll against the opponent who was hit.

This roll's strength is equal to the STR of the fighter who carried out the attack.

If this Damage roll's result is "Killed Outright," then all of the eliminated miniature's remaining combat dice are immediately lost.

COMBAT EXAMPLE



A praetorian guardsman (Griffin player) is involved in a combat against two clones of Dirz and a dawn warrior (Scorpion player).

The praetorian guardsman has four combat dice. The two clones and the dawn warrior each have two combat dice.

The Scorpion player wins the Initiative test.

The Griffin player places one die in defence and three dice in attack for the praetorian guardsman. The Scorpion player places two dice in attack for clone no. 1, one die in attack and one in defence for clone no. 2, and two dice in attack for the dawn warrior.

FIRST EXCHANGE



The Scorpion player having won the Initiative test, he is the first to be the attacker.

He selects clone no. 1 to be the first attacker.

Having faith in his praetorian guardsman's high RES, the Griffin player announces that he will not attempt to defend himself.

The Scorpion player makes an Attack test for clone no. 1. He gets a natural result of [4] which, when added to his ATT of 3, gives a final result of 6.

Because the Griffin player hasn't assigned any dice to defend against this attack, it strikes true.

The praetorian guardsman suffers a Damage roll (the clone has a STR of 4).

The Damage roll's natural result is [4] and [4]. The lower result being a [4], the Wound is located on the arms. The roll's final result is -3 (the higher natural result + the attacker's STR - the target's RES: $4 + 4 - 11 = -3$). The Damage roll's result is therefore read at the intersection of the "Arms" column and the "Less than 0" line, which gives: "Stunned." This isn't truly a Wound, but the praetorian guardsman suffers a -1 on the final result of all his Initiative, Attack, Defence and Damage tests until the end of the round.

A "Stunned" counter is placed next to the praetorian guardsman's base.



Because clone no. 1 has only one opponent in this combat, he cannot attempt more than one attack per exchange. He must therefore wait until the next exchange to attempt his second attack.

The Scorpion player selects clone no. 2 to be the second attacker. Here, too, the Griffin player decides not to assign any dice to defend against this attack.

The Scorpion player makes an Attack test for clone no. 2 and gets a natural result of [1]. Such a result is an automatic failure and the attack has no effects.

Clone no. 2 (like clone no. 1) only having one opponent, he can attempt only one attack per exchange. Furthermore, his second combat die having been placed in defence, he can no longer attack during this combat.



The Scorpion player is getting ready to attack with his third and last fighter: the dawn warrior.

This time the Griffin player decides to use the praetorian guardsman's only defence die to try to parry the attack.

The Scorpion player makes the dawn warrior's Attack test and gets a natural result of $\boxed{2}$ which, when added to his ATT of 3, gives a final result of 8.

The Griffin player then makes the praetorian guardsman's Defence test and gets a natural result of $\boxed{2}$ which, when added to his DEF of 5 and after the penalty due to the effect of "Stunned" has been applied (-1), gives a final result of 9. This result being higher than the 8 gotten for the attack, it is parried.

The Scorpion player having made the attacks of his three fighters, it is now the Griffin's turn to become the attacking player.



The praetorian guardsman has three attack dice and is opposed to three enemy fighters. He must therefore attempt an attack against each of his opponents during this exchange.

The Griffin player announces that he'll attempt a first attack against clone no. 2.

The Scorpion player announces that he's using clone no. 2's defence die to parry the attack.

The Griffin player gets a natural result of $\boxed{1}$ on his Attack test. This is an automatic failure and clone no. 2 keeps his defence die. It won't be of any use to him though, because the praetorian guardsman must use all his attack dice during this exchange and, since he doesn't have the right to attack the same opponent more than once during the same exchange, he can no longer attack clone no. 2 in this combat.



The Griffin player then prepares to carry out his second attack against the dawn warrior. Because the latter doesn't have any defence dice, the Scorpion player cannot attempt to parry.

This time the Griffin player gets a natural result of $\boxed{2}$. This result is added to the praetorian guardsman's ATT (5), but a penalty of -1 is applied to the result because the guardsman is "Stunned." The final result is therefore 8 and the dawn warrior is hit.

The Damage roll's natural result is $\boxed{2}$ and $\boxed{1}$. The lower result being $\boxed{1}$, this means that the blow is located in the belly.

The roll's final result is 6 (the higher natural result + the attacker's STR - the defender's RES - the penalty due to the state of "Stunned": $6 + 8 - 7 - 1 = 6$). The Damage roll's result is read at the intersection between the "Belly" column and the "6/7" line, which gives a result of: "Serious Wound."

Because of this Wound the dawn warrior suffers a penalty of -2 on the final result of all his Initiative, Attack, Defence and Damage tests until the end of the game (unless he is healed or his Wound becomes worse).

A "Serious Wound" counter is placed next to the dawn warrior's base.



And finally, the Griffin player attempts his third and last attack against clone no. 1 who doesn't have a defence die available. He makes the praetorian guardsman's Attack test and gets a natural result of $\boxed{1}$. This result is added to the guardsman's ATT (5) and the penalty due to the state of "Stunned" is applied. The final result is therefore 6.

The Scorpion player not having been able to assign a die to defend against this attack, it strikes true.

The Damage roll's natural result is $\boxed{2}$ and $\boxed{2}$. The lower result being $\boxed{2}$ means that the blow is located at the head.

The roll's final result is 7 (the higher natural result + the attacker's STR - the defender's RES - the penalty due to the state of "Stunned": $5 + 8 - 5 - 1 = 7$). The Damage roll's result is therefore read at the intersection between the "Head" column and the "6/7" line, which gives: "Killed Outright." Clone no. 1's miniature is immediately removed from the battlefield and its second attack die is lost.

The praetorian guardsman having made his last attack, the exchange ends and a new one begins.

SECOND EXCHANGE



The Scorpion player is the attacker again.

Clone no. 1 having been killed, only the dawn warrior still has an attack die available. He is therefore automatically designated to be the attacker.

Because the praetorian guardsman doesn't have any defence dice left, the Scorpion player proceeds with the dawn warrior's Attack test.

He gets a natural result of $\boxed{5}$. The attack strikes true and the Scorpion player makes the Damage roll.

The Damage roll's natural result is $\boxed{5}$ and $\boxed{6}$. The lower result is $\boxed{5}$, meaning that the blow is located at the chest.

The roll's final result is -1 (the higher natural result + the attacker's ATT – the defender's RES – the penalty due to the state of "Serious Wound": $5 + 7 - 11 - 2 = -1$). The Damage roll's result is therefore read at the intersection between the "Chest" column and the "Less than 0" line, which gives: "Light Wound."

Due to this Wound the praetorian guardsman suffers a penalty of -1 on the final result of all his Initiative, Attack, Defence and Damage tests until the end of the game (unless he is healed or his Wound becomes worse).

A "Light Wound" counter is placed next to the praetorian guardsman's base. The "Stunned" counter also remains there, for though these two states are not cumulative, certain game effects only apply to one or the other.



Because no fighter has any attack dice left, the combat ends.



PURSUIT MOVEMENTS

At the end of a combat, if the fighter has killed all his opponents (meaning all the enemy miniatures involved in the same combat as him), he can make a pursuit movement. There are then two possibilities:

1. If the fighter is already in contact with one or several miniatures that weren't involved in the same combat as him, then there are two choices.

- He can move half of his MOV (in cm and rounded up to the higher integer) to leave the fray. No disengagement test is required and this movement can bring the fighter to engage an opponent (even one he was already in contact with).
- He can remain where he is. He is then considered to have engaged the opponent or opponents who are in contact with him.



In this fray the combats are split in the following way: royal guardsman versus morbid puppet / swordsman versus ghoul / guard of Alahan versus zombie warrior and gravedigger of Salaüel.



The royal guardsman has just eliminated the morbid puppet. No longer having an opponent involved in the same combat as him, he can make a pursuit movement. Being in contact with the ghoul and the zombie warrior, he can either move 5 cm or remain where he is to continue fighting.



2. If the fighter is free of any opponents, then he can move half of his MOV (in cm and rounded up to the higher integer). This can bring him to engage an enemy miniature. Except when due to a particular game effect, a pursuit movement does not cause any charge penalties.



The combat on the left between the Drune karnagh and the goblin spearman is resolved first.



The karnagh having eliminated the spearman, he can move half of his MOV and engage one of the bûshis.

Please note: *The fact of engaging an opponent following a pursuit movement does not prevent magicians and the faithful from casting spells and calling miracles during the combat phase being played if they have to possibility to do so.*

If a fighter comes into contact with an enemy miniature at the end of a pursuit movement, then there are various possibilities:

- If this miniature has already fought during the current combat phase, then nothing happens and another combat is selected to be resolved.
- If the engaged miniature is free of any opponents and hasn't fought yet, then a combat is immediately resolved between it and the fighter who has just made a pursuit movement.
- If the engaged miniature is already involved in a combat that hasn't been resolved yet, then it is immediately resolved and the fighter who just made the pursuit movement participates in it as if he hadn't already fought in this round (he nevertheless suffers all the penalties caused in his previous combats).



The combat on the left between the Griffin inquisitor and the scourge bearer of Mid-Nor is resolved first. The inquisitor eliminates the scourge bearer and can therefore make a pursuit movement.



The inquisitor's pursuit movement brings him to engage the warrior of the Abyss. The combat between the latter and the thallion not having been resolved yet, this is done immediately and the inquisitor takes part in it.

A pursuit movement can sometimes cause the winner of the Tactical roll to split the fray anew before the combat. In this case it is only the combat involving the fighter who just made the pursuit movement that must be resolved immediately.



The combat on the right between the slasher and the Cynwäll Construct warrior is resolved first. The slasher eliminates his opponent and makes a pursuit movement.



The slasher's pursuit movement has brought him into contact with one of the two selsyms. This fray must therefore be split again and the combat between the slasher and the selsym must be resolved immediately.

Pursuit movements are not mandatory, even if the fighter who has the possibility to do one is already in contact with one or several enemy miniatures. In this case the player can decide that the fighter is not pursuing. The fighter is then simply no longer involved in any combat during the round being played.

WHO CAN PURSUE?

All fighters of whom all opponents have been eliminated at the end of a combat can make pursuit movements.

HOW OFTEN CAN A FIGHTER PURSUE?

The same fighter can make only one pursuit movement per round. Some game effects, such as the "Implacable/X" ability, allow this limit to be raised.

End of the combat phase

Once all combats have been resolved, the combat phase ends and the mystic phase begins.





CHAPTER 6

THE END OF A GAME ROUND

In the deepest parts of the Abyss live creatures possessed by the demonic will of the Ymsur, the Despot of the god Mid-Nor. Made insensitive to pain, they infiltrate the cities of Light to abduct their victims. The latter are dragged to the innards of the earth where they are tortured in a thousand ways, for pain is all that the skinner-demons feed on.

The Age of Darkness rings like a beaconing call in the ears of the possessed of Mid-Nor. The time for hiding is over: the demons are gathering around the Dominants, the most

powerful among them, and surge from the Abyss to conquer Aarklash. Sooner or later Mid-Nor himself will return among his kind to get revenge on the gods who once sent him into exile...

The army of Mid-Nor is numerous, striking and full of resources. Its warriors have many special powers that make them able to deal with the most extreme situations in the game. The Possessed don't just content themselves with being evil: they have loads of nasty tricks hidden up their sleeves.

THE MYSTIC PHASE

During this phase of the game the magicians (see p. 71) and the faithful (see p. 97) replenish their reserves of mystic energy before starting a new game round. This is done in two steps.

CALCULATION OF TEMPORARY FAITH

Each player begins by calculating each of his faithful's new amount of temporary faith by following the rules explained on p. 99.

MANA RECOVERY

Once the T.F. of all the faithful has been calculated, the players make a mana recovery roll for each of their magicians.

THE MAINTENANCE PHASE

If certain effects require T.F. or mana to be paid for them to last, these points must be sacrificed during the maintenance phase. Some die rolls bound to abilities must also be made during this phase.

The various effects must be resolved in the following order:

1. ADVERSE EFFECTS

If one or several fighters are concerned by effects that can cause a worsening of their state of health or even their elimination, then these effects are to be resolved before any others (even if they are bound to an ability).

Example: *A magician has cast a spell that can be prolonged from one round to the next by spending mana during the maintenance phase. Yet he is the victim of a miracle that makes his Wounds worsen by one degree in every maintenance phase. This magician already has a Critical Wound. The effect that worsens his state of health is taken care of first. The magician is therefore eliminated before having been able to spend the mana required to prolong his spell, which is therefore then dissipated.*

2. PASSIVE ABILITIES

Once all the adverse effects have been applied, the effects bound to passive abilities (see p. 131) are resolved.

3. ACTIVE ABILITIES

The effects bound to active abilities (see p. 131) are then applied.

4. MISCELLANEOUS EFFECTS

All other effects, such as the maintenance of certain spells or miracles, are applied after the abilities.

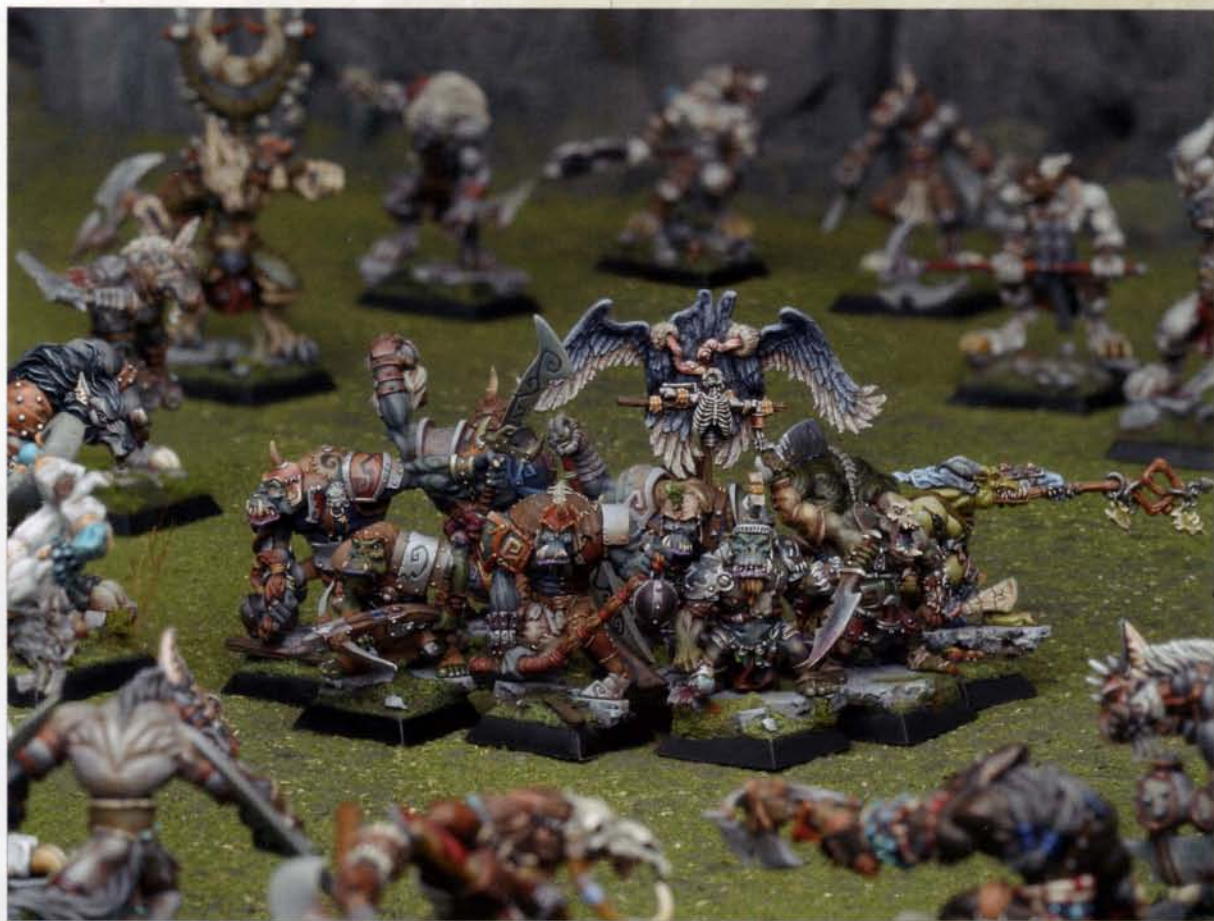
5. RESURRECTIONS AND REINFORCEMENTS

Game effects that allow a fighter to return to the battlefield during the maintenance phase are resolved last. The fighters returning to the game in this way cannot cause or suffer any effects at all during the maintenance phase of their return.

TIME OUT

This last phase simply marks the passage from one round to the next. The players can no longer carry out any actions whatsoever.





CHAPTER 7

THE INFLUENCE OF FEAR

The orcs were created by the alchemists of Dirx to be their slaves and soldiers. After only a few years they turned their herculean strength against their masters and broke their chains in a bloody revolt. Their flight soon turned into an exodus towards the canyons of Bran-Ô-Kor, an arid region haunted by shamanistic spirits. Jackal, the god of strength, ruse and thunder, gave his blessing to the orcs, who became the keepers of this sacred land and slowly prospered, all the while harassing their enemies in

an endless guerrilla war. The orcs are now numerous enough to form a true army. Which of the raiks, the orc lords, will be worthy of becoming the kal-raik and lead his people on the path of the great war?

The orcs, designed to wage war, stand out due to their extraordinary strength. They are capable of striking extremely violent blows. What more, they benefit from the blessing of the totem-spirits, who are called by the mysterious instinctive magicians.

Be it due to their Size, their reputation or their aspect, certain fighters are able to frighten their opponents. The presence of such warriors can lead to situations that must be resolved before any movements and combats.

There are two families of fighters:

-  Courageous fighters who have the Courage characteristic;
-  Fear-inducing fighters who have the Fear characteristic.

Attention! When a fear-inducing fighter is confronted by a FEAR that is higher than his, he must make a Courage test. His FEAR is then considered to be a Courage (COU) value.

Example: If a warrior of the Abyss (FEAR 4) is confronted by a Wolfen predator of blood (FEAR 8), then he must make a Courage test while considering that he has a COU equal to his FEAR (meaning COU 4).

COURAGE TESTS

When an assault involving at least one fear-inducing fighter is announced, the following rules apply. The term "assailant" designates the miniatures launching the assault. The fighters targeted by the assault are called "defenders."

Reminder: The term "assault" applies to charges as well as engagements. Also, in the rules the verb "to assault" means both "to charge" and "to engage." When a fighter engages an opponent after a pursuit movement, it is also an assault.

COURAGE TEST OF THE ASSAILANTS

An assailant must make a Courage test in the following cases:

- He has COU and the assault should bring him into contact with a fear-inducing fighter.

Example: A Kelt fianna (COU 4) tries to charge a skinner of Mid-Nor (FEAR 3). She must make a Courage test, for the skinner of Mid-Nor is a fear-inducing fighter. The fianna's COU being higher than the skinner's FEAR, the test will only fail on a .

- He has a FEAR that is lower than the highest FEAR among all the opponents into whose contact the assault is supposed to bring him.

Example: A Wolfen hunter (FEAR 4) is simultaneously charging a warrior of the Abyss (FEAR 4) and a prowler of the Abyss (FEAR 6). His FEAR being lower than the prowler's, he must make a Courage test.

COURAGE TESTS OF THE DEFENDERS

A defender must make a Courage test in the following cases:

- He has COU and a fear-inducing opponent is about to come into contact with him.

Example: A Kelt hunter (COU 5) is being charged by a warrior of the Abyss (FEAR 4). The hunter must make a Courage test.

- He has a FEAR that is lower than the highest FEAR among all the opponents that are about to come into contact with him.

Example: A fang warrior (FEAR 5) is being charged by a cyclops of Mid-Nor (FEAR 8) and a scourge bearer (FEAR 5). The Wolfen's FEAR being lower than that of the cyclops, he must make a Courage test.

MEASURING ASSAULT DISTANCES

During an assault a fighter must make a Courage test only if the assailant is really able to reach his target. This is why the distance between the assailant and the defender must be measured **before** making COU tests. If this distance is too big or if the assailant cannot reach him for any reason whatsoever, the defender does not have to make a Courage test.



**Examples:**

- A ghoul of Acheron (MOV 10; FEAR 6) charges a Griffin conscript (COU 3). The distance between them is of 23 cm, which means that the Griffin is out of range. So the ghoul is moved by 20 cm in the conscript's direction, but the latter does not have to make a Courage test.
- A soldier of the plains (MOV 7.5; COU 4) launches a charge against a Kelt minotaur (FEAR 8). The distance between them is of 19 cm, meaning that the minotaur is outside of the dwarf's range. So the soldier of the plains is moved by 15 cm in the minotaur's direction without having to make a Courage test.
- A Wolfen hunter (FEAR 4) launches a simultaneous assault against a spasm warrior (FEAR 6) and a Kelt fianna (COU 4). The Wolfen's FEAR being lower than that of the spasm warrior, he must make a Courage test. The Wolfen player fails his roll; the hunter therefore cannot move. As a consequence he cannot reach the fianna who, because of this, does not have to make a Courage test.

RESOLUTION

A Courage test's difficulty is equal to the highest FEAR among all the opponents who are meant to be in contact with the fighter at the end of the assault.

Examples:

- A Wolfen hunter (FEAR 4) simultaneously charges a morbid puppet (FEAR 5) and a black paladin (FEAR 6). The difficulty of his Courage test is therefore 6.
- A Griffin thallion (COU 6) is charged simultaneously by a warrior of the Abyss (FEAR 4), a scourge bearer (FEAR 5) and a prowler of the Abyss (FEAR 6). The difficulty of his Courage test is therefore 6.

A separate roll must be made for every fighter who has to make a Courage test. The COU used for this test is the fighter's own. This value can nevertheless be modified by certain game effects (artefacts, spells, miracles, etc.). The presence of commanders and war-staffs can also modify COU (see Leadership, p. 64).

NOTE FOR CONFRONTATION 2 PLAYERS

The rule that allowed the use of the highest COU or FEAR value among all the fighters and to increase their values when charging in groups no longer applies!

When a fighter makes a Courage test, he must get a result that is higher than or equal to the roll's difficulty, just like for any other characteristic test.

If several Courage tests must be made during the same turn, then this is done in the order chosen by the player who has the lead. The consequences of each Courage test are applied before proceeding with the next Courage test.

CONSEQUENCES

- If the **assailant's Courage test is successfully passed**, then the courageous fighter immediately resolves his assault in the usual way.
- If the **assailant's Courage test is failed**, then the courageous fighter doesn't move. He cannot do any other actions during the turn being played. However, he is not in rout.
- If the **defender's Courage test is successfully passed**, then the fighter holds strong and awaits his opponent with his feet firmly planted on the ground.
- If the **defender's Courage test is failed**, then the fighter suffers the effects of rout (see Rout). If he hasn't been activated yet in the activation phase being played and he is free of any opponents, then he is in rout and immediately flees (see Fleeing). If this is not the case, then he remains where he is but suffers the penalties bound to rout.

REDIRECTING A FEAR-INDUCING FIGHTER'S ASSAULT

When a fear-inducing fighter causes his opponent to flee, his miniature is first of all placed on the spot where his target was standing before fleeing. It is important to remember the distance moved by the fear-inducing fighter. In this case the following choices are given to the player controlling this fighter.

- He can chase his initial target and try to catch up with him by using the rest of his movement potential.
- His assault can be redirected towards a different target by using what is left of his movement potential. Whatever the situation is, this new assault is an engagement.
- The rest of his movement potential can be used to run, but it cannot end in contact with an opponent.
- He can remain in his new position on the spot where his initial target was standing.

Whichever choice is made, the fighter is considered to have carried out an exclusive action. As a consequence, even if he does not come into contact with an opponent, he cannot perform any other actions during the activation phase.

Note: *The rules on the influence of fear apply to all types of assaults, even those made outside of the activation phase. A fighter can therefore be led to make a Courage test if he is engaged following a pursuit movement.*

IMMUNITY

Once a fighter has passed a Courage test in the face of a certain FEAR, he becomes immune to this value until the end of the game. He therefore automatically passes all Courage tests with a difficulty that is lower than or equal to the FEAR to which he is immune.

Special case: *If a fighter's FEAR is increased by a game effect, then all opponents in base-to-base contact with him who are not immune to this new FEAR must immediately make a Courage test with a difficulty equal to this value. Fighters who fail this Courage test go into a state of rout.*

Example: *A Kelt fianna who is immune to a FEAR of 6 is in contact with a morbid puppet (FEAR 5). Due to the effect of a spell the puppet's FEAR suddenly becomes 7. The fianna must immediately make a Courage test with a difficulty of 7 by using her Courage (COU 4).*

ROUT

A fighter in rout is subject to the following rules.

- His DIS cannot be used for the Tactical roll. If all of an army's fighters are in rout, then its Tactical roll automatically fails.
- If he is free of any opponents when he is activated, then he flees.
- If he is assaulted by an opponent (fear-inducing or courageous) before having been activated, then he flees.
- He cannot fire, cast spells or call miracles.
- He cannot use counter-magic or censure.
- If he is a magician, then he suffers a -2 on the final results of his mana recovery rolls.
- If he is a faithful, then he subtracts two T.F. points from his reserve (after having calculated it).
- In hand-to-hand combat he cannot place more dice in attack than in defence. Consequently, this forbids the player controlling him from using an ability or an optional aptitude that would make him break this rule.
- He cannot make pursuit movements.
- If he has the "Leadership/X" and/or "Authority" abilities, then they don't have any effect.
- His active abilities (see Abilities, p. 131) don't have any effect (he still has them but cannot use them).



Special cases:

- **Concentration/X:** *If a fighter has already used points of Concentration/X before going into a state of rout, then he keeps the benefits of these points but cannot use others as long as he remains in rout.*
- **War fury:** *If a fighter is already in a War fury at the moment that he goes into a state of rout, then the effects of this ability immediately end.*
- **Mutagenic/X:** *If a fighter has already used points of Mutagenic/X before going into a state of rout, then he keeps the benefits of these points but cannot use others as long as he remains in rout.*

FLEEING

A fighter in rout can be brought to flee under certain conditions.

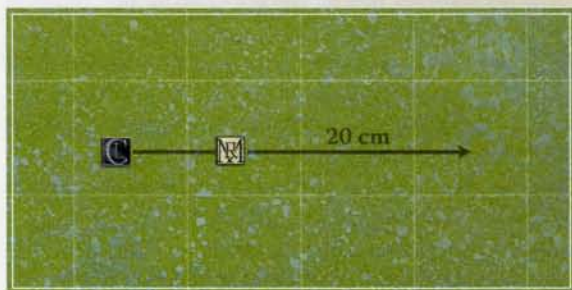
A fleeing fighter moves **MOV x 2 cm** in a direction that is determined in different ways depending on if he is fleeing from an opponent or not.

When moving while fleeing, the fighter goes around all the obstacles in his way, be they miniatures or elements of the scenery.

If a fighter leaves the limits of the battlefield due to a fleeing movement, then he is eliminated.

FLEEING FROM AN OPPONENT

If the fighter flees in reaction to an opponent's assault, then he moves in the opposite direction of where the assailant is coming from.



C Cypher Lukhan

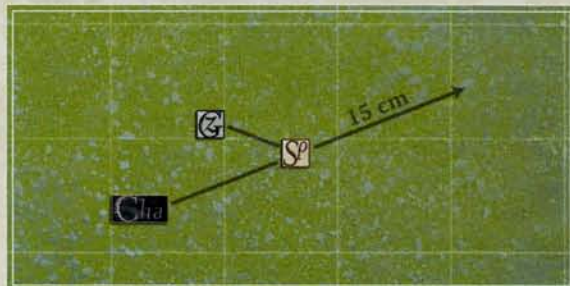
M Jackal master of rites

The Jackal master of rites (MOV 10) has failed his Courage test facing Cypher Lukhan and hasn't been activated yet. He must therefore flee 20 cm in the opposite direction of Cypher Lukhan's position.

If several opponents are charging the fighter, then he flees in the opposite direction of the position of the enemy fighter with

the highest FEAR (or COU if they are courageous opponents).

If several of these opponents have the same FEAR, then the player controlling the fleeing fighter chooses according to which one he flees.



Z Zombie warrior

Sp Soldier of the plains

Cha Scavenger of Acheron

The soldier of the plains (MOV 7.5) has failed his Courage test facing a scavenger of Acheron (FEAR 7) and a zombie warrior (FEAR 5) while he hasn't been activated yet. He must therefore flee 15 cm in the opposite direction of the position where the scavenger is standing.

FLEEING AT ACTIVATION

If a fighter in rout is free of any opponents at the moment that he is activated, he flees towards the nearest edge of the table.

RALLYING

At the beginning of each round, during the strategic phase, the players must make a rallying test for each fighter in rout in their camp.

There are then two possibilities.

- If no fear-inducing fighter is in contact with the fighter in rout, then the latter must make either a Courage or a Discipline test (at the choice of the player controlling him) with a difficulty of 6. If this test is passed, the fighter is rallied. If not, he remains in rout. Passing such a test does not make fighters immune to Fear.
- If one or several fear-inducing opponents are in contact with the fighter, then the latter must make a Courage test with a difficulty equal to the highest FEAR among the opponents in base-to-base contact with him. If this test is passed, then the fighter is rallied and made **immune** to the Fear that he has just resisted. If he fails the test, then the fighter remains where he is and continues to suffer the effects of rout.

Once he has been rallied, a fighter can act in the usual way during the round being played.





CHAPTER 8

LEADERSHIP

Dirz was an alchemist, a man of science in the service of the Akkylannian god Merin. Wishing to please the One more than anything else, he wanted to create the perfect being, yet ended up sinking into Darkness. Hunted for heresy, he found refuge in the Syharhalna desert with his partisans and disappeared... There, hidden among the arid dunes, he created life again and built an empire destined to reign over a new age: the alchemical age of the Scorpion empire. The alchemical age is an age of Darkness. Armies of monstrous clones are pouring through

the gates of the desert and are sowing terror all over Aarklash. The time for the triumph of an obscure science has come.

The alchemical army is one of the most versatile ones in the world of Confrontation. It deploys fighters of all types, from regular clones to the terrifying Dasyatis, not to mention the ferocious tigers of Dirz. Its warriors benefit from the effects of Mutagen, a high-performance combat drug that improves their combat capacities by making them faster, stronger, or more resistant, and sometimes all three at once.

Before getting into the details on leadership, it is important to remember certain definitions.

A **commander** is a fighter with the "Leadership/X" ability. X is a value that indicates the maximum range (in cm) of the commander's authority. This area is called **aura of leadership**.

Musicians and **standard-bearers** are not considered to be commanders even though they have the "Leadership/X" ability. Yet they transmit a bonus (see further) over a distance equal to the X value bound to their ability.

A **war-staff** gathers a commander and a musician or standard-bearer (or both). For a war-staff to be effective, the commander must be within the musician's (or standard-bearer's) aura of leadership, and the latter must also be within the commander's aura of leadership.

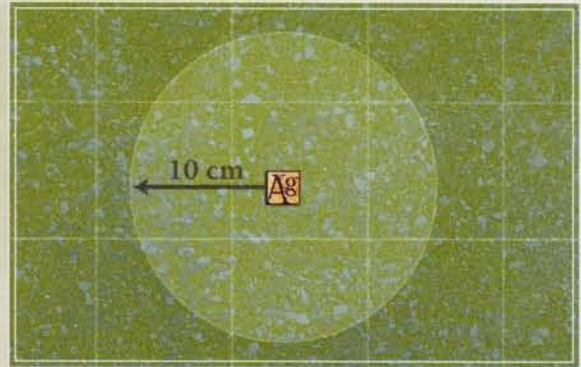
A war-staff is said to be "at a whole" if the commander is both in a musician's and in a standard-bearer's aura of leadership, and the latter two are also in the commander's aura of leadership. Yet the standard-bearer and the musician don't have to be in each other's aura of leadership for the war-staff to be at a whole.

When a war-staff is formed, its aura of leadership covers all the zones covered by the combined aura of leadership of all of its members.

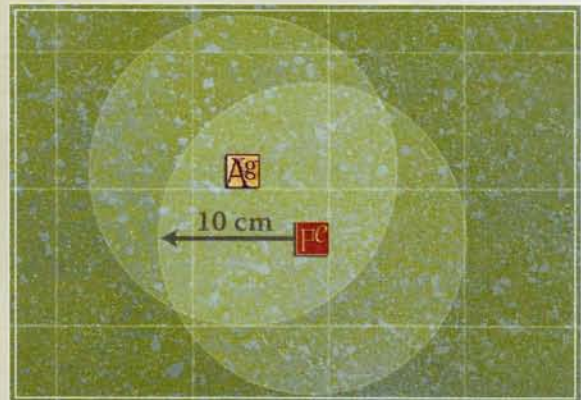
Ag Agonn the Ardent

FC Standard-bearer of the Lion

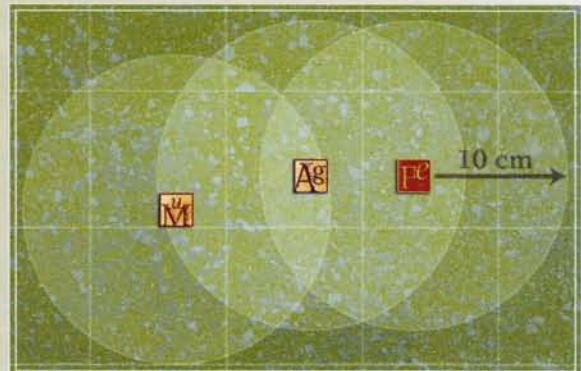
M Musician of the Lion



With the "Leadership/10" ability, Agonn has an aura of leadership of 10 cm around him.



In this example, Agonn is within the aura of leadership of the standard-bearer, who is also within that of Agonn. These two fighters therefore form a war-staff.



Agonn is at once within the aura of leadership of the standard-bearer and in that of the musician. The latter two are both within Agonn's aura of leadership. Though the standard-bearer and the musician are not within each other's aura of leadership, these three fighters form a war-staff that is at a whole.





A fighter cannot be made member of a new war-staff during the game.

TRANSMISSION OF LEADERSHIP

If a fighter is within a commander's or a war-staff's aura of leadership, he can use the commander's COU and DIS instead of his own for all his Courage and Discipline tests. The members of the war-staff also benefit from this rule.

Example: A guard of Alahan (COU 5) is charged by a Dasyatis clone (FEAR 8). He must therefore make a Courage test. He is within the aura of leadership of Agonn (COU 6; Leadership/10) and can therefore use his COU for this test.

Attention! In no way can Leadership/X affect a fighter's FEAR. This ability only affects Courage.

If the commander is fear-inducing, then his FEAR can be used as Courage.

Example: A voracious Devourer (FEAR 5) attempts to charge a predator of blood (FEAR 8). The predator's FEAR being higher than the Devourer's, the latter must first make a Courage roll before charging. Yet the voracious warrior is within the aura of leadership of Kalyar the Awakened (FEAR 7; Leadership/15). He can therefore make this Courage test using the commander's COU (COU = FEAR = 7 for this test).

A fear-inducing fighter can use a courageous commander's COU.

Example: A Keratis warrior (FEAR 5) must make a Courage test facing a black troll (FEAR 8). He is within the aura of leadership of Thyssan Ka (COU 7) and can therefore use a value of 7 for his Courage test.

Similarly, a courageous fighter can use the COU value of a fear-inducing commander.

Example: A warrior of blood (COU 4) must make a Courage test facing a cyclops of Mid-Nor (FEAR 8). He is within the aura of leadership of Kalyar (FEAR 7) and can therefore use a value of 7 for his Courage test.

Attention! A fighter within a commander's or a war-staff's aura of leadership only uses the commander's COU and DIS to increase his chances of passing his tests. This does not allow a fear-inducing fighter to avoid a Courage test.

WHAT IS LEADERSHIP FOR?

Commanders, musicians and standard-bearers can help fighters of their people in their camp pass their Courage and Discipline tests.

A fighter cannot benefit from leadership bonuses coming from fighters who are not of his people.

The "Leadership/X" ability of commanders, musicians and standard-bearers only affects fighters who are at the **same altitude level** as they are.

WAR-STAFFS

War-staffs are defined before the battle when the armies are being built.

A fighter can be the member of only one war-staff at a time.

A war-staff cannot include more than one commander, musician or standard-bearer.

A war-staff is represented by a single reference card: the commander's. If the commander is eliminated, then the remaining members continue to be represented by this card but are no longer considered to form a war-staff.

Example: A scourge bearer (FEAR 5) attempts to charge a tiger of Dirz (FEAR 8). Though he is within the aura of leadership of Yh-Sabahal (FEAR 9), the scourge bearer is not considered to have a FEAR of 9 but just of 5. He must therefore make a Courage test before being able to charge the tiger. On the other hand, he does make this test using a value of 9.

Attention! Only the values **printed on the commander's reference card** can be used by the fighters within his aura of leadership. If these characteristics have been modified (by a spell or a miracle, for example), then the values printed on the reference card are nevertheless used. Certain artefacts, spells, miracles and special capacities do, however, allow transmittable bonuses to be given. Such exceptions are mentioned on the concerned cards.

♦ MULTIPLE COMMANDERS AND WAR-STAFFS ♦

If a fighter is within the aura of leadership of several commanders or war-staffs, he can use the highest DIS and COU values among those of the various commanders.

STANDARD-BEARER AND MUSICIAN BONUSES

The presence of a standard-bearer or a musician provides certain bonuses to a fighter when he has to make a Courage or Discipline test.

These bonuses apply no matter the COU or DIS value used by the fighter (his own, that of the commander of the war-staff in which the standard-bearer and musician may be in, or that of any other commander).

The standard-bearers and musicians also benefit from the bonuses that they provide to the troops in their camp.

Standard-bearers: All fighters within the aura of leadership of a standard-bearer or a war-staff that includes a standard-bearer benefit from a +1 on the final results of their Courage tests.

Musicians: All fighters within the aura of leadership of a musician or a war-staff that includes a musician benefit from a +1 on the final results of their Discipline tests.

War-staff at a whole: All fighters within the aura of leadership of a war-staff at a whole benefit from a +2 on the final results of their Courage and Discipline tests. This bonus replaces those provided by the musician and the standard-bearer alone (+1).

No matter how many musicians or standard-bearers are within a fighter's range (be they in a war-staff or not), the bonus he gets remains the same.





LORD OF THE DEAD

Certain fighters have a particular grasp over the Living-dead. These fighters are called lords of the dead. All commanders of Acheron (even those who are not Living-dead), as well as all Drune magicians and faithful with the “Leadership/X” and “Living-dead” abilities, are considered to be lords of the dead. Being such, they benefit from the “Aura of Darkness” rule.

Reminder: Even though musicians and standard-bearers have the “Leadership/X” ability, they are not commanders.

AURA OF DARKNESS

All fighters with the “Living-dead” ability located within the aura of leadership of a lord of the dead in their camp benefit from a bonus in FEAR equal to the lord of the dead’s rank category.

Example: At the moment that he launches an assault against an opponent, a morbid puppet (FEAR 5) is within the aura of

leadership of Melmoth (Leadership/10; FEAR 7). Because Melmoth is of Elite rank (category 2), the puppet benefits from a +2 in FEAR. His FEAR is therefore considered to be $5 + 2 = 7$.

This bonus cannot bring a fighter’s FEAR to be higher than the one printed on the lord of the dead’s reference card.

Example: A Wolfen zombie (FEAR 8) is within the aura of leadership of the Gorgon (Leadership/10; FEAR 9; rank category 2). The Wolfen zombie should benefit from a +2 in FEAR, but this would bring his FEAR to be 10, which is higher than the Gorgon’s FEAR. The Wolfen zombie therefore only benefits from a +1 and his FEAR is considered to be equal to $8 + 1 = 9$.

If a Living-dead fighter is within the aura of leadership of several lords of the dead, then he benefits from the highest bonus.

The bonus in FEAR bound to the aura of Darkness does not apply when a Living-dead fighter has to make a Courage test (when facing a Hyperian, for example).

LORDS OF THE DEAD AND LEADERSHIP

The “Aura of Darkness” rule is added to those on leadership; it does not replace them. A lord of the dead therefore also remains a commander in regard to the rules. However, a Living-dead fighter can only benefit from the advantages bound to the “Leadership/X” ability provided by other Living-dead fighters (with some exceptions).

Examples:

- *The Gorgon is a Living-dead lord of the dead. Though they are not Living-dead, the ghouls of Acheron can use her FEAR for their Courage tests.*
- *Asura de Sarlath is a non-Living-dead lord of the dead. Consequently, no Living-dead fighter can use his DIS for a Discipline test or his COL for a Courage test (when facing a Hyperian, for example).*

WOLFEN CHIEFS

All Wolfen (be they bound to Yllia or to Vile-Tis) with the “Leadership/X” ability **printed on their reference card** are considered to be Wolfen chiefs and thus benefit from the “Mark of Savagery” rule. The Wolfen who have acquired the “Leadership/X” ability in any way whatsoever do not benefit from this rule.

• WOLFEN DEVOURERS •

The term “Wolfen” is not always printed on the reference cards of the Wolfen Devourers of Vile-Tis. All these fighters are nevertheless Wolfen.

THE MARK OF SAVAGERY

In each round, every Wolfen chief gets a “Mark of Savagery” counter that he can use to increase the combat potential of another Wolfen.

These counters must be attributed during every strategic phase, before the Tactical roll. Once this test has been made, no further counters can be attributed. It is not possible to keep these counters from one round to the next.

To get a counter the fighter must meet the following conditions:

- He must be a Wolfen who is neither a Character nor a Wolfen chief.
- He must be within the Wolfen chief’s aura of leadership.
- He must be of a rank category that is lower than or equal to that of the Wolfen chief.

- The FEAR printed on his reference card must lower than or equal to the one printed on the Wolfen chief’s reference card. A fighter can get only one such counter per round.

• WOLFEN PARIAHS •

A Wolfen Pariah chief can only give a mark of savagery to fighters who also have this ability. Similarly, a Pariah fighter cannot receive a mark of savagery from a non-Pariah chief.

THE MARK OF SAVAGERY’S EFFECTS

A fighter with a mark of savagery benefits from the “War fury” ability. If he already has this ability, then the mark of savagery has no effect.

The mark of savagery’s effects apply until the end of the round, even if the fighter leaves the aura of leadership of the Wolfen chief who gave him the counter.

WOLFEN CHIEFS AND LEADERSHIP

The “Mark of Savagery” rule is added to those of leadership. It does not replace them. A Wolfen chief therefore remains a commander.





CHAPTER 9

INCANTATION

Acheron is the accursed barony, the land of those who have sold their soul and their flesh to Darkness in exchange for immortality and unlimited power. The decadent lords of Acheron call on the evil of necromancy to raise undead armies. Nothing is more enjoyable to them than inspiring a nameless fear in the hearts of their enemies. The reign of the Obscure is absolute: the liege lords reduce kings into slavery, desecrate sanctuaries, and pillage the secrets of the past to make their own strength grow. Hungering for

domination and power, the Acheronians are the champions of Darkness. As soon as they have crushed the Lions of Alahan and their allies of Light, they will go on the conquest of the worlds in the name of their eternal empire.

The legions of Acheron are hordes of creatures from hell: skeletons, zombies and ghouls are joined on the battlefields by all sorts of beings springing from Darkness. Leading them are Crâne warriors, diabolical faithful and necromancers, who sow terror among the living.

In a game of *Confrontation* the magicians' main function is to cast spells. A magician can only cast the spells he was given when the armies were being built. These spells are bound to an A.P. value that is added to that of the magician himself. Such a fighter is therefore usually a huge investment that should be protected and played wisely.

All restrictions concerning the attribution of spells to magicians are explained in the section on "Building an army" (see p. 126). The present chapter explains the rules on using magic during a game.

It is, however, possible to include magicians without spells in one's army. His role is then to neutralise enemy magicians by using countermagic.

MAGICIANS

All fighters with the Power characteristic are magicians. Yet there are two types of magicians.

- Those known as "**pure**" **magicians** are individuals who have devoted their lives to the study of the arcana of magic to the detriment of the martial disciplines. Some nevertheless remain formidable foes in combat.
- **Warrior-mages** are, above all, warriors. Yet they have a certain predisposition for the occult arts. Their powers are weaker than those of pure magicians, but they make up for this lack with increased ardour in combat. Warrior-mages can be identified by the ability of the same name printed on their reference cards.

MANA

Mana is the mystic energy used by magicians to fuel the effects of their spells. Each magician has a mana reserve and he must use a part of it every time he tries to cast a spell. This mana reserve is represented by counters called **gems**.

Mana is an energy source that comes from parallel worlds neighbouring Aarklash known as the Elemental Realms. Each one of these domains is bound to a dominant Element. There are six of these.

The four primordial Elements are Air, Fire, Water and Earth.

The two other Elements are called Principles. These are Light and Darkness.

Some of these Elements are opposed to each other.



Air is opposed to Earth



Water is opposed to Fire



Light is opposed to Darkness



The corruptive powers of Darkness are so strong that it is opposed to all the Elements, including Darkness itself.

Another mana symbol  is sometimes used to represent "neutral" mana. When it is required for a spell to be cast, then neutral gems can be replaced by gems of any of the other Elements. The shaman orcs of Bran-Ô-Kor use a form of magic called instinctive magic. This incantatory practice doesn't call on the energies of the Elemental Realms, but rather on the forces that come from Aarklash and from the spirit of the orcs. The mana of these magicians is represented by gems of neutral mana.



THE MANA RESERVE

Each magician has a mana reserve that fluctuates throughout the game.

At the start of a game, a magician has a number of mana gems equal to his POW.

Example: A magician with a POW of 5 begins the game with five mana gems.



The type of gems held in the initial reserve depends on the Elements mastered by the magician. A magician can only have gems of an Element he masters. If he masters several of them, then the player controlling him can freely choose the amount of each Element among the gems held in the initial reserve.

Example: A magician with a POW of 3 who masters Fire and Darkness can begin the game with one of the following reserves:

- Three gems of Fire.
- Three gems of Darkness.
- Two gems of Fire and one of Darkness.
- One gem of Fire and two of Darkness.

A magician's mana reserve can become empty, but never negative. At most, it can hold a number of gems equal to twice the magician's POW.



Example: A magician with a POW of 4 can hold a maximum of 8 mana gems in his reserve.

Every time a magician attempts to cast a spell or to counter the actions of a different magician, he uses some of the gems held in his reserve. Once he doesn't have any gems left in his reserve, he can no longer perform actions that are bound to magic. However, at the end of each round he can replenish all or a part of his reserve of gems. To do so, he must make a mana recovery roll.

CASTING A SPELL

Most spells are to be cast **during the magician's activation**. However, some particular spells are to be cast during other phases. When this is so, then it is mentioned on the spell's card.

NOTE FOR CONFRONTATION 2 PLAYERS

In *Confrontation 2* most spells were cast during the firing and magic phase. Because this phase has disappeared, all spells that don't specify when they are to be cast must be so **while the magician is activated**. This also applies for all spells that are to be cast during the movement phase, even if it is specified that the spell is to be cast at the beginning of this phase.

HOW MANY SPELLS CAN A MAGICIAN CAST PER ROUND?

The number of spells that a magician can cast in a round is only limited by his mana reserve and the Frequency of his spells.

In the same round a magician cannot cast the same spell more often than the Frequency printed on its card. On the other hand, as long as he has enough mana gems available, he can continue casting spells.

Attention! The restriction of the number of spells that can be used depending on the magician's rank that applied in the previous version of *Confrontation* now no longer applies.

THE INCANTATION

When a magician attempts to cast a spell, he proceeds with an incantation. In terms of the game, this is simulated in several consecutive steps.

TABLE OF ELEMENTAL DOMAINS							PATH OF PREDILECTION
PEOPLE							
Alchemists of Dirz	X		X				Technomancy
Devourers of Vile-Tis					X		Howls
Akkyshan elves	X			X			Unknown
Cynwäll elves		X					Solaris
Daikinee elves		X		X			Unknown
Goblins of No-Dan-Kar							Sorcery
Griffins of Akkylannie		X					Theurgy
Drune Kelts	X						Shamanism
Sessairs Kelts	X	X					Shamanism
Limbo of Acheron	X					X	Necromancy
Lions of Alahan		X					Hermetism
Dwarves of Mid-Nor	X		X				Chthonian
Dwarves of Tir-Nâ-Bor		X					Telluric
Orcs of Bran-Ô-Kor	None						Instinctive magic
Wolfen of Yllia	X	X					Whispers
Utopia of the Sphinx		X					Solaris
Ophidian Alliance	X						Typhonism

 : Domain of predilection X : Forbidden domain

1. Choice of target
2. Calculation of the difficulty
3. Sacrifice of the gems required for the incantation
4. Improvement of mastery (if the player wishes)
5. Announcement of counter-magic (if the opponent wishes)
6. Absorption (if the opponent announced it)
7. Incantation test
8. Countering test (if the opponent announced it)
9. Verification of the distance
10. Application of the spell's effects

1. Choice of target

The player controlling the magician must designate a target onto which the magician has a line of sight.

He is not permitted to check if the distance between the magician and his target is greater than the spell's range. The player must therefore estimate the distance. If, later on, it proves to be too far, then the spell has no effect, yet the resources used are nevertheless lost.

Casting a spell on an opponent in base-to-base contact with fighters in the magician's camp does not risk hitting the latter.





Unlike when firing into a fray, a spell always affects the selected target.

With some exceptions, the same spell cannot be successfully cast several times onto the same target in the same round, even if it is cast by several different magicians.

2. Calculation of the difficulty

Most spells have a set difficulty printed on their card. Yet some have a variable difficulty that can depend on various parameters, such as the distance between the magician and his target, or one of the latter's characteristics. It can even happen that the difficulty is "Free." This then means that it is up to the player controlling the magician to determine it.

Unless an exception is mentioned in its description, when one of a spell's parameters (difficulty, effects) is determined depending on one of the target's characteristics, then it is the value at the moment of the incantation that is used, while taking into account any possible modifiers.

Example: A magician is attempting to cast a spell with a difficulty equal to the target's ATT. The target has an ATT of 4 on its reference card, but is benefiting from an effect that increases this value by 2 points. The spell's difficulty is therefore 6 (4 + 2).

3. Sacrifice of the gems required for the incantation

To cast a spell the magician must sacrifice mana gems whose type and amount are printed at the top of the spell's card. The player must subtract the gems required for the incantation from the magician's mana reserve before proceeding with the incantation itself. If the magician does not have enough gems of the required Element available, then the spell cannot be cast.

4. Improvement of the spell's mastery

Once the player has removed the gems required for the incantation from the magician's reserve, he can, if he wishes and has the possibility, increase his chances of success on the incantation test by sacrificing one or several additional gems. The gems thus sacrificed can be of any type. For each gem used in this way the player rolls one additional d6 when making the incantation test.

Steps 5 and 6, which are bound to counter-magic, are described further on.

7. Incantation test

The player controlling the magician makes an incantation test, which is a Power test with a difficulty equal to the spell's difficulty. If he has spent additional gems to increase the magician's mastery, then he rolls as many additional d6 as he has sacrificed gems for this purpose.

If the test's final result is equal to or greater than the spell's difficulty, then it is successfully cast. If not, then the incantation fails.

Incantation in hand-to-hand combat: If a pure magician is in base-to-base contact with an enemy fighter when performing the incantation of a spell or when attempting to counter one, he suffers a -1 on the final result of his incantation test. Warrior-mages are not subject to this rule.

Step 8, which is bound to counter-magic, is described further on.

♦ INCANTATION AND FLYING ♦

A magician can choose to target a fighter located at an altitude level directly above or below his. The distance between the magician and his target is measured on the ground from the magician's base (or the counter representing him) to the target's base (or the counter representing it).

When a magician targets a miniature that is at a different altitude level than his, he suffers a penalty of -2 on the final result of his incantation tests.

A flying fighter never hides another flying fighter, and a fighter on the ground never hides another fighter on the ground if the spell is being cast from altitude level 1.

9. Verification of the distance

Once the spell has been successfully cast, the distance between the magician and his target is measured. If it is greater than the spell's range, then it has no effect and all the gems that were used are lost.

If the target is within a distance that is shorter than or equal to the spell's range, then it undergoes its effects.

10. Application of the spell's effects

If the spell is successfully cast and isn't cancelled out by an enemy magician, its effects are applied as explained on its card.

COUNTER-MAGIC

A player can counteract the casting of a spell by performing counter-magic. To do so, he must designate one and only one magician in his camp who meets the following conditions:

- He must be able to see the magician casting the spell.
- He must be within the spell's range (even if he is not its target).

If the spell's range is "Personal," then the magician must be in base-to-base contact with his enemy counterpart. If the spell's range is variable, then the magician can use counter-magic if he is potentially within range at the moment that the incantation is performed.

If these two conditions are met, then the player attempting to cancel out the spell must choose one of the two following methods: countering or absorbing.

The player must announce that he wishes to use counter-magic and which method he has chosen right before the opponent's incantation test, just after the total amount of mana gems that will be used for this test has been announced.

ABSORBING A SPELL (STEP 6)

This method causes the spell to be cancelled out before the magician has even performed his incantation. No roll of the dice is required; the magician proceeding with the absorption just has to spend the right amount of gems (see further). The gems that the magician was going to use for the incantation are lost and the spell is nevertheless considered to have been the subject of an incantation attempt (meaning that if its Frequency is 1, then it cannot be cast again during the round being played).

Absorption consists of spending exactly the same number of gems opposed to those used by the opponent for the spell's incantation.

Any gems used to improve the mastery or the spell's strength must also be taken into account. In the case of primagic spells, the gems needed for the absorption are those of the Elements opposed to the ones actually used by the enemy magician for the incantation. The table of elemental domains indicates which gem can cancel out another when absorbing a spell.



Example: A magician cast a spell using four gems of Light. To absorb this spell, his opponent must sacrifice four gems of Darkness.

If the spell requires gems of several Elements (or if the magician used gems of other Elements to improve his mastery), then the gems used for the absorption must be of the opposite Elements in the same proportions.

Example: A magician is about to cast a spell using two gems of Air and one of Water. To absorb this spell his opponent must sacrifice two gems of Earth (opposed to Air) and one gem of Fire (opposed to Water). He can also use gems of Darkness, which are opposed to all the Elements.

Gems of Darkness can be absorbed by gems of any Element, including Darkness.

Example: A spell that requires three gems of Darkness can be absorbed by one gem of Water and two of Earth.



COUNTERING A SPELL (STEP 8)

This method consists of choking off the magic energies during incantation. When a player announces that he is using this method, he has to spend only one gem of any Element.

The magician attempting to cast the spell then does his Power test. If he fails, then the incantation fails and the gem spent by the magician who was about to attempt a counter is nevertheless lost.

If the spell is successfully cast, then the magician attempting to counter it does a Power test with a single d6 (it is impossible to improve the mastery). This roll's final result must be greater than or equal to the **final result** gotten by the spell's caster (and not to the spell's difficulty). If this is so, then the spell's effects are cancelled out.

Attention! *Only one magician can attempt to cancel out the same spell, even if several others meet the required conditions.*

Having run or charged, or being in hand-to-hand combat, does not prevent a magician from using counter-magic. However, being in base-to-base contact with an opponent causes a -1 penalty on the final result of the counter-magic roll (unless the magician is a Warrior-mage).

MANA RECOVERY

During the mystic phase the players make a mana recovery roll (which is a Power test) for each of their magicians, and then refer to the Mana Recovery Table.

This test is a true characteristic test. A  can be rolled again and a , even after a re-roll, is an automatic failure. On a  the magician does not recover any gems at all.

Depending on the total he gets and on his rank, the magician recovers a certain number of mana gems. The nature of these gems is freely chosen by the player among the Elements mastered by the magician. Beware, however, for a magician cannot recover more mana gems than is allowed by the limit of his mana reserve (see p. 72).

Example: *An Adept with a POW of 5 who masters Air and Water is about to make his mana recovery roll. He has six mana gems in his reserve when making the roll. His POW of 5 sets the maximum limit of his mana reserve at 10, so he can still recover up to four gems thanks to this roll.*

He gets a  on his mana recovery roll. Added to his POW, this gives him a total of 10. Being an Adept, this would normally allow him to recover six gems, yet he can only add four to his reserve. The player can freely choose these gems among Air and Water.



♦ MANA RECOVERY ♦

+1D6	INITIATE	ADEPT	MASTER	VIRTUOSO
☐	0	0	0	0
0 AND -	1	2	3	4
1-3	2	3	4	5
4-6	3	4	5	6
7-9	4	5	6	7
10-12	5	6	7	8
13-15	6	7	8	9
16-18	7	8	9	10
19-21	8	9	10	11
22 AND +	9	10	11	12

♦ THE ORC SHAMANS ♦

The form of magic used by the orcs is so different from the other known paths that no one has found the way to counteract its effects yet. To represent this, no magician (not even an orc) can use counter-magic to cancel out a spell cast by an orc. Similarly, the orcs are incapable of cancelling out their opponents' spells, no matter which they may be.

Orc magicians have a very close relationship with the earth. It is from this bond that they draw their strength. To represent this, a ☐ on an orc magician's mana recovery roll (including after having re-rolled a ☐), is not considered to be an automatic failure. The ☐ is added to the magician's POW to determine the roll's final result.

If a pure magician is in contact with an enemy miniature when making his mana recovery roll, then he recovers one gem less. Warrior-mages are not affected by this penalty.

Example: An Initiate (POW 4) is in contact with an enemy fighter when making his mana recovery roll. He gets a ☐, which gives him a final result of 8 and is normally equal to four gems. However, since the magician is in base-to-base contact with an enemy miniature, he only recovers three gems.

♦ HERMETISTS AND NECROMANCERS ♦

Magicians who master the path of hermetism or of necromancy don't suffer this penalty on their mana recovery rolls when in base-to-base contact with an enemy.





ROUND 2: MYSTIC PHASE

Sardar's mana reserve: 5 Light / 3 Earth

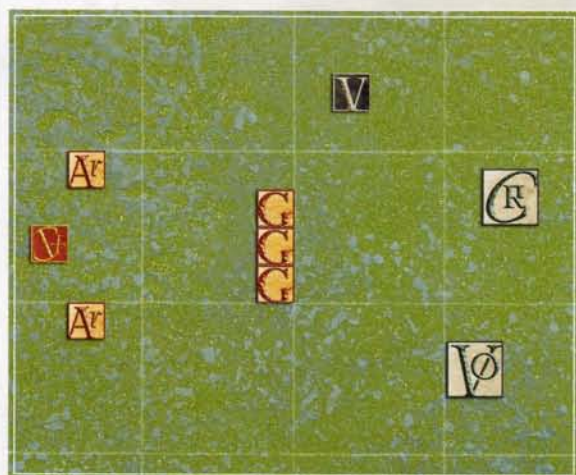
Velrys's mana reserve: 2 Darkness / 2 Water

At the end of the second round the two camps are ready for the assault. Each player must make a mana recovery roll for each one of his magicians.

Sardar (POW 6) is an Adept of Light and of Earth. On his mana recovery roll the player gets a [2] which, when added to his POW, gives him a total of 9, meaning five gems. Because his mana reserve's limit is of 12 gems and he already has eight held in reserve, he can only gather four more. The player chooses three gems of Light and one of Earth. Sardar's reserve therefore reaches its maximum limit with eight gems of Light and four of Earth.

Velrys (POW 5) is an Adept of Darkness and of Water. On his mana recovery roll the player gets a [3] which, when added to his POW, gives him a total of ten, meaning six gems. The player chooses four gems of Darkness and two of Water. Velrys's reserve now holds six gems of Darkness and four of Water.

INCANTATION EXAMPLE



Sardar Tillus



Velrys



Archer of Alahan



Flesh eater

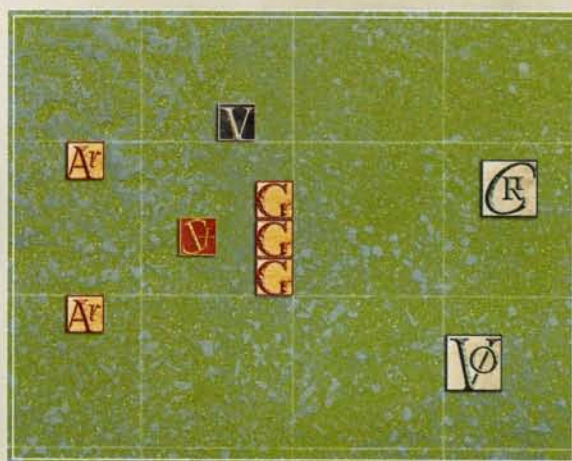


Guard of Alahan



Voracious warrior

In this example we have a group of warriors of Alahan led by the magician Sardar Tillus. The Lions are confronting Devourers accompanied by Velrys, a half-elf magician.



ROUND 3: ACTIVATION PHASE

Sardar's mana reserve: 8 Light / 4 Earth

Velrys's mana reserve: 6 Darkness / 4 Water

During the activation phase Velrys was activated first. He moved but did not attempt to cast a spell.

Announcing the incantation: Sardar is activated. The Lion player moves his miniature so as to near it to the guards of Alahan and then announces his intention to cast the "Aura of Light" spell.

Choice of target and verification of the conditions: The player designates the guard of Alahan in the middle to be the

target. Sardar has a clear line of sight onto this guard and can therefore target him with his spell.

Difficulty calculation: Aura of Light has a set difficulty of 8. The Power test's difficulty is therefore equal to 8.

Sacrifice of gems: The spell requires the sacrifice of three gems of Light. Sardar's mana reserve therefore becomes five gems of Light and four of Earth.

Improvement of mastery: Sardar (POW 6) only needs a $\square$ to succeed this incantation. Nevertheless, the player decides not to take any risks and sacrifices one gem of Earth to be able to roll one additional d6 on the Power test. The magician's mana reserve therefore becomes five gems of Light and three of Earth.

Announcement of counter-magic: The player controlling Velrys announces that he'll attempt to cancel out the spell. Because the latter was cast using three gems of Light and one of Earth, Velrys needs either three gems of Darkness and one of Air, or four gems of Darkness (since Darkness is opposed to all Elements) to be able to absorb it. Though Velrys has enough gems of Darkness available to absorb the spell, the player decides to save his mana and announces a countering attempt. He immediately sacrifices one gem of Darkness.

Power test: The Lion player having improved Sardar's mastery, he rolls 2d6 and gets $\square$ and $\square$. He keeps the $\square$ and consequently gets a final result of $\square + 6 = 11$. This being higher than the difficulty (8), the incantation is successful.

Counter-magic: The Devourer player makes a Power test and gets a $\square$. Added to Velrys's POW (5), this gives a result of 10, which is not enough to equal the final result of Sardar's incantation roll (11).

Measurement of the distance: Because the incantation test was successfully passed, the distance between Sardar and the guard of Alahan is measured. It is equal to 8 cm. Because the spell's range is "10 cm" its effect can be applied.

Application of the spell's effects: Velrys's attempt at counter-magic having failed, the spell's effects are applied. The targeted guard of Alahan gets +1 in STR, RES and COU until the end of the game.

After this incantation Sardar still has five gems of Light and three gems of Earth left. This is more than enough for him to cast Aura of Light again. However, this spell's Frequency is equal to 1. Sardar must therefore wait until the next round before being able to cast it again. On the other hand, if he has other spells, he can attempt to cast them if his mana reserve allows him to do so.

SUMMONED FIGHTERS

Some spells and miracles (or even artefacts) allow the summoning of fighters, who then join the battle. These creatures are subject to the following rules.

PLACEMENT

When a fighter is summoned onto the battlefield, his miniature cannot be placed directly into base-to-base contact with an enemy miniature. If this rule cannot be respected due to the battlefield's configuration, then the fighter cannot be summoned.

Attention! *This rule now applies to all summoned fighters, even if the summoning spell's or miracle's card specifies that the fighter can or must be placed directly into base-to-base contact with an opponent.*

ACTIVATION

Round of summoning

Fighters placed onto the battlefield during the activation phase (be they summoned or resuscitated) cannot perform any other action during this phase. They can, however, act in the usual way starting in the combat phase after their appearance on the battlefield.

Summoned fighters and reference cards

Unless mentioned otherwise on the summoning card, summoned fighters are represented by their summoner's reference card.



CONTROLLING SUMMONED FIGHTERS

It isn't enough to have these supernatural beings appear on the battlefield; one must also control and subjugate them. To represent this, a fighter can control only a limited number of summoned creatures at a time. This number depends on the summoner's rank and on the creature's force.

When summoning a fighter, the player must calculate the sum of the force values of the miniatures that are already under the summoner's control. If the summoning of the new fighter would cause the authorised limit to be passed, then it cannot be done.

Limit of the controllable force

The total of the force values of the creatures summoned by a fighter cannot pass a certain limit determined by the fighter's rank:

- Rank 1: 2
- Rank 2: 4
- Rank 3: 8
- Rank 4: 16

This total is increased by one point if the summoner is a Character.

Example: Being an Adept Character (Rank 2), the Gorgon can control a total force of 5. She has the "Morbid angel invocation" and "Summoning of Darkness" spells. A puppet has a force of 1 and an Elemental a force of 2, so the Gorgon can simultaneously control either five puppets or three puppets and one Elemental of Darkness.

Death of the summoner

Unless mentioned otherwise on the summoning card, summoned fighters remain in play even if the fighter who summoned them is eliminated. If this happens, then the latter's reference card continues to represent them.

SPELLBOOKS

The spells and miracles provided in the Spellbooks and Litanies sets of cards can no longer be used with the rules of this third edition. They are replaced by those described in the following pages. These new spells and miracles can only be used in *Confrontation*, not in *Rag'Narok*.

Unless mentioned otherwise in its description, when one of the parameters (difficulty, effect...) of a spell or miracle is determined depending on a characteristic of the targeted fighter, magician, or faithful, then it is the value that he has at the moment of the incantation or call which is taken into account, including modifiers.

Example: A magician is attempting to cast a spell with a difficulty that is equal to the targeted fighter's ATT. The latter has an ATT of 4 on his reference card, but benefits from an effect that increases this value by two points. The spell's difficulty is therefore equal to 6 (4 + 2).

Attention! Only modifiers that apply to the characteristics themselves are to be taken into account, not any bonuses or penalties that apply to the results of die rolls.

Reminder: The "Leadership/X" ability allows the fighter to use the commander's DIS or COU for his rolls of the dice. However, in no way can a commander's values be used instead of those of another fighter when determining the difficulty or effect of a spell or miracle.

Many spells allow their target to benefit from an ability. Unless mentioned otherwise in the description of its effects, such a spell has no effect on fighters who already benefit from the ability in question.



PRIMAGIC

ARROW OF MANA

2

Path: Primagic

Range: 20 cm

Difficulty: Magician's POW + 4

Duration: Instantaneous

Area of effect: One enemy fighter

Frequency: 2

Intensity: 1

A.P.: 15

The target suffers a Damage roll with a STR equal to the magician's POW at the moment that he casts the spell.

MINOR CURE

3

Path: Primagic

Range: 10 cm

Difficulty: 9

Duration: Instantaneous

Area of effect: One friendly fighter

Frequency: 2

Intensity: 3

A.P.: 16

The target's Wound level is improved by one degree:

- Light becomes uninjured.
- Serious becomes Light.
- Critical becomes Serious.

AURA OF AUTHORITY

2

Path: Primagic

Range: Personal

Difficulty: 6

Duration: Until end of round

Area of effect: Personal

Frequency: 1

Intensity: 2

A.P.: 10

This spell is to be cast at the beginning of the strategic phase. The magician then benefits from the "Authority" ability until the end of the round.

MYSTICAL GALVANISATION

3

Path: Primagic

Range: 15 cm

Difficulty: 7

Duration: Until end of round

Area of effect: One friendly fighter

Frequency: 2

Intensity: 1

A.P.: 12

The targeted fighter benefits from a +1 on the results of his Initiative, Attack, Defence, Aim and Power tests, as well as on his divination rolls. This bonus does not apply to mana recovery rolls.



ELEMENTAL CHAINS

2

Path: Primagic

Range: 20 cm

Difficulty: Target's DIS

Duration: Until end of round

Area of effect: One enemy fighter

Frequency: 1

Intensity: 1

A.P.: 10

The targeted fighter cannot do any pursuit movements as long as he is affected by this spell. If the targeted fighter's DIS is "-", then this spell's difficulty is equal to 5.

FORCED MARCH

2

Path: Primagic

Range: 15 cm

Difficulty: 7

Duration: Instantaneous

Area of effect: One friendly fighter

Frequency: 2

Intensity: 2

A.P.: 16

This spell can only be cast on a target that is free of any opponents.

The targeted fighter can immediately walk, even if he has already been activated during the round being played. This exceptional movement does not count as an action, and the targeted fighter can therefore move in the usual way when he is activated, if this hasn't already been done.

HERMETISM

CHASTISEMENT OF LIGHT

X

Path: Hermetism Range: 20 cm
 Difficulty: Special Duration: Instantaneous
 Area of effect : Special Frequency: 1
 Intensity: 4 A.P. : 16

The player can designate a maximum number of targets equal to the magician's POW at the moment that he casts this spell. The number of gems required for its incantation is of 2 per designated target. The Power test's difficulty is of 7 + 1 per target.

If the incantation is successful, then each target suffers a Damage roll (STR 5).

CALMING GLOW

Special
 Path: Hermetism Range: 15 cm
 Difficulty: Special Duration: Instantaneous
 Area of effect : One friendly fighter Frequency: 1
 Intensity: 3 A.P. : 15

The number of gems required for the incantation and its difficulty vary depending on the desired effect and the target's state of health.

- Target with a Light Wound:
 2 /Difficulty 8 : The target is uninjured.
- Target with Serious Wound:
 2 /Difficulty 9 : The target has a Light Wound.
 5 /Difficulty 10 : The target is uninjured.
- Target with a Critical Wound:
 2 /Difficulty 10 : The target has a Serious Wound.
 5 /Difficulty 11 : The target has a Light Wound.

WORD OF CONFUSION

2

Path: Hermetism / Circaeus Range: 40 cm
 Difficulty: Target's DIS Duration: Instantaneous
 Area of effect : Special Frequency: 1
 Intensity: 1 A.P. : 11

This spell can only target the enemy fighter whose DIS was used for the Tactical roll. If this fighter was killed before the magician's activation, then the spell can be cast onto the enemy fighter with the highest DIS. If the highest DIS is shared by several fighters, then this spell can be cast on any of them.

Once Word of Confusion has been successfully cast, the card at the top of the opponent's activation sequence is placed at the end of his sequence.

FIERY ASSAULT

2

Path: Hermetism / Circaeus Range: 20 cm
 Difficulty: 8 Duration: Until end of round
 Area of effect : One friendly fighter Frequency: 3
 Intensity: 3 A.P. : 13

The targeted fighter benefits from the "Assault fire" ability.

CROWN OF GLORY

3

Path: Hermetism Range: 20 cm
 Difficulty: 10 Duration: Until end of round
 Area of effect : Special Frequency: 1
 Intensity: 3 A.P. : 15

This spell is to be cast on a friendly fighter with the "Leadership/X" ability. The targeted fighter's leadership range is increased by 10 cm. Moreover, all fighters in his camp who are also of his people benefit from +1 in STR as long as they are within his aura of leadership (not in that of the war-staff he is in).

TROUBLING AURA

2

Path: Hermetism Range: Personal
 Difficulty: 8 Duration: Until end of round
 Area of effect : Personal Frequency: 1
 Intensity: 1 A.P. : 7

All enemy fighters involved in the same combat as the magician suffer a -1 on the final result of their Attack and Defence tests.





NECROMANCY

DIVERSION OF THE SHADOWS

2

Path: Necromancy / Circaeus Range: 15 cm
 Difficulty: Target's ATT + 4 Duration: Until end of round
 Area of effect : One enemy fighter Frequency: 2
 Intensity: 3 A.P. : 14

As long as the targeted fighter is affected by this spell, he gets one combat die less than he normally would in every combat in which he is involved.

CLUTCH OF THE NECROMANT

3

Path: Necromancy Range: 15 cm
 Difficulty: 8 Duration: Until end of round
 Area of effect : Special Frequency: 2
 Intensity: 2 A.P. : 14

This spell can only be cast onto friendly fighters with the "Living-dead" ability. The targeted fighter benefits from the "Concentration/2" ability (whose points can affect INI, ATT and STR). This spell has no effect if the target already has this ability.

RESPIRE OF THE DEAD

1

Path: Necromancy Range: 10 cm
 Difficulty: 8 Duration: Instantaneous
 Area of effect : Special Frequency: 3
 Intensity: 2 A.P. : 14

This spell can only be cast onto friendly fighters with the "Living-dead" ability. Once successfully cast, the player rolls 1d6 and applies the effect corresponding to the result he gets:

- ☐: The target's Wound level worsens by one degree.
- ☐ or ☐: No effect.
- ☐☐ or ☐☐ or ☐☐: The target's Wound level improves by one degree.

DEVOTION OF THE DEAD

1

Path: Necromancy Range: 20 cm
 Difficulty: 6 Duration: Instantaneous
 Area of effect : Special Frequency: 1
 Intensity: 1 A.P. : 6

This spell can only be cast onto friendly fighters with the "Living-dead" ability. The target suffers a Damage roll (STR 10) and the magician immediately recovers three gems of Darkness.

FORCE FROM THE BEYOND

1

Path: Necromancy / Circaeus Range: 10 cm
 Difficulty: Special Duration: Until end of round
 Area of effect : Special Frequency: 2
 Intensity: 1 A.P. : 8

This spell can only be cast onto friendly fighters with the "Living-dead" ability. Its difficulty depends on the target's Wound level at the moment that it is cast:

- Uninjured: 4
- Stunned / Light Wound: 5
- Serious Wound: 6
- Critical Wound: 7

If the incantation is successful, then the targeted fighter does not suffer Wound penalties on the Damage rolls he inflicts in hand-to-hand combat, not even those bound to being "Stunned."

DEFIANCE OF DEATH

1

Path: Necromancy / Circaeus Range: 30 cm
 Difficulty: Special Duration: Until end of round
 Area of effect : One enemy fighter Frequency: 2
 Intensity: 1 A.P. : 7

The incantation's difficulty is equal to 4 + the target's force. If the spell is successfully cast, then the target's force is reduced by two points, with a minimum force of 0.

TECHNOMANCY

GENETIC RELIABILITY

1

Path: Technomancy / Biopsy Range: 15 cm
 Difficulty: 7 Duration: Until end of round
 Area of effect : Special Frequency: 1
 Intensity: 1 A.P.: 6

This spell can only be cast onto friendly fighters who have been given a Mutagenic/X die that hasn't been rolled yet. If the spell is successfully cast, then a ☐ on this die is not considered to be an automatic failure.



INTOXICATION OF DARKNESS

2

Path: Technomancy Range: 5 cm
 Difficulty: Special Duration: Instantaneous
 Area of effect : Special Frequency: 1
 Intensity: 3 A.P.: 12

This spell can only be cast onto friendly fighters with the "Mutagenic/X" ability who have not been given a Mutagenic/X die in the round being played. The incantation's difficulty is equal to $8 + X$ (the value bound to the target's "Mutagenic/X" ability). If X is a negative value, then the incantation's difficulty is equal to 8.

If the spell is successfully cast, then the target gets a Mutagenic/X die that can be used in the usual way.

STARVING BLADES

2

Path: Technomancy / Cabala Range: 15 cm
 Difficulty: 9 Duration: Until end of round
 Area of effect : One friendly fighter Frequency: 2
 Intensity: 2 A.P.: 10

The targeted fighter gets the "Sequence/1" ability. If he already has this ability, then the value bound to it is increased by one point. This value cannot become higher than 3 thanks to this spell.

GENETIC RECONSTITUTION

1

Path: Technomancy / Biopsy Range: 15 cm
 Difficulty: 8 Duration: Instantaneous
 Area of effect : One friendly fighter Frequency: 2
 Intensity: 2 A.P.: 11

This spell can only be cast onto friendly fighters who have been given a Mutagenic/X die and have already rolled it.

If the spell is cast successfully, then the targeted fighter can immediately sacrifice three of his Mutagenic/X points to heal himself by one Wound degree. It is not possible to spend more points to heal by additional Wound degrees during the same round.

GENETIC ALTERATION

1

Path: Technomancy / Biopsy Range: 15 cm
 Difficulty: 6 Duration: Until end of round
 Area of effect : One friendly fighter Frequency: 3
 Intensity: 1 A.P.: 6

When affected by this spell, the maximum number of Mutagenic/X points that can be attributed to the same characteristic of the target is increased by one point.

ASSIMILATION SERUM

1

Path: Technomancy / Biopsy Range: 10 cm
 Difficulty: 7 Duration: Until end of round
 Area of effect : Special Frequency: 2
 Intensity: 2 A.P.: 8

This spell can only be cast onto friendly fighters with the "Mutagenic/X" ability.

As long as the spell remains active, the X value bound to the target's ability is increased by one point. This bonus does not apply if the target's Mutagenic/X die was already rolled before the spell is cast in the round being played.

SHAMANISM

BREASTPLATE OF EARTH



Path: Shamanism / Druidism **Range:** 15 cm
Difficulty: 7 **Duration:** Until end of round
Area of effect: One friendly fighter **Frequency:** 1
Intensity: 2 **A.P.:** 11

The target gets +2 in RES. Once the spell has been successfully cast, the magician can sacrifice one or two additional gems of Earth to increase this bonus.

- 1 additional gem: +3 in RES (instead of +2).
- 2 additional gems: +5 in RES (instead of +2).

In no way can the bonus in RES provided by this spell be greater than +5.

RAGE OF THE WARRIOR



Path: Shamanism / Druidism **Range:** 20 cm
Difficulty: 8 **Duration:** Until end of round
Area of effect: One friendly fighter **Frequency:** 2
Intensity: 2 **A.P.:** 13

During the next combat phase, the targeted fighter can make one more attack than he normally can during each exchange. This does not mean that he gains an additional combat die, but that he can attack one more time per exchange if he has enough combat dice placed in attack available to do so. For example, if the targeted fighter is confronting two opponents, then he can make three attacks per exchange. The additional attack can target any of his opponents, even one that the targeted fighter has already attacked during the same exchange.

BOGGING DOWN



Path: Shamanism / Typhonism **Range:** 25 cm
Difficulty: 8 **Duration:** Until end of round
Area of effect: One enemy fighter **Frequency:** 2
Intensity: 2 **A.P.:** 13

The targeted fighter suffers -2.5 in MOV. He cannot do pursuit movements and the difficulty of all his disengagement tests is increased by two points.

MINOR TELEPORTATION



Path: Shamanism / Typhonism **Range:** Personal
Difficulty: 9 **Duration:** Instantaneous
Area of effect: One friendly fighter **Frequency:** 1
Intensity: 2 **A.P.:** 13

This spell can only be cast if the magician is free of any opponents. Once the spell is successfully cast, the player selects a point on the battlefield that is within 30 cm or less of the magician. The magician must have a line of sight onto this point on the ground. The magician's miniature is placed onto the selected point.

This exceptional movement does not allow him to come into contact with an opponent. Furthermore, it does not count as an action, so the magician can still move in the usual way if he hasn't done so yet.

EXPOSURE OF THE MIND



Path: Shamanism **Range:** 40 cm
Difficulty: Target's DIS +3 **Duration:** Instantaneous
Area of effect: Special **Frequency:** 1
Intensity: 2 **A.P.:** 14

This spell can only target the enemy miniature whose DIS was used for the Tactical roll. If this fighter has already been eliminated before the magician's activation, then this spell can be cast onto the enemy fighter with the highest DIS. If several fighters share this value, then it can be cast onto any one among them.

If the spell is successfully cast, then as soon as the player's opponent gets the lead again, he must play the last card in his activation sequence. He cannot play any other card, cannot pass his turn, and cannot use an "Authority" counter in this turn.

ARDENT HEART



Path: Shamanism / Druidism **Range:** 10 cm
Difficulty: 6 **Duration:** Until end of round
Area of effect: One friendly fighter **Frequency:** 2
Intensity: 1 **A.P.:** 8

The player controlling the targeted fighter can re-roll once each of this fighter's Attack tests if the result does not suit him. Whatever the second result may be, it must be kept. The same roll cannot be rolled a third time, even if the fighter benefits from a different effect that allows dice to be rolled again.

SORCERY

POWERFUL BREEZE

2

Path: Sorcery

Range: 15 cm

Difficulty: Target's ATT +5 Duration: Until end of round

Area of effect : One friendly fighter

Frequency: 2

Intensity: 2

A.P.: 9

The targeted fighter benefits from the "Master strike/2" ability. If he already has this ability, then the X value bound to it is increased by two points.

FORCE OF THE FOUR WINDS

X

Path: Sorcery / Cabala

Range: 15 cm

Difficulty: 8

Duration: Until end of round

Area of effect : One friendly fighter

Frequency: 2

Intensity: 2

A.P.: 14

Before casting this spell the player chooses the number of gems devoted to the incantation. This number must be from 1 to 3 (gems of mastery are not included). If the spell is successfully cast, then the targeted fighter benefits from a bonus in STR that varies according to the chosen number of gems.

- 1 gem: STR +1
- 2 gems: STR + 3
- 3 gems: STR + 4

MUSCULAR ATROPHY

3

Path: Sorcery / Mutations

Range: 15 cm

Difficulty: Target's STR

Duration: Until end of round

Area of effect : One enemy fighter

Frequency: 1

Intensity: 2

A.P.: 14

All Wounds inflicted by the targeted fighter in a hand-to-hand combat attack are reduced by one degree. A Light Wound is ignored, a Serious one becomes Light, and a Critical one becomes Serious. "Stunned" and "Killed Outright" are not affected.

TRAP OF THE WINDS

3

Path: Sorcery / Mutations

Range: 15 cm

Difficulty: Target's DEF + 1

Duration: Until end of round

Area of effect : One enemy fighter

Frequency: 1

Intensity: 2

A.P.: 11

The targeted fighter cannot use sustained defence.



THE STRATEGIST'S WILL

2

Path: Sorcery

Range: 25 cm

Difficulty: 8

Duration: Instantaneous

Area of effect : One friendly fighter

Frequency: 2

Intensity: 2

A.P.: 11

This spell can only be cast on fighters who haven't been activated yet in the activation phase being played.

The targeted fighter is immediately activated as if his card had just been played. When his card is played later on, he is not activated a second time.

FATAL APATHY

3

Path: Sorcery / Mutations

Range: 25 cm

Difficulty: 7

Duration: Until end of round

Area of effect : One enemy fighter

Frequency: 1

Intensity: 1

A.P.: 11

The target's force is reduced by one point. Furthermore, if it suffers charge penalties, then these are increased by one point.

CHTHONIAN

DEMONIC WILL

2

Path: Chthonian / Corruption Range: 15 cm
 Difficulty: Target's STR +2 Duration: Until end of round
 Area of effect: Special Frequency: 1
 Intensity: 2 A.P.: 10

This spell can only be cast onto friendly fighters with the "Possessed," "Mutagenic/X" or "Living-dead" abilities.

The targeted fighter benefits from the "Fierce" ability. If he already has it, then this spell has no effect.

TENTACULAR OUTGROWTH

2

Path: Chthonian Range: 15 cm
 Difficulty: 8 Duration: Special
 Area of effect: Special Frequency: 1
 Intensity: 2 A.P.: 12

This spell can only be cast onto friendly Mid-Nor fighters with the "Possessed" ability. The targeted fighter benefits from the "Additional limb" and "Concentration/2 (STR, RES)" abilities. This effect lasts until the end of the round, but it can be maintained from one round to the next if the magician sacrifices two during the maintenance phase. This spell can thus be maintained for an unlimited number of rounds and the same magician can maintain several targets at the same time if he has the required mana available.

CURSE OF THE POSSESSED

3

Path: Chthonian Range: 15 cm
 Difficulty: 10 Duration: Until end of round
 Area of effect: One enemy fighter Frequency: 1
 Intensity: 2 A.P.: 12

For all of the targeted fighter's Initiative, Attack, Defence, and Aim tests, a $\square$ is considered to be a $\square$. In most cases this is an automatic failure.

If the targeted fighter benefits from an effect that allows him to consider a $\square$ not to be an automatic failure, then it applies in the usual way. A $\square$ is then considered to be a $\square$ and is added to the characteristic being tested to calculate the roll's final result.

DEMONIC REGENERATION

1

Path: Chthonian Range: 15 cm
 Difficulty: Special Duration: Until end of round
 Area of effect: Special Frequency: 2
 Intensity: 2 A.P.: 11

This spell can only be cast onto friendly Mid-Nor fighters with the "Possessed" ability.

The incantation's difficulty varies according to the target's Wound level:

- Uninjured: 5
- Stunned / Light Wound: 6
- Serious Wound: 7
- Critical Wound: 8

If the spell is successfully cast, then the targeted fighter loses the "Possessed" ability until the end of the round, yet in return he benefits from the "Regeneration/5" ability. This spell has no effect if the targeted fighter already has Regeneration/X.

HARASSMENT

1

Path: Chthonian / Corruption Range: 10 cm
 Difficulty: 7 Duration: Until end of round
 Area of effect: One enemy fighter Frequency: 2
 Intensity: 2 A.P.: 10

The targeted fighter suffers a -2 in STR until the end of the round.

CELERITY OF THE SHADOWS

1

Path: Chthonian / Corruption Range: 10 cm
 Difficulty: 7 Duration: Until end of round
 Area of effect: One friendly fighter Frequency: 2
 Intensity: 2 A.P.: 7

The targeted fighter benefits from +2.5 in MOV.



THEURGY

MARTIAL DEVOTION

2

Path: Theurgy

Range: 10 cm

Difficulty: Target's STR

Duration: Until end of round

Area of effect: One friendly fighter

Frequency: 2

Intensity: 1

A.P.: 15

The targeted fighter benefits from an additional attack die in every combat he is involved in.

BURN OF STEEL

2

Path: Theurgy / Redemption

Range: 15 cm

Difficulty: Target's STR + 2

Duration: Until end of round

Area of effect: One friendly fighter

Frequency: 2

Intensity: 2

A.P.: 15

For every Damage roll inflicted by the targeted fighter in a hand-to-hand combat attack, the victim's RES is considered to be halved (rounded down to the lower integer).

ELEMENTAL WARRIOR

2

Path: Theurgy

Range: Personal

Difficulty: Magician's POW + 3

Duration: Until end of round

Area of effect: Personal

Frequency: 1

Intensity: 2

A.P.: 10

The magician benefits from the "Warrior-mage" ability for as long as he is affected by this spell. This does not change the number of spells he can have. However, all the other rules bound to this ability apply. This spell's effect can be maintained from one round to the next. To do so, the magician must sacrifice two during every maintenance phase.

FATAL PRECIPITATION

3

Path: Theurgy

Range: 30 cm

Difficulty: 8

Duration: Special

Area of effect: Special

Frequency: 1

Intensity: 3

A.P.: 11

This spell can only target the enemy miniature whose DIS was used for the Tactical roll. If this fighter has already been eliminated before the magician's activation, then this spell can be cast onto the enemy fighter with the highest DIS. If several fighters share this value, then it can be cast onto any one among them.

If the spell is successfully cast, then as soon as the opponent of the player who just cast this spell gets back the lead, he must play all his cards held in reserve, as well as the first one of his activation sequence. He cannot pass his turn or use an "Authority" counter during this turn.

ANGER OF THE WARRIOR

2

Path: Theurgy / Redemption

Range: 10 cm

Difficulty: 6

Duration: Until end of round

Area of effect: Special

Frequency: 2

Intensity: 2

A.P.: 9

This spell can only be cast on fighters with the "Fanaticism" ability.

The targeted fighter benefits from the "War fury" ability.

MARK OF INFAMY

2

Path: Theurgy / Exorcism

Range: 50 cm

Difficulty: 5

Duration: Until end of round

Area of effect: One enemy fighter

Frequency: 2

Intensity: 1

A.P.: 8

The targeted fighter is afflicted with the "Target/-1" ability.





INSTINCTIVE MAGIC

GIFT OF THE RHINOCEROS

2

Path: Instinctive Range: 10 cm
 Difficulty: Free Duration: Until end of round
 Area of effect: One friendly fighter Frequency: 2
 Intensity: 2 A.P.: 14

The targeted fighter benefits from a bonus in RES equal to half of the difficulty (rounded down to the lower integer) set for the incantation roll. The bonus in RES bound to this spell cannot be greater than +5.

GIFT OF THE BOAR

2

Path: Instinctive Range: 10 cm
 Difficulty: 8 Duration: Until end of round
 Area of effect: One friendly fighter Frequency: 1
 Intensity: 2 A.P.: 7

The targeted fighter benefits from the "Brutish charge" ability.

GIFT OF THE SNAKE

2

Path: Instinctive Range: 10 cm
 Difficulty: 8 Duration: Until end of round
 Area of effect: One friendly fighter Frequency: 1
 Intensity: 2 A.P.: 10

The targeted fighter benefits from the "Counter-attack" ability.

GIFT OF THE MONGOOSE

2

Path: Instinctive Range: 10 cm
 Difficulty: 5 Duration: Until end of round
 Area of effect: One friendly fighter Frequency: 2
 Intensity: 1 A.P.: 10

The targeted fighter benefits from +2 on the final results of his Initiative tests.

MYSTIC SAP

2

Path: Instinctive Range: 10 cm
 Difficulty: 7 Duration: Instantaneous
 Area of effect: One friendly fighter Frequency: 1
 Intensity: 2 A.P.: 14

Once this spell has been successfully cast, the magician must spend additional neutral gems to heal his target. The targeted fighter can be healed by only one Wound degree per round thanks to this spell, and the amount of gems to be spent depends on his Wound level:

Light: 1
 Serious: 2
 Critical: 3

GIFT OF PRESERVATION

2

Path: Instinctive Range: Personal
 Difficulty: 6 Duration: Until end of round
 Area of effect: Special Frequency: 1
 Intensity: 2 A.P.: 7

The magician (as well as all friendly fighters within 5 cm or less of him) benefits from the "Survival instinct" ability.



WHISPERS

INSTINCT OF THE WILD BEAST

1

Path: Whispers Range: 15 cm
 Difficulty: 7 Duration: Until end of round
 Area of effect: One friendly fighter Frequency: 2
 Intensity: 2 A.P.: 7

The targeted fighter benefits from the "Fencer" ability.

SPEED OF THE PREDATOR

2

Path: Whispers / Lamentations Range: 15 cm
 Difficulty: Target's INI Duration: Until end of round
 Area of effect: One friendly fighter Frequency: 2
 Intensity: 2 A.P.: 6

The targeted fighter benefits from the "Vivacity" ability.

BLOODTHIRSTY RAGE

2

Path: Whispers Range: 15 cm
 Difficulty: 8 Duration: Until end of round
 Area of effect: One friendly fighter Frequency: 1
 Intensity: 2 A.P.: 14

As long as the targeted fighter is affected by this spell, he gains an attack die every time he gets a result of "Critical Wound" or "Killed Outright" in the *Wound Table* (and not by increasing the Wound level) through an attack in hand-to-hand combat. These additional attack dice are added to those he already has and are used in the usual way. Yet they can only be used during the combat in which they were gained.

MORTIFICATION

2

Path: Whispers / Lamentations Range: 15 cm
 Difficulty: 5 Duration: Instantaneous
 Area of effect: One friendly fighter Frequency: 1
 Intensity: 1 A.P.: 10

The targeted fighter is healed by one Wound degree. One d6 is then rolled to determine the spell's consequences on the magician. These depend on the target's Wound level **before** the spell is cast:

Light: The magician suffers a Light Wound on a [•].

Serious: The magician suffers a Light Wound on a [•] or [••].

Critical: The magician suffers a Light Wound on a [•], [••] or [•••].

SPIRIT OF THE PACK

2

Path: Whispers Range: Personal
 Difficulty: 6 Duration: Until end of round
 Area of effect: Personal Frequency: 1
 Intensity: 2 A.P.: 13

This spell is to be cast at the beginning of the strategic phase, before the activation sequences are made.

If the spell is successfully cast, then the magician benefits from the "Leadership/15" ability.

SHACKLES

1

Path: Whispers / Lamentations Range: 15 cm
 Difficulty: 5 Duration: Until end of round
 Area of effect: One friendly fighter Frequency: 1
 Intensity: 1 A.P.: 10

For all Attack tests made against the targeted fighter, a [••] is considered to be a [•]. In most cases this is an automatic failure.

If the attacker benefits from an effect that allows him to consider a [•] not to be an automatic failure, then it applies in the usual way. A [••] is then considered to be a [•] and is added to the characteristic being tested to calculate the roll's final result.

HOWLS

INEVITABLE DECLINE



Path: Torments

Difficulty: 9

Area of effect: One enemy fighter

Intensity: 2

Range: 15 cm

Duration: Special

Frequency: 1

A.P.: 15

One to three gems can be used to cast this spell (gems of mastery do not count). If the spell is successfully cast, then the next Damage roll inflicted on the targeted fighter is done with a penalty in RES equal to the number of gems used x 3.

AGILITY OF THE NYMPHS



Path: Howls

Difficulty: Target's ATT + 2

Area of effect: One friendly fighter

Intensity: 2

Range: 15 cm

Duration: Until end of round

Frequency: 2

A.P.: 8

The targeted fighter benefits from the "Fine blade" ability.

CALLING OF BLOOD



Path: Howls / Cabala

Difficulty: 7

Area of effect: Special

Intensity: 2

Range: Special

Duration: Instantaneous

Frequency: 1

A.P.: 11

The player chooses a card in his activation sequence that hasn't been activated yet. It is immediately activated and removed from the activation sequence.

BITE OF THE SOUL



Path: Howls / Torments

Difficulty: Special

Area of effect: One enemy fighter

Intensity: 2

Range: 20 cm

Duration: Until end of round

Frequency: 2

A.P.: 14

This spell's difficulty is equal to the COU/FEAR printed on the targeted fighter's card. If he doesn't have COU/FEAR, then RES is used in its place.

The targeted fighter suffers a -1 on the final results of his Initiative, Attack, Defence, Aim and Power tests, as well as on his divination rolls. This penalty does not apply to mana recovery rolls.

MASSACRE



Path: Howls / Torments

Difficulty: Target's STR - 2

Area of effect: One friendly fighter

Intensity: 2

Range: 20 cm

Duration: Until end of round

Frequency: 2

A.P.: 9

The targeted fighter benefits from Implacable/1. If he already has this ability, then its value is increased by one point (Max.: Implacable/3).

TRAP OF WOLVES



Path: Howls

Difficulty: 8

Area of effect: One enemy fighter

Intensity: 2

Range: 20 cm

Duration: Until end of round

Frequency: 1

A.P.: 13

The targeted fighter suffers a Damage roll at the end of each of his movements. The Damage roll's STR is equal to half of the number of cm moved (rounded up to the higher integer).

When resolving this effect, a reorientation is not considered to be a movement.



TELLURISM

IRON OF THE MIND

X

Path: Telluric / Forge Range: 15 cm
 Difficulty: Target's DIS Duration: Until end of round
 Area of effect: One friendly fighter Frequency: 2
 Intensity: 1 A.P.: 10

The targeted fighter benefits from the "Resolution/X" ability. X is equal to the number of gems used for the spell's incantation (gems of mastery do not count). The X value cannot be greater than 4 and the spell has no effect if the target already has this ability.



WARRIOR OF THE EARTH

1

Path: Telluric Range: 20 cm
 Difficulty: 7 Duration: Until end of round
 Area of effect: One friendly fighter Frequency: 2
 Intensity: 2 A.P.: 10

The magician can spend additional gems of Earth after successfully casting this spell. Each additional gem spent allows one of the targeted fighter's characteristics (INI, ATT, STR, DEF, RES, AIM, COU or DIS) to be increased by one point. Each characteristic can be increased by only one point thanks to this spell.

PRINCIPLE OF INERTIA

2

Path: Telluric / Forge Range: 15 cm
 Difficulty: Target's RES Duration: Until end of round
 Area of effect: One friendly fighter Frequency: 2
 Intensity: 1 A.P.: 10

The targeted fighter benefits from the following bonuses:

MOV +2.5

Force +1

The bonus in force only applies during the targeted fighter's movement when he is activated. It is not taken into account if the targeted fighter is charged.

LATENT DEFECT

3

Path: Telluric Range: Special
 Difficulty: 7 Duration: Special
 Area of effect: Special Frequency: 1
 Intensity: 3 A.P.: 11

The player names two cards that haven't been played yet (two of his own or two of his opponent's). The chosen cards are swapped for each other, even if one was placed in reserve. If both named cards are already in reserve, then this spell has no effect.

LAW OF WEAPONS

2

Path: Telluric Range: 10 cm
 Difficulty: 8 Duration: Until end of round
 Area of effect: One friendly fighter Frequency: 2
 Intensity: 2 A.P.: 13

The targeted fighter benefits from the "Ambidextrous" ability. If he can already do counter-attacks thanks to the "Counter-attack" or "Ambidextrous" ability, then this spell has no effect.

CRUEL WILL

2

Path: Telluric / Lithomancy Range: 15 cm
 Difficulty: 5 Duration: Until end of round
 Area of effect: One friendly fighter Frequency: 1
 Intensity: 1 A.P.: 9

The targeted fighter can move his full MOV value when making pursuit movements.

SOLARIS

PROTECTION OF THE LIGHT

3

Path: Solaris Range: 15 cm
 Difficulty: Free Duration: Special
 Area of effect: One friendly fighter Frequency: 1
 Intensity: 2 A.P.: 14

The final result of the next Damage roll that the targeted fighter suffers is reduced by a number of points equal to the difficulty chosen for this spell (Max.: 10).

A fighter can benefit from only one Protection of the Light at a time.

SOLAR FAVOUR

2

Path: Solaris / Chronomancy Range: 15 cm
 Difficulty: Target's INI + 2 Duration: Until end of round
 Area of effect: One friendly fighter Frequency: 2
 Intensity: 2 A.P.: 10

The targeted fighter benefits from the "Luck" ability.

MERCILESS BLADES

3

Path: Solaris Range: Personal
 Difficulty: 10 Duration: Until end of round
 Area of effect: Special Frequency: 1
 Intensity: 3 A.P.: 18

The magician (as well as all friendly fighters even partially within 10 cm or less of him) benefits from the "Ferocious" ability.

This spell is reserved to Cynwäll magicians.

SOLAR STAR

2

Path: Solaris Range: 15 cm
 Difficulty: 10 Duration: Instantaneous
 Area of effect: Special Frequency: 2
 Intensity: 4 A.P.: 20

Solar Star's STR is equal to 5. Once the spell has been successfully cast, the magician can sacrifice additional gems of Light to increase this value. Solar Star's STR therefore varies depending on how many additional gems are sacrificed:

1 gem: STR 8

2 gems: STR 10

3 gems: STR 12

The total STR cannot be greater than 12.

The spell's target suffers a Damage roll with a STR equal to the Solar Star's. One d6 is then rolled for all fighters, friend or foe, located even partially within a radius of 2.5 cm around the target. On a result of 4 or more they suffer a Damage roll with a STR equal to half of the Solar Star's (rounded up to the higher integer).

CURSE OF COWARDS

1

Path: Solaris / Chronomancy Range: 10 cm
 Difficulty: 6 Duration: Until end of round
 Area of effect: One enemy fighter Frequency: 2
 Intensity: 2 A.P.: 6

The targeted fighter suffers an additional -1 on the final result of all his Defence tests.

GAME OF CHANCE

4

Path: Solaris / Chronomancy Range: 40 cm
 Difficulty: Target's DIS +5 Duration: Special
 Area of effect: Special Frequency: 1
 Intensity: 4 A.P.: 17

This spell can only target the enemy miniature whose DIS was used for the Tactical roll. If this fighter has already been eliminated before the magician's activation, then this spell can be cast onto the enemy fighter with the highest DIS. If several fighters share this value, then it can be cast onto any one among them. If the targeted fighter's DIS is noted as "-", then his COU +5 or FEAR + 5 is used instead.

If the spell is successfully cast, then the player controlling the targeted fighter must shuffle the cards in his activation sequence that haven't been activated or placed in reserve yet with their face down.

Once this has been done, the player is allowed to look at his new draw pile.





FAYERY

DEADLY RESOLUTION

2

Path: Fayery

Range: 15 cm

Difficulty: 9

Duration: Until end of round

Area of effect: One friendly fighter

Frequency: 1

Intensity: 2

A.P.: 12

The targeted fighter's DEF immediately becomes 0. In return, his points of DEF are freely distributed between his ATT and STR by the player controlling him. Neither of these two characteristics can be increased by more than two points thanks to this spell. If the targeted fighter had a DEF greater than 4, then the surplus points are lost.

ROOTS OF WRATH

1

Path: Fayery

Range: 25 cm

Difficulty: 7

Duration: Until end of activation phase

Area of effect: One enemy fighter

Frequency: 1

Intensity: 2

A.P.: 14

The targeted fighter's MOV is reduced by two points. Once the incantation is finished, the magician can improve the spell's effects by spending additional gems. The spell's effects are then replaced by those corresponding to the number and type of gems sacrificed:

• + 1 : The target's MOV is reduced by 3.

• + 2 : The target's MOV is reduced by 5.

• + 2 and 1 : The target suffers a Damage roll (STR 3) and his MOV is reduced by 5.

• + 2 and 2 : The target suffers a Damage roll (STR 6) and his MOV is reduced by 5.

VIGOUR OF THE WAVE

1

Path: Fayery / Symbiosis

Range: 10 cm

Difficulty: 7

Duration: Until end of round

Area of effect: One friendly fighter

Frequency: 2

Intensity: 2

A.P.: 6

The targeted fighter benefits from the "Brutal" ability.

WEAKENING

2

Path: Fayery

Range: 20 cm

Difficulty: 8

Duration: Until the end of round

Area of effect: One enemy fighter

Frequency: 2

Intensity: 2

A.P.: 11

As long as the targeted fighter is affected by this spell, he suffers a -4 on the final result of the Damage rolls he inflicts through an attack in hand-to-hand combat.

CALMING FLOW

4

Path: Fayery

Range: Personal

Difficulty: 9

Duration: Instantaneous

Area of effect: Special

Frequency: 1

Intensity: 3

A.P.: 16

Once this spell has been successfully cast, 1d6 is rolled for the magician and for every friendly Daikinee fighter standing even partially within 10 cm or less around the caster. On a result of 4 or more the fighter is healed by one Wound degree.

FORCE OF NATURE

2

Path: Fayery / Symbiosis

Range: 10 cm

Difficulty: 8

Duration: Until end of round

Area of effect: One friendly fighter

Frequency: 2

Intensity: 1

A.P.: 14

If the targeted fighter charges while he is activated, then his STR is increased by four points until the end of the round.

BLACK MAGIC

VOW OF TORMENT

3

Path: Black / Typhonism

Range: 15 cm

Difficulty: 10

Duration: Until end of round

Area of effect: One enemy fighter

Frequency: 2

Intensity: 3

A.P.: 15

The Wound penalties suffered by the targeted fighter are doubled.

CARMINE WAVE

X

Path: Black / Curses

Range: 20 cm

Difficulty: 8

Duration: Instantaneous

Area of effect: One friendly fighter

Frequency: 2

Intensity: 3

A.P.: 17

This spell is to be cast as soon as the target is Killed Outright. The magician cannot cast it onto himself when he is killed. The X value must be from 1 to 3. All opponents standing within 5 cm or less of the target suffer a Damage roll whose STR varies depending on the number of gems used for the incantation (the gems of mastery are not counted).

- 1 gem: STR 3
- 2 gems: STR 5
- 3 gems: STR 7

SCREAMING DEATH

3

Path: Black / Cabala

Range: 20 cm

Difficulty: 9

Duration: Instantaneous

Area of effect: One enemy fighter

Frequency: 1

Intensity: 3

A.P.: 19

The targeted fighter suffers a Damage roll (STR 9). If this roll does not inflict a Wound, then the spell ends. If the targeted fighter suffers a Wound or a "Killed Outright," then the player controlling the magician selects another enemy fighter within 5 cm or less of the first target. The magician does not need to have a line of sight onto the second targeted fighter, who also suffers a Damage roll (STR 6). This Damage roll has the same effects as the first one, except the third Damage roll's STR is 3. Whatever happens, the spell ends after having hit the third target.

DEGENERATION

2

Path: Black / Cabala

Range: Contact

Difficulty: Target's RES

Duration: Until end of round

Area of effect: One enemy fighter

Frequency: 1

Intensity: 2

A.P.: 20

The targeted fighter is afflicted with the "Ephemeral/5" ability. Once this spell has been successfully cast, its effects can be improved by spending additional gems of Darkness:

- +2: The targeted fighter is afflicted with the "Ephemeral/4" ability.
- +4: The targeted fighter is afflicted with the "Ephemeral/3" ability.

This spell has no effect if the targeted fighter benefits from the "Regeneration/X" ability at the moment that it is cast.

CURSE OF THE SHADOWS

1

Path: Black / Curses

Range: 15 cm

Difficulty: 6

Duration: Until end of round

Area of effect: One enemy fighter

Frequency: 1

Intensity: 1

A.P.: 7

The targeted fighter suffers a -2 on the final result of his Initiative tests.

EMBRACE OF THE TARANTULA

2

Path: Black / Curses

Range: Contact

Difficulty: 7

Duration: Until end of round

Area of effect: One friendly fighter

Frequency: 1

Intensity: 1

A.P.: 14

The targeted fighter benefits from the "Toxic/0" ability and a Toxic/X die. If he already has this ability, then he benefits from a Toxic/X die. This spell has no effect if the targeted fighter already benefits from a Toxic/X die.





CHAPTER 10 DIVINATION

The crusade of an entire empire began with that of a single man, the prophet Arcarius, who went on a mission to convert Aarklash to the cult of Merin, the one god. The flames of a new faith engulfed the hearts of thousands of believers and caused an empire of faith, fire and steel to be born. Today, countless disciples wearing shiny metal armour and armed with rifles roam the roads of pilgrimage. The army of redemption is on the march.

While Darkness is threatening Aarklash, the Griffins place their disciplined army and their iron cannons in the service of Light.

The imperial army, the Inquisition, and the Temple unite their efforts to crush the heretics and raise burning stakes of punishment. The zealous servants of Merin are severe, yet righteous!

The fanatic warriors of the Griffin follow orders strictly and make their army a war machine in which every gear is a deadly instrument. In addition to its discipline of steel, the army of the Griffin masters the secret of gunpowder: pistols, rifles, explosive devices and cannons abound among its ranks.

The main advantage provided by the faithful in a game of *Confrontation* is their faculty to perform miracles. A faithful can only perform the miracles that he was given when the armies were being built. These miracles are bound to a value in A.P. which is added to that of the faithful himself. Yet a faithful doesn't have access to just any miracle or to any number of them. One can include a faithful without any miracles in one's army. His role is then to neutralise the enemy faithful by applying censure.

All the restrictions concerning the attribution of miracles to the faithful are explained on page 126. This chapter covers the rules on using divination during a game.

THE FAITHFUL



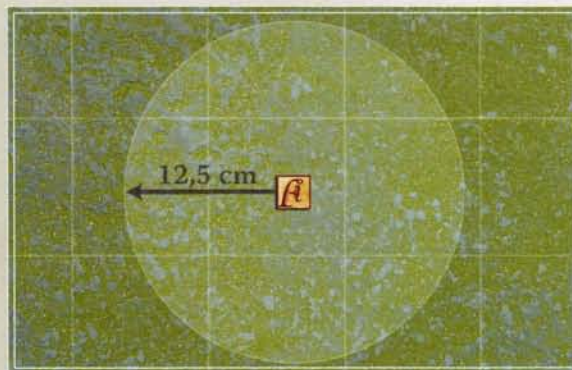
All fighters with a spiral of faith are faithful. Yet there are two types of faithful.

- Those known as **pure faithful** have devoted their lives to the faith of their people.
 - **Warrior-monks** are ardent defenders of their faith who have made the most of their fervour to become formidable fighters. Warrior-monks are identified by the "Warrior-monk" ability printed on their reference card.
- The pure faithful and Warrior-monks can be of two different types.
- The **orthodox** faithful represent the majority of the priests and clerics of the various cults found on Aarklash. These faithful draw their strength from the presence of believers of their people around them.
 - Inversely, some faithful, known as **iconoclasts**, use the faith of their enemies to use it against them and serve their obscure divinities.

TEMPORARY FAITH

The faithful get the faith needed to perform their miracles from the presence of other fighters on the battlefield. In game terms this energy is symbolised by points of temporary faith (T.F.) that are used to allow the faithful to perform miracles.

The faithful's T.F. is calculated in each new round during the mystic phase. It can therefore vary from one round to the next. It depends on the faithful's rank, his type, and the number of believers within his aura of faith. The value associated with the faithful's cult on his reference card (in the abilities section) indicates the radius (in cm) of the zone in which the believers must be for the faithful to be able to benefit from their faith.



Example: *Viraë, the fianna priestess, has the "Faithful of Danu/12.5" ability. This means that her aura of faith covers a radius of 12.5 cm around her base.*

AURA OF FAITH AND BELIEVERS

The term "**believer**" designates all fighters taken into account in the calculation of a faithful's T.F. Apart from exceptions bound to a game effect, the following fighters are never considered to be believers:

- Fighters whose DIS is noted "-" (Living-dead and Constructs, for example).
- Stateless fighters.
- Elemental beings (Familiars and Elementals).

All other fighters can be considered to be believers depending on the type of faithful concerned.

- The **orthodox** faithful consider all fighters of their people in their camp, including mercenaries who are of their people, to be believers.
- The **iconoclastic** faithful consider **all enemy fighters** to be believers.



During each mystic phase the players calculate the T.F. for each of their faithful for the upcoming round. At the beginning of the phase each faithful's T.F. is brought down to 0, even if he has points left over from the previous round. The calculation is then made in the following way for each faithful.

Depending on his type and rank, a faithful generates a certain amount of points that are added to his T.F.

Hand-to-hand combat penalty: If a pure faithful is in base-to-base contact with an enemy at the moment that his T.F. is calculated, he generates one T.F. point less than he normally would for himself. This restriction does not apply to Warrior-monks.

• LOYAL/X •

Certain fighter profiles have the "Loyal/X" ability. These fighters do not generate T.F. like the other believers for the orthodox faithful in their camp.

If a Loyal fighter is within the aura of faith of an orthodox faithful in his camp, then he is not counted with the other believers. Instead, he directly increases the faithful's T.F. by a number of points equal to X. If this type of believer is present within the aura of faith of several faithful, then Loyal/X applies to all of them.

If a faithful himself has this ability, then the X value is **not added** to his T.F., but only to that of the orthodox faithful in his camp in whose aura of faith he is standing.

For Iconoclasts, enemy fighters with the "Loyal/X" ability are considered to be normal believers (the calculation of their T.F. does not take this ability into account).

Example: *Sered is a Zealot, Warrior-monk, orthodox, and has Faithful of Merin/12.5. When calculating his T.F. there are eight believers within 12.5 cm or less of him. Among these believers is a Griffin thallion with the "Loyal/1" ability. Sered's T.F. is calculated in the following way:*

- Being a Zealot Warrior-monk, Sered generates 2 T.F. points.
 - The Griffin thallion generates 1 T.F. point thanks to Loyal/1.
 - Being a Zealot, Sered gets 1 T.F. point for every even incomplete group of 2 believers within his aura of faith. The seven other believers therefore generate 4 additional T.F. points.
- So Sered has a T.F. of $2 + 1 + 4 = 7$.*

Note: *Certain game effects allow the iconoclastic faithful to count the believers in their camp in the calculation of their T.F. In this case they benefit from the "Loyal/X" ability in the same way as the orthodox faithful.*

In addition to these points, the believers located within the faithful's aura of faith also provide him with T.F. depending on their numbers and on the faithful's rank.

- Devout: 1 T.F. point for every even incomplete group of three believers.
- Zealot: 1 T.F. point for every even incomplete group of two believers.
- Dean: 1 T.F. point for every believer.
- Avatar: 1 T.F. point for every believer.

The faithful himself is not counted in this calculation. On the other hand, if he is within the aura of faith of another faithful, then he can be taken into account for the calculation of the latter's T.F.

Example: *Four believers are within a Devout faithful's aura of faith. They represent two groups of three believers and thus provide the faithful with two additional T.F. points.*

The faithful start the game with a T.F. equal to the sum of the Aspects printed on their reference card.



Example: *A magistrate of the Griffin is a Devout Warrior-monk with the following Aspects: Creation/1; Alteration/0; Destruction/1. At the beginning of the game his T.F. is of 2.*

Attention! *Certain artefacts, called "relics," alter the faithful's Aspects. Yet these modifications only influence the faithful's choice of miracles. They are not taken into account when calculating his amount of T.F. at the beginning of the game.*

PERFORMING A MIRACLE

Most miracles must be performed **while the faithful is activated**. However, certain particular miracles are to be performed during other phases. When this is the case, then it is mentioned on the miracle's card.

• NOTE FOR CONFRONTATION 2 PLAYERS •

In *Confrontation 2* most miracles were called during the divination phase. The latter having disappeared, the miracles that don't specify when they are to be used are now performed during the faithful's activation. This is also true for all miracles that are to be called during the movement phase (even if it is specified that the miracle is to be called at the beginning of the movement phase).

♦ T.F. GENERATED BY THE FAITHFUL ♦

	DEVOUT	ZEALOT	DEAN	AVATAR
PURE FAITHFUL	2	3	4	7
WARRIOR-MONK	1	2	3	6

To try to perform a miracle, the faithful must have a T.F. that is at least equal to the miracle's fervour.

HOW MANY MIRACLES CAN A FAITHFUL PERFORM IN A ROUND?

A faithful can call the same miracle only once per round. Every time a faithful calls a miracle, his T.F. becomes lower. However, as long as he has enough T.F. points available, the faithful can try to call miracles.

THE CALL

When a faithful attempts to perform a miracle, he proceeds with a rite known as the "call." In game terms the call is made in several successive steps.

1. Choice of the target.
2. Calculation of the difficulty.
3. Application of the fervour.
4. Strengthening of the bond (if the player wishes).
5. Application of censure (if the opponent wishes).
6. Divination test.
7. Verification of the distance.
8. Application of the miracle's effects.

♦ DIVINATION AND FLYING ♦

A faithful can choose to target a fighter located at an altitude level directly above or below his. The distance between the faithful and his target is measured on the ground from the faithful's base (or the counter representing him) to the targeted fighter's base (or the counter representing him).

When a faithful targets a miniature at a different altitude level than his, he suffers a -2 on the final result of his divination roll.

A flying fighter never hides another flying fighter, and a fighter on the ground never hides another fighter on the ground if the miracle is coming from level 1.

1. Choice of the target.

The player controlling the faithful must select a target onto which he has a line of sight.

He is not permitted to measure if the distance between the faithful and his target is greater than the miracle's range. The player must therefore estimate the distance. If the distance later

on proves to be too big, then the miracle has no effect. Yet the resources used are nevertheless used up.

When calling a miracle against an opponent in base-to-base contact with fighters in the faithful's camp, the miracle does not risk hitting friendly fighters. Unlike when firing into a fray, a miracle always affects the chosen target.

Attention! Apart from exceptions, the same miracle cannot be successfully called onto the same target more than once during the same round, even if it is called by several different faithful.

2. Calculation of the difficulty.

Most miracles have a set difficulty printed on their card. Others, however, have a variable difficulty that can depend on various parameters, such as the distance between the faithful and his target or one of the latter's characteristics. It can even happen that the difficulty is "Free." This then means that it is up to the player controlling the faithful to determine it.

Unless noted otherwise in its description, when one of a miracle's parameters (difficulty, effects) is determined according to one of the target's characteristics, then it is its value at the moment that the call is made, including any modifiers, which is taken into account.

Example: A faithful is attempting to call a miracle whose difficulty is equal to the target's ATT. The latter has an ATT of 4 printed on his reference card, yet benefits from an effect that increases this value by 2 points. The miracle's difficulty is therefore 6 (4 + 2).

3. Application of the fervour.

The miracle's Fervour value must be subtracted from the faithful's T.F. before proceeding with the call.

4. Strengthening of the bond.

To perform a miracle, the faithful has to make a divination test. For this roll, the FAITH characteristic used by the faithful is equal to the sum of the Aspects printed on his reference card.



$$\text{FAITH} = \text{C} + \text{A} + \text{D}.$$

A.

Before proceeding with the divination test, the player can decide to strengthen the bond that unites him with his divinity to increase his chances of success. For this he can spend points of the faithful's T.F. to be able to roll several d6 to make this test. For every T.F. point sacrificed for this, the player can roll one additional d6. He can sacrifice as many T.F. points in this way as he wishes, within the limits of the faithful's reserve.

5. Application of censure.

When a faithful attempts to call a miracle, the opponent can select one (and only one) of his faithful to censure the one making the call. The faithful chosen to apply censure must meet the following conditions:

- He must be able to see the faithful to be censured.
- He must be within the miracle's range (even if he is not its target). If the miracle's range is "Personal," then he must be in base-to-base contact with the enemy faithful. If the miracle's range is variable, then the faithful can apply censure if he is potentially within range at the moment that the call is made. If these conditions are met, then the faithful can sacrifice T.F. points to lower his opponent's chances of success. For every point thus spent, the final result of the enemy faithful's divination roll is reduced by one point.

6. Divination test.

The player does a divination test whose difficulty is equal to that of the miracle. For this roll he uses his faithful's FAITH.

Attention! The artefacts called "relics" modify the faithful's Aspects. However, this modification only affects the faithful's choice of miracles, and is not taken into account for the divination test.

If the roll's final result is equal to or greater than the difficulty, then the miracle is successfully performed. If not, then the faithful's call is ignored.

Making a call in hand-to-hand combat: If a pure faithful is in contact with an enemy fighter when making his call, he suffers a -1 on the final result of his divination test. Warrior-monks are not subject to this rule.

•THE FAITHFUL OF MERIN AND MID-NOR•

The faithful of Merin and those of Mid-Nor have a relationship with their divinity that is stronger than that of the faithful of the other cults. To represent this, they all have the "Illuminated" ability (see p. 136).

7. Verification of the distance

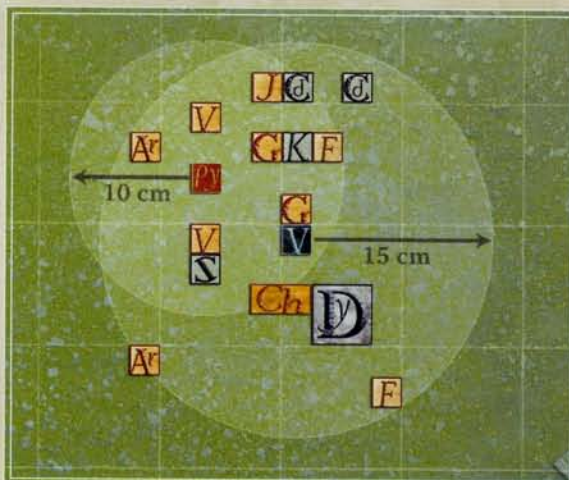
Once the miracle has been successfully called, the distance between the faithful and the miracle's target is measured. If it is greater than the miracle's range, then the miracle has no effect. All the previously used T.F. points are nevertheless used up.

If the target is at a distance that is equal to or lower than the miracle's range, then it suffers the miracle's effects.

8. Application of the miracle's effects.

If the miracle has been performed with success, then its effects are applied.

EXAMPLE OF DIVINATION



Pythia of Azel



Valkyrie of Alahan



Archer of Alahan



Swordsman



Guard of Alahan



Reaper of Alahan



Knight of the Lion



Vicar of Dirz



Keratis warrior



Clone of Dirz



Skorize warrior



Dasyatis clone

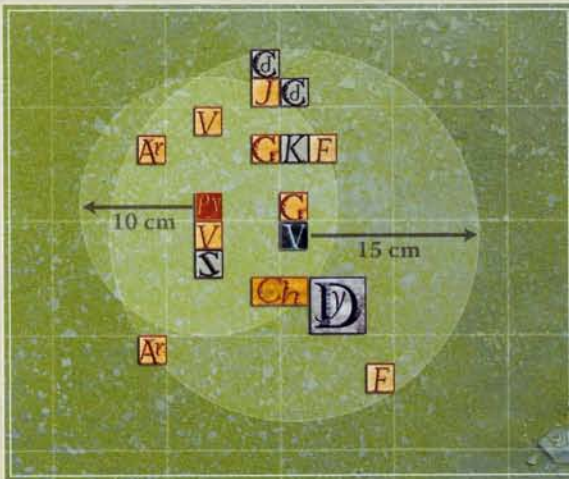
In the situation represented above, an armed squad of Alahan is fighting with the Scorpions of Syharhalna. The Lions of Alahan are led by a pythia, a priestess of the sisterhood of Azël. The Scorpions are commanded by a vicar of the cult of Arh-Tolth. At the end of the third round the hostilities are engaged.

ROUND 3: MYSTIC PHASE

Each player calculates the new T.F. of his faithful.

The **pythia of Azël** is an orthodox faithful whose rank is Devout. She also has the "Warrior-monk" ability. She therefore generates 1 T.F. point for herself. Her aura of faith is of 10 cm and there are eight believers within the perimeter defined by this radius. Being a Devout, she benefits from 1 T.F. point for every even incomplete group of three believers, meaning 3 T.F. points in the present case. Her T.F. for the fourth round is therefore $1 + 3 = 4$.

The **vicar of Dirz** is a Devout Iconoclast and a Warrior-monk. He therefore generates 1 T.F. point for himself. His aura of faith is of 15 cm and there are 11 enemy believers within this radius. Being a Devout, he benefits from 1 T.F. point for every even incomplete group of three believers, meaning 4 T.F. points in the present case. His T.F. for the fourth round is therefore $1 + 4 = 5$.



ROUND 4: ACTIVATION PHASE

The **pythia of Azël's T.F. reserve:** 4

The **vicar of Dirz's T.F. reserve:** 5

The pythia of Azël is the first Alahan fighter to be activated.

Announcement of the call: The pythia of Azël walks and then the Lion player announces that the faithful is attempting to perform the "Martial Inspiration" miracle.

Choice of the target and verification of the conditions: The Lion player designates the knight of Alahan to be the target. The pythia has an unobstructed line of sight onto him and can therefore attempt to perform a miracle of which he is the target.

Calculation of the difficulty: The miracle's difficulty is equal to the target's DEF +1. Because the knight has a DEF of 5, the miracle's difficulty is equal to 6.

Application of the fervour: The miracle to be called has a Fervour of 2. The pythia of Azël's T.F. is therefore reduced by two points and goes from 4 to 2.

The **pythia of Azël's T.F. reserve:** 2

The **vicar of Dirz's T.F. reserve:** 5

Strengthening the bond: The miracle has a difficulty of 6 and the sum of the pythia of Azël's Aspects is equal to 2. If the Lion player does not strengthen the faithful's bond, then the divination test is made using 1d6 and a $\square$ or higher will be required to pass it ($2 + 4 = 6$). On the other hand, if the Lion player decides to sacrifice 1 T.F. point to strengthen the bond, then he'll roll 2d6 for the divination test. He decides to sacrifice his last two T.F. points to strengthen the bond.

The **pythia of Azël's T.F. reserve:** 0

The **vicar of Dirz's T.F. reserve:** 5

Application of censure: The vicar of Dirz is within 5 cm of the pythia. This places him within the miracle's range and, since he has an unobstructed line of sight onto the pythia, he can apply censure. The Scorpion player decides to sacrifice 1 T.F. point to censure the pythia. The vicar of Dirz's T.F. goes from 5 to 4 and the pythia will suffer a penalty of -1 on the final result of her divination test.

The **pythia of Azël's T.F. reserve:** 0

The **vicar of Dirz's T.F. reserve:** 4

Divination test: Because the Lion player has strengthened the bond by sacrificing 2 T.F. points, he rolls 3d6 and gets $\square$, $\square$, and $\square$. He chooses to keep the $\square$ which, when added to the pythia's Aspects (2) and applying -1 for censure, gives a final result of 6. The miracle is therefore successfully called.

Measuring the distance: The divination test having been successfully passed, the distance between the pythia and the knight is measured. It is of 6 cm. The miracle's range is of "10 cm," so the miracle's effects can be applied.

Application of the miracle's effects: Martial Inspiration having been successfully called onto the knight of Alahan, he now benefits from the "Counter-attack" ability until the end of the round.



LITANIES

Many miracles allow their target to benefit from an ability. Unless noted otherwise in the description of the effects, these miracles have no effect on fighters who already benefit from the ability in question.

UNIVERSAL LITANY

Miraculous Reprieve

Fervour: Special

Cult: Universal

Difficulty: 7

Area of effect: One friendly believer

Range: 15 cm

Duration: Instantaneous

A.P.: 11



This miracle's Fervour depends on the target's Wound level:

- Light Wound: 2
- Serious Wound: 3
- Critical Wound: 4

If the call is heard, then the target heals by one Wound degree.

Tragic Fate

Fervour: 3

Cult: Universal

Difficulty: 8

Area of effect: Special

Range: Special

Duration: Special

A.P.: 15



This miracle is to be performed during the strategic phase, after the activation sequences have been made and before the Tactical roll. It can also be performed during the deployment phase.

Tragic Fate does not require a target. The faithful simply calls on the will of his god (he therefore cannot be censured). If the call is heard, then the number of cards that his opponent can place in reserve is reduced by one during the activation phase of the round being played.

Religious Authority

Fervour: 2

Cult: Universal

Difficulty: 7

Area of effect: Personal

Range: Personal

Duration: Until end of round

A.P.: 13



This miracle is to be performed during the strategic phase, after the activation sequences have been made and before the Tactical roll. It can also be called during the deployment phase. If the call is heard, then the faithful benefits from the "Leadership/10" ability.

Prayer of the Warrior

Fervour: 3

Cult: Universal

Difficulté : 8

Area of effect: One friendly fighter

Range: 20 cm

Duration: Until end of round

A.P.: 14



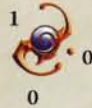
The faithful himself can be this miracle's target. If the call is heard, then the Aspect points printed on the faithful's card are immediately distributed among the target's INI, ATT, DEF, STR and RES. These points are distributed freely at the player's choosing, but no characteristic can be increased by more than two points thanks to Prayer of the Warrior. Once this miracle has been called, the faithful can no longer perform miracles or use censure until the end of the round.





Divine Eye

Fervour: 2
Cult: Universal
Difficulty: 7
Area of effect: One friendly fighter
Range: 20 cm
Duration: Until end of round
A.P.: 7



If the call is heard, then the target benefits from the "Consciousness" ability.

Aura of Bravery

Fervour: 2
Cult: Universal
Difficulty: 7
Area of effect: Special
Range: Personal
Duration: Special
A.P.: 13



If the call is heard, then all fighters in rout who are in the same camp and of the same people as the faithful, and who are within his aura of faith, are immediately rallied. Moreover, until the end of the round, these same fighters benefit from +1 on the final result of their Courage tests as long as they remain within the faithful's aura of faith. A fighter can benefit from only one such bonus provided by this miracle at a time.

Kingdom of the Blind

Fervour: 2
Cult: Universal
Difficulty: 7
Area of effect: One enemy fighter
Range: 25 cm
Duration: Until end of round
A.P.: 11



If the call is heard, then the targeted fighter no longer has a line of sight further than 10 cm. In other words, he cannot target any fighters located more than 10 cm from him.

Divine Aim

Fervour: 2
Cult: Universal
Difficulty: 6
Area of effect: One friendly fighter
Range: 15 cm
Duration: Until end of round
A.P.: 8



If the call is heard, then the targeted fighter benefits from the "Precision" ability. Yet this ability does not apply if the target is acting as a servant or a substitute of an immobile machine.

Aegis of Fervour

Fervour: 1
Cult: Universal
Difficulty: 6
Area of effect: One friendly fighter
Range: 15 cm
Duration: Until end of round
A.P.: 5



If the call is heard, then the target benefits from the "Dodge" ability.

Phantom Blade

Fervour: 2
Cult: Universal
Difficulty: 6
Area of effect: One friendly fighter
Range: 15 cm
Duration: Until end of round
A.P.: 6



If the call is heard, then the target benefits from the "Feint" ability.



LITANY OF LIGHT

Divine Intuition

Fervour: 2

Cult: Ways of Light

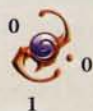
Difficulty: 7

Area of effect: Special

Range: Special

Duration: Special

A.P.: 11



This miracle does not require a target. The faithful simply calls on the will of his god (he therefore cannot be censured). If the call is heard, then the player controlling the faithful takes all of his cards back into his hand, except those that have already been played. He can then reorganise his activation sequence and places the same number of cards in reserve as there were before the call was made.

Avenging Arm

Fervour: 2

Cult: Ways of Light

Difficulty: 7

Area of effect: One friendly fighter

Range: 15 cm

Duration: Until end of round

A.P.: 12



When the targeted fighter attempts a counter-attack while affected by this miracle, the Defence test is made using one additional d6. This additional die is considered to be a regular combat die.

Martial Exaltation

Fervour: 2

Cult: Ways of Light

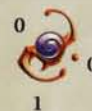
Difficulty: 7

Area of effect: One friendly fighter

Range: Personal

Duration: Until end of round

A.P.: 9



If the call is heard, then all fighters in the same camp and of the same people as the faithful benefit from the "Fanaticism" ability as long as they are within his aura of faith.

Renouncement

Fervour: 3

Cult: Ways of Light

Difficulty: Target's ATT + 2

Area of effect: One enemy fighter

Range: 15 cm

Duration: Until end of round

A.P.: 18



This miracle is to be called when the target has just succeeded an assault against a friendly fighter. The targeted miniature is moved by 1 cm in a direction chosen by the player using this miracle. It is placed facing the fighter it has just assaulted. The assault is cancelled and the targeted fighter's movement has ended.

Aura of Severity**Fervour:** 2**Cult:** Ways of Light**Difficulty:** 8**Area of effect:** Personal**Range:** Special**Duration:** Until end of round**A.P.:** 16

All enemy fighters suffer the effects of the "Ephemeral/6" ability as long as they are even partially within the faithful's aura of faith. The faithful can spend three additional T.F. points after calling this miracle to make the value of Ephemeral/X go from 6 to 5.

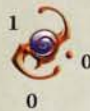
**Purifying Clarity****Fervour:** 2**Cult:** Ways of Light**Difficulty:** 7**Area of effect:** One fighter**Range:** 15 cm**Duration:** Instantaneous**A.P.:** 8

This miracle can target friends as well as foes. The spells and miracles affecting the targeted fighter are dissipated.

**Wish of the Healer****Fervour:** 2**Cult:** Ways of Light**Difficulty:** Target's RES**Area of effect:** One friendly fighter**Range:** 15 cm**Duration:** Instantaneous**A.P.:** 11

If the call is heard, then the player rolls 1d6. If he gets a [6] or a [1], then the targeted fighter is healed by one Wound degree.

The faithful can spend additional T.F. points after calling this miracle. Each additional point spent allows one additional d6 to be rolled for the test. If several dice get a [6] or a [1], then the target is healed by an equal number of Wound degrees.

**Weapon of Angels****Fervour:** 1**Cult:** Ways of Light**Difficulty:** Target's ATT + 2**Area of effect:** One friendly fighter**Range:** 20 cm**Duration:** Until end of round**A.P.:** 10

The targeted fighter benefits from Master strike/0. If he already has this ability on his reference card, then its X value is increased by three points.

Celestial Inspiration**Fervour:** 2**Cult:** Ways of Light**Difficulty:** Target's COU**Area of effect:** One friendly fighter**Range:** 20 cm**Duration:** Until end of round**A.P.:** 12

The targeted fighter benefits from a +1 on the final result of his Initiative, Attack and Defence tests.

Before each Damage roll made in hand-to-hand combat by the targeted fighter, the faithful fighters in his camp located within 20 cm or less around him can spend T.F. points (no line of sight is required). For every point thus spent, the targeted fighter benefits from a +2 on the final result of the Damage roll. This additional bonus cannot be greater than +6.

Celestial Archer**Fervour:** 2**Cult:** Ways of Light**Difficulty:** 6**Area of effect:** One friendly fighter**Range:** 15 cm**Duration:** Until end of round**A.P.:** 8

If the call is heard, then the targeted fighter benefits from the "Harassment" ability.



LITANY OF DESTINY

Chains of Fury

Fervour: 2**Cult:** Paths of Destiny**Difficulty:** Target's ATT + 2.**Area of effect:** One enemy fighter**Range:** 15 cm**Duration:** Until end of round**A.P.:** 10

After each Attack test made by the targeted fighter (be it successful or not and no matter the equipment used for this attack), the STR printed on his reference card decreases by two points (Min.: 0). This penalty applies before any Damage roll that may be caused by the attack. These modifications only last until the end of the round and do not affect the STR of the target's equipment (such as dorsal blades, for example).

Shield of Fervour

Fervour: 2**Cult:** Paths of Destiny**Difficulty:** Target's DEF + 2**Area of effect:** One friendly fighter**Range:** 15 cm**Duration:** Until end of round**A.P.:** 11

If the call is heard, then the targeted fighter can use sustained defence even if he has placed more dice in attack than in defence.

Instinct of the Warrior

Fervour: 3**Cult:** Paths of Destiny**Difficulty:** 8**Area of effect:** One friendly fighter**Range:** 15 cm**Duration:** Until end of round**A.P.:** 11

If the call is heard, then the player controlling the targeted fighter only announces this fighter's Defence tests after each of his opponent's Attack tests. He can thus wait to see the final result of the Attack tests before deciding if he will attempt a Defence test, and if he will, then with how many dice he will do it. The announcement of any counter-attacks and sustained defences is also done after each of his opponent's Attack tests.

Whim of Destiny

Fervour: 1**Cult:** Paths of Destiny**Difficulty:** 5**Area of effect:** One friendly fighter**Range:** 30 cm**Duration:** Special**A.P.:** 8

This miracle can be performed after the targeted fighter gets a  or a  as natural result on an Initiative, Attack, Defence, Aim, Courage or Discipline test. The test is cancelled and must be rolled again. In return, the faithful gains four T.F. points.

This miracle can only be performed once per round, even if a game effect allows the faithful to perform the same miracle more than once per round.

Cleaver of Destiny

Fervour: 2**Cult:** Paths of Destiny**Difficulty:** 7**Area of effect:** One friendly fighter**Range:** 30 cm**Duration:** Until end of round**A.P.:** 10

The targeted fighter benefits from the "Ferocious" ability.

Blind Rage

Fervour: 3**Cult:** Paths of Destiny**Difficulty:** Target's DEF + 2**Area of effect:** One friendly believer**Range:** 10 cm**Duration:** Until end of round**A.P.:** 14

The targeted fighter benefits from a bonus in STR equal to his DEF. However, whatever the target's DEF may be, the bonus in STR cannot be greater than +5. In return, his DEF is considered to be equal to 0 and all his DEF tests are automatic failures.

Spirit of War

Fervour: Free

Cult: Paths of Destiny

Difficulty: Special.

Area of effect: One friendly fighter

Range: 20 cm

Duration: Until end of round

A.P.: 9



This miracle's difficulty is equal to 8 – INI printed on the target's reference card (minimum difficulty: 3).

The targeted fighter benefits from a bonus on the final result of his Initiative tests. This bonus is equal to the Fervour chosen for this miracle (maximum: 6).

Blood of the Earth

Fervour: 2

Cult: Paths of Destiny

Difficulty: Special

Area of effect: One friendly fighter

Range: 15 cm

Duration: Instantaneous

A.P.: 14



This miracle's difficulty is equal to the target's RES. If the latter is less than 6, then the divination roll's difficulty is equal to 6. If the call is heard, then the targeted fighter is healed by one Wound degree.

The faithful can spend three T.E. points after calling this miracle to heal the target by two Wound degrees instead of just one

Wind of Disorder

Fervour: 2

Cult: Paths of Destiny

Difficulty: 7

Area of effect: Special

Range: Special

Duration: Special

A.P.: 11



This miracle is to be performed right after the opponent has made his activation sequence. The player using this miracle picks a card in it at random and looks at it. He can then put it back either at the beginning or the end of his opponent's activation sequence.

Mark of Blood

Fervour: 2

Cult: Paths of Destiny

Difficulty: 6

Area of effect: One friendly fighter

Range: 15 cm

Duration: Until end of round

A.P.: 8



If the call is heard, then the targeted fighter benefits from the "Instinctive firing" ability.





LITANY OF DARKNESS

Aura of the Dark Princes

Fervour: 3

Cult: Meanders of Darkness

Difficulty: Faithful's COU/FEAR

Area of effect: Special

Range: Personal

Duration: Special

A.P.: 19



All enemy fighters located within the faithful's aura of faith must make a Courage test with a difficulty equal to the COU (or FEAR) printed on the faithful's reference card. Enemy fighters with a higher FEAR or who have already resisted a higher or equal FEAR must also make this test. Only fighters benefiting from the "Immunity/Fear" ability are exempted.

All fighters who fail this test are immediately in rout.

Inferno of Damnation

Fervour: 1

Cult: Meanders of Darkness

Difficulty: Special.

Area of effect: One enemy fighter

Range: 20 cm

Duration: Instantaneous

A.P.: 15



This miracle does not have a difficulty. The faithful simply has to get the highest possible result. The targeted fighter makes a Discipline test.

If this test's final result is higher than that of the faithful's divination roll, then nothing happens. If it is lower than or equal to it, then the targeted fighter suffers a Damage roll with a STR equal to the difference between the two tests' results.

This miracle has no effect on the Living-dead and Constructs.

Demonic Intuition

Fervour: 3

Cult: Meanders of Darkness

Difficulty: 8

Area of effect: Special

Range: Special

Duration: Instantaneous

A.P.: 15



The player selects an enemy fighter located within the faithful's aura of faith. He then randomly picks a card in his opponent's activation sequence or reserve. This card is revealed: if it represents the selected fighter, then all the fighters activated by this card suffer a Damage roll (STR 6).

The card is then put back where it initially was with its face down. Each camp can successfully call this miracle can only once per round.

Elusive Shadow

Fervour: 2

Cult: Meanders of Darkness

Difficulty: 7

Area of effect: Personal

Range: Personal

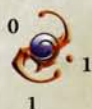
Duration: Instantaneous

A.P.: 10

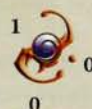


This miracle can be performed just before the faithful attempts to disengage. If the call is heard, then the faithful benefits from a +6 on the final result of his disengagement roll.

Elusive Shadow can also be performed when the faithful is free of any opponents. If it is heard, then he is moved 10 cm in any direction at the same altitude level while ignoring obstacles. This effect is not considered to be a movement.

Ruin**Fervour:** 1**Cult:** Meanders of Darkness**Difficulty:** 7**Area of effect:** One enemy fighter**Range:** 15 cm**Duration:** Until end of round**A.P.:** 10

As long as the targeted fighter is affected by this miracle, he suffers a Damage roll (STR 6) every time he gets a [ii] on an Initiative, Attack, Defence, Courage, Discipline or Power test, or on a divination roll. This effect does not apply to mana recovery rolls. If a test is made with several d6 and several [ii] are gotten, then the target only suffers one Damage roll. On the other hand, a [ii] gotten after having re-rolled the die causes a Damage roll.

Force of Darkness**Fervour:** Free**Cult:** Meanders of Darkness**Difficulty:** Fervour + 4.**Area of effect:** One friendly fighter**Range:** 20 cm**Duration:** Until end of round**A.P.:** 10

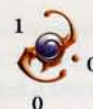
The targeted fighter's STR is increased by a number of points equal to the Fervour chosen for this miracle (maximum: +5 STR).

Intimidation**Fervour:** Free**Cult:** Meanders of Darkness**Difficulty:** 7**Area of effect:** One enemy fighter**Range:** 10 cm**Duration:** Until end of round**A.P.:** 10

The targeted fighter suffers a penalty on the final result of his Initiative, Attack, Defence and Aim tests. This penalty is proportional to the Fervour chosen for this miracle.

Fervour 2: -1

Fervour 3: -2

Possession**Fervour:** 3**Cult:** Meanders of Darkness**Difficulty:** 8**Area of effect:** One friendly fighter**Range:** 15 cm**Duration:** Until end of game**A.P.:** 15

The targeted fighter acquires the "Possessed" ability until the end of the game. If he already has this ability on his reference card, then he benefits from +1 on the final result of his Initiative, Attack and Defence tests

Blood of the Abyss**Fervour:** 1**Cult:** Meanders of Darkness**Difficulty:** Target's RES**Area of effect:** One friendly fighter**Range:** 10 cm**Duration:** Until end of round**A.P.:** 7

The targeted fighter benefits from the "Regeneration/5" ability. If he has Regeneration/6, then he benefits from Regeneration/5 instead. If he already has this ability and the X value bound to it is of 5 or less, then this miracle has no effect.

Eye of Darkness**Fervour:** 1**Cult:** Meanders of Darkness**Difficulty:** 6**Area of effect:** Personal**Range:** Personal**Duration:** Special**A.P.:** 12

Once the call has been heard, the faithful no longer needs a valid line of sight onto his miracles' targets. This effect lasts until the end of the round. It can, however, be maintained from one round to the next. To do so, the faithful has to spend two T.F. points during every maintenance phase.

LITURGY

Consecration (3 A.P.)

Only a believer can be given a Consecration.

The number of Consecrations in an army is limited to one for every full 100 A.P. in it. All fighters can benefit from this except those with the "Loyal/X" ability and the faithful.

A believer benefiting from a Consecration counts for one additional believer in the aura of faith of the faithful of his people in his camp. It is not possible to give several Consecrations to the same believer. A Consecration is not an artefact.

Liturgical Instrument (8 A.P.)

Liturgical Instrument gives the faithful with it one additional T.F. point at the beginning of the game, as well as during each mystic phase.

The faithful with the "Iconoclast" ability do not gain any advantages from the Liturgical Instruments held by their opponents.

Liturgical Instruments are not unique objects and the same army can hold several copies of them. They are nevertheless limited to one copy per faithful. These objects are artefacts and can only be used by Characters.

Blade of Immolation (6 A.P.)

At any moment during his activation (except during a movement) a faithful carrying a Blade of Immolation can select a believer in his camp within a radius of 10 cm around him. No line of sight is required. The faithful can select only one target per round.

The designated target benefits from the "Martyr/X" ability until the end of the round. The X value depends on the targeted fighter's rank:

- Irregular/Regular/Veteran: 2
- Creature/Initiate/Devout: 3
- Special/Elite/ Adept/Zealot: 4
- Living legend/Master/Dean: 8
- Major ally/Virtuoso/Avatar: 12

The following fighters cannot be selected by the faithful:

- Fighters who already benefit from Martyr/X
- Summoned fighters
- The faithful himself

Blades of Immolation are not unique objects and several copies of them can therefore be held in an army. They are nevertheless limited to only one copy per faithful. These artefacts are reserved to the faithful bound to the Meanders of Darkness.

VIRTUES

Virtues are capacities that can only be used by the faithful. They influence the way they call on the powers of faith. They work like abilities and are subjected to all effects that affect these.

The number of virtues a faithful can have depends on his rank:

- Devout: 1
- Zealot: 2
- Dean: 3
- Avatar: 4

Virtues do not count as artefacts. There are three types: minor, major and theogon. The cost of each virtue is defined by its type.

A faithful can cumulate several virtues of different types, but in no way can he have the same virtue more than once.

Warrior-monks are limited to having minor and major virtues. Moreover, non-Character Warrior-monks pay 4 A.P. more than the regular price for each virtue.



Minor Virtues

Each minor virtue costs 4 A.P.

Meditation: The faithful does not suffer the usual hand-to-hand combat penalties when making his divination rolls and when calculating his T.F.

Mission: Allied fighters or those with the "Mercenary" or "Stateless" ability in the same camp as the faithful are considered by him to be believers, no matter their people (unless they don't have DIS or are elemental beings). This virtue has no effect on faithful Iconoclasts.

Sacrifice: Once per round, at any time during his activation (except when making a movement) the faithful can purposely inflict himself with a Light Wound. He then gains 2 T.F. points and can no longer be healed until the end of the game.

Veneration: The faithful benefits from the "Piety/1" ability. If he already has it, then the X value bound to this ability is increased by one point.

Major Virtues

Each major virtue costs 8 A.P.

Devotion: The faithful adds 2.5 cm to his aura of faith.

Penitence: Each Wound that the faithful is inflicted with increases his aura of faith by 2.5 cm until the end of the game, even if he is healed later on. This virtue cannot be given to a faithful with the "Thaumaturgist" or "Regeneration/X" ability.

Perseverance: At the beginning of the game the player chooses one of the faithful's miracles. This miracle can be called twice per round, if it succeeds or not.

Will: When an enemy faithful tries to censure a faithful endowed with this virtue, he must spend 2 T.F. points to cause a -1 on the result of the divination roll.

Theogonal Virtues

A faithful can only acquire a theogonal virtue bound to his path or to the universal cult (at a cost of 12 A.P.).

Divine Favour (Ways of Light): The Fervour of all of the faithful's miracles is reduced by one point (minimum: 1). This effect does not affect miracles with a variable Fervour.

Celerity of the Soul (Paths of Destiny): If he spends one T.F. point at the beginning of his activation, the faithful can combine running and calling a miracle during his activation.

Venality of the Shadows (Meanders of Darkness): After each miracle successfully called by the faithful, the player controlling him rolls 1d6. On a 4 or higher the faithful gets back the T.F. points used for the call and to increase the miracle's effects, but not those to strengthen the bond.

Inspiration (Universal cult): The faithful benefits from +1 on one of his Aspects (at the player's choice). This bonus is considered to be printed on his reference card; it is thus taken into

account when calculating his initial T.F. at the beginning of the game and when calling miracles.

RELICS

Relics are unique artefacts reserved to faithful Characters. A faithful can have only one of these objects at a time. Relics are defined by various characteristics.

The **cult** determines the artefact's origins. A relic can only be used by a faithful of the corresponding path or cult. What more, some are reserved to specific peoples (this is mentioned along with the cult).

The **Aspects** testify to the relic's grasp on reality. Their values are preceded by +/- modifiers that apply to the faithful's Aspects. A faithful cannot use a relic if it causes one of his Aspects to become less than 0. These modifiers are not taken into account when calculating the initial T.F. or when calling miracles.

The **emanation** is an advantage that the relic gives its bearer and which remains active throughout the game.

The **wonders** can only be carried out during the faithful's activation in the same way as miracles. The faithful must spend a quantity of T.F. equal to the number indicated between parentheses to perform the wonder. No test is required for it to be carried out and a faithful cannot be censured when calling a wonder. This type of effect can be used only once per round.

The Aegis of Lahn (13 A.P.)

Aspects: Creation/+1; Alteration/-; Destruction/-

Cult: Ways of Light (Sessairs, Lions, Griffins).

Emanation: The faithful acquires +1 in RES. This modification is considered to be printed on his reference card.

Wonder (2): The faithful must be free of any opponents to be able to call this wonder. A believer located in his aura of faith is selected. This believer benefits from an additional defence die for every combat he is involved in until the end of the round. This die must be set apart because the following restrictions apply to the defence tests made using it:

- The "Counter-attack" and "Ambidextrous" abilities don't have any effect.
- Though it is taken into account when determining if the fighter can use sustained defence or not, this die cannot be used to attempt a sustained defence.

The Vellum of the Obscure (15 A.P.)**Aspects:** Creation/-; Alteration/-; Destruction/+1**Cult:** Meanders of Darkness.

Emanation: At the beginning of each mystic phase, just before calculating the T.F., the player can turn one or several of the faithful's remaining T.F. points into an equal number of gems of Darkness. The bearer of the Vellum of the Obscure can use these gems only to absorb enemy spells.

Wonder (4): An enemy fighter present within the faithful's aura of faith is selected. No line of sight is required. Until the end of the game the targeted fighter cannot re-roll any of his rolls as long as he is within the faithful's aura of faith. The latter can select only one target per round, but the Vellum of the Obscure's power can affect several miniatures at a time.

The Petrified Emblem (10 A.P.)**Aspects:** Creation/+1; Alteration/+1; Destruction/-**Cult:** Paths of Destiny

Emanation: Any enemy faithful who targets this relic's bearer suffers a -1 on the final result of his divination roll.

Wonder (2): The player selects an enemy fighter. If the selected fighter targets a miniature standing within the faithful's aura of faith with a shot, a spell or a miracle, then he suffers a Damage roll (STR 4). This effect lasts until the end of the round.

Faithful Devourers cannot use the Petrified Emblem.

The Remains of the Bloodthirsty (15 A.P.)**Aspects:** Creation/+1; Alteration/-; Destruction/+1**Cults:** Yllia, Vile-Tis

Emanation: The faithful acquires the "Dreadful" ability.

Wonder (2): The faithful targets a Wolfen or Devourer in his camp located in his aura of faith. No line of sight is required. The selected fighter benefits from the "Sequence/1" ability until the end of the round, yet he must place all his combat dice in attack. A fighter who already has Sequence/X cannot benefit from this wonder.

Kelgar's Ashes (13 A.P.)**Aspects:** Creation/-; Alteration/+1; Destruction/-**Cult:** Merin.

Emanation: The faithful acquires the "Piety/X" ability. X is equal to the faithful's Alteration value as modified by the relic. If the faithful already has this ability, then the value bound to it is increased by X points.

Wonder (3): The faithful targets an enemy magician or faithful located within his aura of faith. The selected fighter suffers a -2 on the final result of all his Power tests and divination rolls until the end of the round. This penalty does not apply to mana recovery rolls.

The Amber of the Abyss (15 A.P.)**Aspects:** Creation/+1; Alteration/-; Destruction/-**Cult:** Mid-Nor.

Emanation: Each friendly fighter with the "Possessed" ability who is Killed Outright within the faithful's aura of faith provides him with 1d6 that he can use before the end of the game to strengthen the bond when making a divination roll.

Wonder (2): The faithful targets a friendly miniature with the "Possessed" ability located within his aura of faith. This miniature is immediately removed from the battlefield. (This does not count as a Killed Outright.) In return, the faithful wins a number of points equal to the sacrificed fighter's DIS + 2. These points can be used like Mutagenic/0 points.

The bonuses remain active until the end of the round and all unused points are lost. This relic cannot target miniatures summoned during the game.

Claws of Torture (12 A.P.)**Aspects:** Creation/-; Alteration/-; Destruction/+1

Cult: Universal. Only the faithful who have the "Iconoclast" ability printed on their reference card can use this relic.

Emanation: All enemy believers with Fanaticism, as well as all enemy faithful, present within the aura of faith of this relic's bearer count for one more in the calculation of his T.F.

Wonder (3): The faithful must be free of any opponents to be able to carry out this wonder. The player controlling him selects an enemy fighter located within his aura of faith. He then rolls 1d6 and adds the result to the highest value among the faithful's COU, FEAR and DIS.

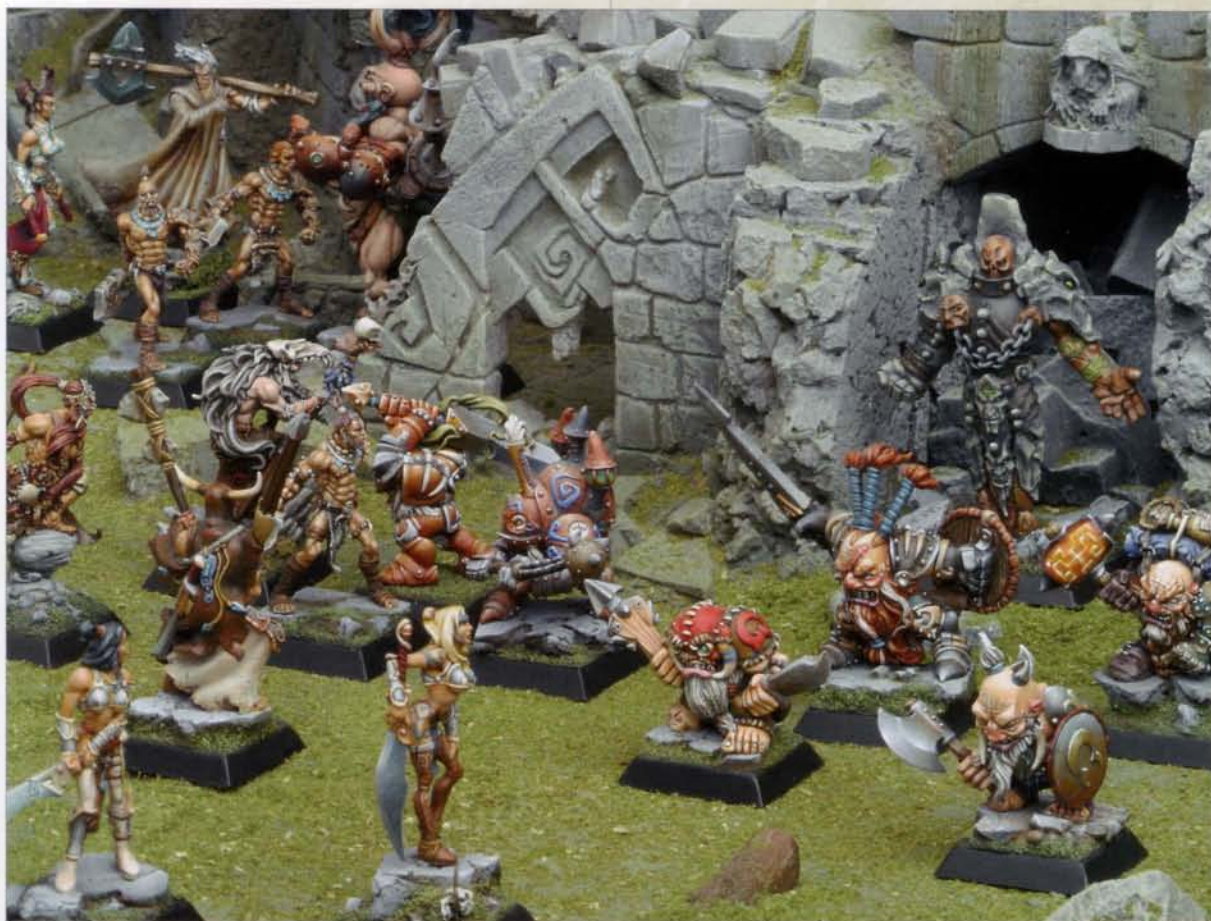
The enemy player then makes a Courage/Fear or Discipline test (at his choice) for the targeted fighter with a difficulty equal to the result gotten by the bearer of the Claws of Torture.

If he fails, then the target suffers a Light Wound.

This wonder has no effect on fighters with the "Immunity/Fear" ability.







CHAPTER 11

WAR MACHINES

The dwarves form both a race and a nation. These tough and stubborn beings live in the Aegis Mountains, in the savage plains, and in underground cities hidden behind huge gates of reinforced steel. Proud to be members of one of Aarklash's oldest civilisations, the dwarves live both in the past and in the future. In the past, for they zealously respect the traditions passed on by their ancestors. In the future, for they master the technology of steam. The forge is one of their specialties, and they are the only ones to know the secret

of alphax, the heavenly metal.

The dwarves of Tir-Ná-Bor have been expecting the Age of Darkness for a very long time. The battle for survival and domination has begun and the dwarves have a head start.

The dwarves are especially hardy. They can endure the worst of wounds while continuing to fight. Their passion for metal has allowed them to build dreadfully efficient steam equipment and armoured war machines.

All miniatures whose reference card defines them as being “Artillery” or a “Chariot” belong to the category of “war machines.” This category is divided into two subgroups:



Mobile machines are machines that are moved by their own system of locomotion. This can be a team of animals or a boiler, for example. Such a machine’s reference card represents at once the machinery, the team of animals, and sometimes the crew. These machines have the symbol pictured at the beginning of this paragraph represented on their reference card. Certain pieces of light artillery, such as the dwarven bombardiers, do not have a weight icon because they do not suffer the effects of the rules bound to this characteristic. They are nevertheless considered to be mobile machines.



Immobile machines have to be moved by servants. These are usually cannons or ballistae. An immobile machine’s reference card only represents the machine itself. The servants are represented by their own cards. These machines have the symbol pictured at the beginning of this paragraph represented on their reference card.



CHARACTERISTICS

Certain pieces of light artillery, such as the cannons of the dwarven bombardiers, depend solely on the fighters handling them. There is no other way to destroy them but by killing their servants.

STRUCTURE POINTS

Bigger war machines have a characteristic specific to them: **structure points** (S.P.). For certain machines, such as chariots, which are made up of various parts (wagon, crew, team, etc.), the structure points represent the whole of these elements. For other war machines, such as cannons, the machine itself is clearly separate from its servants. In this case the structure points only symbolise the state the machine is in. When a war machine is damaged, it loses S.P. It is destroyed when it no longer has any left.

WEIGHT

Some light war machines, such as the fire-spitters of Mid-Nor, are not subject to weight. Yet most others are cumbersome and difficult to handle. The higher their Weight, the harder they are to manoeuvre or to move.





CREW

This data only appears on the cards of immobile machines. The number bound to this characteristic indicates the minimum number of servants or substitutes required for the machine to be operated.

RANK

A war machine's rank indicates if it is a chariot or a piece of artillery. There are various classes of artillery.

A piece of artillery can be part of the "Light artillery" or "Heavy artillery" class. The difference between these two types of weapons lies in the damage that they cause. Be it light or heavy, a piece of artillery uses either perforating projectiles or ammunition "with zone effect" (since it inflicts damage within a given perimeter).

If a machine's rank simply includes "Light artillery" or "Heavy artillery," then it is perforating artillery. On the other hand, if its rank indicates "Light artillery/Zone" or "Heavy artillery/Zone," then it is artillery with zone effect.

The rules concerning these various types of machines are detailed further on in this chapter.

ACTIVATION SEQUENCE

MOBILE MACHINES

If the machine is represented by several reference cards, then only one is placed into the activation sequence.

IMMOBILE MACHINES

The servants bound to a war machine are all represented by the machine's reference card. This can cause a single card to represent more than three fighters. If the machine is destroyed and its servants are still alive, then its card continues to represent the survivors. If a fighter is designated to be a machine's substitute (see further), then he is represented by the war machine's reference card. His card is therefore not placed into the activation sequence.

IMMOBILE MACHINE CREWS

Servants are fighters specially trained in the operation of a certain type of war machine. They are the only ones who are able to use the machine to its full potential and to move it without disabling it. However, if there aren't enough servants, then certain fighters can become their **substitutes**. The conditions to be met for a fighter to be able to become a substitute are specific to each machine and are indicated on the latter's special capacity cards.

Only servants and substitutes can be considered to be members of a war machine's crew.

MINIMUM NUMBERS

Most immobile machines require the presence of a minimum number of servants or substitutes to be able to be used to their full potential. This number is equal to the Crew value mentioned on the machine's reference card. To be counted in a war machine's crew, a servant or a substitute must be in contact with it. A miniature in contact with an enemy cannot participate in the operating of a war machine.

If the crew is undermanned, then the machine's performance is diminished in the way described on its special capacities card. Yet the machine can still be moved in the usual conditions.

ANNIHILATION OF THE CREW

If all of a war machine's crewmembers are killed, then it remains standing on the battlefield as long as it has at least 1 S.P. point.

CAPTURE OF A WAR MACHINE

A war machine can be captured by the enemy if no miniature of its camp is within 10 cm or less of it. To do so, one just has to bring a number of fighters equal to the machine's Crew value into contact with it. All of these fighters must meet the conditions required to become substitutes. When a war machine is captured, then it becomes part of the camp of the fighters who captured it. The machine can then be taken back in the same conditions.

An immobile machine can only be moved by its servants. If it is captured, it can therefore only be reoriented, not moved.

Example: A mountain-breaker (Crew 1) had five goblin servants at the start of the game. In the fourth round two of them are killed and the three others have abandoned the infernal machine to go and fight at a distance of 15 cm from it. To become a substitute for this machine a fighter must have AIM and DIS values of 3 or higher. During the activation phase a Griffin thallion places himself into contact with the mountain-breaker. Because he meets the conditions to become a substitute and no goblins are within less than 10 cm of the machine, the mountain-breaker is now controlled by the Griffin player.

MOVEMENT

For their movement, war machines follow different rules depending on if they are mobile or immobile machines.

MOBILE MACHINES

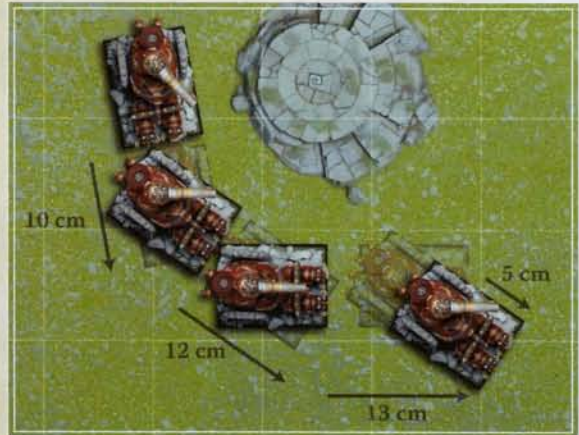
Be they powered by their own source of energy or pulled by a team of animals, mobile machines use the MOV printed on their reference card.

The lightest and most elaborate mobile machines are not subject to Weight. They can move like any other fighter. For the others this value causes certain restrictions, for they cannot move around obstacles as easily as other fighters.

The movements of such machines are made essentially in a straight line forwards; they cannot move backwards, yet they can make curves in order to change trajectory.

A curve is a reorientation made while moving thanks to the momentum gathered by the vehicle. When making a curve, a war machine can be reoriented by a maximum angle of 45°.

A machine can make one curve for every full X cm that it moves (X is equal to the machine's Weight).



A war machine that is not moving and is free of any opponents when it is activated can reorient itself in any direction before moving. It can then make curves in the way described above.

• DISENGAGEMENT •

Mobile machines that are subject to a Weight value cannot disengage by using their INI; to do so, they must use the rule on disengagement by force (see p. 39).



IMMOBILE MACHINES

Only the machine's **servants** can participate in its movement; no other fighters can be used to move a war machine.

To move such a machine, its servants must be in base-to-base contact with it. No opponent may be in contact with the machine itself. It is not possible to attempt a disengagement for an immobile machine. The servants, though, can disengage in the usual way.

The number of servants that can possibly help move a war machine is limited to the number of miniatures that can be placed into base-to-base contact with it.

An immobile machine's movement potential is calculated based on its Weight, on the number of servants moving it, and on their MOV. If all the servants don't have the same MOV, then the lowest one among them is taken into account.

The Weight value indicates the Movement penalty suffered by the servants when they move the machine. This penalty is reduced by two points for every servant in base-to-base contact with the machine in addition to the first one when moving it.

Example: A single servant (MOV 10) is trying to move a ballista (Weight 5). His MOV therefore becomes 5. If another servant joins him, then the Weight penalty goes from 5 to 3 and the servants' MOV is equal to $10 - 3 = 7$.

When servants move with their machine, then the following options are prohibited to them:

- Exclusive actions (charge, engagement, moving under cover, etc.).
- Firing, incantation, divination.

Such a machine cannot be moved and fire during the same round. Yet it can be reoriented in any direction and then fire (in which case it suffers a -1 on the final result of its Aim tests for the rest of the round).

When a war machine's card is played, its servants can choose to abandon it in order to join the fray.

FIRING

The distance for shots made by war machines is measured from the edge of the machine's base, just like for other marksmen. However, if the war machine is not supplied with a specific base (such as the dwarf chariot), then the distance must be measured from the extremity of the weapon being used. Whatever the case may be, the target must be standing within a 180° angle in front of the machine.

MOBILE MACHINES

Mobile machines can move and fire like any other fighter. Those with a Weight value can even run and then fire (or vice versa). The penalty is then of $+2$ on the difficulty of their Aim tests (instead of $+1$).

In some cases (which are specified on the machine's reference card) the servant who is firing can orient himself to face the target without the machine itself having to change direction.

IMMOBILE MACHINES

Unless noted otherwise (on the reference card), immobile machines cannot move and fire in the same round. Yet they can be reoriented.

Reminder: A reorientation causes an increase in the difficulty of the shots made during the round being played.

If enemy fighters are in contact with the machine, then the latter can still fire as long as there are enough servants or substitutes who are free of any opponents to operate it. However, in this case the machine cannot be moved or reoriented.

For the Aim test the player controlling the machine can use the AIM he wishes among those of the servants and substitutes in base-to-base contact with the machine. If a substitute's AIM is used, then a penalty of -1 is applied to the final result of the Aim test.

If a servant (or substitute) has a range weapon in his equipment, he cannot use it and help fire a war machine in the same round.



ARTILLERY FIRE

Artillery uses the usual firing rules, but it can reveal itself to be much more destructive. A shot made by artillery is resolved differently depending on if it's perforating artillery or artillery with zone effect. Yet in both cases the rule on firing incidents is the same: if one gets a  when making an Aim test for a piece of artillery, then the projectile is not shot and the machine can no longer fire until the end of the round.

Perforating artillery

This category includes all war machines ranked simply as "Light artillery" or "Heavy artillery." These are often ballistae or cannons.

When a player fires with a perforating machine, he selects his target in the usual way. However, after resolving the shot, it can happen that the projectile continues on its deadly course. For this, one of the following conditions must be met:

- The projectile eliminated its target.
- The projectile missed its target.

If one of these conditions is met, then the projectile continues its course in a straight line following the trajectory determined by the marksman and his initial target. If this trajectory (which is represented by a simple, 1 mm-thick line leaving from the middle of the machine's base and going through the middle of the initial target's base) touches the base of another miniature, be it friend or foe, then the player who just fired rolls 1d6 to determine if it is hit. The result to get depends on the distance the target is at in relation to the machine's ranges:

- **Short range:** the target is hit on a  or more.
- **Medium range:** the target is hit on a  or more.
- **Long range:** the target is hit on a  or more.

If the target is out of range, then it cannot be hit.

This roll is not an Aim test and is therefore not subject to any modifiers. All fighters are affected in the same way, no matter their Size and the game effects they benefit from.

The projectile continues on its course in this way as long as one of the two conditions is met (target eliminated or missed).

Depending on the type of machine, the projectile's STR can diminish every time a new target is hit:

- **Light artillery:** The projectile's STR is diminished by two points after every target it hits.
- **Heavy artillery:** The projectile's STR does not diminish.

Note: If the initial target was eliminated after random localisation (see p. 40), then the projectile's trajectory must be determined according to the axis between the marksman and the miniature that was really hit.

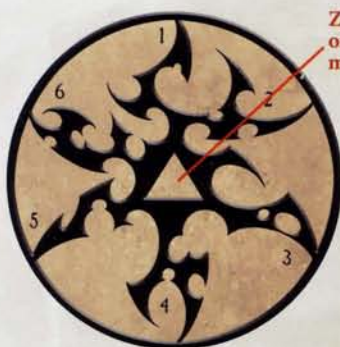


Artillery with zone effect

This category includes all war machines ranked as "Light artillery/Zone" or "Heavy artillery/Zone."

When firing with such a machine there are two possibilities:

- If the shot is a success, then the dispersion template is placed with its centre on the miniature that was hit. (When firing into a fray the distribution roll must be made beforehand.)
- If the shot fails (other than by rolling a ) , then the projectile is considered to have strayed from its trajectory. The dispersion template is placed with its centre on the initial target. The arrow numbered 1 should point in the same direction as the line of fire. The player controlling the machine then rolls 1d6 and applies the corresponding result:



Zone placed
on top of the
miniature

-  : The point of impact is displaced by 4 cm.
-  : The point of impact is displaced by 6 cm.
-  : The point of impact is displaced by 8 cm.
-  : The point of impact is displaced by 10 cm.
-  : The point of impact is displaced by 12 cm.
-  : The point of impact is displaced by 14 cm.

The player then rolls another d6 to determine the direction in which it is displaced (using the numbered arrows on the template). The template (and thus the projectile's point of impact) is moved by the number of centimetres indicated by the first roll and in the direction determined by the second one.

If the shot hits its initial target, it suffers a Damage roll (with the weapon's STR). For all the other miniatures covered even partially by the template the player rolls 1d6. The effect then varies depending on the type of artillery:

- **Light artillery:** On a  or more the miniature is hit and suffers a Damage roll with a STR equal to half of the weapon's (rounded up to the higher integer).
- **Heavy artillery:** On a  or more the miniature is hit and suffers a Damage roll with a STR equal to the weapon's.

Note : If a shot made with artillery with zone effect misses its initial target and strays, then no miniature can be considered to have been directly hit by the projectile, even if the template happens to be exactly centred on a miniature at the end of the dispersion. After dispersion, if the initial target is nevertheless

under the template, then the chances that it is hit are exactly the same as for the other miniatures. It also suffers the same type of Damage roll.

FIRING AT MINIATURES AT AN ALTITUDE

If an artillery machine with zone effect targets a fighter located at altitude level 1 or 2, then there are two possibilities:

- If the target is hit, the template is placed on it. All miniatures at the same altitude level as the target that are touched by the template suffer the shot's effects.
- If the shot strays, the projectile falls back down to the ground. The dispersion roll is then made based on the target's position, but affects altitude level 0.



COMBAT

MOBILE MACHINES

A mobile machine is considered to be a single entity. Its values in ATT, STR, DEF and RES take into account the combat potential of its servants and its team of animals, when applicable.

In hand-to-hand combat the same characteristics are always used as if it were one single fighter, no matter the **position of the opponents** in base-to-base contact with the machine. The regular hand-to-hand combat rules apply. Yet the number of combat dice that the machine has available can vary in certain cases. It can be bound to certain rules that are then explained on its special capacities card.

Mobile machines can make **pursuit movements** in the usual conditions. However, because their manoeuvrability is limited, their pursuit movements are made in a straight line most of the time, unless the machine's Weight is light enough to allow it to make a curve during its pursuit movement. A mobile machine can also use its pursuit movement simply to reorient itself instead of moving.

IMMOBILE MACHINES

In hand-to-hand combat the members of the machine's crew fight in the normal way using their own characteristics. They can make pursuit movements in the normal way.

The fighters in contact with an immobile machine can target it with their attacks. The machine does not have any combat dice, but it still counts as a fighter for the calculation of the combat dice of the opponents in base-to-base contact with it and for the distribution of their attack tests. Though an immobile machine cannot defend itself, a fighter attacking it must nevertheless make an Attack test for which a  remains an automatic failure.

LEADERSHIP AND ROUT

MOBILE MACHINES

A mobile machine can benefit from bonuses provided by the presence of a war-staff or use a commander's values in the usual way. However, when a mobile machine is in rout, there are two possibilities:

- If the machine does not have a Weight value, then the usual rules apply.
- If it does have a Weight value, then the machine is immediately immobilised. It cannot move and suffers the other penalties bound to rout for as long as it hasn't been rallied.

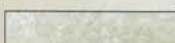
IMMOBILE MACHINES

The servants of this type of war machine use their values for all their Courage and Discipline tests. They can nevertheless benefit from bonuses provided by the presence of a war-staff or use a commander's values in the usual way.

If an immobile machine's servants are brought to flee, then they abandon their machine. If, later on, they manage to rally and return to their machine, then they can use it again.

DAMAGE AND STRUCTURE POINTS

When a war machine that has structure points suffers a Damage roll or a direct Wound, then the loss of structure points is applied as follows:

	No effect.
	The machine loses 1 S.P.
	The machine loses 2 S.P.
	The machine loses 3 S.P.
	The machine loses 4 S.P.

Depending on the number of structure points lost, a war machine can suffer a penalty on the final results of its Initiative, Attack, Defence and Aim tests.

- If it has lost a quarter (or more) of its S.P., the penalty is -1.
- If it has lost half (or more) of its S.P., the penalty is -2.
- If it has lost three quarters (or more) of its S.P., the penalty is -3.

These penalties apply until the end of the game. If the machine is repaired, then the penalty is adjusted accordingly.

Unless noted otherwise (on its reference card), an immobile machine never suffers these penalties.

Example: A chariot has 8 S.P. If it loses 2 S.P., then it suffers a penalty of -1 on the final results of all its Initiative, Attack, Defence and Aim tests until the end of the game. This penalty increases by one point for every 2 S.P. lost during the course of the game (Max.: -3).



CHAPTER 12

HOW IS A GAME PLAYED?

Ominous rumbles are coming from deep within Caer Maed, the sinister Black Woods of the Kelts of the Drune clan. These barbarians with inhuman customs, who have long remained hidden in the gloom of morbid necropolises, are gathering to venture ever further into the cleared lands in broad daylight to carry out their murderous raids. They are looking for Cernunnos, the Horned King who was chased from the throne of Kel and whose return is foretold by the prophesy of the Gnosis in an age of flames and massacres. The Drones are

accompanied in their bloody quest by formors, demonic creatures who inspire them to acts of intolerable cruelty. Hatred is master in the Drones' red hell!

One has to be strong and merciless in order to survive among the Drones. It therefore isn't surprising to find these traits of character among their morbid warriors. They know countless ways to mete out death, which, coupled with each other, make the Drune army one of the most formidable there is. Few armies combine brutality and ruse so closely together.

DEPLOYMENT

Before beginning the first round of a game of *Confrontation*, the players must first place their miniatures onto the battlefield. This phase, which is also called the **approach**, unfolds in several steps.

1. Strategic phase
 - Determination of the approach sequence
 - Tactical roll
2. Approach phase
 - Drawing of cards
 - Placement of the miniatures

STRATEGIC PHASE

During the approach, the strategic phase allows the order in which the miniatures are deployed and which player will place his fighters onto the battlefield first to be determined.

Approach sequence

This step is similar to the one that precedes each round of the game. The term “approach sequence” is simply used instead of “activation sequence” because the fighters do not do any actions during the deployment phase. The approach sequence is determined in the same way as the activation sequence (see p. 27).

Tactical roll

Each player makes a Tactical roll (see p. 27).

This test is made before the miniatures are placed onto the battlefield. In spite of this, if a musician is present in the army, then the fighter chosen to make the Tactical roll benefits from the +1 for Discipline tests that he provides (+2 if the army has a war-staff).

Reminder: No matter how many musicians are present, the bonus in Discipline tests is only +1. Similarly, the bonus bound to the presence of a full war-staff cannot be greater than +2.

APPROACH PHASE

During the approach phase the miniatures are placed onto the battlefield following the order determined by each player's approach sequence and by the Tactical roll.

Drawing the cards

Like the activation phase, the approach phase is divided into turns. The sequence of these turns and the drawing of the cards follow the exact same rules as during the activation phase (see p. 27).

Placement

When a player plays one or several cards, he must place the miniatures represented by these cards onto the battlefield. Apart from exceptions bound to a game effect (ability, special capacity, artefact, etc.) or a specific scenario, the miniatures must be placed within their camp's deployment zone. The position of these deployment zones can vary depending on the chosen scenario.

Once all of each player's miniatures have been placed on the battlefield, the deployment is over and the first round can begin.



SCENARIOS

The scenarios presented here can be played with any armies, no matter their people and their A.P. value. Other scenarios, which are sometimes devoted to more specific army compositions, are provided in the gaming aids of *Cry Havoc*, the magazine dedicated to the world of Rackham.



Each scenario is defined by the following criteria.

- The **situation** defines the state of the battlefield before combat begins, the layout of the elements of the scenery or counters that are present on the gaming table, as well as any specific conditions.
- The **deployment** indicates how the combat groups are to be placed on the battlefield during the approach phase.
- The **objectives** define the goal or goals to be reached for each player.
- The **victory conditions** indicate under which circumstances a player can be declared winner or loser. There are three possible outcomes of a scenario: victory, defeat, or a draw. If the victory conditions involve victory points (V.P.), then the player with more of them at the end of the game is the winner.
- The **duration** defines the maximum number of rounds that the game can last.

Situation

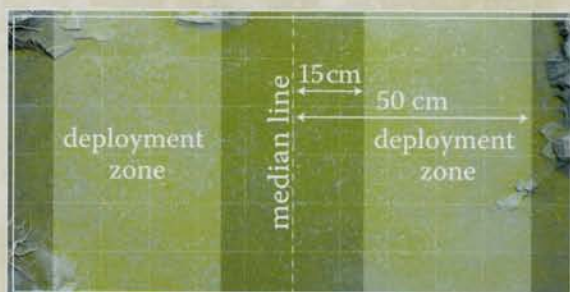
Certain scenarios involve the placement of particular elements of the scenery at specific positions on the battlefield. Others allow the players to define the landscape of the battlefield on their own. When the situation is "Free," the players must agree on the landscape of the battlefield.

Deployment

Though some scenarios set specific deployment zones, the most frequently met deployment mode is the line of battle.

In this configuration the battlefield is divided into two parts by the median line that crosses the battlefield in its width. Each zone is assigned to one of the two camps.

Each player's deployment zone is defined by the area located in his half of the field from 15 cm to 50 cm from the median line.



Victory Conditions

Certain victory conditions require knowing the numbers and the value of the forces present.

- A camp's **numbers** are equal to the sum of the force values of its fighters present within a given zone at a given moment.
- A camp's **value** is equal to the sum of the strategic values (in A.P.) of its fighters (including special capacities, artefacts, spells, miracles, etc.) present in a given zone at a given moment.

Wounded fighters suffer certain penalties in their strategic value depending on their Wound level when the calculations are made.

- Light Wound: No penalty.
- Serious Wound: -5
- Critical Wound: -10

Example: A Khor warrior counts for 21 points in the calculation of his camp's value. If he has a Serious Wound, then his strategic value is reduced by 5 points. He therefore then counts for 16 points.

If the penalty makes a fighter's value become less than 0, then he simply counts for 0.

Example: A Kelt warrior counts for 9 points in the calculation of his camp's strategic value. If he is Critically Wounded, then his strategic value is reduced by 10 points. He therefore then counts for 0 points.

**Special cases:**

Unless noted otherwise in the scenario's text:

- Miniatures in rout and flying miniatures (at altitude level 1 or 2) are not counted in the calculation of numbers and value.
- Fighters who were summoned, resuscitated, or returned to the game thanks to the "Reinforcement" ability are taken into account for the calculation of the numbers and value, unless they were placed onto the battlefield during the last round of the game.

Certain scenarios involve occupying and/or controlling objectives.

To occupy an objective, a camp must meet certain conditions in terms of numbers and of value within the perimeter associated with this objective. These conditions are indicated in the concerned scenarios.

Example: *The occupation of a hill requires numbers of 6 and a value of 50.*

At the moment that the occupation of this objective is determined, camp A has four Wolfen warriors with an individual value of 32 each on the hill. Of these four fighters, one has a Light Wound, one has a Serious Wound, and one has a Critical Wound. Their numbers are therefore 8 (4 x 2, since the Wolfen are of Large Size), and their value is of 32 + 32 + (32 - 5) + (32 - 10) = 113. They therefore are occupying the objective.

Camp B has six warriors of the Abyss with an individual value of 10 each on the hill, of which two have a Serious Wound and two have a Critical Wound.

Their numbers are therefore 6 and their value is of 10 + 10 + (10 - 5) + (10 - 5) + (10 - 10) + (10 - 10) = 30. Camp B has enough numbers, yet its value is not high enough to occupy the objective.

If two enemy camps both meet the occupation conditions for the same objective, then they are both occupying it.

To control an objective, the camp's numbers and value within the defined zone must both be strictly greater than those of the opponent. Any other situation is a draw for the concerned objective.

Special case: *The same miniature cannot be taken into account for the occupation and/or control of several zones. If a fighter is straddling several objectives, then the player controlling him must decide for which one he is counted.*

GENERIC SCENARIOS**Blood Bath**

- **Situation:** Free.
- **Deployment:** Line of battle.
- **Objectives:** Each player simply has to eliminate as many enemy fighters as possible.
- **Victory conditions:** At the end of the last round the players determine which one between them **controls** the whole battlefield.
- **Duration:** 6 rounds.

Conquest

- **Situation:** Free.
- **Deployment:** Line of battle.
- **Objectives:** The players must occupy the neutral zone at the centre of the battlefield, as well as both deployment zones.
- **Victory conditions:** At the end of the last round the players determine which one between them **controls** each deployment zone and the central neutral zone. The control of each zone supplies a certain number of victory points.
- Control of one's own deployment zone: 1 V.P.
- Control of the central neutral zone: 2 V.P.
- Control of the opponent's deployment zone: 3 V.P.
- **Duration:** 6 rounds.

Execution

- **Situation:** Free.
- **Deployment:** Line of battle.
- **Objective:** Each player must eliminate the enemy fighter with the highest strategic value (in A.P., including special capacities, artefacts, spells, miracles, etc.). If several fighters have the same value, then the player selects which one is his target at the end of the approach.
- **Victory conditions:** At the end of the last round, if only one of the two players has reached his objective, then he wins the battle. If neither of the players has managed to reach his, or, on the contrary, if both of them have succeeded, then the game ends in a draw.
- **Duration:** 5 rounds.

BUILDING AN ARMY

Before a game of *Confrontation*, the players must agree on the maximum cost in A.P. of their respective armies. Once this choice has been made, each player can freely form his group of fighters without surpassing the set amount (in A.P.) and while respecting the following limitations.

CONTINGENT

The biggest contingent possible for each army, meaning the number of miniatures it can be made up of, is defined according to the chosen A.P. value.

This maximum is set at five miniatures for every even incomplete 100 A.P.

ARMY VALUE	MAXIMUM NUMBER
100 A.P.	5
200 A.P.	10
300 A.P.	15
400 A.P.	20

No matter its Size, its force or its A.P. value, a miniature always counts for 1 in its army's contingent, even if it is made up of several miniatures on a same base (riders, dwarven bombardiers, chariots, etc.).

An immobile machine counts for 1, as does each of its servants.

There is no minimum for the contingent.

CHARACTERS

The combined A.P. value of the Characters in an army (including special capacities, artefacts, spell and miracles) may not be greater than 50% of the set maximum value.

Example: A player is preparing his army for a battle with 300 A.P. The combined value of his Characters may not be greater than 150 A.P.

WAR MACHINES

The combined A.P. value of the war machines in an army (including servants and improvements) may not be greater than 30% of the set maximum value.

Example: A player is preparing his army for a battle with 300 A.P. The combined value of his war machines may not be greater than 90 A.P.



ALLIES

Certain peoples of Aarklash can fight side by side to battle a common enemy. The following list indicates which peoples can become allies with each other.

The Meanders of Darkness

The Limbo of Acheron (Ram): The living-dead of Acheron are allied with the alchemists of Dirz, the Akkyshan elves, the dwarves of Mid-Nor and the ophidians.

The Empire of Syharhalna (Scorpion): The alchemists of Dirz are allied with the living-dead of Acheron, the Akkyshan elves, the dwarves of Mid-Nor and the ophidians.

The Web of Ashinân (Spider): The Akkyshan elves are allied with the alchemists of Dirz, the living-dead of Acheron and the dwarves of Mid-Nor.

The Clear-seers of Caer Maed (Stag): The Kelts of the Drune clan are allied with the living-dead of Acheron, the dwarves of Mid-Nor and the Devourers of Vile-Tis.

The Possessed of the Abyss (Hydra): The dwarves of Mid-Nor are allied with the living-dead of Acheron, the Akkyshan elves, the Kelts of the Drune clan and the alchemists of Dirz.

The Ophidian Alliance (Serpent): The ophidians are allied with the living-dead of Acheron and the alchemists of Dirz.

The Ways of Light

The Kingdom of Alahan (Lion): The Lions of Alahan are allied with the Cynwäll elves, the Griffins of Akkylannie, the Sphinxes and the Kelts of the Sessairs clan.

The Empire of Akkylannie (Griffin): The Griffins of Akkylannie are allied with the Lions of Alahan, the dwarves of Tir-Nâ-Bor, the Kelts of the Sessairs clan, the Cynwäll elves and the Sphinxes.

The Republic of Lanever (Dragon): The Cynwäll elves are allied with the Lions of Alahan, the Griffins of Akkylannie and the Sphinxes.

The barbarians of Avagddu (Minotaur): The Kelts of the Sessairs clan are allied with the Lions of Alahan and the Griffins of Akkylannie.

The Utopia of the Sphinx (Sphinx): The Sphinxes are allied with the Lions of Alahan, the Griffins of Akkylannie and the Cynwäll elves.

The Paths of Destiny

The guardians of Quithayran (Scarab): The Daikinee elves are allied with the Wolfen of Yllia.

The braves of Bran-Ô-Kor (Jackal): The orcs of Bran-Ô-Kor are allied with the Devourers of Vile-Tis and the goblins of No-Dan-Kar.

The children of Yllia (Wolf): The Wolfen of Yllia are allied with the Daikinee elves.

The defenders of Tir-Nâ-Bor (Boar): The dwarves of Tir-Nâ-Bor are allied with the Griffins of Akkylannie.

The rats of No-Dan-Kar (Rat): The goblins of No-Dan-Kar are allied with the orcs of Bran-Ô-Kor and the Devourers of Vile-Tis.

The disciples of the Beast (Hyena): The Devourers of Vile-Tis are allied with the goblins of No-Dan-Kar, the orcs of Bran-Ô-Kor and the Kelts of the Drune clan.

Limitations

An army can call on Allies from various peoples under the condition that these other peoples can also be allied with each other.

Example: *An army of the Limbo of Acheron can be allied simultaneously with a contingent of alchemists of Dirz and another of dwarves of Mid-Nor, for these two peoples can be allied with each other. On the other hand, it cannot be allied at once with the alchemists of Dirz and the Kelts of the Drune clan since these two peoples cannot be Allies.*

The combined A.P. value of the Allies in the same army (including special capacities, artefacts, spells and miracles) may not be more than 30% of its maximum value.

Example: *A player is preparing his army for a battle with 300 A.P. The combined value of his Allies may not be more than 90 A.P.*

The percentage of **Allied Characters** and **war machines** is not limited within their own contingents. Their strategic value (in A.P.) is, however, counted in the maximum value allowed for the whole army.

Example: *A 300 A.P. army can include up to 150 A.P. of Characters, 90 A.P. of war machines and 90 A.P. of Allies. These 90 A.P. of Allies can be completely made up of Allied Characters. They are then counted in the 150 A.P. of Characters allowed for this army.*

ARTEFACTS

All fighters are not permitted to use artefacts, and those who are can only have a limited number of them.

As a general rule, only **Characters** can have artefacts. There are, however, exceptions that allow troops to be given certain objects. In this case this information is printed on the artefact's card. The maximum number of artefacts that a fighter may have is limited by his rank category:

- Category 1 (Irregular, Regular, Veteran, Creature, Initiate, Devout): One artefact.
- Category 2 (Special, Elite, Adept, Zealot): Two artefacts.
- Category 3 (Living legend, Master, Dean): Three artefacts.
- Category 4 (Major ally, Virtuoso, Avatar): Four artefacts.

Example: *Being an Adept Character (Category 2), Galhyan can be given up to two artefacts.*

The cost (in A.P.) of the artefacts is added to that of the Character they are given to.

SPELLS

To be able to cast a spell during a battle, a magician first has to learn it. In game terms the spell's A.P. cost simply has to be added to that of the magician. Yet a magician cannot learn just any spell. Also, he can only remember a limited number of them.

Paths of magic

All spells are bound to one or several paths of magic. A magician can learn a spell only if he masters at least one of the paths the spell is bound to.

Example: *Galhyan, an Adept of Light and of Water, masters the paths of solaris and of chronomancy. He cannot learn any spells that are not bound to at least one of these two paths.*

There are exceptions to this limitation: the elemental paths and primagic.

Elemental paths: Spells whose path is "elemental" can be learned by all magicians who master the Elements required for it to be cast.

Example: *Galhyan, an Adept of Light and of Water, can learn all elemental spells that require gems of Light and of Water to be cast.*

Primagic: Spells whose path is primagic can be learned by all magicians, no matter the paths of magic that they master.

Elements that make up spells

To be able to learn a spell, the magician has to master all the Elements needed to cast it. A magician who doesn't master Water therefore can't learn any spells that require at least one gem of Water in order to be cast.

Example: *Galhyan, a Cynwäll Adept, masters Light and Water. As a consequence, he can't learn any spells that require Fire, Air, Earth or Darkness.*

Reminder: *Primagic spells can be cast using gems of any Element.*

Spell Intensity

Each spell has an Intensity, which is indicated at the bottom left of its card. The number of spells that a magician can learn is limited by the sum of the Intensity values.

For Warrior-mages this sum can't be greater than their POW. For pure magicians the sum of their spells' Intensity values can reach twice their POW. In game terms this is called the **magician's Intensity potential**.

Example: *Galhyan is a pure magician (POW 6). The sum of his spells' Intensity values therefore can't be greater than 12.*

MIRACLES

Just like magicians and their spells, the faithful must learn the miracles that they will attempt to perform during the course of a game. The A.P. cost of these miracles is added to the faithful's value.

Yet a faithful can't learn just any miracle. The following restrictions must be respected.



Cults

Each miracle is bound to one or several cults. A miracle's accessibility depends on its cult.

Each people worships one or several gods: the Akkylannians pray to Merin the One, the Sessairs adore the goddess Danu, and the goblins revere the god Rat. To be able to learn a miracle bound to a specific cult, the faithful himself must be a member of this cult.

Example: *A miracle bound to the cult of Danu can only be learned by a faithful of Danu.*

Certain miracles are bound to one of the three paths of Alliance: the Meanders of Darkness, the Ways of Light and the Paths of Destiny. A miracle bound to a cult of Alliance can be learned by any faithful of a people that follows the same path of Alliance.

Example: *A miracle of the Ways of Light can be learned by any faithful of the following peoples: The Lions of Alahan, the Griffins of Akkylannie, the Cynwäll elves, the Kelts of the Sessairs clan, and the Sphinxes.*

Miracles bound to the universal cult can be learned by all the faithful, no matter their people or their cult.

Miracle Aspects

Each miracle has three Aspect values represented around the spiral of faith shown at the top of its card. To learn a miracle, a faithful must have a value in each of these Aspects that is equal to or higher than those of the miracle.

Example: *The "Vigour of the Goddess" miracle has the following Aspects: Creation/1; Alteration/1; Destruction/0. To be able to learn it, a faithful must have a value of at least 1 in Creation and in Alteration.*

Maximum number of miracles per faithful

The number of miracles that a faithful can learn is defined by his type.

- A pure faithful can learn an unlimited number of miracles.
- A Warrior-monk can learn only one miracle (with some exceptions).

EXAMPLE OF ARMY COMPOSITION

Royal escort of Alahan (300 A.P.)

- Maximum number: 15 miniatures.
- Maximum amount of A.P. allowed for Characters: 150 A.P.
- Maximum amount of A.P. allowed for war machines: 90 A.P.
- Maximum amount of A.P. allowed for Allies: 90 A.P.

Characters (76 A.P.)

- Migail the Selenite: 44 A.P.
- "Armour of Allmoon" artefact: 19 A.P.
- "Elemental Aegis" spell: 13 A.P.

Troops (96 A.P.)

- Two paladins of Alahan: 46 A.P.
- One swordsman of Alahan: 14 A.P.
- Three guards of Alahan: 36 A.P.

War machines (87 A.P.)

- One ballista of Alahan with two servants: 87 A.P.

Allies (38 A.P.)

- One Griffin exorcist: 38 A.P.

TOTAL: 297 A.P.

MINIATURES AND REFERENCE CARDS

During a game each miniature is bound to a reference card. The same card can, at the player's choice, represent from one to three fighters of the same type.

This choice must be made when the armies are being built and can't be modified during the game.

Example: *A Sessairs army is made up of the following fighters:*

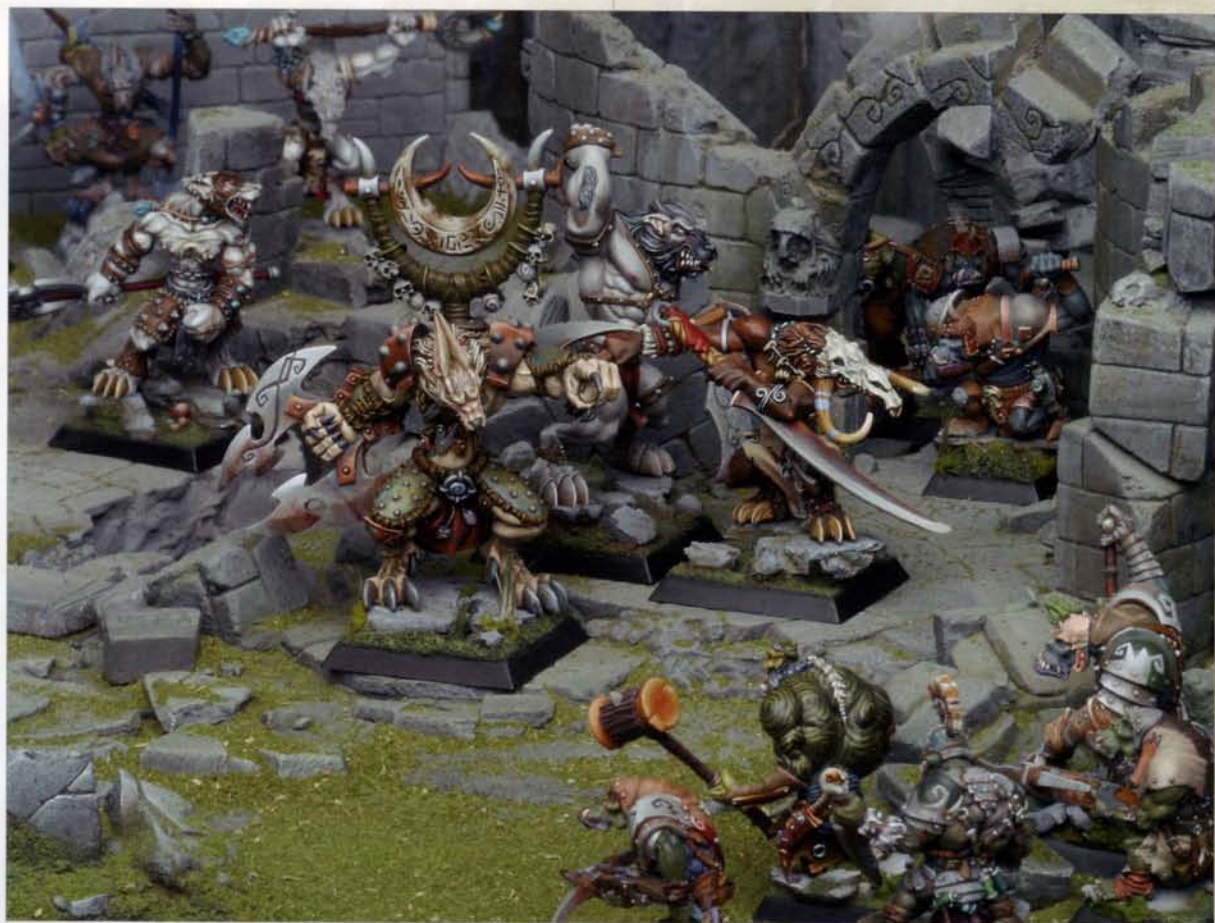
- Gwenlaen the Ever-proud
- Two giant barbarians
- Four Kelt fiannas

Gwenlaen must be represented by her own reference card.

The giant barbarians can be represented by one card each or by a single card, as long as they both have the exact same profile.

The fiannas can also be represented in various ways:

- One card each.
- Two cards, of which each one represents two Kelt fiannas.
- Two cards, of which one represents three Kelt fiannas and the other represents one.
- Three cards, of which two represent one fianna each and the last one represents two of them.



CHAPTER 13

APPENDICES

Children of the moon-goddess Yllia and the most powerful of all wolves, the Wolfen embody the implacable ferocity of nature. These predators live in roaming packs or packs devoted to the protection of their people's sanctuaries. Their violent and primitive culture is ruled by the law of the fittest and by natural selection, just like their icy goddess has always wanted it to be. Indeed, Yllia has granted her children a terrifying predator instinct that can only be appeased by the fury of combat. Yet the Wolfen's reign over all animal species is endangered. Their prey, armed

with rifles, sharp weapons and thick armour, is turning against them. Worse yet, some Wolfen are letting themselves be overwhelmed by Yllia's anger and lose themselves in an endless frenzy. The hour of the final battle has come and only the strongest will survive.

Confronting a Wolfen pack is a danger for which very few fighters are prepared. The children of Yllia are not many, yet they are incredibly strong. These savage predators run as fast as the wind and cut down their opponents with unequalled ruthlessness

ABILITIES

Abilities are capacities that certain fighters are endowed with. Some of them, known as “passive” ones, automatically apply, meaning that the player is not required to announce that he is using it. Others are known as being “active” and their use must be announced by the player.

Several abilities (Hardened, Bravery, Brutal, etc.) stipulate that a natural result of X can be rolled again. The second natural result that one gets is then added to the first one to determine the final result. Unless noted otherwise in the ability's text, a  on such a re-roll is considered to be an automatic failure.

Example: The “Brutal” ability allows a natural result of  on an Attack test to be rolled again.

A player gets a natural result of  on an Attack test for a fighter endowed with this ability. He decides to roll the die again and gets a . He therefore adds 8 (5 + 3) to the fighter's ATT to determine the final result of the test.

Some abilities (Bravery, Vivacity, Spirit of X, etc.) stipulate that a  in not an automatic failure on certain characteristic tests. In this case a  is considered to be like any other result and is added to the characteristic for the calculation of the final result.

FIGHTERS

♦ ATTENTION! ♦

The abilities marked with a * in this list cannot be acquired thanks to Stateless. If one of these is the most common ability in the army, then the Stateless fighter acquires the most common one after it (see Stateless for more details).

Additional limb (active): For each of his fighters involved in the same combat and endowed with this ability, the player must decide if he is using it or not right before making the Initiative test. If there are opponents endowed with Additional limb involved in this same combat, then the loser of the Tactical roll is the first one to announce which of his fighters will be using this ability.

A fighter using Additional limb swaps his ATT and DEF for the duration of the combat being played.

***Alliance/X (passive):** A fighter with this ability can be allied with the X people or with the X Alliance. He is then considered to be an Ally of this army (see p. 127).

Ambidextrous (passive): When a fighter with this ability succeeds a Defence test, then the attack is parried. Moreover, if the final result gotten is two or more points higher than the

final result of the attacker's Attack test, then the defender gains an additional attack die.

If the attacker's Attack test is an automatic failure, then the player controlling the Ambidextrous fighter has the following choice:

- Either he keeps his defence die;
- Or he gains an attack die that he must use in the way described below. In this case the defence die is lost.

An attack that is won thanks to Ambidextrous is immediately resolved, even if it isn't the fighter's turn to attack yet. It must be directed at the opponent who made the initial attack and cannot be combined with a master strike.

***Artefact/X (passive):** A fighter with this ability can be given X artefacts. The X value replaces the number of artefacts the fighter normally can carry (depending on his rank and status).

Assassin (passive): When an Assassin charges during the activation phase, the first Damage roll he causes in the first combat he is involved in is resolved by rolling 3d6. The player controlling the Assassin then keeps the two results of his choice to determine the roll's consequences using the Wound Table.

This bonus is acquired even if the fighter is separated from the target of his charge after fray splitting and even if he hasn't inflicted a charge penalty.

***Assault fire (active):** A fighter with this ability can fire while charging or engaging. The marksman must, however, have a line of sight onto his target at the start of his movement. The shot is resolved before the miniature is moved while respecting the following rules in the indicated order:

- The shot must be aimed at the assault's target.
- The distance between the marksman and his target must be measured before the shot is made. If the marksman is not within charging or engagement range, then the shot is not made.
- If the marksman has to make a Courage test to be able to charge his target, then the test must be made before the shot. If it is failed, then the fighter does not shoot.
- The shot is resolved with a difficulty of 7. No modifiers (movement, target Size, etc.) can change this difficulty.
- If the targeted fighter has to make a Courage test when faced with this fighter, then it must be made after the shot is resolved.

A fighter can use assault fire only once, no matter how many shots his abilities and his equipment give him the right to.

If his target is eliminated by this shot, then the fighter can redirect his assault towards a different target, but he cannot use assault fire again. In this case the same rules are used as when a fear-inspiring fighter redirects his assault after having brought his opponent to flee.

If several fighters simultaneously use assault fire against the same target, then all their shots must be resolved before the miniatures are moved. If the target is eliminated by a different shot before his is resolved, then the fighter who hasn't shot yet can redirect his assault, but his shot is lost.

Authority (passive): For every fighter endowed with this ability who is still in play, the player gets one "Authority" counter at the beginning of the approach and then at the beginning of each activation phase. These counters can be used in various ways during the approach or the activation:

- When the player has just had the lead, he can use one of these counters to immediately get it again.

Example: *Player B has just played and player A should get the lead. However, player B spends an Authority counter to keep the lead. Thus, this allows him to play twice in a row.*

- A player can use one of these counters to pass his turn when he has the lead.
- A player can use an Authority counter to prevent his opponent from passing his turn. The opponent is then forced to play immediately and loses one of his "refusals."

Example: *A group of dwarves of Mid-Nor led by Yh-Karas, the King of the Abyss, is confronting some Wolfen. The Wolfen player has the lead and has the right to pass his turn twice. He chooses to use this right a first time. Because Yh-Karas has Authority, the Mid-Nor player has a counter that he uses to force his opponent to play. The Wolfen player must therefore immediately play and can pass his turn only one more time later on.*

- A player can use such a counter to cancel one of his opponent's Authority counters as soon as it is used.

Attention! *No matter how many of a camp's fighters are endowed with this ability, each player can use only one Authority counter per turn (meaning the time during which the player has the lead). Moreover, Authority counters cannot be kept from one round to the next. All unused counters are discarded at the end of the activation phase.*

Bane/X (passive): X indicates a Character, a type of fighter, a people, an ability, a Rank, a certain status, etc. (Examples: Bane/Acheron, Bane/Elite or Bane/Faithful.) A fighter with Bane/Marksman, for example, benefits from this ability against all opponents with AIM.

When a fighter with this ability makes a Damage roll against an opponent designated by Bane, then the damage is read one line lower in the Wound Table. It is not possible to go lower than the last line in this way.

If the targeted fighter is Hard-boiled, then the effects of these two abilities on the Damage roll cancel each other out.

***Being of Darkness/X:** Beings of Darkness are bound to the Meanders of Darkness. They have the «Immunity/Fear» ability, yet they are nevertheless affected by the Hyperians' FEAR. Moreover, all fighters consider Beings of Darkness to be fear-inducing opponents, even if they have higher FEAR. The rules

on fear then apply in the usual way. Finally, a Being of Darkness cannot come under the enemy's control.

***Being of Destiny/X:** Beings of Destiny are bound to the Paths of Destiny and are endowed with the "Consciousness" ability.

***Being of Light/X:** Beings of Light are bound to the Ways of Light and are endowed with the "Righteous" ability.

***Blood brother/X (passive):** X indicates the name of a Character to whom the fighter is bound. When the two fighters are part of the same army, then both of their A.P. values (as printed on their reference cards) are reduced by 10% (rounded up to the higher integer). This reduction does not affect the cost of any individual artefacts, spells, miracles and optional special capacities. Moreover, during the battle, as long as the two fighters are within 10 cm or less of each other, they both benefit from Survival instinct. If one of the two already has this ability, then he adds 1 point to the final result of his Survival instinct rolls as long as he is within 10 cm or less of his blood brother.

Born killer (passive): In hand-to-hand combat the fighters with this ability benefit from a combat die in addition to the one they normally have the right to. Furthermore, a fighter with this ability automatically succeeds all Courage tests with a difficulty that is less than or equal to the COU he is using, even if it is transmitted to him by a commander.

Bravery (passive): For fighters with this ability, a  is not an automatic failure on Courage tests (even if this result is gotten after having re-rolled the die). A  on a Courage test can be rolled again. Moreover, when the fighter places all his combat dice in attack, he benefits from +1 on the final results of his Attack tests until the end of the combat.

Brutal (passive): A  gotten on the fighter's Attack tests can be rolled again. When a fighter with this ability charges, his force is increased by one point for this action.

Brutish charge (passive): When a fighter with this ability charges during the activation phase, he gets an additional attack die for the first combat he is involved in during this round. This die is acquired even if the fighter is separated from the target of his charge after fray splitting and even if he hasn't caused him a charge penalty.

***Bull's-eye (active):** Fighters with this ability can decide to use it once per round before making an Aim test. To be able to use Bull's-eye, the fighter must carry out no other action but firing during his activation, not even a reorientation.

If the Aim test is successfully passed, then the difference between the test's difficulty and its final result is added to the ensuing Damage roll's STR. This ability does not apply to shots made as a servant or substitute of a war machine.

Example: A marksman with an AIM of 3 and this ability fires at an opponent located within short range (difficulty 4). He gets a $\square$ on his Aim test. The test's final result is therefore 8. The Damage roll's STR is increased by 4 points: 8 (the final result) – 4 (the difficulty).

The same fighter cannot use this ability and the "Rapid reloading" special capacity during the same activation phase.

***Charging strength/X (passive):** When a fighter with this ability charges, then his STR is replaced by X. This modification applies until the end of the round, even if the fighter is separated from the target of his charge at the end of fray splitting. All modifiers bound to the various game effects apply in the usual way to this new STR.

***Colossal (passive):** A Colossal individual can endure two Wound levels more than a normal fighter. When such a fighter is Killed Outright for the first time, he is not considered to be a loss. Instead, two "Critical Wound" counters are placed on his base. If he is Killed Outright again, then a third counter is placed on his base. On the third Killed Outright the fighter is removed from the battlefield.

A Colossal fighter suffers Wound penalties in the usual way. No matter how many Critical Wounds he suffers, the Wound penalty is –3.

Concentration/X (active): Certain characteristics of fighters endowed with this ability are printed in bold type on their reference card. X indicates the total number of points the player can distribute among these characteristics in each round. These bonuses can be given at any time and not necessarily all at the same time, yet while taking into account the following restrictions:

- The increase of a characteristic can never modify a test that has already been made. If, for example, a player increases the RES of one of his fighters **after** the latter suffers a Damage roll, then the RES before the increase is used to determine the fighter's new state of health.
- A fighter's DEF and ATT can be increased at the beginning of an exchange, but not during one.

These bonuses remain valid until the end of the round.

Consciousness (passive): A fighter with this ability benefits from the following rules (the target of his action must, however, be within a radius of 20 cm or less around him):

- All enemy scouts located within 20 cm or less of him are no longer considered to be hidden.
- He can charge an opponent who is within range but outside of his field of vision.
- He can fire at a miniature that he cannot see if no obstacle (wall, tree, miniature, etc.) is blocking his projectile's trajectory.
- If he is a magician or a faithful, he can cast a spell or call a miracle onto a target that he cannot see. In this case he does not take obstacles into account, even if the effect takes on the shape of a projectile.

- He can use counter-magic or censure without seeing the fighter casting the spell (or miracle) that he is countering. He must nevertheless be within this spell's or miracle's range.

***Construct (passive):** Constructs have the "Immunity/Fear" and "Immunity/Toxic" abilities. Furthermore, when a DIS test is to be made, then the value of this characteristic is considered to be 0.

Constructs cannot benefit from the advantages provided by the "Leadership/X" ability.

Counter-attack (active): When a fighter with this ability attempts to parry an attack, the player controlling him can announce a counter-attack. This decision must be taken before the opponent makes his Attack test. There are then two possibilities:

- If the attack is successful, then the final result that the defender must get on his Defence test is two points higher than the final result of the Attack test. If a fighter already has this capacity (a Character warrior, Warrior-mage or Warrior-monk) and also has this ability printed on his reference card, then the result to get is only one point higher than the final result of the Attack test. If the Defence test is successful, the attack is parried and the defender gains one attack die.
- If the attacker's Attack test is an automatic failure, the defender gains an attack die without even having to make his Defence test. He nevertheless loses the die or dice assigned to this parry.

Attention! A player who has announced his intention to counter-attack cannot renounce it, no matter the result the attacker gets on his Attack test. If the attack fails, then the defender cannot keep his defence die and is forced to counter-attack.

An attack gained thanks to this ability is immediately resolved, even if it is not yet the fighter's turn to attack. It must target the fighter who made the attack that caused the counter-attack.

A counter-attack cannot be combined with a master strike.

***Cure/X (active):** During the maintenance phase a fighter with this ability can cure a friendly fighter in base-to-base contact with him (he can also cure himself). One d6 is rolled. The targeted fighter is cured by one Wound degree if the result on the die is equal to or greater than the X value bound to this ability. A fighter can use or benefit from this ability only once per round. A fighter with the "Fierce" ability who was Killed Outright cannot be cured in this way during the same round.

This ability cannot be used on a target with structure points.

***Cursed (passive):** A Cursed fighter cannot re-roll a roll of the dice, even if a game effect normally would allow him to do so.

Desperate (passive): When a Desperate fighter is involved in a combat against several opponents or in singular combat against an opponent whose A.P. value (as printed on his reference card) is greater than his, he benefits from a +1 on the final results of his Initiative, Attack and Defence tests.

Devotion/X (active): During his activation, a magician can acquire mana gems through a fighter in his camp endowed with Devotion/X located within a radius of 10 cm around him. No line of sight is required, but the magician must be free of any opponents.

This can be done before or after the magician has moved, disengaged or cast a spell, yet only during his activation.

If the conditions are met, then the magician can add from 1 to X mana gems (at the player's choice) of one (and only one) of the Elements he masters.

The selected fighter suffers a Damage roll of a STR equal to 5 times the number of gems recovered by the magician. For this Damage roll the victim's RES is considered to be equal to 0. Any effects that affect the results of his Damage rolls nevertheless apply in the usual way.

If the fighter is eliminated by this Damage roll, then the magician gains another additional mana gem of the same Element.

The same magician can select only one fighter with Devotion/X per round.

The same fighter endowed with Devotion/X can be selected only once per round.

Disengagement/X (passive): If a disengagement test has a difficulty higher than X, then this test is made with a difficulty of X. This ability only applies to disengagements made using INI, and not to disengagements by force.

Dodge (passive): A ☒ gotten on the fighter's Defence tests can be rolled again.

***Dreadful (passive):** When a fighter has to make a Courage test facing a Dreadful opponent or facing a group of opponents in which one fighter has this ability, then the Courage test must be made using 2d6. Only the lower natural result is then used. If the fighter benefits from an effect that allows him to roll several d6 for his Courage test and use the best result, then the two effects cancel each other out and the roll is made in the usual way with just 1d6.

This ability applies even if it is not the Dreadful fighter's FEAR that is taken into account.

Example: A guard of Alahan is charged at the same time by a Wolfen zombie (FEAR 8) and a banshee of Acheron (FEAR 7; Dreadful). In this case it's the Wolfen zombie's FEAR that is taken into account, yet the test is made using 2d6 and the Lion player must keep the lower of the two results.

***Enormous (passive):** An Enormous fighter can endure one Wound level more than a normal fighter. When such a fighter is Killed Outright for the first time, he is not considered to be a loss. Instead two "Critical Wound" counters are placed on his base. If he is Killed Outright again, he is removed from the battlefield.

An Enormous fighter suffers Wound penalties in the usual way. No matter how many Critical Wound counters there are on his base, his Wound penalty is -3.

***Ephemeral/X (passive):** During every maintenance phase 1d6 is rolled for every fighter afflicted with Ephemeral/X. On a result of X or more the fighter's Wound level worsens by one degree.

Example: An uninjured fighter becomes Lightly Wounded and a fighter with a Light Wound becomes Critically Wounded.

If the first test causes the Wound level to worsen, then the fighter immediately suffers another test in the same conditions. However, whatever the result of this second test, a third one does not follow.

An element of the game with structure points can represent a particularly fragile object and can therefore be endowed with this ability. In this case 1 S.P. is removed from it every time the result on the d6 is of X or higher.

In no way can a fighter afflicted with this ability benefit from a Regeneration/X test.

***Ethereal (passive):** Fighters endowed with this ability benefit from the following advantages:

- They have the "Immunity/Stunned" ability.
- All Wounds they are inflicted with are reduced by one degree: A Light Wound is ignored; a Serious Wound becomes a Light Wound, and a Critical Wound becomes a Serious one. Because Killed Outright is not considered to be a Wound, it is not affected by this ability.
- They never suffer charge penalties. They can, however, inflict them.
- They never suffer movement penalties caused by the nature of the ground.
- They automatically succeed all their disengagement rolls.
- They can pass through all obstacles, be they an element of the scenery or a miniature. Yet they cannot stop "in" an obstacle. If a fear-inducing Ethereal fighter moves through an enemy fighter, then the latter must make a Courage roll if he is not immune to the Ethereal fighter's FEAR.

***Exalted (passive):** A ☐ on a divination roll is not an automatic failure for an Exalted fighter, even if this result is gotten after re-rolling the first one.

Fanaticism (passive): When a fighter with this ability fails a Courage test and has to flee when he is assaulted by a fear-inspiring opponent, the player controlling him must make a Discipline test of the same difficulty as the failed Courage test. If this test is also failed, then the fighter flees. On the other hand, if this test is successfully passed, then the fighter suffers the other effects of rout, but does not flee.

When a fanatic places all his combat dice in attack, he benefits from a +1 on the final results of his Damage rolls in hand-to-hand combat until the end of the combat.

Feint (active): When a fighter with this ability succeeds an attack in hand-to-hand combat and it is not parried, then the player controlling him can choose to do a feint instead of a



normal attack. In this case, instead of making a Damage roll, the fighter causes his opponent to lose one defence or attack die.

Fencer (passive): When a Fencer's combat dice are being placed before a combat, one of them can be held in reserve by the player controlling him. This die can be used to resolve any action (attack, defence, counter-attack, master strike, etc.) during any of the combat's exchanges.

If the player uses it to defend himself, then this die is considered to be a defence die (if, for example, the opponent gets a  on his Attack test, then the die is not lost and remains in defence).

If a fighter announces sustained defence and hasn't used the die that was set aside yet, then it is automatically placed in attack.

Fencer has no effect if the fighter is affected by an effect that forces him to place all his combat dice in attack or defence.

Ferocious (passive): Results of "Stunned" (after applying modifiers) on Damage rolls in hand-to-hand combat inflicted by fighters endowed with this ability are considered to be results of "Light Wound". Opponents immune to Light Wounds are Stunned.

Fierce (passive): When a Fierce fighter is Killed Outright, he is not immediately removed from the battlefield. He continues

fighting until the next maintenance phase. Only then is his miniature removed. During this time interval he is subject to the following rules:

- His Wound level is considered to be a Critical Wound and he suffers the penalties bound to this state.
- He cannot be healed.
- He cannot be sacrificed (some game effects require the sacrifice of a fighter in order to have an effect).

Because a Fierce fighter is not immediately removed from the battlefield, the opponents in base-to-base contact with him cannot make pursuit movements in the normal conditions, even if they manage to inflict him with Killed Outright. On the other hand, a Fierce fighter who was Killed Outright can perform pursuit movements in the normal conditions.

Fine blade (passive): A fighter endowed with this ability does not consider a  on an Attack test to be an automatic failure (even if this result is gotten after re-rolling the first result).

***Flight (passive):** See p. 38.

Focus (passive): A magician with this ability can re-roll a  on his incantation rolls.

***Gigantic (passive):** A Gigantic fighter can endure three Wound levels more than a normal fighter. When such a fighter is Killed Outright for the first time, then he is not considered to be a loss. Instead, two "Critical Wound" counters are placed on his base, and then a third and a fourth one if he is Killed Outright a second and third time. On the fourth Killed Outright the fighter is finally removed from the battlefield.

A Gigantic fighter suffers Wound penalties in the normal way. Whatever the number of Critical Wound counters on his base, the maximum Wound penalty is -3.

Harassment (active): A fighter with this ability can either:

- Fire and then run.
- Walk, run, and then walk again.

On the other hand, he cannot fire after having run.

Hard-boiled (passive): When a Hard-boiled fighter suffers a Damage roll, the result is to be read one line higher up in the Wound Table, even if the result indicates Killed Outright. It is not possible to go higher than the first line in the table in this way. Yet this ability has no effect if the Damage roll's result is a double . Furthermore, when a Hard-boiled fighter is charged, his force is increased by one point.

Hardened (passive): A  gotten on all of the fighter's Initiative, Attack, Defence, Aim, Courage and Discipline tests can be rolled again.

***Hyperian (passive):** Hyperians benefit from the "Alliance/Cynwälls" and "Immunity/Fear" abilities. Moreover, all fight-

ers from peoples of the Meanders of Darkness (even the Living-dead), as well as Elementals and Immortals of Darkness, consider Hyperians to be fear-inducing opponents, even if their FEAR is greater than the Hyperian's COU.

When facing a Hyperian, a fear-inducing fighter considers his Fear to be Courage and the Hyperian's Courage to be Fear. The rules on fear then apply in the usual way.

This faculty is not transmitted by leadership.

In no way can fighters from the Meanders of Darkness, as well as Elementals and Immortals of Darkness, benefit from the "Hyperian" ability.

***Iconoclast (passive):** See p. 97.

Illuminated (passive): A ☒ can be re-rolled on divination rolls made for fighters with this ability.

***Immortal (passive):** The gods themselves cannot manifest themselves on Aarklash, but the celestial and abyssal legions are here to prove that the legends really are true.

The Immortals are split into groups like the Alliances: The Ways of Light, the Paths of Destiny and the Meanders of Darkness. A given army can only include Immortals that follow the same path as it does. An Immortal can join an army in two ways:

- He is summoned **before** the battle: In this case the A.P. cost printed on his reference card is to be paid when the army is built.
- He is summoned **during** the battle by a faithful who has the appropriate miracle.

There are three circles that symbolise the power and the place of the Immortals in the divine hierarchy. The closer an Immortal's circle is to the heart of Creation, the harder it is to summon him. Each Immortal has one of the abilities below. For each one, X corresponds to the circle the fighter comes from.

The *third circle* includes minor beings, servants to the celestial or demonic powers.

The *second circle* is made up of fighters of the legions that would flood Aarklash if the gods should return among mortals.

And finally, the *first circle* is made up of the most powerful and respected beings of the forbidden spheres. Their powers defy imagination...

All Immortals have the "Immunity/Toxic" ability.

***Immunity/X (passive):** Immunities are magical or natural properties that protect certain fighters. A fighter with this ability does not fear the effects of X or Wounds located in the X zone of the Wound Table.

Examples:

- *Immunity/Fear:* The fighter is immune to all forms of fear.
- *Immunity/Fire:* The fighter is immune to the effects of spells cast using only gems of Fire (the gems used to improve mastery of the spell are not counted).

• *Immunity/Head:* The fighter ignores all Damage rolls located at the head.

• *Immunity/Exceptional Wounds:* The fighter ignores all Damage rolls whose natural result is a double.

• *Immunity/Master strike:* The fighter considers master strikes aimed at him to be normal attacks.

• *Immunity/Encumbered or impassable ground:* The fighter considers the specified type of ground to be normal ground.

Implacable/X (active): A fighter with this ability can carry out up to X pursuit movements in addition to the one he normally has the right to during the same combat phase.

Infiltration/X (passive): This ability is to be activated right before the Tactical roll of the first round of the game. The fighter can be moved a maximum distance of X cm. This movement is made at altitude level 0 and in any direction. It does not allow an opponent to be engaged, but it can lead the fighter to leave his deployment zone and even to enter that of the enemy.

***Insensitive/X (passive):** When a fighter with this ability is targeted by an enemy spell or miracle (or when he is within its area of effect), the player controlling him must roll 1d6. On a result of X or more the fighter does not suffer its effects. This does not mean that the spell's or miracle's effects are cancelled, but simply that the fighter is insensitive to them.

Instinctive firing (passive): When a fighter with this ability moves and fires (or vice versa) during his activation, then the difficulty of his Aim tests is not increased. Moreover, when such a fighter makes a distribution test when firing into a fray, he hits a fighter in his camp only on a ☐. On a ☐ or ☐ he does not hit anyone.

This ability does not work when the fighter is acting as a war machine's substitute and his AIM is used to fire with the machine.

***Leadership/X (passive):** The role of commanders is explained on page 66. Moreover, when a player does his Tactical roll using a commander's DIS, he rolls 2d6 and keeps the result of his choice.

Reminder: Musicians and standard-bearers are not commanders.

Leap (active): A fighter endowed with this ability can make up to two leaps during any movement made in the activation phase. Though it is an active ability, Leap can be used by a fighter in rout. A fighter can make a leap during a pursuit movement only if he hasn't already made two leaps in the round.

When making a leap, a fighter can fully ignore the presence of certain obstacles (elements of the scenery or other fighters) and move over them without any penalties, depending on his Size.

1. Clearable height

Other fighters: A fighter can leap over miniatures of his Size or smaller.

Elements of the scenery: The clearable height of elements of the scenery is evaluated in centimetres depending on the Size of the fighter who is leaping:

- Small Size: 2 cm
- Medium Size: 3 cm
- Large Size: 5 cm
- Enormous: 10 cm
- Colossal: 15 cm
- Gigantic: 20 cm

2. Clearable distance

An obstacle can be leapt over in only two cases:

- The distance to be cleared by the leap over the obstacle is shorter than the MOV of the fighter who is leaping (MOV/2 when making a pursuit movement).
- The fighter can get a foothold on top of the obstacle (to do so, the obstacle's surface must be at least as big as his base).

In any other situation it is impossible to leap.

Leaping over an obstacle must never bring the fighter to exceed his movement potential. If this should happen, then his movement ends **in front of** the obstacle.

***Living-dead (passive):** The Living-dead benefit from the "Immunity/Toxic" and "Immunity/Fear" abilities, yet they are affected by the FEAR caused by Hyperians. Moreover, all fighters consider the Living-dead to be fear-inspiring opponents, even if they have a higher FEAR. The rules on fear then apply in the usual way.

When a test using a Living-dead fighter's DIS has to be made, then this value is considered to be equal to zero (DIS 0).

Apart from exceptions, a Living-dead fighter can only benefit from the advantages provided by the Leadership/X of other Living-dead fighters.

Loved by the gods (passive): A ☐☐, ☐☐ or ☐☐ gotten on all of the fighter's Initiative, Attack, Defence, Aim, Courage and Discipline tests can be rolled again.

***Loyal/X (passive):** See p. 98.

Luck (active): The use of this ability can be announced once per round, right after an Initiative, Attack, Defence, Aim, Courage, Discipline, Power or divination test made with the fighter who has it. The test is then cancelled and rolled again. All modifiers that affected the first roll also apply to the second one (number of dice rolled, bonuses, penalties, etc.).

It cannot be rolled again in any way, no matter the new result.

Martyr/X (active): During his activation, a faithful can get T.F. points thanks to a Martyr in his camp. The latter must be within 10 cm or less of the faithful. No line of sight is required, but the faithful must be free of any opponents. This rite can be

performed before or after the faithful has moved, disengaged or called a miracle, but only during his activation, not during the combat phase.

If all these conditions are met, then the faithful can receive from 1 to X T.F. points (at the player's choice and where X is equal to the value bound to the ability).

The selected Martyr suffers a Damage roll with a STR equal to 5 times the number of transmitted T.F. points. For this Damage roll the victim's RES is considered to be equal to 0, no matter the effects he benefits from. Effects that affect the results of Damage rolls nevertheless apply as usual.

If the Martyr is eliminated by the Damage roll, then the faithful gains one additional T.F. point.

The same faithful can select only one fighter with Martyr/X per round.

The same fighter endowed with Martyr/X can be selected only once per round.

Master archer/crossbowman (passive): Fighters with one of these abilities can make an additional shot during their activation.

Master strike/X (active): If several of a fighter's combat dice are placed in attack, then some can be grouped together to strike a stronger blow. When it is this fighter's turn to attack, the player can sacrifice two attack dice to attempt only one (this counts as only one attack). Only one die is rolled for this attack. If it is not parried, the STR of the Damage roll it causes is increased by a number of points equal to the ATT that the fighter has at the moment that the test is made. This bonus can be lower than the value printed on the reference card (for example when a fighter as a penalty on his ATT), but in no way can it be higher.

The Damage roll's STR is also increased by X points. If there is no X value bound to Master strike, then X is equal to 0.

Example: *Kahinir the Savage (ATT 4; STR 7; Master strike/5) is attempting a Master strike. For the Attack roll he benefits from a bonus of +2 in ATT thanks to a spell, thus making it become 6. The attack is successful and the player makes a Damage roll. Its STR is calculated in the following way: Kahinir's STR + Kahinir's ATT + the X value of the "Master strike/X" ability. Because the bonus provided by ATT cannot be higher than its value printed on the reference card, it is only of 4 (even though Kahinir made his Attack test with an ATT value of 6). The total STR of the Damage roll is therefore 16 (7 + 4 + 5).*

This ability allows a fighter to use more attack dice than he has opponents during the same exchange.

Example: *A Uren's son (Master strike/2) is in contact with two opponents and has three attack dice available. During an exchange he can make one normal attack against one of his opponents and group his two other dice together to do a master strike against the second one.*

The use of this ability takes precedence over the rule that forces a fighter to make an attack against each one of his opponents if he is able to do so.

Example: A Uren's son (Master strike/2) is in contact with two opponents. He has two attack dice and one defence die. If he makes two normal attacks, he must make one against each of his two opponents. On the other hand, he is allowed to use his 2 attack dice for a master strike against just one of his two opponents.

***Mastery of the arcana (active):** When a magician endowed with this ability does not have the mana required to cast a spell, he can temporarily reduce his POW to acquire the missing magic energy. Every point less in POW provides him with one of the required mana gems. A magician cannot use this ability to reduce his POW to less than 1. The reduction of the magician's POW only lasts as long as the incantation. Once it is done the POW returns to its normal level.

A magician cannot use this ability as long as he has the mana needed to cast the spell in his own mana reserve. On the other hand, if the magician has an artefact that can supply him with mana or if he has any other way of getting some (spell, active mana source, etc.), then he can still choose to use Mastery of the arcana instead of using these.

Only the gems that the magician is missing can be acquired in this way. If the magician has some of the required gems in his reserve, then he must use them.

When this ability is active, it is impossible to improve the mastery of the incantation by spending mana. However, if the magician benefits from an effect that allows him to improve the mastery of the spell in another way, then it applies as usual.

Only the gems needed to cast the spell can be acquired in this way. If additional gems can or must be used to increase the spell's effects, then they cannot be acquired by using Mastery of the arcana.

The same magician can use this ability only once per round.

Example: Magnus the Mystical has four gems of Earth and one gem of Water in his reserve. Yet the "Khor catalyser" spell requires two gems of Earth and two of Water. Magnus is therefore missing one gem of Water to be able to cast it. Being a pure magician Character, he can use the "Mastery of the arcana" ability to cast his spell. Magnus's POW is reduced by one point and goes from 5 to 4. This sacrifice allows him to get the missing gem of Water.

However, though he still has two gems of Earth left in his reserve after having withdrawn the required gems, using Mastery of the arcana forbids him from sacrificing them to improve his mastery of the spell. The incantation test is therefore made with a single die and a POW of 4.

***Mechanic/X (passive):** At the end of each round, during the maintenance phase, a mechanic can attempt to repair the machine to which he is bound. To do so, he must be in contact with it and not be in contact with any opponents. The player controlling him rolls 1d6: if the result is of X or higher, then the machine recovers 1 S.P. On a 1 the mechanic just makes things worse and the machine loses one additional S.P. A mechanic cannot attempt to repair a different machine than the one he was deployed with. No matter how many mechanics are in contact with its base, a war machine can be the object of only one repair attempt per round, be it successful or not.

***Mercenary (passive):** A Mercenary can fight by the side of any army. He is then considered to be an Ally unless he is fighting for his people of origin.

Minelayer (active): When he is deployed, a Minelayer has two counters: a Trap and a Decoy. These counters can be placed faced down within 20 cm or less of the war machine to which the fighter is bound. It is nevertheless forbidden to place such a counter within less than 6 cm of an enemy miniature unless it is outside of its deployment zone.

If, during the game, a miniature (friend of foe) comes within 5 cm or less of one of these counters, it is turned over.

If it is a decoy, nothing happens.

If it is a Trap, it explodes. All fighters whose base is located even partially within a radius of 10 cm around the counter suffer a Damage roll (STR 6). If several counters are triggered by the same miniature, then their effects must be resolved one after the other. A trap cannot be triggered in any other way. If it is triggered by a fighter making a movement, then his movement is interrupted to make the Damage roll. If the fighter survives this test, he can finish his movement.

Mutagenic/X (active): The "Mutagenic/X" ability allows fighters endowed with it to benefit from bonuses in certain characteristics. Its use is regulated in the following way.

1. Calculation of the number of Mutagenic/X dice

At the beginning of each round, before the Tactical roll, for every even incomplete 100 A.P. of fighters in his camp who



are still in play and who have this ability (including capacities, spells, miracles and artefacts), the player controlling them gets one Mutagenic/X die.

Example: A Scorpion player has the following fighters in his army:

- Kayl Kartan (Mutagenic/1): 56 A.P.
- + The Skull of Souls (artefact): 17 A.P.
- + Suspect injection (spell): 18 A.P.
- 2 Keratis warriors (Mutagenic/1): 66 A.P.
- 3 clones of Dirz (Mutagenic/-1): 33 A.P.
- 1 tiger of Dirz: 51 A.P.

When calculating the A.P. total of fighters endowed with Mutagenic/X, Kayl Kartan's artefact and spell are counted, for they belong to a fighter endowed with this ability. On the other hand, the tiger of Dirz does not have it, so he is not included in the calculation. The total is therefore $56 + 17 + 18 + 66 + 33 = 190$ A.P. This represents two incomplete segments of 100 A.P., meaning 2 Mutagenic/X dice.

2. Assigning the Mutagenic/X dice

Once the number of dice has been calculated, the player must immediately assign each die to one of his fighters endowed with Mutagenic/X. The same fighter can benefit from only one Mutagenic/X die per round (apart from exceptions bound to a particular effect).

Example: The Scorpion player has 2 Mutagenic/X dice available. The tiger of Dirz cannot get one since he does not have the «Mutagenic/X» ability. The player chooses a Keratis warrior and a clone of Dirz.

3. Determining the Mutagenic/X bonus

The dice thus assigned represent a potential bonus that can be added to certain characteristics of the fighters benefiting from them. From the moment that a Mutagenic/X die has been assigned to a fighter, the player can roll it at any time during the round being played to determine the bonus provided. To calculate this bonus the roll's natural result is modified by the X value bound to the fighter's "Mutagenic/X" ability.

Attention! When a Mutagenic/X die is rolled to determine the bonus, a  is considered to be an automatic failure, but a  cannot be rolled again.

The final result indicates the number of points that can be used to increase certain of the fighter's characteristics.

Example: At the moment that his clone of Dirz is activated, the Scorpion player decides to roll his Mutagenic/X die. He gets a . Because the clone's Mutagenic/X value is -1, the final result is a bonus of one point ($2 - 1 = 1$). The player could also roll the Keratis warrior's die at the same time, yet he prefers waiting to keep his opponent wondering what he is up to.

4. Characteristics that can be increased and maximum bonus

The bonus points thus obtained can be used to increase MOV, INI, ATT, STR, DEF and RES. The maximum number of Mutagenic/X points that can be added to the same characteristic is equal to 2 plus the X value of the fighter's Mutagenic/X ability if it is positive.

Example: With Mutagenic/-1 the clone of Dirz can assign a maximum of two bonus points to the same characteristic. A Keratis warrior, on the other hand, has Mutagenic/1. He can therefore add up to three bonus points to the same characteristic.

5. Distribution of bonus points

Once the global amount of bonus points has been determined for a fighter, they can be used at any time by the player while respecting the following conditions:

- In no way can the increase of a characteristic modify a test that has already been made.
- A fighter's DEF and ATT can be increased before an exchange, but not during one.

Example: During the combat phase a clone of Dirz encounters a soldier of the plains. At the beginning of the first exchange the Scorpion player decides to use the clone's only bonus point to increase his ATT from 2 to 3.

The next combat opposes the Keratis warrior to a Khor warrior. The Keratis wins the Initiative test against his opponent, and right after the Dwarf player has placed his combat dice into attack and defence the Scorpion player decides to roll his Mutagenic/X die. He gets a  that, when added to the Keratis's Mutagenic/X value (Mutagenic/1), gives him a global bonus of 6 points. At the beginning of the first exchange the Scorpion player increases the Keratis's ATT by 2 points. His first attack succeeds and the Khor does not manage to defend himself. Before proceeding with the Damage roll the Scorpion player increases the Keratis's STR by 3 points (which is the maximum allowed seeing his Mutagenic/X value). The blow is not enough to kill the Khor, who strikes back and succeeds his attack. Before his opponent makes his Damage roll, the Scorpion player uses his last Mutagenic/X point to increase the Keratis's RES.

6. Duration of the modifications

The modification of characteristics thanks to Mutagenic/X lasts until the end of the round being played. At the time out phase the unused Mutagenic/X dice and points are lost.

***Negation (passive):** A fighter with this ability does not have to see his target when using censure or counter-magic.

Parade (passive): A fighter with this ability does not consider a  to be an automatic failure on his Defence tests (even if this result is gotten after re-rolling the first one).

***Pariah (passive):** A Pariah cannot benefit from the effects of Leadership/X of a fighter who is not also a Pariah. If a player

does his Tactical roll using a Pariah commander's DIS, then he rolls 2d6 only if all the fighters in his army (except Allies, Mercenaries, Stateless fighters, Familiars, Elementals and summoned fighters) are also Pariahs.

***Personal enemy/X (passive):** X represents the name of a Character hated by the fighter. If the latter inflicts X with a Damage roll that causes him to be Killed Outright, then his Wound level heals by one degree. He also gains an ability chosen among the following:

- Fierce
- Authority
- Rallying cry
- Implacable/1
- Survival instinct

An ability that the fighter already has cannot be chosen. Once a fighter has gained one of these abilities, he benefits from it until the end of the game.

The bonuses bound to this ability are not acquired as long as the enemy fighter is still on the battlefield (thanks to the "Fierce" ability, for example).

***Piety/X (active):** The faithful endowed with this ability can keep up to X T.F. points from one round to the next if they have any left in their reserve when calculating their new T.F.

The points held in reserve cannot be accumulated from one round to the next!

Example: At the beginning of the first round's mystic phase, a faithful with "Piety/2" has three T.F. points in reserve. He keeps two of them for the next round. When calculating his T.F. he therefore adds two points to his reserve.

At the beginning of the second round's mystic phase, the faithful has four T.F. points in his reserve and keeps two of them for the third round. When calculating his T.F. he adds two to his reserve (and not four).

Possessed (passive): A Possessed fighter considers the penalties bound to Wounds to be one degree lower. Thus, a Light Wound does not inflict him with a penalty, a Serious Wound inflicts him with the penalties of a Light Wound, and a Critical Wound inflicts him with those of a Serious Wound. This ability does not affect the effects of the states of "Stunned" and "Killed Outright." A Possessed fighter who is both Stunned and with a Light Wound therefore suffers the penalties caused by the state of "Stunned."

Precision (passive): A fighter with this ability can re-roll natural results of $\square$ on his Aim tests.

***Predictable (passive):** The reference card of a fighter endowed with this ability is always placed with its face up in the activation sequence of the player controlling him, and not with its face hidden. If this card is placed in reserve, then it must also remain with its face visible.



Rallying cry (active): This ability can be used once per game per fighter who is endowed with it. The player using it can announce it at the beginning of any strategic phase. Rallying cry affects all the fighters in the camp of the one using it in two ways:

- They are immediately and automatically rallied if they are in rout.
- They benefit from a +1 on the final result of their Courage tests until the end of the round.

Rapidity (active): A fighter with this ability can triple his MOV instead of doubling it when he charges, runs or flees. Though it is an active ability, Rapidity can be used by a fighter in rout. The use of this ability is decided by the player controlling the miniature, even if it is fleeing.

***Recovery/X (passive):** During every mystic phase, after his mana recovery roll and whatever its result, the magician additionally recovers a number of gems equal to X. These gems must be of an Element that he masters. This ability does not allow a magician to have more gems than the maximum authorised by his mana reserve.

Reflexes (passive): A fighter with this ability can re-roll natural results of $\square$ on his Initiative tests.

Regeneration/X (passive): During every maintenance phase 1d6 is rolled for every Wounded fighter who has Regeneration/X. On a result of X or higher the fighter's Wound level is improved by one degree.

Example: A Critical Wound becomes a Serious Wound.

If the test is successfully passed, then the fighter can immediately make another Regeneration/X test in the same conditions. However, whatever the result of this test, it does not cause a third attempt.

In no way can a fighter who was Killed Outright benefit from Regeneration/X, even if he is still on the battlefield thanks to a game effect of any kind (such as Fierce).

***Reinforcement (passive):** When a fighter with this ability is eliminated, his miniature must be placed next to the battlefield (unless the effect that eliminated him specifies that he is “removed from the game”). The group thus formed is called *reinforcements*. If several camps have fighters with this ability, then each one has its own reinforcements.

During each maintenance phase the players with reinforcements roll 1d6. The result affects the reinforcement fighter with the lowest strategic value (in A.P.):

☐ or ☐: The fighter is removed from the reinforcements. He is not removed from the game, but he can no longer be affected by a reinforcement test.

☐ or ☐: No effect.

☐ or ☐: The fighter returns to the battlefield. He is immediately placed at a maximum distance of 10 cm from another fighter in his camp and cannot be placed into contact with an opponent.

A fighter who returns to the game thanks to Reinforcement is without spells, miracles and artefacts. He does not either have mana gems or T.F. points. Also, all effects that were affecting him when he was killed are dissipated.

Reorientation (active): A fighter with this ability can freely reorient himself at the beginning of any phase of the game. This reorientation is not considered to be a movement. This ability cannot be used when the fighter is in base-to-base contact with an opponent.

Resolution/X (active): The use of this ability can be announced once per round, right before an INI, ATT, DEF or COU test made for the fighter endowed with it. The test's final result is increased by X points.

Righteous (passive): The Righteous have Immunity/Fear and in no way can they come under control of an enemy. Furthermore, when a Righteous fighter places all his combat dice in attack he benefits from +1 on the final results of his Attack tests until the end of the combat. This bonus cannot be cumulated with the one provided by Bravery.

Rigour (passive): A ☐ on Discipline tests made for a fighter with this ability is not an automatic failure (even if this result is gotten after rolling the first one again).

***Ruthless (passive):** A fighter with this ability always inflicts charge penalties on his opponents, even after an engagement (including after a pursuit movement), and even if his force is lower than his opponent's.

This ability has no effect against opponents with the “Steadfast” ability.

***Sapper/X (active):** For every Sapper bound to a war machine, a barricade can be placed within 20 cm or less of the machine. The barricade's dimensions are the same as those of a cavalry base and this object is considered to be an obstacle of Small Size (with a height of 2 cm). A barricade can be destroyed. It has a RES of 10 and the X value bound to this ability indicates its number of S.P.

Scout (passive): During deployment, Scouts can be placed anywhere on the battlefield, even outside of their camp's deployment zone or in that of their opponents.

Yet it is not permitted to deploy a Scout within less than 10 cm of an opponent. The opposite is, however, permitted, but it is forbidden to place a fighter directly into contact with a Scout.

If, at the end of deployment, a Scout is further than 10 cm from any opponent, then he is considered to be hidden. As long as a Scout remains hidden he cannot be the direct target of any effects (assault, shot, spell, miracle, etc.). He can nevertheless be affected by zone effects.

A Scout is no longer considered to be hidden as soon as an enemy ends his activation within a radius of 10 cm around him. A fighter who spots a Scout in this way cannot target him immediately, yet a different fighter who is activated later on (even during the same turn being played) can do so. A Scout is also spotted if he does one of the following actions:

- Assault
- Fire
- Cast a spell
- Call a miracle
- Use the “Rallying cry” ability

Leadership/X applies as usual, even if the fighter endowed with it is a hidden Scout.

***Selenite (passive):** Selenites master Water in addition to the Elements that they can call on. They are also endowed with the “Alliance/Wolfen” ability. Furthermore, they benefit from mysterious gifts whose nature depends on the phases of Yllia, the moon in the world of *Confrontation*. At the beginning of the game the player controlling the Selenite must roll 1d6. Depending on the result, he benefits from certain bonuses until the end of the game:

☐ or ☐: **Lunar crescent:** No modifier.

☐ or ☐: **Half moon:** +1 in INI.

☐ or ☐: **Gibbous moon:** +1 in COU/FEAR and DIS.

☐ or ☐: **Full moon:** “Possessed” or “Born killer” ability **and** +1 in POW **or** +1 in DIS.

Sequence/X (active): A fighter with Sequence/X can acquire additional combat dice. This ability can be activated as soon as the player controlling the fighter places his combat dice. Each additional die thus acquired reduces the fighter's ATT and DEF by 2 points each. X determines the maximum number of additional combat dice that can be acquired thanks to this ability.

The modifications caused by this ability only last for the combat being fought. If he participates in another combat during the same round, then the fighter can use Sequence/X again.

Note: If no value is bound to this ability on the fighter's reference card, it is considered to be Sequence/1.

Sharp shooter (passive): A  on Aim tests made by fighters with this ability is not an automatic failure (even if this result is gotten after re-rolling the first one). This ability cannot be used when the fighter endowed with it is a war machine's substitute and his AIM is used for a shot made by the machine.

***Spirit of X (passive):** X represents one of the six Elements that regulate the use of magic. If a magician with this ability attempts to cast a spell that requires gems of X, then a  is not considered to be a failure on the incantation test (even if this result is gotten after re-rolling the first one). This ability does not apply if the spell requires another Element than X. On the other hand, the gems used to improve mastery can be of other Elements.

Stateless (passive): A Stateless fighter can join any army. He is then considered to be an Ally (see p. 127). He integrates so well that he acquires the most common ability among his companions-in-arms. The number of fighters with this ability is used to determine which one it is, not their A.P. value.

If several abilities are equally common in the army, then the player controlling the Stateless fighter chooses one of them. If this ability is bound to a value, then the Stateless fighter gets the most common one.

Attention! The abilities marked with a * cannot be acquired by Stateless fighters.

***Steadfast (passive):** A fighter with this ability never suffers charge penalties, not even those that an opponent endowed with the "Ruthless" ability would inflict him with.

Strategist (passive): A fighter with this ability can re-roll natural results of  on his Discipline tests. This effect is not transmitted by leadership.

***Summoner/X (passive):** A fighter with this ability benefits from a modifier of X in the total force of summoned creatures that he can control. This modifier can be positive or negative.

Example: A pure magician Character of "Adept" rank can control summoned creatures as long as their total force is not more than 5. If he has the "Summoner/+1" ability, then this limit becomes 6.

Survival instinct (passive): Before every Damage roll inflicted on a fighter who has this ability, the player controlling him rolls 1d6. On a  the Damage roll is cancelled.

***Target/X (passive):** If a fighter with this ability is chosen to be the direct target of an enemy marksman, then the X value bound to this ability modifies the AIM test's difficulty. This can be a positive modifier that increases the difficulty or a negative one that reduces it.

***Thaumaturgist (passive):** When a faithful Thaumaturgist reaches the level of Light Wound, his aura of faith is increased by 5 cm in relation to its initial value. When he is Seriously Wounded, then it is increased by 10 cm, and it increases by 15 cm when he is Critically Wounded. If the faithful is healed, then his aura of faith is adjusted accordingly.

Toxic/X (passive): Many creatures have toxic substances capable of neutralising their victims.

1. Calculation of the number of Toxic/X dice

At the beginning of each round, before the Tactical roll, for every even incomplete 100 A.P. of fighters in his camp who are still in play and who have this ability (including capacities, spells, miracles and artefacts), the player controlling them gets one Toxic/X die.

Example: A Mid-Nor player has the following fighters in his army:

- Kanizhar the Cannibal (Toxic/2): 68 A.P.
- + Scimitar of the Abyss (artefact): 8 A.P.
- 3 incubuses of the Despot (Toxic/1): 75 A.P.
- 4 warriors of the Abyss: 40 A.P.

When calculating the A.P. total of fighters endowed with Toxic/X, Kanizhar's artefact is counted, for it belongs to a fighter endowed with this ability. On the other hand the warriors of the Abyss do not have it, so they are not included in the calculation. The total is therefore $68 + 8 + 75 = 151$ A.P. This represents two incomplete segments of 100 A.P., meaning two Toxic/X dice.

2. Assigning the Toxic/X dice

Once the number of dice has been calculated, the player must immediately assign each die to one of his fighters endowed with Toxic/X. The same fighter can benefit from only one Toxic/X die per round (apart from exceptions bound to a particular effect).

Example: The Mid-Nor player has 2 Toxic/X dice available. The warriors of the Abyss cannot get any since they do not have the "Toxic/X" ability. The player chooses Kanizhar and an incubus of the Despot.

3. Effects of the Toxic/X dice

When a fighter benefits from a Toxic/X die, the player controlling him can choose one of his shots or one of his attacks to be toxic. This choice is to be announced before the corresponding characteristic test is made (in the case of an attack, this must be done before the opponent has announced if he is defending himself or not).



If the test is failed or if no Wound is inflicted, then the Toxic/X die is lost. If this shot or attack inflicts a Wound (Stunned is not a Wound), then the player immediately makes a second Damage roll against the same target. For this new test the attack's STR is equal to X and the targeted fighter's RES is considered to be equal to 0, no matter the effects from which he benefits. Yet effects that affect the results of Damage rolls nevertheless apply in the usual way.

Example: During the combat phase Kanizhar is fighting a Kelt warrior. Before making his first attack, the player controlling him announces that this attack will be toxic. The attack succeeds and is not parried. The Mid-Nor player inflicts his opponent with a Damage roll and the result indicates a Serious Wound. Because this attack is toxic, the Mid-Nor player immediately does another Damage roll against the same Kelt warrior. The STR used for this test is equal to Kanizhar's Toxic/X value, meaning 2, and the Kelt's RES is considered to be 0. This second test inflicts the Kelt with a Serious Wound, so he goes from being Seriously Wounded to being Critically Wounded.

4. Limitations of the effects of Toxic/X

A Damage test inflicted by Toxic/X never benefits from effects that apply to the fighter's regular attacks. If, for example, he is under the influence of a spell that allows him to increase his STR, then this effect only applies to the first Damage roll and not to the one caused by Toxic/X.

The Living-dead, Constructs and Immortals are immune to the effects of this ability.

5. Duration of the effects of Toxic/X

A Toxic/X die's effects only apply to the first Damage roll caused by the chosen attack or shot. At the end of the round, during the time out phase, all unused Toxic/X dice are discarded.

Vivacity (passive): A  on Initiative tests made for fighters with this ability is not an automatic failure (even if this result is gotten after re-rolling the first one).

***Vulnerable (passive):** The gravity of the Wounds suffered (after applying modifiers) by a fighter with this ability is worsened by one degree. A Light Wound becomes a Serious Wound, a Serious Wound becomes a Critical one, and a Critical Wound become Killed Outright. The results of "-" and "Stunned" are not affected.

War cry/X (passive): When a fighter with this ability charges an opponent, his COU is replaced by FEAR equal to X for the duration of the charge. The rules on fear then apply with certain particular consequences:

- If the fighter with War cry/X has to make a Courage test (when facing an opponent with higher FEAR or a Living-dead fighter, for example), then he can use the X value instead of his COU.

- If the opponent being charged has a FEAR that is the same or lower than the charging fighter's, then the latter is made immune to this value as if he had just passed a Courage test of the same difficulty.

War fury (active): For each of his fighters endowed with War fury involved in the same combat, the player must decide if he is using this ability or not **before** the Initiative test is made. If opponents endowed with this ability are involved in the same combat, then the loser of the Tactical roll is the first one to announce which of his fighters are using War fury.

A fighter who throws himself into this state of fury benefits from an additional die in hand-to-hand combat, but all his dice are automatically placed in attack. If a fighter uses this ability, then its effects apply until the end of the round, even if the fighter takes part in a different fray after a pursuit movement.

A fighter who is forced to place all or some of his combat dice in defence cannot use War fury.

***War-horse (passive):** A fighter with this ability benefits from an additional combat die in hand-to-hand combat, unless he has charged in the same round.

***Warrior-mage (passive):** In addition to the special rules detailed in the chapters on Incantation and Building an Army, Warrior-mages benefit from the "Counter-attack" ability.

***Warrior-monk (passive):** In addition to the special rules detailed in the chapters on Divination and Building an Army, Warrior-monks benefit from the "Counter-attack" ability.

***Wild/X (passive):** A fighter with this ability benefits from +1 on the final results of his INI, ATT and DEF tests as long as he is at a distance of X cm or more from any friendly fighters.



WAR MACHINES

***Irrepressible (passive):** When an Irrepressible war machine moves a distance greater than its MOV (in cm) and it hasn't been brought to a standstill at the end of its movement, a counter is to be placed near its base to indicate that it has gathered speed. This counter remains there from one round to the next and is removed only when the machine stops or moves a distance equal to its MOV or less.

A machine that has gathered speed cannot be assaulted from the sides or from behind except by opponents whose individual STR when making the assault is equal to or higher than the machine's RES.

If the machine is charged from in front when it has gathered speed, it does not suffer any charge penalties.

If an Irrepressible war machine has a speed counter during its activation, then it can only be reoriented by making curves.

An Irrepressible war machine can come to a stop at any time during its activation. However, once it has stopped, it can no longer move during that same activation phase.

A machine that ends the round in contact with an opponent does not benefit from a speed counter in the following round. It is considered to be in hand-to-hand combat.

***Impact/X (passive):** When a war machine with this ability makes an assault, the miniatures with which it comes into contact suffer a Damage roll whose STR varies depending on the distance the machine covered before the impact.

1. Calculation of the impact's STR

This STR is equal to the X value bound to the ability multiplied by the number of (even incomplete) segments of 10 cm moved by the machine. The distance to be taken into account is that between the machine's point of departure and the first miniature it hits.

Example: A chariot (*Impact/3*) charges an opponent by moving a distance of 23 cm, meaning 3 segments of 10 cm. The impact's STR is therefore $3 \times 3 = 9$.

If the war machine is Irrepressible and has a speed counter during its activation, then it is considered to have moved a distance equal to its MOV $\times 2$ at the moment of impact.

Example: A chariot has a MOV of 20, as well as the "*Impact/3*" and "*Irrepressible*" abilities. When its charge is announced it has a speed counter. So no matter the true distance between it and its target, it is considered to be moving a distance equal to its MOV $\times 2$, meaning 40 cm. The chariot therefore covers 4 segments of 10 cm and the impact's STR is equal to $4 \times 3 = 12$.

2. Who suffers the impact?

Only miniatures in contact with the front of the machine suffer the impact.

If a war machine with *Impact/X* has gathered speed thanks to *Irrepressible* and is assaulted from the front, then the assailant immediately suffers the impact.

3. Damage caused by the impact

The Damage rolls caused by the impact are made as soon as the machine comes into contact with its target. If the miniatures in contact with the front of the machine are Killed Outright or destroyed by the impact, then the war machine can choose to either continue its movement or to stop. If it continues its movement, then this does not count as a pursuit movement. If, when continuing its movement, it meets another miniature, then this miniature also suffers a Damage roll with the same STR as the first Impact.

Special case: If two war machines with *Impact/X* crash into each other head-on, then there are two possibilities.

- If the assaulted machine does not have a speed counter (thanks to *Irrepressible*), then it is the only one to suffer a Damage roll caused by the impact.
- If the assaulted machine has a speed counter, then both machines suffer a Damage roll.

***Inalterable (passive):** A fighter with this ability cannot be personally affected by other game effects than hand-to-hand combat attacks or shots. Spells, miracles or any other aptitudes have no effect on him (be it positive or negative). His characteristics cannot be modified unless he has special equipment that is mentioned on his reference and special capacity cards. He cannot be given any other equipment or artefact than those provided by his cards.

If an attack or a shot normally causes a different effect than a Damage roll, then this effect is ignored and the Damage roll is resolved in the usual way. Effects that affect the battlefield, obstacles and lines of sight do, however, apply to *Inalterable* fighters.

Examples:

- If a part of the battlefield is made uncrossable by a spell, then this also applies for *Inalterable* machines.
- If a game effect blocks lines of sight within a given area, then *Inalterable* machines are also affected.

Special case: *Inalterable* does not apply to the miniatures riding on board a war machine that has the "*Transport*" ability. Effects that affect miniatures in contact with the initial target can therefore affect transported miniatures without affecting the machine itself. However, effects that involve moving these miniatures do not apply.

***Mowing/X (passive):** When a war machine with this ability moves, then every fighter (friend or foe) whose base is even partially touched by the blades represented on the machine's miniature must make an Initiative test with a difficulty of 6. This difficulty is equal to 8 for miniatures in contact with an opponent. This test's difficulty is reduced by 2 points for fighters with the "Leap" ability. If the test is failed, then the fighter suffers a Damage roll whose STR is equal to the X value bound to this ability.

***Rampart/X (passive):** No flying fighters can land at altitude level 0 within a radius of X cm around the war machine endowed with this ability.

***Transport/X (active):** Certain chariots or other vehicles have enough space inside for them to take troops on board.

1. Transport capacity

X specifies the number of fighters that have room in the vehicle. This number can vary depending on the Size of the fighters.

- Fighters of Small or Medium Size count for 1 each.
- Fighters of Large Size count for 3 each.

Miniatures with a mount in their equipment and fighters of Very Large Size cannot be taken on board a vehicle.

Example: A chariot with Transport/4 can hold up to 4 fighters of Small or Medium Size, or 1 of Large Size plus 1 of Small or Medium Size.

2. Fighters embarked during deployment

During the deployment phase miniatures can be deployed inside a vehicle. The player must announce which fighters are on its board.

3. Embarked fighters and the activation sequence

As long as a fighter is on board a vehicle, his reference card is not mixed with the others when making the activation sequence, unless certain miniatures that are not on board the vehicle depend in his cards.

4. Embarking and disembarking

Transport/X is always bound to an access that determines by which side a miniature can enter or exit the vehicle.

Example: A chariot has an access of "Sides." A fighter can therefore get on board by placing himself in contact with either of the machine's two sides.

A miniature that ends its movement in contact with a vehicle's access after running or walking during the activation phase can enter it right away, but only if the machine is not moving. Embarked troops can leave the vehicle at the moment that it is activated. Such an action is only possible if the machine is not moving. There are then several different possibilities:

- If the vehicle is not moving when it is activated, the fighters can disembark before or after the machine moves.
- If the vehicle is moving when it is activated (thanks to the "Irrepressible" ability, for example), the fighters must wait for it to stop moving before disembarking. The machine can then no longer move until the end of the round.

The disembarked miniatures are placed in contact with the vehicle's access and can immediately be activated. Yet they are prohibited from doing the following actions until the end of the round:

- Charge
- Fire

If a transported miniature cannot be placed in contact with the vehicle's access (due to the presence of obstacles or other miniatures), it remains inside the vehicle.

5. Destruction of the vehicle

If the vehicle is destroyed while fighters are on board, then they each suffer a Damage roll with a STR equal to the RES printed on the machine's reference card. If they survive, then they are placed where the vehicle was and without being in base-to-base contact with any opponents. They cannot do any action during the activation phase of the round being played.



SPECIAL EQUIPMENT

SACRED WEAPONS

When the bearer of a sacred weapon inflicts an Exceptional Wound with it (a double on the dice), then the target automatically suffers a "Killed Outright."

SACRED ARMOUR

The bearer of sacred armour benefits from the "Immunity/Exceptional Wounds" ability. He is therefore immune to the effects of sacred weapons.

SWORD-AXES

When the bearer of a sword-axe gets a result of "Critical Wound" on the Wound Table due to an attack in hand-to-hand combat, the target automatically suffers a "Killed Outright." (This effect does not apply if the target reaches a Critical Wound due to the progressive worsening of Wound levels.)

Effects that modify how the Damage roll's results are read in the Wound Table, such as the "Hard-boiled" and "Bane" abilities, apply **before** the sword-axes' effects.

Example: *A dawn warrior armed with a sword-axe has just succeeded an attack on a soldier of the plains with the "Hard-boiled" ability. The Damage roll's final result is of 6 to the chest, which corresponds to a Critical Wound. However, thanks to the "Hard-boiled" ability, the result is read one line higher in the Wound Table and the Critical Wound becomes a Serious one. The sword-axe's special effect therefore does not apply in this case.*

STEAM AND NAPHTHA EQUIPMENT

Some equipment, which is used especially by the dwarves of Tir-Nà-Bor and by goblins, uses the energy of steam or of naphtha. Fighters with a boiler¹ or a carburettor in their equipment are concerned by the following rules. With some exceptions, these rules replace those mentioned on these fighters' cards. Most often they refer to steam machines, but they also apply to naphtha machines.

Some of these pieces of equipment are bound to a characteristic (such as MOV, STR or FEAR).

In each round the player controlling the fighter carrying this type of equipment can decide to make one or several *pressure rolls*² to temporarily improve the concerned characteristic or characteristics. However, this is **not** obligatory.

Notes:

¹ Uren's sons, as well as thermo-priests on razorback, both have a boiler. The absence of this equipment on their reference cards is an error. On the other hand, Lothan the Beast of Steel's bombard is not a steam weapon.

² This roll is called the *injection roll* for naphtha machines with a carburettor.

Announcing pressure rolls and bonus duration

The moment at which a player can announce a pressure roll and the duration of the bonuses from which the fighter benefits vary depending on the characteristic that is concerned.

Movement

A pressure roll can be made during the activation phase when the fighter is activated (before doing any other action). This fighter then benefits from the bonus until the end of his activation.

A pressure roll can also be made before the fighter proceeds with a pursuit movement. He then benefits from the bonus only for the duration of his pursuit movement.

Initiative, Attack and Defence

A pressure roll can be made right before any roll using the concerned characteristic. The bonus applies only for the duration of the concerned roll.

Strength of a hand-to-hand combat weapon

A pressure roll can be made right before any Attack test made for the weapon bound to the boiler. The bonus in STR applies to the Damage roll that this attack may cause.

Strength of a range weapon

A pressure roll can be made right before any Aim test made for the weapon bound to the boiler. The bonus in STR applies to the Damage roll that the shot may cause.

Fear

A pressure roll can be made before an assault launched by the fighter or against him. The bonus in FEAR applies only for the duration of the assault in question. However, if the beneficiary of the bonus is brought to redirect his assault, then he continues to benefit from it until he ends his movement.

This bonus can be considered to be Courage if the beneficiary is facing an opponent more frightening than he is or a type of fighter who systematically causes fear (see Abilities).

The bonus in Fear provided by steam is applied before determining which fighters are to make a Courage test.

Example: A dwarven thermo-priest (FEAR 5) is charged by a Wolfen great fang (FEAR 6). The Dwarf player makes a pressure roll for the thermo-priest's steam mask to increase his FEAR. He gets a  and the dwarf's FEAR becomes 8. So it is the Wolfen who must pass a COU test to be able to charge his opponent.

Number of possible pressure rolls

A fighter can make an unlimited number of pressure rolls during the same round of the game, no matter the equipment concerned. However, certain game effects, especially incidents, can prevent him from doing so.

Pressure and injection rolls are assimilated to active abilities. Consequently, a fighter in rout cannot make pressure or injection rolls.

How is a pressure roll made?

A pressure roll is made by rolling a certain number of d6. This number is indicated after the concerned characteristic. If nothing is specified on the fighter's reference card, then the roll is made using only 1d6.

The roll must be made with the **exact** number of dice.

Note: When Lor-Arkhn the Deranged makes a pressure roll to increase the STR of his steam cannon, the roll is to be made with 2d6.

The pressure roll's effects

Bonuses in characteristics

If the roll's natural result (or if one of the results of a roll made using several d6) is a , then an incident happens (see following section).

If the natural results one gets are greater than , then their sum indicates the bonus from which the fighter benefits in the concerned characteristic.

Example: A thermo-priest on razorback is equipped with a steam axe/STR, a steam mask/FEAR, and thermal razorback armour/MOV. When he is activated the player controlling him decides to increase his MOV value thanks to the power of steam. He rolls 1d6 and gets a natural result of . This means that the thermo-priest's MOV is increased by three points during his activation.

Attention! In no way can the total bonus provided by the pressure roll be greater than the value of the characteristic affected by the roll (as printed on the fighter's reference card). This rule applies even when the pressure roll is made using several d6.



Examples:

- A thermo-warrior (FEAR 4) is equipped with a steam mask/FEAR. On a pressure roll made for this equipment he gets a [11]. Because his FEAR is equal to 4, he can only benefit from a bonus of +4, and not of +6.
- A dwarven bombardier is equipped with a steam cannon whose STR of 10 can be increased by a pressure rolling using 2d6. On a pressure roll for this weapon the results are [12] and [11]. Since the weapon's original STR is 10, the bonus is of +10 and not +11.

Incidents

When an incident happens the player must roll 1d6 and apply the effect bound to the result.

♦ RESULT ON THE D6/INCIDENT! ♦

**Explosion of the boiler**

The fighter whose boiler explodes suffers a Damage roll (STR 10). For this roll his RES is considered to be equal to 0, no matter the effects from which he may be benefiting. Effects that affect the results of Damage rolls (such as the "Hard-boiled" or "Survival instinct" abilities) nevertheless apply in the usual way.

If the boiler's carrier survives, he can no longer make pressure rolls or benefit from an effect that requires a boiler until the end of the game.

And finally, the boiler's explosion has particular consequences depending on the characteristic that was to be affected by the pressure roll:

- MOV: The fighter cannot move during the phase being played.
- INI, ATT, DEF, RES, STR, AIM: The test that was supposed to benefit from the pressure roll is considered to be an automatic failure. If it was an Aim test or a test made to increase the STR of a shot, then the projectile is not fired and the Aim test is not made.
- FEAR: No additional consequences.

**Boiler breakdown**

The boiler completely breaks down. The fighter can no longer make pressure rolls or benefit from any effects that require a boiler until the end of the game.

**Overheating**

The boiler simply overheats. It cannot be used during the round being played, but can be used again in the following round.

ARTEFACTS

Building an army of exactly 200, 300 or 400 A.P. is not always easy using profiles with extremely varied strategic values without including some very useful artefacts. This chapter proposes several objects that fulfil this function.

Unless noted otherwise in the description of its effects, an artefact that lets its bearer benefit from an **ability** cannot be given to a fighter who already has this ability.

Unless mentioned otherwise, an ability that is provided by one of the artefacts in this list is considered to be printed on the fighter's reference card.

The artefacts presented here are forbidden in *Rag'Narok*.

Reminder: *Apart from exceptions, only Characters can be given artefacts.*

RUNES OF HEALING

A rune of healing can be given to a magician or a faithful, even if he is not a Character.

A fighter can have only one rune of healing.

An army can have only one rune of healing for every even incomplete 200 A.P. in it.

Minor Rune of Healing (4 A.P.)

The bearer of this artefact acquires the "Cure/6" ability.

Major Rune of Healing (10 A.P.)

The bearer of this artefact acquires the "Cure/5" ability.

Supreme Rune of Healing (16 A.P.)

The bearer of this artefact acquires the "Cure/4" ability.

RUNES OF WILL

A fighter can have only one rune of will.

Minor Rune of Will (6 A.P.)

The bearer of this artefact acquires the "Resolution/1" ability.

Major Rune of Will (12 A.P.)

The bearer of this artefact acquires the "Resolution/2" ability.

Supreme Rune of Will (18 A.P.)

The bearer of this artefact acquires the “Resolution/3” ability.

PENDANTS OF MIRAGES

A fighter can have only one pendant of mirages.

Minor Pendant of Mirages (6 A.P.)

The bearer of this artefact acquires the “Target/+1” ability.

Major Pendant of Mirages (11 A.P.)

The bearer of this artefact acquires the “Target/+2” ability.

Supreme Pendant of Mirages (16 A.P.)

The bearer of this artefact acquires the “Target/+3” ability.

AMULETS OF PROTECTION

A fighter can have only one amulet of protection.

Minor Amulet of Protection (5 A.P.)

The bearer of this artefact acquires the “Insensitive/6” ability.

Major Amulet of Protection (10 A.P.)

The bearer of this artefact acquires the “Insensitive/5” ability. This object can be given to a fighter with the “Insensitive/6” ability. It is then simply turned into “Insensitive/5.”

Supreme Amulet of Protection (15 A.P.)

The bearer of this artefact acquires the “Insensitive/4” ability. This object can be given to a fighter with the “Insensitive/6” or “Insensitive/5” ability. It is then simply turned into “Insensitive/4.”

Ring of Fortune (20 A.P.)

The bearer of this artefact acquires the “Luck” ability.

Seal of Negation (7 A.P.)

The bearer of this artefact acquires the “Negation” ability.

Ring of Bravery (9 A.P.)

The bearer of this artefact acquires the “Bravery” ability.

Symbol of Power (14 A.P.)

The bearer of this artefact acquires the “Focus” ability.

Consecrated Emblem (14 A.P.)

The bearer of this artefact acquires the “Illuminated” ability.

Crown of the Strategist (16 A.P.)

The bearer of this artefact acquires the “Strategist” ability.

POTIONS

Potions are considered to be **artefacts** that can be used only once and whose effects are limited in time (usually until the end of the round in which they are used). The use of a potion must be announced at any time **during the activation** of the fighter who has it.

At the moment that a potion is used, the player must roll 1d6: on a result of ☐ the potion is lost and its effect is not applied. On any other result the potion has its regular effect. The characteristic modifications are considered to be printed on the fighter's reference card.

The number of potions that a fighter can have is limited by the number of artefacts that his rank gives him access to. A fighter is allowed to have several doses of the same potion.

Potions of Strength

These potions cause the fighter's STR to increase.

Duration: Until the end of the round.

Minor potion of strength (3 A.P.): STR +2

Major potion of strength (5 A.P.): STR +3

Supreme potion of strength (7 A.P.): STR +4

Potions of Resilience

These potions cause the fighter's RES to increase.

Duration: Until the end of the round.

Minor potion of resilience (3 A.P.): RES +2

Major potion of resilience (5 A.P.): RES +3

Supreme potion of resilience (7 A.P.): RES +4

Potions of Speed

These potions cause the fighter's MOV to increase.

Duration: Until the end of the round.

Minor potion of speed (3 A.P.): MOV +1

Major potion of speed (5 A.P.): MOV +2

Supreme potion of speed (7 A.P.): MOV +3

Potions of Vivacity

These potions cause the fighter's INI to increase.

Duration: Until the end of the round.

Minor potion of vivacity (3 A.P.): INI +2

Major potion of vivacity (5 A.P.): INI +3

Supreme potion of vivacity (7 A.P.): INI +4

Offering of the Zephyr (15 A.P.)

When the bearer of an offering of the zephyr is to suffer a Damage roll due to enemy fire, the player controlling him rolls 1d6 and applies the corresponding effect to the result:

• or ◻: The fighter suffers the Damage roll in the usual way.

◻ or ◻◻: The Damage roll is cancelled.

◻◻ or ◻◻◻: The fighter nearest to the offering of the zephyr's bearer suffers the Damage roll in his place. If several miniatures are equally far from him, then the Damage roll is simply cancelled.

Offering of the zephyr has no effect against projectiles whose STR is of 10 or higher, as well as against artillery fire.



INCARNATED CHARACTERS

Characters are exceptional fighters who have received the blessing of the gods. They benefit from certain advantages and possibilities that are not mentioned on their reference cards. These assets vary depending on the Characters, seeing that the latter are divided into three categories.

An Incarnate or Character is a fighter whose name on the reference card is a proper name or a common name preceded by the definite article (i.e. "the").

- **Pure magician** Characters have POW.
- **Pure faithful** Characters have Aspects.
- On the other hand, **Warrior-mages** and **Warrior-monks** are all **warriors**.
- By default, Characters are said to be **warriors**. This category therefore groups together all Characters who are neither pure magicians nor pure faithful.

Some of the Characters' advantages are abilities that are not mentioned on their reference cards. This detail is important, for certain effects only affect fighters endowed with abilities printed on their reference cards.

The other advantages of Characters are not abilities, but special capacities whose effects are detailed in the following pages.

WARRIORS

Warrior Characters always have access to the game effects of the following abilities.

Sequence/2: If "Sequence" is printed on the Character's reference card, then the value of Sequence/X is increased by one point.

Counter-attack: If "Counter-attack" is printed on the Character's reference card, then the final result to get on the Defence test to succeed a counter-attack only has to be one point higher (instead of two) than the final result of the Attack test.

Master strike/0: If "Master strike/X" is printed on the Character's reference card, then X is added to the final results of the Damage rolls inflicted by the Character when performing a master strike.

Assault fire: Only Characters with AIM and a range weapon in their equipment are endowed with this ability.

In addition to these abilities, warrior Characters benefit from the following special capacity.

Rapid reloading: Characters with AIM and a range weapon in their equipment can decide to fire one additional time during their activation. To be able to use this ability the fighter must refrain from all other actions but firing during his activation



(even from a reorientation). The difficulty of all his shots made during this activation is increased by **two points**. The shots are fully resolved (choice of target, Aim test, Damage roll) one after the other and can be directed at different targets.

Only one additional shot is allowed per Character during the same activation.

This capacity can be combined with any other effect (equipment, spell, miracle, ability, etc.) that allows a Character to perform additional shots.

This capacity does not work when the fighter with it is acting as a war machine's substitute and his AIM is used for a shot made by the machine.

PURE MAGICIANS

Sequence/1: If "Sequence" is printed on the Character's reference card, then his Sequence/X value is increased by one point.

Mastery of the arcana.

PURE FAITHFUL

Sequence/1: If "Sequence" is printed on the Character's reference card, then his Sequence/X value is increased by one point.

Piety/2

REVISIONS

This section is divided into two parts. The first one describes the generalities that deal with the application of certain frequently encountered effects. The second one covers the adaptation of certain game effects, people by people.

CARDS FORBIDDEN IN *CONFRONTATION 3!*

Some card categories have been excluded from this revision and cannot be used with the rules of *Confrontation 3*:

- *Incarnation* experience cards.
- *Incarnation* scenario cards.
- *Incarnation* card sets (including artefacts).
- *Travel Journal* card sets.
- *Spellbook* card sets.
- *Litany* card sets.

The *Incarnation* game mode will soon be replaced by a new system to allow groups of fighters to be played and gain experience. The old *Spellbook* and *Litany* card sets are now replaced by those described on page 80 and 102 of this book.

GENERAL POINTS

All effects (spells, special capacities, miracles, artefacts, etc.) whose cards specify that they are to be applied during the movement, firing, magic or divination phase are now to be triggered during the fighter's activation.

Unless specified otherwise in the following section, any mention of an effect that is to be triggered at the beginning or the end of the movement phase or at the moment that the fighter is activated (before or after his movement) must be ignored. The concerned effect is to be announced during the fighter's activation, before or after his movement. Activating this type of effect is a free action that does not prevent the fighter from performing other actions (exclusive or cumulative ones).

Yet some spells can or must be cast outside of the activation phase (before the Tactical roll, during the combat phase, etc.).

Summoned fighters

Unless specified otherwise in the following section, the summoning of fighters follows the rules detailed on page 79.

Penalties

Penalties caused by game effects that apply to characteristic tests apply to the tests' final results.

Fighter resurrection

Fighters who are brought back to life are not considered to be summoned fighters. Consequently, when they are placed back onto the battlefield, they are represented by their own reference card and not by that of the fighter who brought them back to life.

They return to the game with all their spells, miracles, artefacts and special capacities, yet without any mana gems or T.F. points. All effects that were affecting them when they died are dissipated.

Fighters returning to the game thanks to Reinforcement are not considered to be resuscitated.

Leadership

No matter the effect mentioned on a card, a commander never transmits his FEAR to another fighter.

Spells and miracles bound to characteristics

Unless noted otherwise in its description, when a spell's or miracle's difficulty (or effect) is determined depending on one of the characteristics of the target, the magician or the faithful, then the characteristic is used as it is when making the incantation or call while taking into account any modifiers there may be.

Attention! Only modifiers that apply to the characteristics themselves are to be taken into account, and not any bonuses or penalties on the results of die rolls.

Reminder: The "Leadership/X" ability allows a fighter to use the commander's DIS (or COU) for his rolls of the dice. In no way, however, can a commander's DIS (or COU) be used instead of another fighter's to determine the difficulty or effect of a spell or miracle.

Obsolete terms

Certain terms used on cards refer to old rule elements that no longer exist in the new version of *Confrontation*. These terms are to be ignored. In some cases, when a rule element caused an imbalance on a particular card, then its effect has been adapted to the new rules. Refer to the following list for information on these changes.

The terms to be ignored are the following:

- Precision firing
- Dynamic firing
- Counter-firing
- Prolonged incantation
- Rapid incantation
- Trance

Certain terms are replaced by others:

- A "Magic object" is an artefact.
- The expressions "under the influence of fear" or "who is suffering the effects of fear" mean "in rout."
- "Elemental beings" are all fighters whose rank includes the term "Elemental."
- "Divine creatures," "divine beings" or "demonic beings" are all Immortals.

REVISION OF EFFECTS

♦ ATTENTION! ♦

Though most effects have been revised, some are now forbidden in the game. These include:

- Ardent Blast (Melkion the Flaming)
- The Lunar Gift (Migail the Selenite)
- Rift (Kyran the Hunter)
- Immobilisation (Kyran the Hunter)
- Telluric Slide (Earth Elemental)
- Transfiguration (Familiar of Light)
- Impure Vengeance (Orc clan)
- Volcanism (Familiar of Fire)

The following lists are an inventory of the *Confrontation 2* effects adapted to be compatible with *Confrontation 3*. For every one, the new description **completely** replaces the text on the original card. Only certain effects required such an adaptation. Those that are not included in this list remain compatible with *Confrontation 3*. The A.P. costs bound to these effects remain unchanged.

Note: *These modifications only concern the rules for Confrontation. In no way do they affect the effects of these cards in Rag'Narok.*

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Alchemists of Dirz

Generic rules:

• The "Mutagenic/X" ability

- The details on the number of Mutagenic/X points that can be given to such and such a characteristic no longer apply. Only the limitation explained in the descriptive text of Mutagenic/X applies.
- Whatever the text on a card may be, the only characteristics that can be increased by Mutagenic/X are those included in the "Mutagenic/X" ability's description.

• Treatments

A fighter can have only one treatment at a time. Treatments are not artefacts and can, unless mentioned otherwise, be given to non-Character fighters. Any text that says that a treatment is an artefact is to be ignored.

• Dorsal blades

Fighters equipped with dorsal blades benefit from a certain number of additional combat dice. The number of dice is mentioned on the fighter's reference card or special capacity card.

Exception: *The dorsal blades of Skorize warriors do not provide them with any additional combat dice.*

The combat dice provided by dorsal blades must be clearly distinguished from the others by a different colour.



- **Placement of the dice:** These dice can only be placed in attack.
- **Attack tests:** Modifications in ATT, as well as the penalties in related tests, apply to attacks made using dorsal blades.
- **Damage rolls:** The blades' STR is not affected by the Mutagenic/X points assigned to the fighter's STR (and not either by effects that increase it). On the other hand, the blades' STR is subject to all effects that affect the results of Damage rolls (Wound penalties or others).
- **Master strikes:** The die provided by dorsal blades cannot be used to make a master strike.
- **Sustained defence:** To be able to use sustained defence, a fighter with dorsal blades must give up the combat dice that they provide when placing his combat dice.
- **Other effects:** Unless the player gives them up when placing them, the combat dice provided by the dorsal blades cannot be cancelled by any game effect (failed disengagement, armour of Allmoon, gas of the goblin gas-blowers, "Feint" ability, etc.).

• Keratis warrior

A Keratis warrior's reference card can represent up to three miniatures of this type.

• Razheem the Insane

Djinn treatment/14 A.P.: This treatment is reserved to Dirz Characters equipped with a mount.

When a fighter whose mount is endowed with this treatment is activated, the player controlling him rolls 1d6. The rider's MOV is increased according to the result:

□ or ◻ : +3

◻ or ◻◻ : +4

◻◻ or ◻◻◻ : +5

A fighter whose mount is affected by this treatment cannot use Mutagenic/X points to increase his MOV.

The Insane's panache/25 A.P.: When Razheem wears this artefact, all friendly Scorpion fighters within his aura of leadership benefit from the "Immunity/Fear" ability. A fighter in rout is immediately and automatically rallied as soon as he is within Razheem's aura of leadership.

• Skorize warrior

The scorpion's claws: Skorize warriors are endowed with the "Fierce" and "Brutish charge" abilities. These are considered to be printed on their reference card.

When a Skorize charges, his force is increased by 1 point for the duration of the charge.

• Dasyatis clone 1

Antieme treatment/8 A.P.: Only Dasyatis clones can be given this treatment. It gives them the "Sequence/1" ability.

Anthemis treatment/3 A.P.: Any Dirz miniature with the "Mutagenic/X" ability can be given an Anthemis treatment. Only one Anthemis treatment can be given for every even incomplete 50 A.P. in the army.

The use of an Anthemis treatment is to be announced when the fighter is activated. He then benefits from the "War fury" ability until the end of the round. In return, during every exchange, he always attacks last, even if his camp won the Initiative test.

If two opponents both have this treatment, then the one in the camp that won the Initiative test attacks before the other one does.

• Dasyatis clone 2

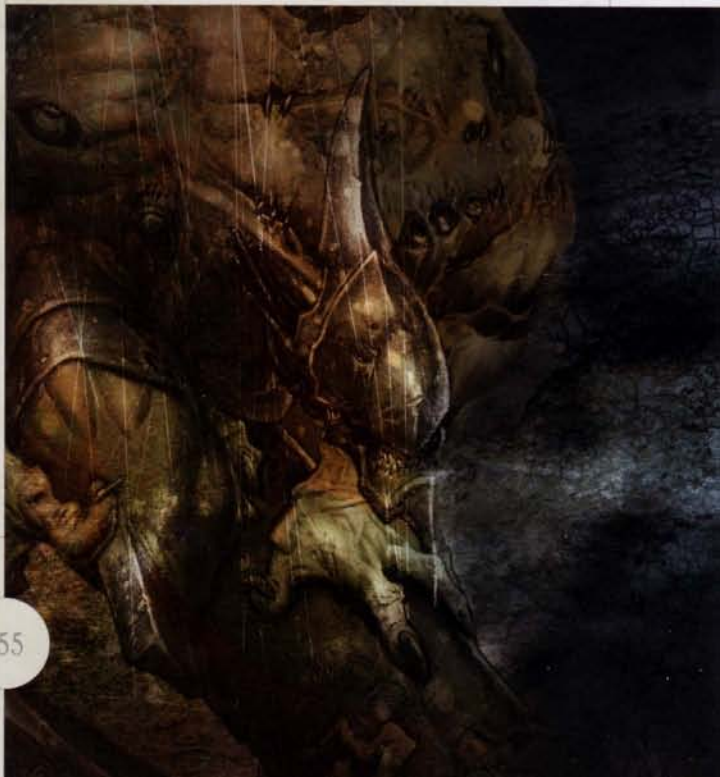
Atlasmount/5 A.P.: Any Dirz fighter with the "Mutagenic/X" ability can be given an Atlas treatment.

The player must decide if he is activating this treatment or not as soon as he assigns a Mutagenic/X die to the fighter who has it. If he chooses to activate it, then the fighter does not get any bonus from the Mutagenic/X ability.

In return, until the end of the round, the player can roll 1d6 before every die roll bound to the fighter's STR or RES (including before suffering a Damage roll). A result of ◻ on this roll is an automatic failure, a ◻◻ can be rolled again, and a ◻◻ on the die that is rolled again is a failure. The roll's result is added to the concerned value for the test that follows.

If the roll's result is of 10 or higher, then the bonus is acquired, yet the fighter immediately suffers a Damage roll (STR 10) that ignores all forms of resistance. The equipment and abilities that affect the result of a Damage roll have no effect.

The bonuses won thanks to the Atlas treatment disappear as soon as the corresponding roll of the dice has been made.



• Cypher Lukhan (Second Incarnation)

The Dominator: The Keratis warriors located within 12.5 cm around Cypher Lukhan can use the FEAR and DIS printed on his reference card for their Courage and Discipline tests.

Excrescences: For an additional 13 A.P., Cypher Lukhan acquires the "Toxic/3" ability.

• Centurus clones 1 & 2

Psychic echo: The cost in mental energy of the neuromancers' powers is reduced by 1 point if at least one friendly Centurus clone is within 10 cm or less of them. This power is not cumulative if several Centurus clones are within range.

Any neuromancer can use a friendly Centurus clone standing within 10 cm or less of him to be a relay when he uses a psychic power. They do not need to be in each other's line of sight. The neuromancer is still the power's user, yet it is considered to have been launched from the Centurus (in terms of range and line of sight). Several neuromancers can use the same clone simultaneously as a relay for their powers.

• Scorpion neuromancer

The masters of the mind: In every round, before the Tactical roll, a neuromancer can call on his psychic powers. If he chooses to do so, he must make a Discipline test with a free difficulty. This roll uses the Discipline printed on the neuromancer's reference card, even if it has been modified.

If he fails, then the neuromancer cannot move during the round, not even to make a pursuit movement. He cannot fire and must place all his combat dice in defence until the end of the round.

If he succeeds the test, then the neuromancer benefits from a reserve of mental energy points equal to the difficulty that was set for the test. These points allow his psychic capacities to be activated. Points that are not used by the end of the activation phase are lost.

A neuromancer can activate his mental capacities during his activation, either before or after any kind of movement (assault, walk or run). He cannot use his faculties on himself, but can target any miniature (including a fellow neuromancer) that is within 10 cm or less of him and onto which he has a line of sight. If he has enough points available, a neuromancer can activate several capacities during the same round and use the same one several times. On the other hand, a fighter can be targeted by only one psychic capacity per round. Four psychic capacities are described below; the numbers behind their names represent the quantity of mental energy required for their activation.

• **Preservation/4:** The targeted fighter benefits from the "Survival instinct" ability until the end of the round. If he already has it, then he benefits from a +1 on the result of all rolls bound to this ability.

• **Intimidation/5:** The targeted fighter is forced to place at least one combat die in defence for every combat he is involved in (until the end of the round). He cannot voluntarily use game effects that force him not to place any combat dice in defence. Yet if such an effect is forced upon him, then this psychic capacity has no effect on him.

• **Rage/8:** The targeted fighter benefits from the "Sequence/1" ability until the end of the round. If he already has this ability, then this capacity has no effect.

• **Reprisal/9:** The targeted fighter benefits from the "Counter-attack" ability until the end of the round. If the targeted fighter already has the faculty to counter-attack, then the difficulty of his Defence tests when attempting a counter-attack is increased by only 1 point instead of the usual 2.

These capacities have no effect on fighters with the "Living-dead," "Inalterable" or "Construct" abilities.

• Kayl Kartan

The Skull of Souls/17 A.P.: Once per round, during his activation (before or after moving), Kayl Kartan can trigger one of the Skull of Souls' powers.

The player selects an enemy target within 10 cm or less of Kayl Kartan onto which he has a line of sight. He then spends 2  and makes a Power test. The roll's difficulty depends on the activated effect. Kayl Kartan can spend additional gems of Darkness as if to improve the mastery of a spell. The Skull of Souls' effects can be countered or absorbed like spells.

• **"Be gone!" (Difficulty 7):** This effect can only target opponents in contact with Kayl Kartan. The targeted fighter immediately moves away from Kayl Kartan in the direction chosen by the player controlling Kayl. The targeted fighter cannot cause harm to himself (by falling off a cliff, for example), leave the battlefield or engage another miniature in this way. He automatically disengages from any hand-to-hand combat unless none of his base's edges is free of any opponents.

• **"Do not defend yourself!" (Difficulty 9):** The targeted enemy must place all his combat dice in attack in the next hand-to-hand combat phase. This effect does not affect any combat dice generated by a spell, a miracle or an artefact.

• **"Drop your weapons!" (Difficulty 12):** The targeted enemy has only one die for the next hand-to-hand combat phase, no matter how many opponents are engaged against him. He nevertheless benefits from the abilities or effects that modify the number of dice ("Born killer," "War fury" or "Sequence/X").

The Skull of Souls is reserved to Kayl Kartan.

• Sin Assyris

The Asp: The Asp can be used in a fray. When placing Sin Assyris's combat dice, the player can decide to replace one of the attack dice with a firing die. This shot can be resolved during any exchange instead of an attack. It can only target a miniature in contact with Sin Assyris, even if it is in contact with the back of his base. The shot's difficulty is of 7 and cannot be modified. If the shot is successful, it automatically hits the targeted fighter and no distribution roll is required.

Once per round, before a regular shot or a shot in hand-to-hand combat, the player controlling Sin Assyris can announce that he is attempting a special shot using a poisoned projectile.

If this shot inflicts a Wound, then the same target suffers a second Damage roll (STR 2). For this roll the targeted fighter's RES is considered to be equal to 0, no matter the effects he may be benefiting from. The effects that affect the results of Damage rolls nevertheless apply in the usual way. Fighters with Immunity/Toxic do not suffer this second Damage roll.

• Salias Yesod

The Homunculus/12 A.P.: When a Mutagenic/X die is assigned to Salias, no roll is made. He automatically benefits from a reserve of 5 Mutagenic/X points.

The Homunculus is reserved to Salias Yesod.

• Sasia Samaris

Desert Wind:

3  / 2 

Path: Technomancy

Range: 10 cm

Difficulty: 11

Duration: Instantaneous

Area of effect: Special

Frequency: Unlimited

Intensity: 6

A.P.: 20

This spell is to be cast on a fighter or on a point of the battlefield. If successfully cast, the target (as well as any fighter, friend or foe, located even partially within 5 cm or less of it) suffers a Damage roll with a STR equal to the number of gems of Darkness that were used to cast this spell (including gems used to improve mastery).

The Cloak of Crawling: When Sasia Samaris is deployed with her Cloak of Crawling, she benefits from the following advantages:

- Her equipment becomes: "Cloak of Crawling. Dorsal blades/4 additional attacks (STR 7) in hand-to-hand combat."
- She does not suffer movement penalties when crossing encumbered ground.
- She does not suffer the usual penalties on her Power tests (Incantation, countering, mana recovery) when she is in hand-to-hand combat.

Griffins of Akkylannie

• Abel the Ill-tempered

Chastisement/15 A.P.: Chastisement is a *judgement blade*. When he is equipped with this artefact Abel acquires the following Aspect values: Creation 1, Alteration 1, Destruction 0. These values are considered to be printed on his reference card. He also acquires the "Faithful of Merin/10," "Warrior-monk" and "Fierce" abilities. His rank does not change, but he is considered to be a Devout for the calculation of his temporary faith.

Chastisement is reserved to Abel.

• Arkhos, templar commander & Sered, templar commander

Seal of the Temple/5 A.P.: An army that includes a templar commander carrying this artefact in its ranks benefits from -2 A.P. on the strategic value of every fighter called a "Griffin templar" or a "Templar brother."

This reduction is not cumulative if the army has several templar commanders carrying a seal of the Temple. It does not modify the value of the concerned fighters for all other game effects that refer to their strategic value.

Seal of the Temple can only be given to a templar commander.

The Masters of the Temple: As long as a templar commander is on the battlefield, the templars in his camp cannot use the DIS or COU of other commanders, even if he is in rout.

When a templar commander is included in a war-staff at a whole, the bonus from which the Griffin templars benefit is of +3 instead of the usual +2.

The commander and the war-staff's members also benefit from this bonus.

These rules do not concern the templars of the Inquisition.

• Misericord

Though Misericord is considered to be Devout in regard to the divination rules, her rank remains Elite Champion.

Prophetic Clairvoyance:

Fervour: Free

Cult: Reserved to Misericord.

Difficulty: 3

Area of effect: Personal

Range: Personal

Duration: Instantaneous.

A.P.: 5



This miracle's Fervour must be chosen by the player before the divination roll is made. If the call is heard, the player rolls 2d6. This roll's result cannot be modified. If the sum of the results is of 8 or higher, Misericord recovers a number of T.F. points equal to twice the chosen Fervour.

Being a Warrior-monk, Misericord can choose only one miracle when the armies are being built. However, she can additionally acquire one of the two miracles that are reserved to her.

• Templar of Hod seneschal

The Seneschals of Hod: When a seneschal of Hod succeeds an attack in hand-to-hand combat and it is not parried, the player controlling him can use his combined weapon. This choice must be announced right before the Damage roll. The player rolls 1d6 and applies the effect corresponding to the result:

□: The attack is cancelled and does not cause a Damage roll.

• or •• or •••: The victim suffers the Damage roll.

•• or •••: The target suffers two Damage rolls. The first one is inflicted by the seneschal's sword and takes his STR into account. The second one is inflicted by his pistol and takes this weapon's STR into account.

The same seneschal can use this special capacity only once per round.

• Sered, templar commander

Divine Messenger:

Fervour: Free

Cult: Merin; Mid-Nor

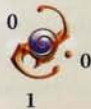
Difficulty: Fervour + 4

Area of effect: One friendly believer

Range: 5 cm

Duration: Special

A.P.: 12



The player must announce the Fervour he is assigning to this miracle before each time he uses it. If the call is heard, then the targeted fighter gets a number of T.F. points equal to the chosen Fervour. The targeted fighter can receive and stock a maximum number of T.F. points equal to the DIS printed on his reference card. Then any friendly faithful can use this T.F. when calling a miracle. To do so, he must be within 5 cm or less of the divine messenger's target.

A faithful (friend or foe) endowed with the "Iconoclast" ability can also use these points in the same conditions. Divine messenger cannot target a faithful.

Oath of the Condemned:

Fervour: Free

Cult: Reserved to Sered

Difficulty: Fervour x 3

Area of effect: One friendly believer

Range: 5 cm

Duration: Special

A.P.: 12



Sered can attempt to perform this miracle every time he suffers a Wound. The player chooses the miracle's Fervour before each use. This value must be from 1 to 6. The call's difficulty is then equal to three times the chosen Fervour.

If the call is heard, then every enemy fighter located within Sered's aura of faith must make a Discipline test with a difficulty equal to that of the miracle. Those who fail this Discipline test suffer a Damage roll with a STR equal to three times the Fervour. Fighters who don't have DIS consider it to be equal to 0.

Vengeance of the Temple:

Fervour: 3

Cult: Merin

Difficulty: 7

Area of effect: Special

Range: Special

Duration: Until end of round

A.P.: 14



Once this miracle has been successfully called, it affects all friendly fighters bound to the Temple. They benefit from the "Master strike/1" ability for as long as they are within the faithful's aura of faith.

All fighters whose name includes the term "templar" or "of the Temple" are considered to be bound to the Temple, with the exception of templars of the Inquisition.

Fighters and Characters of the Lodge of Hod are also bound to the Temple, as well as the following Characters:

- Commander Arkhos
- Commander Sered
- Mirà the Reckless

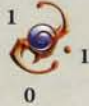


• **Magistrate of the Griffin**

The Order of Just Punishment: Before the start of the game each magistrate has the choice between learning one miracle and choosing two sentences. These work like regular miracles, but they are reserved to magistrates.

At the beginning of each round, before the Tactical roll, the player can roll 1d6 for every magistrate in his army. On this die roll a  is an automatic failure that cannot be kept and a  cannot be rolled again.

The result is kept next to the magistrate. Later on he can replace the natural result of an Initiative, Attack, Defence, Aim, Courage, Discipline, or Power test, or of a divination roll of any friendly miniature located within the magistrate's aura of faith. This replacement must be announced before the roll is made. The magistrate can use this capacity himself to replace one of his own rolls. The unused results are lost at the end of the round.

Sentence of the Condemned:**Fervour:** 2**Cult:** Reserved to magistrates**Difficulty:** 6**Area of effect:** One enemy fighter**Range:** Special**Duration:** Until end of round**A.P.:** 15

This miracle can be called onto any enemy miniature in the magistrate's line of sight. For the rest of the round, if the fighter suffering the sentence of the condemned is targeted by a marksman in the magistrate's camp, the ranges of this shot are modified in the following way for the duration of the shot:

- Short range: +10 cm
- Medium range: +15 cm
- Long range: +20 cm

• **Griffin inquisitor 1 & 2**

Griffin inquisitor: When an inquisitor casts a spell, the final result of his Power test is increased by 1 point for every inquisitor (excluding himself) in his camp located even partially within 5 cm or less of him. The total bonus provided by this capacity cannot be more than +5.

• **Eschelius the Ardent**

Eschelius the Ardent: This Griffin inquisitor Character (Adept of Fire and Light/Redemption, Theurgy) is subjected to all game effects that affect Griffin inquisitors, with one exception: the final results of his Power tests cannot be increased by more than two points thanks to the presence of other inquisitors.

• **Griffin inquisitor 1****Wave of Fervour:**1 **Path:** Redemption**Difficulty:** 5**Area of effect:** Special**Intensity:** 2**Range:** Personal**Duration:** Instantaneous**Frequency:** 1**A.P.:** 5

This spell can be cast even after the magician has engaged an opponent (but not after a charge).

If the spell is successfully cast, then all enemy fighters within 5 cm or less of the magician are automatically Stunned.

Incandescent Chastisement:2 **Path:** Redemption**Difficulty:** 6**Area of effect:** Personal**Intensity:** 2**Range:** Personal**Duration:** Until end of round**Frequency:** 1**A.P.:** 8

This spell can only be cast onto a fighter equipped with a *judgement blade*. The Damage rolls caused in hand-to-hand combat by the targeted fighter are made with one additional d6. The player controlling the targeted fighter chooses the two results he prefers after having made the roll. If he gets a triple, then the victim is instantly Killed Outright by the blow's power. The targeted fighter cannot roll more than 3d6 for his Damage rolls, even if he benefits from another similar effect.



• Templar of the Inquisition

The Armed Hand of the Inquisition: To be able to deploy one or several templars of the Inquisition in an army, it must include at least one inquisitor in its ranks.

Templars of the Inquisition can be used as relays by inquisitors when they cast spells. Any spell from the path of redemption (except those with a "Personal" range) can be cast by an inquisitor as if the templar were making the incantation himself (as long as he is within 5 cm or less of the inquisitor). The templar being used as a relay must be selected before the Power test is made. The gems are removed from the inquisitor's reserve and the Power test is made using his POW. The line of sight, however, is determined from the templar's base. This is also so for attempts at counter-magic.

If the spell being cast involves an effect on the caster (Damage roll or other), then it is applied to the templar being used as a relay.

When an inquisitor uses this capacity to cast a spell, he can benefit from bonuses on his Power test that are provided by the presence of other inquisitors if they are within 5 cm or less of his miniature. The presence of inquisitors near the templar being used as a relay does not provide any bonuses.

• Darkness hunter 1

Circle of Protection:

3 

Path: Exorcism

Range: Personal

Difficulty: 7

Duration: Special

Area of effect: Special

Frequency: 1

Intensity: 2

A.P.: 10

The circle affects a radius of 5 cm around the magician. No fighter (friend or foe) with a FEAR strictly lower than 6 on his reference card can enter or be summoned into the circle of protection's area of effect. If such a fighter is already within the area of effect when the spell is cast, then he is Stunned for as long as he remains inside the circle.

This spell's effect lasts until the magician moves or makes a mana recovery roll. The player can renounce making the magician's mana recovery roll in order to maintain the spell's effect.

• Griffin exorcist

The Anathema of Merin: Once per round, while the exorcist is activated (before or after his movement), the player controlling him can select a friendly or enemy magician or faithful located within 20 cm or less of the exorcist and onto who he has a line of sight.

If he is a magician, then he loses one mana gem chosen by the player controlling him. If he is a faithful, then he loses one T.F. point.

Furthermore, the use of this capacity generates one point that must be immediately assigned to the exorcist or to a friendly fighter within 20 cm or less of him and onto who he has a line of sight. This point can be used to increase this fighter's INI, ATT, STR, DEF or RES until the end of the round.

An exorcist can use this capacity only once per round. The same fighter can benefit from this bonus only once per round. The same magician or faithful can be targeted by this capacity several times per round by various exorcists.

• The Executioner

The Ring of Redemption/40 A.P.: When the Executioner is equipped with the Ring of Redemption, his Damage rolls that benefit from the "Assassin" ability are made using one additional d6. The player keeps the two dice of his choice to determine the roll's result. This artefact has no effect on fighters immune to the "Assassin" ability.

The Ring of Redemption is reserved to the Executioner.

• Saphon the Preacher

Merin's Inspiration:

Fervour: 2

Cult: Reserved to Saphon

Difficulty: 6

Area of effect: Personal

Range: Personal

Duration: Until end of round

A.P.: 10



When under this miracle's influence, Saphon benefits from the "Leadership/10" ability. The player can maintain this miracle's effect from one round to the next. To do so, Saphon must sacrifice 2 T.F. points during each maintenance phase.

Merin's Hand:

Fervour: 2

Cult: Reserved to Saphon

Difficulty: 7

Area of effect: Personal

Range: Personal

Duration: Until end of round

A.P.: 11



When under this miracle's influence, Saphon benefits from +1 in AIM. Moreover, when he fires his rifle the projectiles are considered to be sacred weapons.

The sacred attribute of these bullets has no effect on Immortals of Light, the Righteous, and the Faithful of Merin.

**Psalm of Heroes:****Fervour:** 2**Cult:** Merin**Difficulty:** 6**Area of effect:** Special**Range:** Personal**Duration:** Until end of game**A.P.:** 10

If the call is heard, then every friendly Griffin fighter Killed Outright within 5 cm or less of the faithful provides him with 2 T.F. points. These points are considered to be normal T.F. points with one exception: they are not discarded at the end of the round if they are not used. They are not counted in the T.F. reserve of the faithful endowed with the "Piety/X" ability.

This miracle can be learned by Saphon the Preacher in addition to the one he normally has the right to.

- **Melkion the Flaming**

Griffin armour/33 A.P.: This artefact's bearer acquires the "Counter-attack" ability. Moreover, all his opponents suffer an additional -2 on the final result of their Attack tests made against him. This penalty is added to the attacker's other penalties.

Griffin armour is reserved to Melkion.

- **Caïrn the Apostle**

Sceptre of Submission/20 A.P.: Any enemy fighter within 10 cm or less of the bearer of a sceptre of submission suffers a -1 on the final result of his Initiative, Attack, Defence and Aim tests as long as he is within this perimeter. A fighter can suffer the effects of only one such artefact at a time.

Fighters with the "Living-dead," "Fanaticism," "Righteous" or "Construct" ability are immune to this effect.

Sceptre of submission is reserved to Griffin Characters.

The Living-dead of Acheron

- **Zombies**

All fighters of Acheron with the "Living-dead" and "Regeneration/X" abilities on their reference card are zombies.

- **The Almighty Crâne**

Horns of Damnation/17 A.P.: This artefact can be given to any Crâne warrior of Acheron. It increases his leadership range by 10 cm.

Furthermore, when a magician of Acheron is activated, he can spend  (before or after having moved) and place them in the Horns of Damnation of a friendly Crâne warrior. To do so, he must be within 10 cm or less of his target. The maximum number of gems that can be stocked in this way is equal to the FEAR printed on the reference card of the Horns of Damnation's bearer.

During a later round, any friendly magician of Acheron can recover these gems in the same conditions (within the limits of his mana reserve). These gems are added to the magician's mana reserve, but they do not allow its maximum capacity to be passed. This artefact cannot receive and supply gems during the same round.

The Howling Cloak/63 A.P.: The Howling Cloak's power can be activated once per game during the Almighty Crâne's activation, before or after his movement. All enemy fighters located within 25 cm or less of him must make a Courage test with a difficulty of 12.

The fighters who fail this test are in rout (those who fail and haven't been activated yet in the round being played must flee in the direction opposite the Almighty Crâne's position).

Once this power has been invoked, all fighters who are not immune to a FEAR of 12 or more must make the same Courage test before moving if they wish to enter the Howling Cloak's area of effect.

After its activation, this artefact's power ceases to have an effect as soon as the Almighty Crâne moves or is eliminated.

The Howling Cloak is reserved to the Almighty Crâne.

- **Alderan, Crâne warrior**

Bitterness/20 A.P.: The effects of Damage rolls inflicted in hand-to-hand combat by Bitterness's bearer are read one line lower in the Wound Table.

The bearer of this sword acquires the following abilities: "Warrior-monk," "Iconoclast," "Faithful of Salaüel/15." Bitterness also provides him with the following Aspect values: Creation 1/Alteration 1/Destruction 0.

All of these modifications are considered to be printed on the bearer's reference card.

His rank does not change, but he is considered to be Devout for the calculation of his T.F.

Bitterness is reserved to Alderan.

• Morbid puppets 1

Morbid Puppet Invocation:

2 

Path: Necromancy

Range: Special

Difficulty: 8

Duration: Instantaneous

Area of effect: Special

Frequency: Unlimited

Intensity: 4

A.P.: 7

Once successfully cast, a morbid puppet appears within 10 cm or less of the magician.

This spell follows the rules on fighter summoning explained on p. 79. Morbid puppet invocation is reserved to magicians of Acheron.

• Morbid angels 1

Morbid Angel Invocation:

1 

Path: Necromancy

Range: 10 cm

Difficulty: 8

Duration: Instantaneous

Area of effect: Special

Frequency: Unlimited

Intensity: 4

A.P.: 11

This spell is to be cast on a friendly morbid puppet in base-to-base contact with another friendly morbid puppet. The two puppets must be free of any opponents and within the spell's range. At least one of them must be uninjured. Once successfully cast, the two puppets are removed from the battlefield and are replaced by a morbid angel. The latter only counts for one summoned fighter with a force of 1.

It is possible to summon a morbid angel directly, in which case the spell requires 4  to be cast.

This spell is reserved to magicians of Acheron.

• Morbid angels 2

Morbid Division:

1 

Path: Necromancy

Range: 10 cm

Difficulty: 8

Duration: Instantaneous

Area of effect: Special

Frequency: Unlimited

Intensity: 3

A.P.: 10

This spell is to be cast on a friendly morbid angel who is free of any opponents and who is located at altitude level 0. If cast successfully, the angel is replaced by two morbid puppets in base-to-base contact with each other. The two puppets thus

created must have the same characteristics. Each puppet enters the game with the same Wound level as the morbid angel had when the spell was cast.

The division cannot be cast if the replacement of the target causes other miniatures to be moved.

All effects that were affecting the morbid angel are automatically dissipated.

• Sephiroth the Reaper

Mizar/15 A.P.: Mizar's bearer benefits from a +1 in STR for every centaur of Acheron (including himself) or Kelt centaur present within 15 cm or less of him. The bearer's STR cannot become greater than 15 in this way. These bonuses are temporary; if a centaur moves further away than 15 cm from this sword's bearer, then the bonus he provided is cancelled.

Mizar is reserved to Sephiroth the Reaper.

• Kaïn the Scourge

Relics are unique artefacts reserved to faithful Characters. A faithful can have only one of these objects at a time. Relics are defined by various characteristics.

- The *cult* determines the artefact's origins. A relic can only be used by a faithful of the corresponding path or cult. What more, some are reserved to specific peoples (this is mentioned along with the cult).
- The *Aspects* testify to the relic's grasp on reality. Their values are preceded by +/- modifiers that apply to the faithful's Aspects. A faithful cannot use a relic if it causes one of his Aspects to become less than 0. These modifiers are not taken into account when calculating the initial T.F. or when calling miracles.
- The *emanation* is an advantage that the relic gives its bearer and which remains active throughout the game.
- The *wonders* can only be carried out during the faithful's activation in the same way as miracles. The faithful must spend a quantity of T.F. equal to the number indicated between parentheses to perform the wonder. No test is required for it to be carried out and a faithful cannot be censured when calling a wonder. This type of effect can be used only once per round.

The Fist of Kaïn/23 A.P.: The Fist of Kaïn is a black weapon that gives its bearer the "War fury" ability.

Attacks made using this flail are especially hard to avoid. When an opponent tries to parry an attack made using this weapon, he suffers a -2 on the final result of his Defence test.

The Fist of Kaïn is reserved to Kaïn the Scourge.

• Quaestors of Acheron 1 & 2

Salaüel's Chorus: Due to their semi-ethereal nature, quaestors never suffer movement penalties caused by the type of ground.

Moreover, when a quaestor of Acheron wishes to cast a spell of the path of circaeus, each quaestor within 10 cm or less of him can sacrifice up to two mana gems to help him improve his mastery of the spell. The gems thus invested are considered to have been spent by the quaestor casting the spell.

• Quaestor of Acheron 1

Hymn of Despair:1 **Path:** Circaeus**Range:** Personal**Difficulty:** 7**Duration:** Until end of round**Area of effect:** Personal**Frequency:** 1**Intensity:** 3**A.P.:** 7

The magician benefits from +1 in STR. Once successfully cast, he can sacrifice additional  to increase the effect. Each gem thus spent provides an additional +1 bonus in STR.

This increase in STR is not taken into account if the magician is making a Damage roll against an elemental being of Water or a magician who masters this Element.

• Quaestor of Acheron 2

Mortal Litany:2 **Path:** Circaeus**Range:** Personal**Difficulty:** 8**Duration:** Until end of round**Area of effect:** Personal**Frequency:** 1**Intensity:** 3**A.P.:** 11

Once this spell has been successfully cast, the magician can invest additional  to increase its effects. Depending on the number of gems sacrificed, the magician benefits from the following effects:

- 0: FEAR +1
- 4: FEAR +1, STR +1, RES +1
- 8: FEAR +1, ATT +1, STR +1, DEF +1, RES +1
- 10: FEAR +2, ATT +2, STR +2, DEF +2, RES +2
- 14: FEAR +2, ATT +2, STR +2, DEF +2, RES +2 and the "Dreadful" ability.

Mortal litany's effects can last from one round to the next. For this, the magician must sacrifice 4  during each maintenance phase. A magician can benefit from only one mortal litany at a time.

Psalm of Insanity:2 **Path:** Circaeus**Range:** 10 cm**Difficulty:** 8**Duration:** Instantaneous**Area of effect:** One enemy fighter**Frequency:** Unlimited**Intensity:** 3**A.P.:** 11

Once successfully cast, the player rolls 2d6. Before making this roll the magician can sacrifice additional . Each gem adds two points to the sum of the two dice.

The target must make a Courage test with a difficulty equal to the sum of the two dice. This test is made as if the aura of fear were coming from a Living-dead fighter; it is automatically passed if the target is already immune to this level of Fear.

Psalm of insanity has no effect on Characters or on fighters with the "Living-dead," "Construct" or "Immunity/Fear" abilities.

• **The Bogeyman****Salaüel's Enchantment:****Fervour:** 3**Cult:** Salaüel**Difficulty:** Free**Area of effect:** Special**Range:** 10 cm**Duration:** Special**A.P.:** 15

This miracle can only be called onto a friendly fighter who has the "Living-dead" ability.

During the next Damage roll inflicted by the targeted fighter, his STR is increased by a number of points equal to half (rounded up to the higher integer) of the difficulty chosen for the call. If this roll's result is an Exceptional Wound, then this miracle's target is Killed Outright. In this case any Wounds that are inflicted by the Damage roll are nevertheless applied. A fighter can be under the influence of only one Salaüel's enchantment at a time.

Evil Eye:**Fervour:** 1**Cult:** Meanders of Darkness**Difficulty:** 6**Area of effect:** Personal**Range:** Personal**Duration:** Until end of round**A.P.:** 18

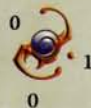
When under this miracle's influence, the faithful benefits from the "Thaumaturgist" ability and does not suffer the usual penalty of -1 when recovering T.F. or when performing miracles in hand-to-hand combat. He can prolong this miracle's effect from one round to the next by spending one T.F. point during each maintenance phase.

• **Spectre of Acheron****The Life Stealers:**

- **Ethereal:** The spectres of Acheron have the "Ethereal" ability.
- **Heartrender:** The spectres are equipped with dreadful weapons. When they inflict a Wound to the chest, the victim is Killed Outright. The spectre is then healed by one Wound degree.

• **Gravedigger of Salaüel**

The Zombie Masters: Once per round, right before the gravedigger performs a miracle, the player controlling him can select a zombie in his camp and within his aura of faith. The gravedigger then benefits from an additional die for his divination roll. This die is subject to the same rules and limitations as those acquired by strengthening the bond. If the call is a failure, then the selected zombie suffers a Damage roll with a STR equal to the miracle's Fervour. This Wound cannot be avoided. It can, however, be healed using Regeneration/X.

Chain of the Grave:**Fervour:** 2**Cult:** Reserved to gravediggers of Salaüel**Difficulty:** 6**Area of effect:** Special**Range:** Special**Duration:** Special**A.P.:** 16

Once this miracle has been successfully called, the vital essence of the next fighter (not counting the "Living-dead" and "Constructs") who suffers a "Killed Outright" while inside the gravedigger's aura of faith is captured by the latter and is used to create a new zombie. A zombie warrior, zombie of Acheron or zombie in armour is immediately summoned. The zombies created in this way follow the rules on summoning (see p. 79).

Only after a zombie has been created does this miracle end, thus allowing the gravedigger to call a new one.

Brutality of the Shadows:**Fervour:** 2**Cult:** Meanders of Darkness**Difficulty:** 6**Area of effect:** Personal**Range:** Personal**Duration:** Until end of round**A.P.:** 15

Once this miracle has been successfully called, the faithful's STR is replaced by that of an enemy in base-to-base contact with him, as chosen by the player controlling the faithful. The transmitted STR is the one printed on the opponent's reference card. The player can choose to increase this miracle's difficulty by 2

before making the divination roll, in which case the transmitted STR is increased by one point if it is successfully called.

• **Asura de Sarlath**

Sceptre of Dark Absolution/22 A.P.: A Sceptre of Dark Absolution is a black weapon. Every time the bearer of such an artefact eliminates an opponent, a counter is placed near him (maximum: 6 counters).

All these counters are discarded at the beginning of every strategic phase, before the rallying phase. All enemy fighters located within 15 cm or less of the sceptre's bearer are affected. The difficulties of their rallying tests (Courage and Discipline tests) are increased by as many points as there were discarded counters.

If this artefact's bearer has the "Leadership/X" ability, then its range is added to the artefact's area of effect. If an enemy is standing in the areas of effect of several sceptres at the same time, then only the highest penalty among them is applied.

Only Characters of Acheron can be given a Sceptre of Dark Absolution. There can be several copies of this artefact in the same army.

• **The Gorgon**

Eternal Torpor :

4 

Path: Reserved to the Gorgon **Range:** 20 cm
Difficulty: Special **Duration:** Instantaneous
Area of effect: One enemy fighter **Frequency:** 1
Intensity: 0 **A.P.:** 13

To be able to cast this spell, the Gorgon and her target must both have a line of sight onto each other or their miniatures must be in base-to-base contact. A Power test is made without a set difficulty (the result should be as high as possible). An Initiative test is then made for the targeted fighter. This roll's final result is subtracted from the final result of the Gorgon's Power test.

The spell's effect varies depending on the total gotten by this calculation:

- 0 and - / Vanity of the Humble: The spell has no effect.
- 1 to 5 / Mirage of Emptiness: The target suffers a Damage roll (STR 0).
- 6 to 10 / Abyssal Contemplation: The target suffers a Damage roll with a STR equal to the gotten result (meaning between 6 and 10).
- 11 and + / Eternal Torpor: The targeted fighter is petrified. He is considered to be an indestructible, inalterable and unmovable element of the scenery. He can be freed from this enchantment thanks to an effect that dissipates spells or by eliminating the Gorgon. He then returns with the same Wound level he had when he was petrified, but all the effects he was affected by are dissipated. If the targeted fighter is

still petrified at the end of the last round of the game, then he is considered to be a loss.

This spell can only be countered or absorbed by its target. It has no effect on Immortals and fighters with the "Living-dead" or "Construct" abilities.

Funeral March:

5 

Path: Necromancy; Typhonism **Range:** 30 cm
Difficulty: 9 **Duration:** Permanent
Area of effect: One enemy fighter **Frequency:** 1
Intensity: 4 **A.P.:** 16

If the spell is successfully cast, then the magician benefits from +2 on the final results of his Attack and Defence tests, as well as on his Damage rolls (caused by hand-to-hand combat attacks), made against the target of Funeral March. Furthermore, if the targeted fighter inflicts the magician with a Damage roll following an attack in hand-to-hand combat, then he suffers a -2 on the final result of this roll.

A given fighter can be affected by only one Funeral March at a time.

A magician cannot simultaneously affect several fighters with this ability. He must eliminate his target before being able to cast this spell onto another fighter.

Arrows of Hecate:

3 

Path: Elemental **Range:** 30 cm
Difficulty: 9 **Duration:** Instantaneous
Area of effect: One enemy fighter **Frequency:** Unlimited
Intensity: 4 **A.P.:** 26

If the spell is successfully cast, then the magician can spend from 1 to 3 additional gems of Fire to increase this projectile's range. Each gem thus sacrificed increases its range by 10 cm.

The target suffers a Damage roll (STR 5).

• **Azaël the Unfaithful**

Pallid Aura:

1 

Path: Necromancy **Range:** Personal
Difficulty: 7 **Duration:** Until end of round
Area of effect: Special **Frequency:** 1
Intensity: 3 **A.P.:** 13

Until the end of the round, every friendly or enemy fighter (except those with the "Living-dead," "Construct," or "Possessed" abilities) who is Killed Outright within 10 cm or less of the magician immediately provides him with 1 .

Putrefaction:

3

Path: Necromancy**Difficulty:** Target's RES + 6**Area of effect:** One enemy fighter**Intensity:** 4**Range:** 25 cm**Duration:** Permanent**Frequency:** Unlimited**A.P.:** 18

After having successfully cast Putrefaction, the magician spends one gem from his mana reserve and places it next to the targeted fighter, who immediately suffers a permanent penalty of -1 in RES.

From then on, during every maintenance phase, the magician can spend 1 (and only one), no matter his position on the battlefield. This gem increases the target's penalty in RES by 1 point. If the penalty caused by this spell is equal to the RES printed on the targeted fighter's reference card, then he is Killed Outright. The same target can be affected by only one Putrefaction at a time.

• **Sophet Drahas**

The King of Ashes: Sophet Drahas is considered to be of Large Size. The base of his throne is considered to be the equivalent of a creature base.

Contrary to what is printed on his special capacity card, the back of Sophet Drahas's throne is not an obstacle between him and other fighters. This necromancer and his throne form a single entity.

Cruel/32 A.P.: When Sophet Drahas is involved in hand-to-hand combat, Cruel provides him with one additional combat die.

During his activation, if Sophet Drahas is free of any opponents, he can send his weapon to fight for him at a maximum distance of 10 cm from his throne. This action is considered to be an incantation in regard to the number of actions performed. Sophet Drahas therefore cannot run and send his weapon to fight at a distance.

Sophet Drahas must have a line of sight onto the chosen target, who is then considered to have been engaged by Cruel. Yet this does not prevent the necromancer from casting other spells later on.

The weapon is to be symbolised by an infantry base. It therefore occupies the same space as a foot soldier in contact with its target.

Cruel is considered to have a FEAR equal to that of Sophet Drahas. If the targeted fighter flees when assaulted, then Cruel instantly returns to its master's hand and cannot attack another target in the same round.

When resolving the combat, this artefact has the same MOV, INI, ATT, STR and DEF as Sophet Drahas. Cruel is indestructible and because Sophet Drahas is not in contact with its target, he cannot be wounded through his sword when it is fighting far from him.



It is possible to charge or engage the sword, but it never suffers charge penalties.

Cruel immediately and automatically returns to Sophet Drahas's hand if one of the following conditions is met:

- It is further than 10 cm from Sophet Drahas.
- It has eliminated all opponents in contact with it (Cruel never does pursuit movements).
- Sophet Drahas is engaged in hand-to-hand combat.
- At the end of the combat phase this weapon returns to the necromancer's hand, whether it has eliminated all its opponents or not.

Cruel is reserved to Sophet Drahas.

The Talisman of Shadows/26 A.P.: During his activation (before or after his movement), Sophet Drahas can transmit this talisman to a friendly miniature in base-to-base contact with him. He can take it back in the same conditions.

Later in the game, during his activation, Sophet can trigger the Talisman of Shadows' power instead of moving. To do so, the artefact's bearer must be at altitude level 0. He is immediately Killed Outright and Sophet Drahas's miniature takes his place, even if one of them was engaged in hand-to-hand combat. The talisman cannot, however, be used if there is not enough room for the throne to be placed where the dead bearer was standing.

After this substitution Sophet Drahas recovers the talisman and can use it again. An opponent in contact with the talisman's bearer is considered to be engaged by Sophet. If he is not immune to the King of Ashes' FEAR, then he must make a Courage test. If he fails it, then he suffers the effects of rout, but does not flee.

If this talisman's bearer is eliminated before its power was activated or before Sophet has recovered it, then it is lost.

The Talisman of Shadows is reserved to Sophet Drahas.

The Blood of Discord:2 **Path:** Elemental**Range:** 15 cm**Difficulty:** 10**Duration:** Permanent**Area of effect:** One friendly fighter **Frequency:** Unlimited**Intensity:** 2**A.P.:** 11

Every time the targeted fighter inflicts an opponent with a Wound or a Killed Outright in the “Chest” column, his Wound level improves by one degree.

This spell has no effect if the wounded opponent has the “Construct” or “Living-dead” ability or if he is an elemental being.

During every maintenance phase, 1d6 is to be rolled for every fighter benefiting from this spell. A  makes the enchantment end and the fighter suffers a Damage roll (STR 0).

• **Ejhin de Vanth**

Seal of the Corrupt/18 A.P.: During his activation (before of after his movement), the faithful can use Seal of the Corrupt to mark a friendly fighter in base-to-base contact with him.

The targeted fighter is given the name of “*corrupt servant*.”

A faithful can create only one corrupt servant per round, and a summoned fighter cannot be marked by this seal. The number of corrupt servants that can be on the battlefield simultaneously is not limited.

The corrupt servant acquires the “Martyr/1” ability. This ability’s X value is then increased by 1 point for every opponent eliminated by the corrupt servant. However, X cannot become greater than the COU/FEAR value printed on the servant’s reference card.

The bearer of the Seal of the Corrupt can activate a servant’s “Martyr/X” ability as long as the latter is within his aura of faith, even if he is further than 10 cm from him.

And finally, corrupt servants can be used as a relay by this seal’s bearer for the call of his miracles. Any miracle (except those with “Personal” range) can be considered to have been called by a corrupt servant if he is within the aura of faith of the seal’s bearer. The T.F. is nevertheless taken from the faithful’s reserve and the divination roll is made in the usual way. Yet the range and line of sight are determined as if the corrupt servant were performing the miracle. Also, censure takes the corrupt servant’s position into account.

If the miracle involves an effect on the faithful (Damage roll or other), then it applies to the corrupt servant being used as a relay. The latter must be chosen before the divination roll is made. If this roll fails, then the servant is Killed Outright.

An army can have only one Seal of the Corrupt. This artefact is reserved to faithful Characters bound to the Meanders of Darkness.

Grasp of the Demon:**Fervour:** 1**Cult:** Reserved to Ejhin de Vanth**Difficulty:** 8**Area of effect:** One friendly corrupt servant**Range:** 15 cm**Duration:** Special**A.P.:** 18

This miracle can only be performed at the moment that Ejhin de Vanth is Killed Outright.

The targeted corrupt servant benefits from the “Faithful of Salaüel/17.5” ability, from Ejhin’s Aspect values and from the rank of “Zealot.” He also receives all of Ejhin’s miracles, the Seal of the Corrupt, as well as the T.F. points held by Ejhin at her death. Ejhin’s other artefacts are lost and the targeted servant is not affected by the effects that were active on her.

The corrupt servant can call Grasp of the Demon if he suffers a Killed Outright and can thus transfer Ejhin’s soul to a different servant again.

At the end of every maintenance phase, the servant possessed by Ejhin’s soul is Killed Outright.

• **The Coryphaeus**

The Coryphaeus: The Coryphaeus is a quaestor of Acheron. As such, he benefits from the “Salaüel’s Chorus” special capacity.

Furthermore, all quaestors located within the Coryphaeus’s aura of leadership can use this capacity as if they were all within less than 10 cm from each other.

The Orpheon/16 A.P.: This sword gives its owner the “Sequence/1” ability, which is then considered to be printed on his reference card.

Two counters are placed on the Orpheon’s card at the beginning of the game, and then two more are added every time its owner inflicts an opponent with a Wound or a Killed Outright through an attack in hand-to-hand combat (maximum: 6 counters). All or a part of these counters can be discarded before making an Initiative, Attack, Defence or Power test for its owner. The test’s final result is then increased by a number of points equal to the number of discarded counters.

The Orpheon is reserved to the Coryphaeus.

Dwarves of Mid-Nor

Lictors: All magicians of Mid-Nor who master chthonian magic are lictors.

• Yh-Sabahal

Sefhrà the Demonic/30 A.P.: When Yh-Sabahal inflicts an opponent with a Wound without killing him, he gets one additional attack die that he must use against this same opponent. This attack must be resolved immediately, even if this leads Yh-Sabahal to surpass the number of attacks that he can make during the same exchange and against the same opponent. As long as Sefhrà continues to wound its victim without killing him, it generates further attacks. An attack gained in this way cannot be used to make a master strike.

Sefhrà's power does not work against targets with the "Construct" ability or with structure points.

Sefhrà the Demonic is reserved to Yh-Sabahal.

• Yh-Ibenseth

Tentacular Appendices/13 A.P.: A friendly Character of Mid-Nor can be given Yh-Ibenseth's canopic doll for free when the armies are being built. It does not count as an artefact.

Before each Tactical roll the friendly magicians and faithful of Mid-Nor located within 10 cm or less of Yh-Ibenseth or the bearer of his canopic doll can sacrifice mana or T.F. to feed Yh-Ibenseth's tentacular appendices. If the canopic doll's bearer is a magician or a faithful, then he can spend his own mana gems or T.F. points to generate counters. Each  or T.F. point spent allows one counter to be placed on the tentacular appendices' card (maximum: 6 counters).

These counters can then be used during the game to give Yh-Ibenseth one or several of the powers described below. Their cost in counters and their activation conditions are indicated after the name of each power. All unused counters are discarded at the end of the round.

- **Aggression/3:** This power can be activated right after a Tactical roll. Yh-Ibenseth benefits from the "War fury" ability. Each counter spent for this power in addition to the three required adds +1 to Yh-Ibenseth's STR. These effects last until the end of the round.
- **Sovereignty/3:** This power can be activated right after a Tactical roll. Yh-Ibenseth's FEAR increases by one point until the end of the round.
- **Avoidance/X:** This power can be activated right before Yh-Ibenseth suffers a Damage roll. The player rolls 1d6. The X number of counters spent for this power (before the test) is added to the result on the die. If the sum thus obtained is of 7 or more, then the Damage roll is cancelled. A  on this roll is an automatic failure. The spent counters are lost, no matter the result of the roll.

This power can be used several times per round, yet only once for every Damage roll.

Attention! *If the bearer of his canopic doll is Killed Outright or flees from the battlefield, then Yh-Ibenseth suffers a Damage roll (STR 20).*

The tentacular appendices are reserved to Yh-Ibenseth and are not counted in the maximum number of artefacts that he can have.

Aralith/16 A.P.: When Yh-Ibenseth is equipped with Aralith, the player controlling him can resolve the fray in which Yh-Ibenseth is involved before all the others, even if he has not won the Tactical roll. If his opponent has a similar power that allows him to resolve a combat first, then the winner of the Tactical roll chooses which of the combats will be resolved first.

Moreover, Aralith allows its bearer to move MOV cm when making a pursuit movement (instead of half this value).

Aralith is reserved to Yh-Ibenseth.

• Cyclops of Mid-Nor

The Eye of the Abyss: Once per round, during the cyclops's activation (before or after his movement), the player controlling him can select an enemy fighter within 20 cm or less of the cyclops and within his field of vision. If the cyclops is engaged in hand-to-hand combat, then the target must be chosen among the enemies in base-to-base contact with him. In this case the cyclops does not need to have a line of sight onto the targeted fighter.

The cyclops and the targeted fighter each make a Courage/Fear test. The values that are used are those printed on their reference cards. The one who gets the higher final result wins.

If the targeted fighter wins this test or has a capacity that makes him untouched by the cyclops's FEAR ("Hyperian," "Immunity/Fear," "Righteous," "Living-dead," etc.), then nothing happens and he is now immune to the Eye of the Abyss until the end of the game.

If the cyclops is the winner, then the targeted fighter suffers a -1 on the final results of his Initiative, Attack, Defence, Aim and Power tests, as well as of his divination rolls, until the end of the round. The same fighter can be targeted by the Eye of the Abyss only once per round.

• Mahal the Enchanter

Doll of Servitude/20 A.P.: In every round, during his activation, the magician can sacrifice one of his Dolls. This action is considered to be an incantation in regard to the number of actions that can be carried out.

One fighter (and only one) appears within 10 cm or less of the lictor. This artefact cannot be used if it is impossible to place a

new miniature within this perimeter. The maximum A.P. value of the summoned fighter is determined by the roll of 1d6.

□ or □: 13 A.P.

▣ or ▣: 21 A.P.

▤ or ▤: 31 A.P.

The player freely chooses the type of fighter who is summoned amongst the miniatures at his disposal. Only a non-Character fighter of Mid-Nor with the "Possessed" ability can be chosen. The fighters summoned in this way are subjected to the rules on summoning described on p. 79. Once it has been sacrificed, the Doll of Servitude is discarded.

The same magician can have several Dolls of Servitude. These artefacts are reserved to lictors.

• Akkadhalet

Internal Chaos:

3 

Path: Chthonian

Range: Personal

Difficulty: 8

Duration: Instantaneous

Area of effect: Special

Frequency: Unlimited

Intensity: 4

A.P.: 14

This spell is to be cast during the activation phase, when the opponent gets the lead. If successfully cast, then the player who just cast this spell chooses one of the following effects:

He forces his opponent to play one of his cards placed in reserve.

He forces his opponent to play the card at the top of his activation sequence.

He forces his opponent to place the card at the top of his activation sequence in reserve. This effect can bring the opponent's reserve to pass its maximum limit.

In all three cases the opponent cannot play any other card during the same turn. Once this spell has been cast, neither of the players can use an "Authority" counter before the next turn. This spell can be neither absorbed nor countered.

• Master of puppets & Ezalyth, the Queen of the Damned (Colony of Ephorath)

The Despot's Puppeteers: Right before the deployment phase, one of the three effects described below can be chosen for every master of puppets.

- **Cabalistic acolyte:** Once per round, at the moment that he casts a spell, the puppet master can use his acolyte's power to get an additional mastery die.
- **Acolyte of devastation:** Once per round, when making an Attack test, the master of puppets rolls 2d6 and keeps the better result. Using this capacity is to be announced by the player before proceeding with the Attack test and before the opponent has announced his defence.
- **Acolyte of domination:** Once per round, before the Tactical roll, a friendly Character of Mid-Nor located within less than

10 cm of the master of puppets can be selected. He benefits from Ambidextrous until he wins an attack thanks to this ability (or until the end of the round, whichever comes first).

A fighter can benefit from the effects of only one acolyte at a time. After each use, 1d6 must be rolled. A  means that the acolyte is destroyed and that his power can no longer be used until the end of the game.

The effects provided by the acolytes are immediately cancelled if the master of puppets is eliminated.

• Nerân the Scary

Summoning of the Reapers:

Fervour: 3

Cult: Mid-Nor

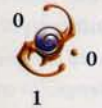
Difficulty: 8

Area of effect: Special

Range: Special

Duration: Instantaneous

A.P.: 12



If the call is heard, then a reaper of Mid-Nor is summoned at a maximum distance of 10 cm from the summoner (and within his field of vision).

• The Colony of Ephorath

The Crown of Conquerors/15 A.P.: This artefact increases Yh-Karas's leadership range by 5 cm.

Furthermore, it allows its bearer to generate two "Authority" counters per round instead of just one.

The Crown of Conquerors is reserved to Yh-Karas.

Gall of the Possessed:

3 

Path: Corruption

Range: 10 cm

Difficulty: Target's DEF + 3

Duration: Until end of round

Area of effect: One friendly fighter

Frequency: 1

Intensity: 2

A.P.: 9

Once successfully cast, no parrying attempts can be made against attacks made by the targeted fighter using the "Counter-attack" or "Ambidextrous" abilities. Moreover, the final results of all Damage rolls bound to such attacks are increased by a number of points equal to the difference between the attacker's ATT and the victim's DEF. The values taken into account can have been modified.

This bonus cannot be less than 0.

The Accursed Deacon: Being a Warrior-monk, Ysilthan normally has the right to only one miracle. However, he can additionally acquire those whose cult is "Reserved to Ysilthan."

Before every Tactical roll, the Accursed Deacon can sacrifice from 1 to 3 T.F. points to strengthen the bond linking him to the Despot. He then benefits from the "Leadership/X" ability until the end of the round.

Its range in centimetres is equal to 5 times the amount of sacrificed T.F. points.

This effect does not allow the player controlling Ysilthan to roll 2d6 when making the Tactical roll using the Accursed Deacon's DIS. He can, however, do so if Ysilthan sacrifices 2 additional T.F. points. These points do not increase his leadership range.

Castling:

Fervour: 2

Cult: Reserved to Ysilthan

Difficulty: 7

Area of effect: Special

Range: 20 cm

Duration: Special

A.P.: 14



If the call is heard, then in the next mystic phase the faithful's T.F. is calculated as if he were standing in the target's position (under the condition that the target and the faithful are both at the same altitude level).

The target and the faithful continue to be taken into account in the calculation of the latter's T.F.

If the target is eliminated before the mystic phase, then the miracle no longer has an effect. In no way can the same faithful benefit from several Castlings at the same time.

• Kanizhar the Cannibal

The Larva of the Imsur: Like his equals, Kanizhar can use one of the strange secretions produced by his corrupted organism.

In each round, at the moment that he is activated, Kanizhar can do one of the following:

- Coat his weapon with corrosive spit: his Strength is increased by 3 points until the end of the round.
- Concentrate his vital fluids on his wounds: he benefits from the Regeneration / 5 Ability until the end of the round.

If Kanizhar chooses the second effect, he may also inflict a Light Wound on a friendly figurine in base-to-base contact with him if he fails his Regeneration roll. He may then make a new Regeneration roll. He can only make use of this process once per round.

Devourers of Vile-Tis

• Nekhar the Ecstatic

The Arch of Torment/38 A.P.: This artefact increases its bearer's leadership range by 10 cm.

Furthermore, the Arch of Torment has an area of effect of 15 cm. Three counters are placed on this card at the beginning of the game. From then on a counter is added for every fighter (friend or foe) killed within this area of effect. The Arch of Torment cannot hold more than 20 counters.

At the beginning of every activation and combat phase, the player controlling this artefact's bearer can discard counters in order to use the powers described below. The value bound to each effect indicates its activation's cost in counters. Unless specified otherwise, the same power can be triggered several times per round, even onto the same target.

- **Echo of the Beast/1:** A friendly faithful of Vile-Tis located within the Arch's area of effect gains 1 T.F. point.
- **Aura of the Beast/2:** The Arch's area of effect is increased by 2.5 cm until the end of the game.
- **Blood of the Beast/3:** The bearer or a Devourer located within the Arch's area of effect is healed by one Wound degree.
- **Spirit of the Beast/5:** The bearer acquires the "Bane/X" ability against the rank of his choice (Regular, Veteran, etc.) until the end of the game. This power can be acquired only once per game.

The Arch of Torment is reserved to Nekhar and is not counted in the maximum number of artefacts to which he has the right.

• Eclipsante I

The Black Veil: An eclipsante using this technique can always use sustained defence, even if she has placed more dice in attack than in defence. Furthermore, she can sacrifice one (and only one) combat die when she reveals the combat technique she is using. Her DEF is then increased by 2 points. These modifications last until the end of the round.

If the eclipsante makes a pursuit movement that leads her to participate in a new combat, then her DEF remains increased and she still suffers the loss of her combat die.

This combat technique is reserved to eclipsantes.

• Velrys, Prince of the Impure

Snare of Chains/17 A.P.: Snare of Chains allows Velrys to be a potential target for all friendly game effects that target a specific type of chains (chains of Carnage, of Affliction, etc.), even if he does not have these chains in his equipment. Furthermore, when Velrys has this artefact he can both run and cast a spell during his activation.

Snare of Chains is reserved to Velrys.



• Nemetis the Sacrilegious

The Faithful of Vile-Tis: The faithful of Vile-Tis are all merciless warriors, which is why they have the “Warrior-monk” ability.

Contrary to his counterparts, the number of miracles that a faithful Devourer can acquire before the battle is proportional to his rank:

- Devout: 1
- Zealot: 2
- Dean: 3
- Avatar: 4

This number is increased by one point if the faithful is a Character.

During every mystic phase, after having calculated the T.F. of a faithful of Vile-Tis, the player controlling him can increase the amount of T.F. points that he has available. The maximum number of additional points that can be acquired varies according to the faithful’s rank:

- Devout: 2
- Zealot: 5
- Dean: 8
- Avatar: 15

These points are considered to be regular T.F. points, but they represent a debt towards the divinity. A number of counters equal to the number of points acquired in this way must be placed next to the faithful. Each Wound (or “Killed Outright”) inflicted on an opponent by a friendly Devourer within the faithful’s aura of faith lets one counter be removed. At the beginning of the following mystic phase (before calculating the T.F.), the faithful’s Wound level increases by one degree for every counter that has not been removed. This effect cannot be avoided in any way.

Five-bladed Talisman/11 A.P.: A faithful Devourer equipped with a Five-bladed Talisman acquires Bane/Faithful.

During the game, 1d6 is to be rolled for every T.F. point used by this talisman’s bearer to censure an enemy faithful, to strengthen the bond on a divination roll, or to pay for a miracle’s Fervour. On a 1 or more the concerned T.F. point is added to the STR of the talisman’s bearer until the end of the round.

The T.F. used for anything else does not give the right to this bonus.

Kelts of the Drune Clan

• Formor Fiends 1 & 2

Demonic Auras: Formor fiends are practically untouched by the effects of fear. They do not make Courage tests except when facing fighters with the “Living-dead,” “Hyperian,” or “Being of Darkness” ability and whose FEAR (as printed on their reference card) is of 10 or higher.

The acquisition conditions of the demonic auras remain the same as those described on the cards.

• Ardokath

Aura of Profanation

Fervour: 1

Cult: Cernunnos; Vile-Tis

Difficulty: Target’s DIS

Area of effect: Special

Range: 30 cm

Duration: Until end of round

A.P.: 18



This miracle’s target can be a friendly or enemy faithful or the faithful calling this miracle himself. If the targeted fighter’s DIS is “-”, then the difficulty is equal to his RES.

If the call is heard, then the selected faithful becomes an Iconoclast. If he already has this ability, then he loses it and is considered to be an orthodox faithful. If he has an attribute that is reserved to or forbidden to Iconoclasts, or if he has a different way to get or lose this ability by his own means (artefact, special capacity, miracle, virtue, etc.), then Aura of Profanation has no effect.

Cynwäll Elves

• Galhyan, Cynwäll Heliast

Galhyan’s Masquerade/18 A.P.: When equipped with this artefact, Galhyan can invest his Concentration/X points in MOV, INI, ATT, STR, DEF, RES, COU or DIS.

Galhyan’s Masquerade also increases the magician’s mana recovery capacity and allows him not to consider a 1 to be a failure on his mana recovery rolls (even after a re-roll).

This artefact is reserved to Galhyan.

• Cry Havoc, vol. 5

The Miragyre/21 A.P.: When a Cynwäll elf equipped with a helianthic crossbow is also equipped with the Miragyre, then his range weapon’s values are modified as follows:

Helianthic crossbow and Miragyre/STR 6, range 30-55-80.

The use of this artefact's power is to be announced by the player as soon as the fighter equipped with it is activated. He can then no longer use the "Rapid reloading" and "Assault fire" abilities until the end of the round. In return, the STR of the first shot made in this round with the helianthic crossbow is increased by 2 points.

The Miragyre is an artefact reserved to Cynwäll Characters endowed with AIM. It has no effect on any other range weapons but helianthic crossbows.

• Equanimous warrior

Invisible Truth: Once this miracle has been successfully called, the equanimous warrior benefits from the following advantages:

- +1 DEF (this bonus is cumulative with the one provided by Concentration)
- +2 in the difficulty of all enemy fire that specifically targets the equanimous warrior



The Lions of Alahan

• Dragan d'Orianthe

The Lance of the Heliast/21 A.P.: At the beginning of the game the Lance is holding 3 . A mana recovery roll must be made for this artefact every time Dragan d'Orianthe eliminates an opponent. This roll is resolved while considering that the Lance has a POW of 3 and the status of Initiate of Light. The roll cannot be affected by any modifiers. The gems held in the Lance can be used in three ways:

- If Dragan d'Orianthe is directly targeted by a spell, then the player can attempt to absorb or counter it (still while considering that the Lance has a POW of 3) by using the gems held in this artefact.
- Any friendly magician who masters Light can draw gems from the Lance's reserve. This action must be carried out during the magician's activation, before or after his movement. For this he must be within 10 cm or less of Dragan d'Orianthe.
- Right before a Damage roll caused by an attack in hand-to-hand combat by the bearer, his STR can be increased by 1 point for every 1 . This bonus only applies to the ensuing Damage roll.

The activation of the Lance's powers cannot be targeted by a counter-magic attempt.

This artefact is reserved to Dragan d'Orianthe.

The Shields of the Baronies/Special: The A.P. cost of a Shield of the Baronies depends on the X value bound to it.

- If X = 5: The bearer's RES in A.P.
- If X = 4: The bearer's RES times 2 in A.P.
- If X = 3: The bearer's RES times 3 in A.P.

Every time the bearer of a Shield of the Baronies (RES 7; 3 S.P.) is to suffer a Damage roll, 1d6 is rolled before resolving the Damage roll. On a result of "X" or more, the shield suffers the Damage roll instead of the bearer. (A Light Wound makes it lose 1 S.P., a Serious Wound, 2 S.P., a Critical Wound, 3 S.P., and "Killed Outright," 4 S.P.)

When this artefact no longer has any S.P. left, its power fades. It then becomes unusable until the end of the game. If the artefact is destroyed by a perforating artillery projectile, then the latter does not continue on its course.

Only Characters of Alahan with a RES of 7 or higher on their reference card can be equipped with a Shield of the Baronies.

• Aldenyss the Silent & falconers of Alahan

The Falconer of Kaïber & The Sentinels of the Skies: During the deployment phase, no enemy scout may be placed outside of his deployment zone within less than 25 cm of a falconer.

During a falconer's activation (before or after his movement), the player controlling him can give one of the two orders described below to his bird of prey:

- **"Kill!":** An enemy fighter within less than 20 cm of the falconer is selected. He suffers a -1 on the final results of his Attack, Defence and Power tests, as well as on his divination rolls, until the end of the round. This penalty is not cumulative if several birds of prey aggress the same victim.
- **"Fly!":** A friendly fighter within less than 20 cm of the falconer is selected. The falconer can be selected instead of a different fighter. The targeted fighter benefits from the "Consciousness" ability until the end of the round.

A falconer can give only one order to his falcon per round.

Aldenys the Silent is a falconer of Alahan Character.

Silentz/10 A.P.: When using his falconer's special capacity, Aldenys can give the following order to Silentz instead of one of the two regular orders:

- **"Mutilate!":** Until the end of the round, Silentz becomes a range weapon (Silentz/STR 6, range 20-40-60). He then replaces Aldenys's pistol. The normal rules on firing apply, with just two exceptions.

If Aldenys successfully sends Silentz at a target in a fray, then no distribution roll is required to be made; Silentz hits the designated target during the Aim test (unless he is deviated in any way by the target).

Aldenys cannot use his pistol or the "Rapid reloading" ability when using this special capacity.

Silentz is an artefact reserved to Aldenys. The latter cannot call on a different falcon during the same game.

• Bards of Alahan 1 & 2

The Tellers of Legends:

- **Destiny of heroes:** Once per round each bard provides the possibility to re-roll one die for a friendly Character of Alahan located within 10 cm or less of him. The use of this capacity is to be announced after an Initiative, Attack, Defence, Aim, Courage, Discipline or Power test (or divination roll) made by the Character. One of the dice used for this test is rolled again.

The new result is kept and cannot be rolled again. A Character can re-roll as many dice in this way as there are bards within range. A Bard of Alahan Character cannot use his own capacity in order to roll dice again.

- **Master shot:** Once per game, when making a shot with one of his throwing daggers, the bard can attempt a master shot. If the Aim test is successfully passed, then the higher result on his Damage roll is used to determine both the STR bonus and the Wound's localisation. The lower result is not taken into account.

• Bard of Alahan 1

For the Glory of the Bold:

3

Path: Circaeus

Range: 10 cm

Difficulty: 8

Duration: Until end of round

Area of effect: One friendly Character **Frequency:** Unlimited

Intensity: 4

A.P.: 16

If the spell is successfully cast, then the targeted Character can immediately walk towards the magician. This exceptional movement is permitted even if the targeted Character is in contact with an opponent and even if he has been assaulted in the round being played.

On the other hand, this movement is impossible if the targeted Character is the victim of an effect that forbids him from moving or if none of his base's edges is free of opponents.

If the targeted Character comes into contact with the magician at the end of this walk, then he is healed by one Wound degree. This exceptional movement does not prevent him from moving during the activation phase if he has not been activated yet when this spell is cast.

The Sad Gaze:

4

Path: Circaeus

Range: 10 cm

Difficulty: 7

Duration: Until end of round

Area of effect: One friendly Character **Frequency:** Unlimited

Intensity: 4

A.P.: 6

The targeted Character benefits from the "Possessed" and "Fierce" abilities. In return, during every combat until the end of the round he must use as many additional combat dice as his "Sequence" ability allows him to.

• Mirvilis, Baron of Allmoon

The Sermon of Shaon/22 A.P.: When he takes his fabulous sword with him to battle, Mirvilis d'Allmoon gets +1 in ATT and DEF. These modifications are considered to be printed on his reference card. He also acquires the "Brutal" and "Counter-attack" abilities.

When a Damage roll is inflicted with this weapon, then Mirvilis's STR is increased by a number of points equal to the natural result of the Attack test that it caused. This bonus disappears immediately after the Damage roll has been made.

This artefact is reserved to Mirvilis d'Allmoon.

Orb of the Immortals/25 A.P.: Right before the mystic phase, Mirvilis can stock up to 10 gems of any Element inside the Orb of the Immortals. From then on these gems are no longer counted in the maximum number of gems that Mirvilis can have. Yet they can be use like any other gems in his reserve.

Once per round during Mirvilis's activation (before or after his movement) the player controlling him can trigger this artefact's power. This activation requires gems of any Element taken from Mirvilis's reserve or from those held inside the Orb.

This artefact's area of effect depends on the number of gems used:

- 1 gem: 10 cm
- 3 gems: 20 cm
- 6 gems: 30 cm

Until the end of the round, all enemy fighters within the Orb's area of effect (and at the same altitude level as the magician) suffer a -1 on the final results of their Initiative, Attack and Defence rolls.

The Orb of the Immortals is reserved to Mirvilis d'Allmoon.

Celestial Scourge:

1

Path: Elemental

Range: 30 cm

Difficulty: 10

Duration: Instantaneous

Area of effect: One enemy fighter

Frequency: 2

Intensity: 4

A.P.: Special

This spell's A.P. cost is equal to the POW printed on the magician's reference card multiplied by three.

Once it has been successfully cast, the magician must spend to give strength to the spell. The Celestial Scourge's target suffers a Damage roll whose STR depends on the number of gems spent **after** the spell was cast:

- 1 : STR 5
- 2 : STR 8
- 3 : STR 11
- 4 : STR 13
- 5 : STR 14
- 6 : STR 15

If the magician uses 2 for the spell's incantation, then Celestial Scourge is considered to be perforating light artillery. These 2 then represent the spell's initial cost.

• Meliador the Celestial

Storm of Light:

4 3

Path: Reserved to Meliador

Range: Special

Difficulty: 11

Duration: Special

Area of effect: Special

Frequency: Unique

Intensity: 0

A.P.: 25

This spell can be neither absorbed nor countered. Once successfully cast, Storm of Light remains active until the magician moves (voluntarily or not, and no matter which means are used), is assaulted, suffers a wound or is eliminated, or until the player decides to end it.



As long as this spell remains active the magician can (during his activation) strike one or several targets with bolts of Light. To do so, the player controlling him proceeds as follows:

- He selects a target within 50 cm or less of the magician.
- He spends one or several .

No Power test is required to summon the bolt. The targeted fighter suffers a Damage roll with a STR equal to twice the number of  used to summon the bolt.

The magician can summon as many bolts as his mana reserve allows.

This spell can be successfully cast only once per game and is reserved to Meliador the Celestial.

Carrier Wind:

2 

Path: Elemental

Range: Personal

Difficulty: 10

Duration: Instantaneous

Area of effect: Personal

Frequency: 1

Intensity: 5

A.P.: 8

This spell is to be cast while the magician is activated (before he moves). If the magician is free of any opponents, then a magical wind lifts him and transports him a maximum distance of 25 cm. When he moves in this way, the magician ignores all obstacles and types of ground.

This movement replaces the magician's normal movement. It can be considered to be an engagement or a walk. In either case the movement potential remains 25 cm.

If the magician is in contact with one or several opponents, then Carrier Wind allows him to automatically succeed his disengagement roll (he nevertheless has to meet the required conditions). Once the disengagement has been done, the magician can do his movement.

In no way can this spell's Frequency be increased.

• Sardar the Pure

Diffraction :

3 

Path: Elemental

Range: Personal

Difficulty: 9

Duration: Until end of round

Area of effect: Personal

Frequency: 1

Intensity: 4

A.P.: 11

This spell can only be cast during the combat phase, right before the magician's Initiative test. If the spell is successfully cast, then 1d6 must be rolled before every Damage roll that the magician suffers due to an attack in hand-to-hand combat. On a  or more the Damage roll is cancelled.

Diffraction has no effect if the opponent striking the blow is a magician who masters Light, an elemental being bound to this Element, or an Immortal of Light.

Blinding:

4 

Path: Elemental

Range: Personal

Difficulty: Free

Duration: Until end of round

Area of effect: Special

Frequency: 1

Intensity: 5

A.P.: 21

All miniatures located even partially within 20 cm or less of the magician are affected if they have a line of sight onto him.

Every concerned fighter must make an Initiative test with a difficulty equal to the one chosen for this spell. If it is failed, then the victim is blinded and can no longer select targets at a distance for any kind of action. The victims can engage opponents, but cannot charge. They suffer a -1 on the final results of their Initiative, Attack and Defence tests. Magicians who master Light, elemental beings bound to this Element, and Immortals of Light are immune to the effects of Blinding.

• Migail the Selenite

Armour of Allmoon/19 A.P.: When he is wearing the Armour of Allmoon, Migail's RES becomes 5. Furthermore, any enemy fighter involved in the same combat as him has one combat die less than usual at the moment that the combat dice are placed.

Armour of Allmoon is reserved to Migail the Selenite.

Word of Power:

4 

Path: Elemental

Range: 5 cm

Difficulty: Magician's POW + 4

Duration: Special

Area of effect: One friendly fighter

Frequency: 1

Intensity: 5

A.P.: 33

If the spell is successfully cast, then some or all of the magician's points of POW can be distributed among his characteristics or of those of an allied miniature within 5 cm or less of him. This distribution must be made right after the incantation. Only MOV, INI, ATT, STR, DEF and RES can be increased and it is not possible to add more than two points to the same characteristic.

This effect lasts until the magician is eliminated or until the player decides to end it (this can only be done during a maintenance phase). As long as this spell is active, the magician cannot cast it again.

Elemental Aegis:

1 

Path: Primagic

Range: Special

Difficulty: Special

Duration: Instantaneous

Area of effect: Special

Frequency: Unlimited

Intensity: 4

A.P.: 13

This spell can replace a countering attempt by the magician. The Power test's difficulty is then equal to that of the enemy spell.

If this spell is successfully cast, then the enemy spell is cancelled. If the incantation fails, then the enemy spell cannot be the target of another countering attempt or be cancelled by a magician who also has Elemental Aegis.

Elemental Aegis can be neither absorbed nor countered.

• Alahel the Messenger

Deliverance/23 A.P.: In hand-to-hand combat, every Damage roll caused by this artefact is automatically located at the chest. This power has no effect on fighters with the "Construct" or "Righteous" ability and does not apply to Exceptional Wounds.

Furthermore, every Wound inflicted by Deliverance makes the concerned opponent lose one attack die.

Deliverance is reserved to Alahel the Messenger and is not counted in the maximum number of artefacts that he can have.

• Arakan the Duellist

Cape of Dissimulation/25 A.P.: As long as this cape's wearer is free of any opponents, the following rules apply:

If an enemy attempts to target him directly with an effect from a distance (shot, spell, miracle, assault, etc.), then 1d6 is rolled first to determine if the opponent spots the cape's wearer. The result to get depends on the distance between the two miniatures.

- 1 to 10 cm: 2 or higher
- 11 to 20 cm: 3 or higher
- 21 to 30 cm: 4 or higher
- 31 to 50 cm: 5 or higher
- 51 to 60 cm: 6
- 61 cm and more: Impossible

Fighters endowed with Consciousness do not have to make this test if Arakan is within this ability's area of effect. No test is required if the cape's wearer is hit in an indirect way.

If Arakan is spotted, then he becomes a regular target. If not, then the action attempted against him is cancelled. The opponent can then attempt the same action against a different target or do a different action among those that he can. If the action attempted against Arakan was an assault, then the enemy fighter can do a cumulative action in its place. If the attempted action was a cumulative one, then in no way can the opponent do an exclusive one in its place.

Cape of Dissimulation is reserved to Arakan the Duellist.

• Misan the Clairvoyant

Salutary Intuition:

Fervour: 3

Cult: Arin

Difficulty: 7

Area of effect: One friendly fighter

Range: 15 cm

Duration: Until end of round

A.P.: 11



If the call is heard, then the player controlling the targeted fighter can announce if he will try to defend himself and with how many dice he will attempt to do so after the Attack tests of the targeted fighter's opponents have been made. (He can also announce a counter-attack or sustained defence.)



Kelts of the Sessairs clan

• Enoch the Elementalist

Lance of Malachite/29 A.P.: When Enoch is equipped with this artefact, the final result of every Damage roll that he inflicts in hand-to-hand combat is increased by a number of points equal to the final result of the Attack test that caused it. (In no way can Enoch do a master strike.)

Lance of Malachite is reserved to Enoch the Elementalist.

Mask of Contemplation/25 A.P.: When Enoch is equipped with this artefact, he acquires the "Leadership/10" ability. Moreover, the player controlling him must roll 1d6 at the beginning of every strategic phase (before the activation sequences are determined). The Mask's effect varies depending on the gotten result and applies until the end of the round:

• or • **Contemplation of the Sage:** Enoch benefits from the "Authority" ability.

• **Incarnation of the King:** Enoch benefits from the "Authority" and "Strategist" abilities.

• or • **Quietude:** Enoch benefits from the "Spirit of/X" ability of an Element of the player's choice.

• or more, **Mystical Apogee:** Enoch benefits from the "Spirit of/X" ability of an Element of the player's choice and from +1 on the final results of his Power tests (except mana recovery).

Before rolling the d6 the player can sacrifice one gem of an Element of his choice taken from Enoch's reserve. He can then add or subtract 3 from the result of the die.

Mask of Contemplation is reserved to Enoch the Elementalist.

Vegetative Growth:

4

Path: Elemental

Range: 40 cm

Difficulty: 11

Duration: Until end of game.

Area of effect: Special

Frequency: Unlimited

Intensity: 4

A.P.: 12

If successfully cast, then the player selects a point on the battlefield. Within a radius of 10 cm around this point the ground is considered to be encumbered. If this spell is cast a second time onto the same point, then the ground becomes uncrossable. All fighters who are in this zone at that moment are trapped and can no longer move. A fighter can "attack" and destroy this vegetation, even if he is imprisoned by it. The whole zone is considered to have a RES of 4 and 4 S.P. when it is encumbered ground, and a RES of 10 and 6 S.P. when it is uncrossable. The same rules on inflicting damage on immobile machines apply to the damage inflicted on this zone (see p. 121).

Devouring Fire:

1

Path: Shamanism

Range: Personal

Difficulty: 9

Duration: Instantaneous

Area of effect: Special

Frequency: 1

Intensity: 4

A.P.: 12

The player rolls 1d6 for every friendly or enemy fighter located even partially within a perimeter of 10 cm around the magician. On a ☒ or ☒, the fighter suffers a Damage roll with a STR of 6.

Cold Blood:

3

Path: Reserved to Enoch

Range: 25 cm

Difficulty: Target's RES

Duration: Special

Area of effect: One enemy fighter

Frequency: Unlimited

Intensity: 0

A.P.: 11

If this spell is successfully cast, then the targeted fighter gets the "Ephemeral/6" ability. This spell remains active until the end of the game or until it is dissipated. It has no effect on elemental beings or on fighters with the "Living-dead," "Construct," or "Regeneration/X" abilities.

• Kelen the Thirteenth Voice

The Billhook of Thorns/15 A.P.: The Billhook of Thorns has a reserve of 5 points of Strength. During its bearer's activation, before and/or after his movement, the player controlling him can freely distribute these points to improve the Strength of the bearer and the Kelts in his camp within a radius of 10 cm around him. These bonuses last until the end of the round. This artefact's reserve of points refills in every round.

The Billhook of Thorns can only be used by Kelt Characters who master the path of druidism.

A Kelt army can have only one of these artefacts at a time.

Flaring of the Soul:

3

Path: Solaris

Range: Personal

Difficulty: 9

Duration: Until end of round

Area of effect: Special

Frequency: 1

Intensity: 1

A.P.: 13

This spell can only be cast by magicians with the "Hyperian" ability.

If successfully cast, then all fighters bound to Darkness* who are in contact with the magician during the incantation (or who are in contact with him at any time in the round), suffer a Damage roll. This roll's STR is equal to the difference between the magician's COU and the fighter's COU (or FEAR). The values taken into account are those printed on their reference cards.

The Damage roll's minimum STR is equal to 0, even if the opponent's COU (or FEAR) is greater than the magician's.

Fighters with the "Construct" ability are immune to this effect.

** Peoples of the Path of Alliance of the Meanders of Darkness, as well as elementals and Immortals of Darkness.*

The Thirteenth Voice:

2 

Path: Reserved to Kelen

Range: Special

Difficulty: 8

Duration: Until end of round

Area of effect: Special

Frequency: 1

Intensity: 0

A.P.: 10

This spell is to be cast at the beginning of the combat phase. If the incantation is successful, the player controlling the magician can choose the first combat to be resolved, even if he lost the Tactical roll. If the opponent has a similar power that allows him to resolve a combat first, then the winner of the Tactical roll chooses which one of the two combats is resolved first.

This spell cannot be cast if the magician's camp won the Tactical roll.

• Oracle of Danu

Favour of Danu:

Fervour: 2

Cult: Reserved to oracles of Danu

Difficulty: 5

Area of effect: One friendly fighter

Range: 10 cm

Duration: Instantaneous

A.P.: 9



This miracle is to be called right after a divination roll or an Initiative, Attack, Defence, Aim, Courage, Discipline or Power test made for a friendly fighter or for the faithful himself. If the incantation is successful, then the roll can be made again with one single d6 (even if the first one was made with more than one) and -1 is applied to the final result. This result must be kept, even if it is worse than the previous one. The second roll cannot be rolled again.

This miracle can be performed several times per round.

• Fianna totem-bearer

The Totem of the Matrae/19 A.P.: Once per game, during the totem-bearer's activation (before or after her movement), the player controlling her can choose to trigger one of the three following effects:

- **Siobhan:** The player rolls 1d6 for every friendly fighter within 10 cm or less of the totem. On a  or more the fighter's Wound level improves by one degree.



• **Fiann:** All friendly fighters within 10 cm or less of the totem benefit from a +1 on the final result of their Attack and Defence tests until the end of the round.

• **Neraidh:** The player rolls 1d6 for every enemy fighter within 10 cm or less of the totem. On a  or more he suffers a Damage roll (STR 0).

Totem of the Matrae is reserved to Fianna totem-bearers. There can be only one in the same army.

• Kyran the Hunter

Ball of Flames:

3 

Path: Elemental

Range: 15 cm

Difficulty: Free

Duration: Instantaneous

Area of effect: Special

Frequency: Unlimited

Intensity: 4

A.P.: 18

The Ball of Flames' STR is equal to the difficulty set for this spell. If it is successfully cast, then the target suffers a Damage roll with a STR equal to that of the Ball of Flames.

One d6 is then rolled for every fighter (friend or foe) even partially within 2.5 cm or less of the target. On a  or more, he suffers a Damage roll with a STR equal to half of that of the Ball of Flames (rounded up to the higher integer).

If the incantation fails, then the flames burn the magician, who suffers a Damage roll (STR 0).

Nymph:

4 

Path: Elemental

Range: Special

Difficulty: 9

Duration: Instantaneous

Area of effect: One friendly fighter

Frequency: 1

Intensity: 4

A.P.: 18

This spell can target the fighter himself or a friendly fighter anywhere on the battlefield, even outside of the magician's field of vision.

If the spell is successfully cast, then the target is healed of all its Wounds.

If a different target than the magician benefits from this spell, then it is discarded and cannot be cast again.

If it is the magician who was healed, then the player rolls 1d6: on a  or more, Nymph can be used again in the usual conditions. On a  or , it is discarded.

In either case the spell can only be discarded if the incantation succeeds.

Nymph can target neither elemental beings and Immortals bound to Fire or Darkness, nor fighters with the "Living-dead" or "Construct" ability.

Dwarves of Tir-Nà-Bor

• **Alchemists:** All magician dwarves of Tir-Nà-Bor who master telluric magic are alchemists.

• **Spells of the forge:** Spells of the path of the forge that affect steam equipment cannot be cast on fighters whose boiler has been destroyed.

• Mountain-warrior

The "Wound reduction" and "Mountain shield" special capacities no longer apply.

• Thermo-priest on razorback

Thermo-acceleration:

1 

Path: Forge

Range: 15 cm

Difficulty: 5

Duration: Until end of round

Area of effect: Special

Frequency: Unlimited

Intensity: 1

A.P.: 8

If a magician masters this spell, then every fighter in his camp who is mounted on a "war razorback" (see the "Equipment" field on the reference card) can be equipped with a thermo-acceleration module when the armies are being built (these objects are not artefacts). Each module costs 4 A.P.

Thermo-acceleration can only be cast on razorbacks equipped with a thermo-acceleration module.

If the incantation is successful, then pressure rolls bound to MOV can be made for the targeted fighter as long as he remains under the spell's influence.

• Thermo-priest 1

Thermo-compression:

1 

Path: Forge

Range: 10 cm

Difficulty: 5

Duration: Until end of round

Area of effect: Special

Frequency: 1

Intensity: 1

A.P.: 6

If a magician masters this spell, then every fighter in his camp with a boiler (thermo-priests on razorback and Uren's sons are considered to have a boiler) can be equipped with a thermo-compression module when the armies are being built. Each module costs 5 A.P. (these objects are not artefacts).

Thermo-compression can only be cast on fighters equipped with a thermo-compression module.

If the incantation is successful, then the player can re-roll once all of the targeted fighter's pressure rolls whose result does not suit him.

• **Thermo-priest 2****Thermo-destruction:**2 

Path: Forge

Range: 10 cm

Difficulty: 7

Duration: Instantaneous

Area of effect: Special

Frequency: 1

Intensity: 1

A.P.: 8

This spell can only target friendly fighters equipped with a boiler (thermo-priests on razorback and Uren's sons are considered to have a boiler).

If the spell is successfully cast, then the target's boiler explodes. The consequences are the same as those when a boiler explodes due to a pressure incident (see p. 148).

• **Armoured Chariot**

The Chariot's Machinery: The armoured chariot's steam equipment is subject to the rules described on p. 150, including those concerning incidents.

All of the armoured chariot's steam equipment is powered by the same boiler. If it is destroyed, then none of this equipment can be used until the end of the game.

• **Dwarven Clan**

Experimental Ammunition: Before every shot made by Lor-Arkhn the player can choose to use either a regular cannonball or one of the experimental shells described below.

If an experimental shell is used, then a  or a  on a pressure roll means that an incident has happened.

- **Perforating shell/STR 10:** If the target's RES is greater than 10, then it is considered to be equal to 10.
- **Lacerating shell/STR 10:** If the higher result of the Damage roll is a  or a , then this die can be rolled again. The second result is added to the first one. If the second roll is a , it cannot be rolled again and it does not count as a double .
- **Cluster shell/STR 8:** The shot is considered to be one of light artillery with zone effect.

• **Elghir the Resolute****Odnir's forge:**

Fervour: 3

Cult: Odnir

Difficulty: 8

Area of effect: One friendly believer

Range: 15 cm

Duration: Until end of round

A.P.: 19



When calling this miracle, the player must choose between affecting the targeted fighter's hand-to-hand combat weapon or his armour.

- **Weapon:** The "Stunned" results caused by this weapon are considered to be Wounds and therefore worsen the victim's state of health.
- **Armour:** The targeted fighter benefits from the "Survival instinct" ability.

A miniature can benefit from this miracle only once per round.

• **Bål-Torg the Elder****Crash Concentrate:**3 

Path: Telluric

Range: 25 cm

Difficulty: Free

Duration: Instantaneous

Area of effect: Special

Frequency: 1

Intensity: 3

A.P.: 13

Crash Concentrate's STR is equal to the difficulty set for the spell -1.

If the incantation is successful, then the target suffers a Damage roll with a STR equal to that of Crash Concentrate.

One d6 is then rolled for every fighter (friend or foe) located even partially within 2.5 cm or less of the target. On a  or more the fighter suffers a Damage roll with a STR equal to half of that of Crash Concentrate (rounded up to the higher integer).

If the incantation fails, then the magician suffers a Damage roll (STR 0).

Petrifaction Resin:2 

Paths: Telluric; Fayery

Range: 10 cm

Difficulty: 8

Duration: Until end of round

Area of effect: One enemy fighter

Frequency: 1

Intensity: 3

A.P.: 6

Once the spell is successfully cast, the RES printed on the targeted fighter's card is increased by +4 and his INI falls to 0 (these two values can still be affected by other modifiers).

As long as the targeted fighter is under the influence of this spell, it is impossible for him to move or to fire. A magician or faithful immobilised in this way can continue casting spells or calling miracles.

• **Lithomancer of Tir-Nà-Bor****The Diamond's Soul:**2 

Path: Lithomancy

Range: Personal

Difficulty: 6

Duration: Until end of round

Area of effect: Personal

Frequency: 2

Intensity: 1

A.P.: 11

During the next hand-to-hand combat phase the targeted fighter can use one of his attack dice to benefit from a special blow. The player must announce this choice right before proceeding with one of the target's attack rolls (before the opponent decides if he will parry the blow). The selected attack is considered to be a Master strike/0 even though it is made using only one combat die.

If the fighter already has the "Master strike/X" ability with a different X value, then the spell's effect remains identical. An attack obtained thanks to the "Counter-attack" or "Ambidextrous" abilities can also be selected in the same way.

• Magnus the Mystical

Elixir of Savagery:

3 

Paths: Telluric, Chthonian, Sorcery

Range: 5 cm

Difficulty: 8

Duration: Until end of round

Area of effect: One friendly fighter

Frequency: Unlimited

Intensity: 3

A.P.: 12

Once this spell is successfully cast, the targeted fighter benefits from the "Brutish charge" and "War cry/5" abilities.

Elixir of Savagery has no effect on elemental beings, Immortals, and fighters with the "Living-dead" or "Construct" abilities.

Alchemical Petrification:

5 

Paths: Telluric, Chthonian

Range: 20 cm

Difficulty: 10

Duration: Special

Area of effect: One enemy fighter

Frequency: 1

Intensity: 5

A.P.: 32

Once successfully cast, the player rolls 1d6 and applies the effect corresponding to the result:

▣ **Slow motion:** The targeted fighter suffers a -1 on the final result of his Initiative, Attack, Defence and Aim tests until the end of the round.

▣ to ▣ **Paralysis:** The targeted fighter suffers a -1 on the final result of his divination rolls and Initiative, Attack, Defence, Aim and Power tests. His MOV is reduced by 2.5. Another d6 is to be rolled during the next maintenance phase. On a ▣, the target suffers the "Slow motion" effect until the end of the following round. The other results have the same potential consequences as the first roll.

▣ **Petrification:** The targeted fighter is petrified. He is considered to be an indestructible, inalterable and unmovable element of the scenery. He can be freed from this enchantment thanks to an effect that dissipates spells. If he is still petrified at the end of the last round of the game, then the target is considered to be a loss.

• Pilzenbhir, Défenseur des plaines

Gylfa-Gar and Uren-Gar/18 A.P.: Gylfa-Gar and Uren-Gar are Khor weapons. They give Pilzenbhir the "Regeneration/X" ability with a value that varies depending on his Wound level.

- Light Wound: Regeneration/6
- Serious Wound: Regeneration/5
- Critical Wound: Regeneration/4

The result to get varies from one roll to the other depending on Pilzenbhir's Wound level. If he has a Critical Wound and the result of the Regeneration/X roll is of $\boxed{2}$ or more, then Pilzenbhir state of health become a Serious Wound. On the following roll one must then get a $\boxed{3}$ or more.

Gylfa-Gar and Uren-Gar count as a single artefact reserved to the Second Incarnation of Pilzenbhir.

• Provost of Uren

The Provosts of Uren: Every friendly non-Character dwarf of Tir-Nâ-Bor present within a provost of Uren's aura of faith at the moment that his card is played provides him with +1 in COU until the end of the round. If the provost of Uren is equipped with a steam mask, then this special capacity only increases his COU, not his FEAR.

Furthermore, every friendly fighter whose name includes the "Uren" attribute who gets an incident on a pressure roll can attempt this roll again if he is within a provost's aura of faith. The new result must be kept no matter what it is. A fighter can benefit from this effect only once per round no matter how many provosts of Uren are near him.

Goblins of No-Dan-Kar

• Goblin Clan

The Argument/16 A.P.: The Argument is an immobile machine with the following characteristics:

- RES 10
- Crew: 1
- Ability: Inalterable
- Small Size
- Weight 3; 5 S.P.
- STR 10, range 20-35-50
- Rank: Goblin Special. Light artillery.

Only goblin gunners and buccaneers can be assigned to be this machine's servants.

Any fighter with both an AIM and a DIS of 2 or higher can become a substitute.

Stone of Survival/14 A.P.: The Stone of Survival holds 2  at the beginning of the game. During every mystic phase a mana recovery roll is made as if the Stone were an Initiate with a POW of 2. This roll cannot be modified in any way.

The Stone of Survival's power can be triggered right before the Initiative test preceding a combat in which its bearer is involved. For every 2  spent the bearer gains one defence die. The dice gained in this way must be identified (by using dice of a different colour), for it is not possible to do counter-attacks with them (not even thanks to the "Ambidextrous" ability).

Game effects that force the fighter to place all his combat dice in attack do not affect the defence dice granted by the Stone of Survival. And these dice cannot be cancelled by any game effect whatsoever.

The Stone of Survival is a unique artefact reserved to the Characters of the goblin pirate clan.

• Golborak

The P.U.N.C.H./28 A.P.: Once per round, during his activation (before or after his movement), Golborak can activate the P.U.N.C.H. The P.U.N.C.H.'s powers vary depending on the fuel being used. The player must choose one of the following combustibles at the beginning of Golborak's activation:

- **Sewer water of Klûne:** Until the end of the round a cloud of steam fills the air within a 10 cm-radius semi-circle from the front of Golborak's base. This cloud is an obstacle to lines of sight at altitude level 0. It is nevertheless possible to move through it, and range effects that don't require a line of sight can cross it. This cloud moves with Golborak.
- **Naphtha of Bran-Ô-Kor:** All miniatures located even partially within 10 cm or less of Golborak and within his field of vision (180° from the front of his base) suffer a Damage roll (STR 6).



- **Alternative fuel:** Golborak benefits from the “Toxic/3” ability until the end of the round. Only his combat dice can be assigned to this ability, not his firing dice.
The P.U.N.C.H. is reserved to Golborak.

The Golgoth Armour: The Golgoth Armour is a piece of naphtha equipment. It is equipped with an integrated carburettor. The characteristics that can be the objects of an injection roll are Golborak’s Initiative and Strength.

These injection rolls follow the rules on steam and naphtha machines (see p. 147).

If an incident happens, its consequences are defined in the following table:

♦ RESULT ON THE D6/INCIDENT! ♦	
• Oops !	Golborak suffers a Damage roll (STR 10) while his RES is considered to be equal to 0, no matter the effects he is benefiting from. Effects that affect the results of Damage rolls (such as “Hard-boiled”) apply as usual. Furthermore, all fighters standing even partially within 5 cm or less of Golborak suffer a Damage roll (STR 5). This roll ignores the victims’ RES. If Golborak survives, then he can no longer make injection rolls or benefit from an effect requiring a carburettor until the end of the game. Finally, the test that should have benefited from the injection roll is considered to be an automatic failure.
• It’s blinking!	A colourful warning light has just turned on. Golborak can no longer make injection rolls until the end of the round.
• Metamorphosis!	Golborak immediately makes a roll as if he were using Mutagenic/0.

Arsenal of demolition/37 A.P.: This artefact modifies Golborak’s rank, making it: Goblin Living-legend Champion, Light artillery/Zone.

He is to be counted both in his army’s percentage of Characters and of war machines. He acquires a range weapon with the following characteristics:

- Arsenal of demolition/STR 3d6, range 15-30-45.

This weapon is instable and its STR must be redefined before every Aim test. This roll has nothing to do with an injection roll.

Arsenal of Demolition is reserved to Golborak.

♦ Cyanhur, the Dagger of the God Rat

Fuse Bombs/11 A.P.: When Cyanhur is equipped with Fuse Bombs he can throw one of them per round. This action is considered to be a shot. These projectiles have a range of 15 cm (it is always a short range). In every round Cyanhur can use one or the other of the two following types of bombs:

- **Smoke bomb:** The player selects a point within 15 cm or less of Cyanhur. No Aim test is required. The cloud of smoke that appears is an obstacle that blocks lines of sight at altitude level 0 within a radius of 5 cm around the chosen point. It is nevertheless possible to move through the cloud, and range effects that don’t require a line of sight can cross it. This effect lasts until the end of the round.
- **Cluster bomb:** If the Aim test is passed, then the bomb inflicts a Damage roll (STR 10) on its target and a Damage roll (STR 3) on all miniatures (friend or foe) located even partially within 3 cm or less around the target.

Before each use of a Fuse Bomb, 1d6 is to be rolled. A  means that the bomb does not explode.

Fuse Bombs are reserved to Cyanhur.

♦ Gidzzit the Bell Ringer

The Bell of the God Rat/20 A.P.: This artefact gives its bearer the “Authority” and “Rallying cry” abilities.

The Bell of the God Rat is reserved to goblin magicians and faithful. The same army can have only one such artefact.

Scroll of Lightning:

3 

Path: Reserved to Gidzzit

Range: 25 cm

Difficulty: Free

Duration: Instantaneous

Area of effect: One enemy fighter

Frequency: 2

Intensity: 0

A.P.: 13

The target suffers a Damage roll with a STR equal to the difficulty set for this spell –2.

Scroll of Lightning is reserved to Gidzzit.

♦ Kobalt the Caustic

The Chiming Armour/15 A.P.: When he is wearing this artefact, Kobalt acquires the “War cry/6” ability. Furthermore, his opponents cannot perform counter-attacks against him (not even thanks to the “Ambidextrous” ability). In no way can Kobalt be given the “Scout” ability while equipped with this artefact.

The Chiming Armour is reserved to Kobalt the Caustic.

• Xherus the Visionary

The Sceptre of Communion/13 A.P.: The Sceptre of Communion gives Xherus +2 in DIS, as well as the "Authority" ability. These modifications are considered to be printed on his reference card.

The Sceptre of Communion is reserved to Xherus the Visionary.

• The Babayagob

Illusion of the God Rat:

2  3 

Path: Sorcery

Range: 50 cm

Difficulty: 11

Duration: Instantaneous

Area of effect: Special

Frequency: Unique

Intensity: 5

A.P.: 25

All enemy miniatures within 50 cm or less of the magician must make a Courage test with a difficulty of 3.

However, the magician can spend from 1 to 5 additional  after the incantation to increase the spell's effect. For every sacrificed  the Courage test's difficulty is increased by 1 point.

This roll is considered to be a normal Courage test. Only fighters who can be frightened by the FEAR defined for the spell must undergo this test.

The fighters who fail this test are considered to be in rout, and those who haven't been activated yet in the round being played must flee in the direction opposed to the magician's position.

Illusion of the God Rat is reserved to goblin magicians of No-Dan-Kar.

• Goblin Prophet

Rat's Wrath:

Fervour: 1

Cult: Reserved to goblin prophets

Difficulty: 6

Area of effect: Personal

Range: Personal

Duration: Special

A.P.: 16



Once the call has been heard, this miracle remains active as long as at least one enemy fighter is within the prophet's aura of faith.

If the prophet suffers a Wound while the miracle is active, the player controlling him must roll 1d6. On a  or more the prophet transforms and his characteristics are modified as follows: ATT +1, STR +2, RES +2 and COU +2. He also benefits from the "War fury" and "Possessed" abilities. These modifications are considered to be printed on his reference card.

If the result is less than , then the same roll of the die must be made again every time the prophet suffers another Wound, as well as in every maintenance phase (as long as the miracle remains active).

If the prophet transforms, then the player must roll 1d6 in every maintenance phase (in the rounds following that of the transformation). On a  or , the prophet returns to his normal shape. On a  or more he remains transformed.

• Goblin Psychomutant 1

Juicy Appendix:

2 

Path: Mutation

Range: 25 cm

Difficulty: Free

Duration: Instantaneous

Area of effect: One goblin mutant

Frequency: 1

Intensity: 3

A.P.: 6

The targeted mutant, as well as all fighters (friend or foe) located even partially within 5 cm or less of him, suffer a Damage roll with a STR equal to half of the difficulty chosen for the incantation (rounded up to the higher integer).

• Goblin Psychomutant 2

Psychic Attack:

2 

Path: Mutation

Range: 25 cm

Difficulty: 8

Duration: Special

Area of effect: One enemy fighter

Frequency: 1

Intensity: 3

A.P.: 12

Once the spell is successfully cast, its effects are not immediately felt. However, during every following maintenance phase a Discipline test with a difficulty of 8 must be made for the target.

If this test is passed, then the spell ends. If not, then the target suffers a Damage roll (STR 3). The spell remains active until the target dies or passes its Discipline test. Even if this spell is still active on a target, the psychomutant can nevertheless cast it onto another opponent.

This spell has no effect on fighters with the "Living-dead" or "Construct" abilities.

• Goblin Gas-blowers 1 & 2

The No-Dan-Kar Cleaners: Once per round, during his activation (before or after his movement), the goblin gas-blower can activate his vaporiser.

All miniatures located even partially within 5 cm or less of the gas-blower and within his field of vision (180° from the front of his base) are affected by his gas.

The player controlling the gas-blower chooses the type of gas that is used among the three below:

- **Veil of soot:** The cloud of smoke forms an obstacle that blocks lines of sight at altitude level 0. It is nevertheless possible to move through it, and range effects that do not require a line of sight can cross it. The cloud moves with the gas-blower.
- **Stinging cloud:** The fighters lose one hand-to-hand combat die.
- **Frenzy vapour:** The fighters must place all their combat dice in attack, even if a different game effect forces them to place some in defence.

Attention! *Stinging Cloud and Frenzy Vapour affect fighters as long as they are within the gas's area of effect. The same fighter can be affected by both gases at the same time. Yet they have no effect on fighters with the "Living-dead" or "Construct" ability, or on the gas-blowers themselves.*

• Bazûka

Tzûnami/19 A.P.: When Bazûka fights with Tzûnami and uses the "War fury" ability, none of his attacks can be the object of a counter-attack, not even thanks to the "Ambidextrous" ability.

Furthermore, Tzûnami calms Bazûka's outbursts of anger. If the player controlling Bazûka has activated War fury, he can nevertheless renounce it after the Initiative test at the moment that his combat dice are to be placed. If he decides to do this, then not only does Bazûka not benefit from the advantages bound to War fury, he also suffers a -1 on the final results of his Attack tests and Damage rolls until the end of the combat. In return he can place his remaining combat die or dice in attack or defence in the usual way. Moreover, Bazûka can no longer use the "War fury" ability until the end of the round, even if a different effect forces him to do so.

Tzûnami is reserved to Bazûka.

The Orcs of Bran-Ô-Kor

• Avangorok the Elusive

The Elusive: Avangorok's reference card can always be placed in reserve right before the activation phase. It is not counted in the maximum number of cards that the player can hold in reserve, whether he won the Tactical roll or not.

Combat Drugs/Special: Before the game Avangorok can be equipped with an unlimited number of doses of combat drugs at a cost of 4 A.P. per dose.

Once per round, during his activation or at the beginning of the combat phase, he can inject himself with a dose.

The player then rolls 1d6 to determine the effects:

□: Avangorok suffers a Light Wound.

□ or □: Avangorok does a Mutagenic/-1 roll.

□ or □: Avangorok does a Mutagenic/0 roll.

□: Avangorok does a Mutagenic/+2 roll.

Combat Drugs is reserved to Avangorok.

• Kal Shadar

Gorok's Horn/16 A.P.: Kal Shadar can activate Gorok's Horn's power once per round during his activation (before or after his movement). At this very moment every Amok slayer present within 15 cm or less of Kal Shadar (including himself) provides him with one point of awakening (P.A.). The player then chooses one or several powers among those described below. Each one is bound to a cost in P.A. and can be activated only once per round.

• **Favour of the Elements/1 P.A.:** All instinctive magic spells targeting the Horn's bearer cost 1 less. Yet the cost cannot become less than 1.

• **Favour of the colossus/2 P.A.:** The Horn's bearer benefits from +2 in STR.

• **Favour of the stone/2 P.A.:** The Horn's bearer benefits from +2 in RES.

• **Gorok's favour/3 P.A.:** The Horn's bearer benefits from the "Immunity/Exceptional Wounds" ability.

These effects end at the end of the round and all unused P.A. are lost.

Gorok's Horn is reserved to Kal Shadar.

• Orc Clan

The Froof: The Froof is a naphtha machine equipped with a built-in carburettor. The STR of its projectiles can be increased thanks to an injection roll made using 1d6 (see the rules on naphtha machines, p. 149).

The Froof can be used in various ways. Before every shot made with this machine the player must announce the chosen mode:



- **Cobra mode:** The Froof is considered to be light artillery with zone effect. Its basic STR is 5 and its range is 15-30-40.
- **Dragon mode:** The machine can be used as a flamethrower. An injection roll is to be made for this type of shot. The roll's result determines the STR of the flames. (A ) remains a failure that causes an incident.)
No Aim test is required. All miniatures located even partially within 10 cm or less of Carbone and within his field of vision (180° from the front of his base) are hit by the flames and suffer a Damage roll with a STR equal to the injection roll's result.

Swarm of Carrion Fowl:

4 

Path: Reserved to Tamaor

Range: Special

Difficulty: 9

Duration: Special

Area of effect: Special

Frequency: 1

Intensity: 0

A.P.: 18

Once this spell has been successfully cast, the spell card is placed on the battlefield within 10 cm or less of Tamaor. The Swarm of Carrion Fowl is considered to be an indestructible and inalterable obstacle. It cannot cover a miniature and no fighter can move onto it at altitude level 0.

The Swarm of Carrion Fowl can be moved by the player controlling Tamaor when he is activated. It moves at altitude level 0 and can move 20 cm per round in any direction.

Three  are placed on the card every time a fighter is Killed Outright within 10 cm or less of the Swarm of Carrion Fowl, which can hold up to 12 .

Once the Swarm of Carrion Fowl has been summoned, any magician orc in Tamaor's camp can draw from the  in the artefact's reserve. This is to be done during the magician's activation (before or after his movement). To do so, he must be touching the Swarm. The  acquired in this way are added to the magician's reserve. This does not allow its maximum capacity to be passed.

Tamaor the Vulture can control only one Swarm of Carrion Fowl at a time.

The Swarm of Carrion Fowl disappears as soon as Tamaor is removed from the battlefield.

• Animistic Shaman on Brontops

Spirit of the Storms:

3 

Path: Reserved to animistic shamans

Range: 15 cm

Difficulty: 6

Duration: Instantaneous

Area of effect: One friendly brontops

Frequency: 1

Intensity: 2

A.P.: 14

If the incantation is successful, then the target is immediately activated and must charge. The magician can cast this spell onto himself under the condition that he does so at the beginning of his activation before performing any other action. This is an

exception to the rule concerning the combination of incantations and assaults.

If this charge brings the targeted fighter into contact with one or several opponents, then the combat is immediately resolved outside of the combat phase. If he eliminates all his opponents, then the targeted fighter can make a pursuit movement. Yet if this brings him into contact with another opponent, then the combat is not immediately resolved. The new opponent is considered to have been engaged and the combat is resolved during the hand-to-hand combat phase.

In all cases the spell's target and his opponents fight in the usual way during the combat phase, even if they have already fought during the activation phase.

The same fighter can be targeted by this spell only once per round.

• The Son of Thunder

The Pendulum of Mesmerism/18 A.P.: Once per round, at the moment that his card is played (and before any other action), the Son of Thunder can unleash the Pendulum's power at a fighter standing within 40 cm or less of him.

The Son of Thunder and his target each make an Initiative test. The one who gets the higher result wins. If the target wins the test, then the Son of Thunder is activated in the usual way. If the Son of Thunder wins the test, then his target is immediately activated. The targeted fighter is not activated a second time when his card is played later on in this round. The Son of Thunder's card is then placed back into the player's activation sequence in the position of his choice.

The Pendulum of Mesmerism is reserved to the Son of Thunder.

Favour of the Long Sun:

1 

Path: Reserved to the Son of Thunder

Range: Personal

Difficulty: 9

Duration: Until end of round

Area of effect: Personal

Frequency: 1

Intensity: 0

A.P.: 9

If the incantation is successful, then the Son of Thunder replaces his "Brutal" ability with "Focus."

• Mystic Warriors 1 & 2

The Blood of Bran-Ô-Kor: The mystic warriors are endowed with the "Master strike/1" ability. Furthermore, when they do a master strike, they benefit from +1 on the final results of their Attack tests. This bonus is of +2 if all of the mystic warrior's combat dice are placed in attack.

However, if the mystic warrior is not directly touching dry land (if he is lifted into the air, on a bridge, or in water), then he loses this capacity.

• Mystic Warrior 1

Vortex of Quartz:

2 

Path: Instinctive magic

Range: Personal

Difficulty: 6

Duration: Special

Area of effect: Special

Frequency: 1

Intensity: 1

A.P.: 18

If the incantation is successful, then all fighters located even partially within 5 cm or less of the magician suffer a Damage roll (STR 6).

During every following maintenance phase the magician can invest 1  to prolong the spell's effect. If he does so, he cannot carry out any action during the activation phase in the next round. The Damage rolls inflicted by Vortex of Quartz are resolved at the beginning of the following combat phase. During this same phase the magician can fight in the usual way, but he cannot make a pursuit movement.

If the magician is moved or lifted from the ground by any effect whatsoever, the spell is dissipated.

• Mystic Warrior 2

Rejection:

X 

Path: Instinctive magic

Range: 15 cm

Difficulty: 6

Duration: Until end of round

Area of effect: One fighter

Frequency: 1

Intensity: 2

A.P.: 19

The number of  required to cast this spell is equal to 1 + the target's force. The spell can only be cast onto targets located at altitude level 0. It can target any fighter, including the magician himself.

If the incantation is successful, then the targeted fighter is lifted from the ground to altitude level 1 (even if he is in contact with opponents or was assaulted during the round being played). He cannot move until the end of the round, yet can fire, cast spells, call miracles and fight in the usual way against fighters at altitude level 1.

No other fighter can be placed where the targeted fighter was standing at altitude level 0 or even cross this point.

At the end of the round the targeted fighter returns to the exact same place on the ground where he was when the spell was cast without any further damage.

Kiss of the Earth:

2 

Path: Instinctive magic

Range: 10 cm

Difficulty: 6

Duration: Until end of round

Area of effect: One fighter

Frequency: Unlimited

Intensity: 1

A.P.: 11

If the incantation is successful, then the target's MOV is either multiplied or divided by two until the end of the round, at the player's choice.

• Shaka-Umruk

Tenacity of the Rock:

Fervour: 2

Cult: Jackal

Difficulty: 8

Area of effect: Personal

Range: Personal

Duration: Until end of round

A.P.: 9



If the faithful is assaulted, he must do a Resilience test (the assailant does a Strength test). If the faithful gets the higher final result, then the assailant stops at 1 cm from his base. If the assailant wins the test, then the faithful suffers the assault in the usual way, yet without any charge penalties. If the faithful is assaulted several times in the round or by several fighters at the same time, then separate tests must be made for every opponent (even if some come into contact with the faithful).

• Törk the Animal

Skull-crusher/11 A.P.: The Skull-crusher has the same characteristics as the war menhir mentioned on Törk's reference card. In addition, it gives its bearer the "Assault fire" ability.

The Skull-crusher is reserved to Törk the Animal.

Rhino Charge:

2 

Path: Instinctive magic

Range: Special

Difficulty: 8

Duration: Instantaneous

Area of effect: Special

Frequency: 1

Intensity: 3

A.P.: 15

The magician can cast this spell at the beginning of his activation, before any other action. He must then carry out a charge. This is an exception to the rule concerning the combination of incantations and assaults.

For the duration of this charge the magician gets +2.5 in MOV and cannot move around any obstacles that may be standing in his way.

An Initiative test must be made for the magician, as well as for every fighter standing even partially in his trajectory.

The fighters who get a final result that is strictly less than the magician's suffer a Damage roll (STR 8).

If the magician ends his charge in contact with an opponent, then the latter must also make an Initiative test. If he survives, then he is considered to have been charged. If the magician hits an element of the scenery during his charge, then he stops and is Stunned until the end of the round.

Spirit of the Buffalo:1 **Path:** Instinctive magic**Range:** 15 cm**Difficulty:** 7**Duration:** Until end of round**Area of effect:** One friendly orc**Frequency:** Unlimited**Intensity:** 3**A.P.:** 12

If the incantation is successful, then the targeted fighter benefits from the "Immunity/Fear" ability. If he hasn't been activated yet, he must charge as soon as he is activated unless he is already in contact with an opponent or any kind of effect prevents him from doing so.

The Cunning of the Jackal:1 **Path:** Instinctive magic**Range:** Personal**Difficulty:** 6**Duration:** Until end of round**Area of effect:** Personal**Frequency:** 1**Intensity:** 3**A.P.:** 16

This spell is to be cast at the beginning of the strategic phase, before the activation sequences are determined. If the incantation is successful, then the magician benefits from the "Authority" ability until the end of the round. Moreover, the player can place one additional card in reserve during the activation phase.

Wolfen♦ **Predators of Blood****Sylvan Animae Summoning:****Fervour:** 2**Cult:** Paths of Destiny**Difficulty:** 6**Area of effect:** Special**Range:** 10 cm**Duration:** Instantaneous**A.P.:** 15

This miracle allows a sylvan animae to be summoned onto the battlefield. If the call is heard, then a sylvan animae miniature is placed within 10 cm or less of the faithful, in his field of vision, and at altitude level 0.

In the same round this miracle can be performed a number of times depending on the faithful's rank:

- Devout/1
- Zealot/2
- Dean/3
- Avatar/4

This miracle can be performed by all Wolfen and Daikinee faithful, no matter their Aspects or cult.

Sylvan Animae Recruitment: Sylvan animae can be recruited when the army is being built. In this case their numbers cannot be more than the total defined by the number and rank of the faithful bound to the Paths of Destiny who are present in the army:

- Devout: 2 sylvan animae
- Zealot: 4 sylvan animae
- Dean: 8 sylvan animae
- Avatar: 16 sylvan animae

This total is increased by +1 if the faithful is a Character. If no faithful is present in the army, then it cannot include sylvan animae in its ranks.

Being the pack of the Red Oak's leader, Syriak the Intrepid benefits from +2 in this total (instead of +1).

♦ **Wolfen Clan**

The Maalivatē: Kaëliss has the "Feint" and "Bane/Marksman" abilities.

Arrows of Alabaster/12 A.P.: Before the beginning of each game, any Daikinee elf who has a bow can be equipped with Arrows of Alabaster at a cost of 12 A.P. This represents an unlimited reserve of arrows for the whole duration of the battle.

Arrows of Alabaster have a STR of 5, which replaces that of the fighter's bow listed on his reference card. A fighter injured by such an arrow cannot be healed during the round in which he was inflicted with this Wound.



Arrows of Alabaster are reserved to Daikinee elf Characters who have a bow in their equipment.

Ring of Mire:



Path: Lamentations

Range: Personal

Difficulty: 5

Duration: Until end of round

Area of effect: Personal

Frequency: 1

Intensity: 1

A.P.: 11

If the incantation is successful, then the ground is considered to be *encumbered* within a radius of 10 cm around the magician.

Sparkle of Ice:



Path: Lamentations

Range: 10 cm

Difficulty: 7

Duration: Until end of round

Area of effect: One friendly fighter

Frequency: 2

Intensity: 1

A.P.: 13

All Wounds caused in a hand-to-hand combat attack by a fighter under this spell's influence inflict a -1 in the victim's RES. This penalty lasts until the end of the game and is considered to be printed on the victim's reference card.

Reminder: *A characteristic cannot become less than 0.*

• Guardian of the Runes

The Protectors of Yllia: Once per round, during the guardian of the runes' activation (before or after his movement), the player controlling him can select a friendly Wolfen standing within the Warrior-monk's aura of faith. The target benefits from a +2 in RES until the end of the round. The same Wolfen can be affected by this effect only once per round, no matter how many guardians of the runes there are around him.

Furthermore, every friendly Wolfen with a Critical Wound standing within the guardian of the runes' aura of faith counts for two when calculating the Warrior-monk's T.F.

Blind Omen:

Fervour: 1

Cult: Yllia

Difficulty: 6

Area of effect: One friendly Wolfen

Range: 30 cm

Duration: Until end of round

A.P.: 8



If the call is heard, then the player rolls 1d6. The result affects the target's divination rolls and Initiative, Attack, Defence, Aim, Courage, Discipline and Power tests.

□ ou □ **Disastrous omen:** The target can no longer re-roll a (or any other result that normally can be re-rolled).

□ ou □ **Good omen:** The targeted fighter gets a +1 on the final result of his rolls.

□ ou □ **Glorious omen:** The targeted fighter gets a +1 on the final result of his rolls and does not consider a □ to be a failure.

• Irix the Fury

Eternal cycle:



Path: Elemental

Range: 10 cm

Difficulty: Special

Duration: Instantaneous

Area of effect: One fighter

Frequency: 1

Intensity: 3

A.P.: 34

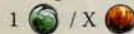
Right before making the Power test, the player chooses one of the spell's three possible effects. Eternal Cycle's difficulty and consequences vary depending on the chosen effect.

• **Disenchantment:** The spell's difficulty is of 9. If the incantation is successful, then all spells that are active on the targeted fighter are immediately dissipated. Only the spells themselves are dissipated, not any permanent effects they may have had (Wound, loss of characteristic points, etc.).

• **Purification:** This effect can only target elemental beings, Immortals, and fighters with the "Living-dead" or "Construct" ability. It cannot target a Character. The incantation's difficulty is equal to 5 + the COU (or FEAR) printed on the target's reference card. If the incantation is successful, then the target is eliminated and removed from the game.

• **Rebirth:** The incantation roll's difficulty is equal to 4 + the target's RES. If the incantation is successful, then the targeted fighter is healed of all his Wounds.

Deluge of Idabaath:



Path: Reserved to Irix

Range: 25 cm

Difficulty: 10

Duration: Instantaneous

Area of effect: One enemy fighter

Frequency: 1

Intensity: 0

A.P.: 25

The number of gems required to cast this spell is 1 /X (the player can use from 1 to 5).

If the incantation is successful, then the victim suffers a Damage roll with a STR equal to three times the number of gems used for the incantation (gems used to improve mastery are not included).

• Irix the Sibyl

Astrolabe of Destiny/13 A.P.: Once per round the player can activate this artefact's power right before an Initiative, Attack,

Defence, Courage, Discipline or Power test made by its bearer. The concerned roll is then made using one additional d6 (this roll follows the rules on rolls made using multiple d6).

Astrolabe of Destiny is reserved to Wolfen magician Characters.

Deafening Spout:

1 

Path: Elemental

Range: 25 cm

Difficulty: 9

Duration: Special

Area of effect: One enemy fighter

Frequency: Unlimited

Intensity: 3

A.P.: 11

Once this spell is successfully cast, the targeted fighter suffers a -2 on the final results of his divination rolls and of his Aim and Power tests. Every fighter in base-to-base contact with him also suffers the same effect.

During every maintenance phase after this spell was cast, the magician can spend  to prolong its effects. The targeted fighter must then make an Initiative test with a difficulty equal to three times the number of gems thus spent by the magician. If the test is passed, then the spell is dissipated. If not, then it is prolonged until the next maintenance phase.

• Ophyr the Guardian

Sceptre of Nocturnal Sacrifice/35 A.P.: When he is carrying this artefact, Ophyr gets +2 in STR.

Once per round, during his activation (before or after his movement), Ophyr can use one of the Sceptre's powers. The activation of these effects requires the sacrifice of mana gems drawn from Ophyr's reserve. This is not an incantation.

The effect's target must be within 10 cm or less of Ophyr.

• **Celestial offering/2** : The targeted fighter is lifted from the ground up to altitude level 1. If he does not have the "Flight" ability, then he cannot move until the end of the round. He can, however, fire, cast spells, call miracles and fight in the usual way.

• **Lunar radiation/3** : The targeted fighter suffers a Damage roll with a STR equal to the sum of 2d6.

• **Stellar apogee/4**  + 3 : The targeted fighter suffers the combined effects of *Celestial offering* and *Lunar radiation*, whose STR is then equal to the sum of 3d6.

Sceptre of Nocturnal Sacrifice is reserved to Ophyr.

Spiritual Claws:

2  2 

Paths: Whispers; Howls

Range: 10 cm

Difficulty: 10

Duration: Instantaneous

Area of effect: One enemy fighter

Frequency: Unlimited

Intensity: 5

A.P.: 25

If the incantation is successful, then the player does three consecutive Attack tests using an ATT of 5. These rolls cannot be affected by any other game effects.

Whatever the number of combat dice and the abilities that the targeted fighter has, he has the right to a Defence test against each one of these attacks (the DEF used is that of the target at the moment that the spell is cast). Unlike the Attack tests, these DEF rolls are affected by the regular modifiers (Wound penalties, charge penalties, etc.).

The three Attack and Defence tests are resolved one after the other. For every attack that is not parried the target suffers a Damage roll (STR 6). If the victim is killed and there are still attacks left, then the spell ends without further consequences.

• Wolfen Lonewolf 1

Rapidity:

2 

Paths: Lamentations; Whispers; Howls

Range: 10 cm

Difficulty: 5

Duration: Special

Area of effect: One friendly Wolfen

Frequency: Unlimited

Intensity: 1

A.P.: 16

The player can reduce the target's RES in order to increase its MOV. For every point in RES less, the target gets +2 in MOV. This bonus cannot be greater than +8. These modifications must be decided immediately after the incantation. They are then applied until the end of the round.



Elementals

• Elemental Sources

The Elemental Sources spell can be acquired for any Element. The spell's parameters are then as follows:

Cost in mana: 5 gems of the concerned Element
Path: Elemental **Range:** Special
Difficulty: 11 **Duration:** Special
Area of effect: Special **Frequency:** Unique
Intensity: 2 **A.P.:** 5

If the incantation is successful, then a counter the size of an infantry base (2.5 x 2.5 cm) is placed in contact with the magician. Five gems of the Element corresponding to the source are placed on the counter.

From then on every magician (friend or foe) can draw gems from the source's reserve, under the condition that he masters their Element. This action must be carried out during the magician's activation, before or after his movement. To do so, he must remain in contact with the source. The gems thus acquired are added to the magician's reserve. They therefore do not allow its maximum capacity to be passed.

A mana recovery roll is made for the source during every mystic phase after its summoning.

The source is considered to have a POW of 5 and the rank of "Initiate". If the roll's natural result is a , then the source immediately disappears with all the gems held inside it.

A source only produces gems of its Element and cannot hold more than ten of them.

Special: The source's summoning card must be discarded as soon as the spell has been successfully cast. The magician cannot cast this spell again during the game. It is, however, possible to acquire several copies of this spell when building one's army. The magician can also acquire sources of various Elements.

No matter how many copies of this spell the magician has, he can cast it only once per round (even if they are sources of different Elements).

• Elemental Summoning

Before the incantation a counter representing the spot where the elemental is supposed to appear is placed within 15 cm or less of the magician.

The Power test is then made.

If the d6 shows a , then the elemental does not appear. On any other result the counter is replaced by the elemental's miniature and the latter's reaction is determined depending on the final result of the Power test.

- **0 or less/Annihilation:** The elemental immediately disappears.
- **1 to 5/Discord:** The elemental rebels. At the beginning of the magician's next activation the elemental moves twice its

MOV in the magician's direction and engages him if it is able to. If it can't, then it does not engage any other fighters. The magician and the elemental being activated at the same time, the player must make an Initiative test for each of them. The one who gets the higher final result is activated first. If the elemental manages to come into contact with the magician, then the enemy player controls it during the combat phase.

- **6 to 10/Alliance:** The magician has a hard time controlling the elemental. During its next activation the elemental charges or engages the nearest enemy fighter.

- **11 to 15/Obedience:** The magician has full control over the elemental. It is activated like any other fighter in the army.

- **16 to 20/Synergy:** The magician controls the elemental. It provides him with certain bonuses for as long as it remains in this state of behaviour. These bonuses vary depending on the type of elemental:

Darkness, Fire and Air: +1 in ATT and in STR.

Light, Earth and Water: +1 in DEF and in RES.

- **21 or +/Symbiosis:** The same effect as for Synergy is applied. In addition, the elemental benefits from certain bonuses for as long as it remains in this state of behaviour:

Darkness, Fire and Air: +2 in ATT and in STR.

Light, Earth and Water: +2 in DEF and in RES.

A counter is to be placed on the line corresponding to the Elemental's state of behaviour. From then on, during every maintenance phase, this counter is moved up one state of behaviour in the list above. If the magician spends three gems of the elemental's Element, the counter is not moved. If he spends 5 such gems, then the counter is moved down one state of behaviour in the list above.

Apart from the points above, the summoning of elementals follows the rules on summoning fighters described on page 78.

• Fire Elemental

Fireball:

3 

Path: Elemental

Range: 25 cm

Difficulty: 11

Duration: Instantaneous

Area of effect: One enemy fighter

Frequency: 1

Intensity: 4

A.P.: 25

The fireball's STR is equal to 8. Once this spell is successfully cast, the magician can sacrifice additional  to increase the projectile's STR. The fireball's total STR varies depending on the number of additional  sacrificed:

1  : STR 11

2  : STR 13

3  : STR 15

The total STR cannot be greater than 15.

The spell's target suffers a Damage roll with a STR equal to the fireball's. One d6 is then rolled for every fighter located even partially within 2.5 cm or less of the target. On a  or more he

suffers a Damage roll with a STR equal to half of the fireball's (rounded up to the higher integer).

Wall of fire:

3 

Path: Elemental

Range: 10 cm

Difficulty: 10

Duration: Special

Area of effect: Special

Frequency: Unlimited

Intensity: 3

A.P.: 10

Once the spell is successfully cast, two counters must be placed within 10 cm or less of the magician and in his field of vision. They must be more than 10 cm from each other and no miniature may be standing on the line between them (during the incantation). This virtual line connecting them is 1 cm wide and represents the wall of flames. It blocks all lines of sight at altitude level 0 and it is 7 cm high. It can, however, be crossed. All fighters who cross through it suffer a Light Wound.

A magician can create as many walls of fire as his mana reserve allows him to. He can also prolong the spell's effect from one round to the next during the maintenance phase. To do so, he must have a line of sight onto every wall of fire he wishes to maintain and spend 1  for each one. If the wall of fire is not fed in this way, then it disappears at the end of the maintenance phase.

• Elemental of Darkness

We Are Legion:

X 

Path: Elemental

Range: 10 cm

Difficulty: 7

Duration: Special

Area of effect: One friendly fighter

Frequency: 3

Intensity: 1

A.P.: 8

This spell has no effect on Characters, summoned fighters, and those endowed with the "Reinforcement" ability. The incantation's cost in gems is of 1  for every even incomplete 10 A.P. on the target's reference card.

If the incantation is successful, then the target benefits from the "Reinforcement" ability. It applies in the usual way, apart from two exceptions:

- A fighter who returns to the game thanks to this spell does not have to be placed within less than 10 cm of a fighter in his camp. He must, however, be placed within 5 cm or less of a Portal of Darkness created by a friendly magician. If this is not possible, then the fighter cannot return to the game.
- Once he has returned to the game, the targeted fighter loses the "Reinforcement" ability.

• Earth Elemental

The Force of the Earth: The player must announce the use of this special capacity when the elemental is activated, before any other action is carried out. The elemental must be free of any opponents.

If this capacity is activated, then the elemental can no longer do any actions. Its miniature is considered to be an indestructible, inalterable and unmovable obstacle. During the following activation phase, when the elemental is activated, it returns to life, healed of all its Wounds. All game effects that were influencing it are dissipated. Until the end of the round it also benefits from STR + 1d6, RES + 1d6, and the "Regeneration/5" ability.

An earth elemental can use this special capacity only once per game.

Chthonian Eruption:

4 

Path: Elemental

Range: 10 cm

Difficulty: Free

Duration: Instantaneous

Area of effect: One enemy fighter

Frequency: Unlimited

Intensity: 5

A.P.: 30

The chthonian eruption's STR is equal to 5 + the difficulty chosen for the incantation (maximum STR: 15).

The spell's target suffers a Damage roll with a STR equal to that of the chthonian eruption. One d6 is then rolled for every fighter standing even partially within 2.5 cm or less of the target. On a  or more he suffers a Damage roll with a STR equal to half of that of the chthonian eruption (rounded up to the higher integer).

Wall of Earth:

3 

Path: Elemental

Range: 10 cm

Difficulty: 10

Duration: Special

Area of effect: Special

Frequency: Unlimited

Intensity: 3

A.P.: 10

Once this spell has been successfully cast, two counters must be placed within 10 cm or less of the magician and in his field of vision. They cannot be more than 10 cm apart from each other. No miniature can be standing on the virtual line connecting them (during the incantation). This line represents a wall of earth (7 cm high, 1 cm thick; RES 8; 5 S.P.). This wall blocks lines of sight at altitude level 0 and cannot be crossed. The rules on inflicting damage on immobile machines apply. A magician can create as many walls of earth as his mana reserve allows. He can prolong the spell's effect from one round to the next during the maintenance phase if he has a line of sight onto every wall he wishes to maintain and spends 1  for each one. If such a wall is not maintained, then it disappears at the end of the maintenance phase.



Familiars

•Familiar of Air

Tornado:

3

Path: Elemental

Difficulty: 9

Area of effect: One enemy fighter

Intensity: 4

Range: 20 cm

Duration: Special

Frequency: 1

A.P.: 15

If the incantation is successful, then the target suffers a Damage roll (STR 0). From then on the tornado remains where it is. As long as the targeted fighter does not move more than 2.5 cm, he is considered to still be within the area of effect. He cannot fire or be the target of direct fire (except artillery fire).

During every maintenance phase after the incantation the magician can prolong the spell by spending 2 . The tornado then remains where it is for another round. If the magician spends 1 more, he can move the tornado by 20 cm and affect another target (or the same one) in his field of vision.

The Strange Art:

2

Path: Elemental

Difficulty: 10

Area of effect: One enemy fighter

Intensity: 6

Range: 15 cm

Duration: Instantaneous

Frequency: 2

A.P.: 17

If the incantation is successful, then the target suffers a Damage roll (STR 0). For this roll the target's RES is considered to be equal to 0. The effects that affect the results of Damage rolls nevertheless apply in the usual way.

•Familiar of Water

Waterdance:

2

Path: Elemental

Difficulty: 6

Area of effect: One friendly fighter

Intensity: 3

Range: 10 cm

Duration: Until end of round

Frequency: Unlimited

A.P.: 14

When under this spell's influence, the target benefits from the "Leap" ability and is able to cross encumbered ground as if it were normal ground.

Blur:

2

Path: Elemental

Difficulty: 8

Area of effect: Personal

Intensity: 4

Range: Personal

Duration: Until end of round

Frequency: 1

A.P.: 13

If the incantation is successful, then the magician has one combat die less for the following combat phase. In return, the difficulty of all shots of which he is the designated target is increased by two points.

Furthermore, if the magician uses sustained defence, the difficulty of his Defence tests is increased by only 1 point instead of 2.

Veil of Fog:



Path: Elemental **Range:** Personal
Difficulty: 9 **Duration:** Until end of round
Area of effect: Special **Frequency:** 1
Intensity: 4 **A.P.:** 30

If the incantation is successful, then a mana counter is placed at the magician's feet. The spell acts within a radius of 40 cm around this counter. As long as the spell is active, lines of sight cannot go deeper than 10 cm into this perimeter. This means that all lines of sight are cut if they have to cross the fog by 10 cm or more.

The spell's effect can be prolonged from one round to the next if the magician spends 2 during the maintenance phase. This can only be done if the magician is within less than 10 cm of the counter (he does not have to have a line of sight onto it).

• Familiar of Light

Beam of Light:



Path: Elemental **Range:** 15 cm
Difficulty: 10 **Duration:** Instantaneous
Area of effect: One enemy fighter **Frequency:** Unlimited
Intensity: 3 **A.P.:** 11

The number of used to cast the spell must be from 1 to 6. If the incantation is successful, then the target suffers a Damage roll with a STR equal to twice the number of gems invested in this spell (not including gems used to improve its mastery).

Premonitory Vision:



Path: Elemental **Range:** Special
Difficulty: 8 **Duration:** Special
Area of effect: Special **Frequency:** 1
Intensity: 3 **A.P.:** 15

This spell is to be cast at the beginning of the strategic phase, before the activation sequences are determined. If the incantation is successful, then the player can place one additional card in reserve during the activation phase of the round being played. This spell cannot be absorbed or countered.

Banishment:



Path: Elemental **Range:** 25 cm
Difficulty: Target's FEAR + 6 **Duration:** Instantaneous
Area of effect: Special **Frequency:** Unlimited
Intensity: 4 **A.P.:** 15

This spell can only target elemental beings and fighters with the "Living-dead" or "Construct" ability. Characters cannot be targeted by this spell. If the incantation is successful, then the player who just cast this spell rolls 1d6 and applies the effect corresponding to the result:

- : The target is inflicted with a Light Wound.
- : The target is inflicted with a Serious Wound.
- : The target is inflicted with a Critical Wound.
- or more: The target is eliminated and removed from the game.

Supreme Banishment:



Path: Elemental **Range:** 20 cm
Difficulty: Special **Duration:** Instantaneous
Area of effect: Special **Frequency:** 1
Intensity: 7 **A.P.:** 25

This spell can only target elemental beings and fighters with the "Living-dead" or "Construct" ability. Characters cannot be targeted by this spell.

Several fighters can be affected at the same time. The spell's difficulty is then equal to the sum of their COU (or FEAR) values.

If the incantation is successful, then the player who just cast this spell rolls 1d6 for every target and applies the effect corresponding to the result:

- : The target is inflicted with a Light Wound.
- : The target is inflicted with a Serious Wound.
- : The target is inflicted with a Critical Wound.
- or more: The target is eliminated and removed from the game.

• Familiar of Earth

Gem of Artifice:



Path: Elemental **Range:** 10 cm
Difficulty: 7 **Duration:** Until end of game
Area of effect: Special **Frequency:** 1
Intensity: 4 **A.P.:** 17

If the incantation is successful, then one counter is placed within 10 cm or less of the magician. No miniature may be within a radius of 5 cm around the counter when it is placed.

From then on, the first miniature to move to within 5 cm or less of this counter triggers its explosion. If a miniature is

summoned inside this zone, then the trap is also triggered. In either case the victim suffers a Damage roll (STR 5). If he survives, then he can continue his movement.

The Gem of Artifice counter is an indestructible, inalterable and unmoveable object.

• Familiar of Darkness

Dhalilia's Dance:

2 

Path: Elemental

Range: 25 cm

Difficulty: 8

Duration: Until end of round

Area of effect: One enemy fighter

Frequency: Unlimited

Intensity: 4

A.P.: 12

If the incantation is successful, then the targeted fighter suffers a -1 on the final results of his divination rolls and Initiative, Attack, Defence, Courage, Discipline and Power tests.

Flight of the Soul:

2 

Path: Elemental

Range: Personal

Difficulty: 6

Duration: Until end of round

Area of effect: Personal

Frequency: 1

Intensity: 4

A.P.: 8

This spell can only be cast if the magician is free of any opponents. If the incantation is successful, then the player selects a point of the battlefield within 10 cm or less of the magician. As long as Flight of the Soul is active, the magician casts his spells as if he were standing at the selected point. Furthermore, all his incantations are made as if he were benefiting from the "Consciousness" ability.

The player can decide to dissipate Flight of the Soul at any time. This spell is automatically dissipated if the magician comes into contact with an opponent. As long as Flight of the Soul is active, the magician cannot perform counter-magic.

Abyssal Force:

3 

Path: Elemental

Range: 5 cm

Difficulty: 9

Duration: Instantaneous

Area of effect: One friendly fighter

Frequency: 1

Intensity: 3

A.P.: 16

If the incantation is successful, then the magician benefits from the "Master strike/0" ability until the end of the round. If he already has this ability, then the X value bound to it is increased by +2 until the end of the round.

Moreover, before every master strike that he attempts during the round being played, the magician can sacrifice from 1 to 3 . Every gem thus spent increases the X value bound to master strike by +2.

This increase must be announced before making the Attack test and before the opponent announces his defence, if any.

Putrescence :

1 

Path: Elemental

Range: 25 cm

Difficulty: Magician's POW + 5

Duration: Instantaneous

Area of effect: One enemy fighter

Frequency: 2

Intensity: 4

A.P.: 15

If the incantation is successful, then the target suffers a Damage roll with a STR equal to the magician's POW. For this Damage roll the targeted fighter's RES is replaced by the higher between his COU (or FEAR) and DIS values. The values taken into account to determine this spell's difficulty and effects are the ones printed on the magician's and his target's reference cards. This spell has no effect on miniatures whose COU/FEAR and DIS values are "-".



• **Familiar of Fire****Fulminating Possession:**3 **Path:** Elemental**Range:** 25 cm**Difficulty:** 8**Duration:** Until end of round**Area of effect:** One friendly fighter**Frequency:** 2**Intensity:** 4**A.P.:** 17

If the incantation is successful, then the target ignores all Wound penalties and benefits from the "Bravery" ability.

Pyrotechnia:X **Path:** Elemental**Range:** 10 cm**Difficulty:** 6**Duration:** Instantaneous**Area of effect:** Special**Frequency:** Unlimited**Intensity:** 2**A.P.:** 8

This spell can only be cast on targets equipped with a range weapon.

If the incantation is successful, then the STR of the next shot made by the targeted fighter is increased by a number of points equal to the number of gems used to cast Pyrotechnia (gems used to improve mastery are not counted). This bonus does not apply if the targeted fighter is acting as a servant or substitute of an immobile artillery machine. No matter the shot's result, the spell is then dissipated.

If the Power roll's natural result is a , then the targeted fighter suffers a Damage roll with a STR equal to the bonus from which he should have benefited.

The Ophidian Alliance• **S'Erum**

S'Erum, Ophidian Sydion: For +10 A.P. S'Erum can be enlisted by any army of the Meanders of Darkness. In this case he is not considered to be an Ally, but to be a fighter of the people he is joining. He benefits from the leadership of his adoptive army's commanders. If he gets Leadership/X himself, then only other ophidians in his camp can benefit from it. If he is included in a non-ophidian army, then his DIS cannot be used to resolve Tactical rolls.

He cannot be given artefacts that are reserved to fighters of his adoptive army.

Reminder: *If a fighter is hit by perforating artillery fire benefiting from Toxic/X, then the projectile only continues on its course if the targeted fighter is eliminated by the first Damage roll that he suffers, and not if he is killed by the second Damage roll caused by the "Toxic/X" ability.*

Ophidian Vorpall Blade: Every Damage roll in hand-to-hand combat inflicted by an ophidian vorpall blade that is located at the Chest can, at the Ophidian player's choice, be located at the Head.

This effect does not apply to Damage rolls inflicted by the "Toxic/X" ability.

Only ophidian Characters can be equipped with an ophidian vorpall blade. There can be only one such artefact for every even incomplete 500 A.P. in the army.



THEMATIC ARMY PACKS

Most cards supplied in the army packs are compatible as they are with the rules of *Confrontation* 3. Yet some of them need to be adapted. The following texts replace those on the cards of the same name. These modifications do not apply for *Rag'Narok*.

General Rules

The army packs allow an army to be personalised by binding its fighters to specific factions. These factions can have various names and forms: crusades of the Griffin, fortresses of Tir-Nà-Bor, laboratories of the Scorpion, obscure Houses of Acheron, Wolfen packs, etc. Each faction's particularities are detailed on the card that bears its name.

Example: The "Obscure House: Hestia" card details the rules of an Acheronian army bound to the House of Hestia.

If a player decides to play a faction, then all the fighters in his army who are of the concerned people must be bound to the chosen faction following the rules described below. A player can choose only one faction.

If he prefers playing without a faction, then he can enlist any kind of fighter following the normal rules on army building and Alliances.

A fighter can be bound to only one faction at a time. The name of the chosen faction is added to his rank and is considered to be printed on his reference card.

- Non-Character fighters whose rank already mentions a faction can only be enlisted in an army without a faction or an army bound to the designated faction.
- A Character whose rank already mentions a faction can be bound to a different faction than the one indicated on his card. In this case he is considered to be a different Character who does not benefit from the original one's exclusive advantages (reserved artefacts, "Blood brother" and "Personal enemy/X" abilities, etc.).
- Allies are free of any factions.

Example: A dwarves of Tir-Nà-Bor player decides to bind his army to the fortress of Naël-Tarn.

- He must bind all the dwarves of Tir-Nà-Bor in his army to Naël-Tarn.
- He cannot enlist Veteran forge-guardians in his army, for they are non-Character fighters bound to the fortress of Kar-An-Tyr.
- He can enlist the magician Kulzarak (even though his rank mentions the fortress of Kal-Nam), for he is a Character. Kulzarak is then considered to be a different Character endowed with the same characteristics.

- If the player decides to enlist Griffin Allies, then they are free of any faction. They can therefore belong to any Griffin faction: Lodge of Hod, Inquisition, Temple, etc.
- If the player decides to play without a faction, he can freely enlist dwarves of any faction, Kulzarak (Kal-Nam), Veteran forge-guardians (Kar-An-Tyr) or hunters on razorback (Naël-Tarn).

Special case: The reference cards of the fighters in the first *Confrontation* clan boxes don't systematically mention a faction. Yet the following fighters are nevertheless bound to their faction:

Faction: Goblin Pirates

- Captain Krill
- Mister Dhypter
- Kerozen the Tentacular
- Baron Samedi

Faction: Brotherhood of Bronze

- Fenggar Iron-hand
- Lor-Arkhon the Deranged
- Lothan the Beast of Steel
- Aegher the Brief

Faction: Trackers of Bran-Ô-Kor

- Avangorok the Elusive

The other fighters bound to clans and whose rank does not include a faction are free of all bonds.

Every faction card has the following information.

(Chief): Most factions have a supreme leader. This can be a Father of Acheron, a Wolfen pack leader, etc. The chief acquires the faction capacity without paying its cost if he is deployed in an army of his faction, even if its name does not appear on his reference card.

(Faction)/X (Y): X is the name of the special capacity shared by all of the faction's fighters. Y is the cost (in A.P.) that is to be added to the A.P. value of every fighter bound to the faction.

The attribution of faction capacities is free for fighters whose rank, as printed on their reference card, mentions the concerned faction.

Example: *Sophet Drahas* has “House of Mantis” included in his rank on his reference card. If he is bound to the House of Mantis, then the “Supremacy” capacity specific to the House of Mantis doesn’t cost him any A.P.

Solo/X (Y): These capacities are optional and can be given to certain types of fighters bound to the chosen faction. X is the name of the capacity. Y is the cost (in A.P.) that is to be added to the fighter’s A.P. value. A fighter can have several “Solo” capacities (each one only once, unless mentioned otherwise).

Note on abilities: *Unless specified otherwise, the abilities that the fighters benefit from thanks to their faction (or to a “Solo” capacity) are considered to be printed on their reference cards.*

ERRATA AND REVISIONS

The factions listed below are those that have undergone changes for them to be adapted to *Confrontation 3* or to modify their original versions. Those that are not listed remain unchanged.

The following texts only refer to *Confrontation*.

Obscure House: Hestia

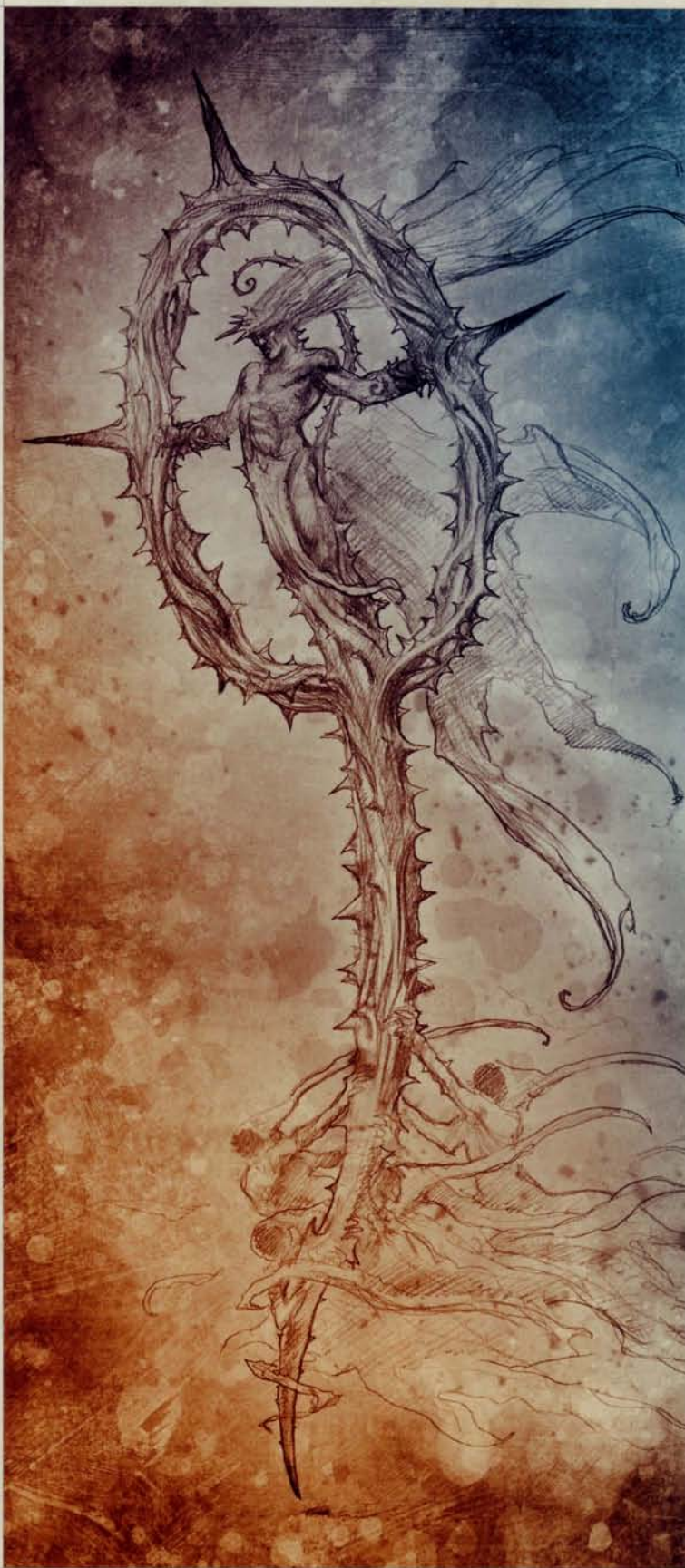
• Father: Ganzhyr d’Hestia

House/Army of the dead (0 A.P.): The strategic value (in A.P.) of the skeleton spearmen, skeleton warriors and skeletons in armour is reduced by 2 points.

Solo/Blazing lord (3 A.P.): Before every Tactical roll, the ATT of each fighter bound to Hestia endowed with this capacity can be reduced by 1 to 3 points (minimum ATT: 0). One of the two following capacities is then chosen. The effects last until the end of the round.

- **Destructor:** The points taken from ATT can be turned into points of INI and/or into the “Implacable/X” ability (where X is equal to the number of points invested). If the fighter already has Implacable/X, then the invested points are added to the ability’s X value (maximum X: 3).
- **Strategist:** The points taken from ATT are added to the final results of the fighter’s Discipline tests.

Solo/Fire (3 A.P.): When the armies are being built, any magician Character of Hestia endowed with this capacity can exchange one of the Elements he masters (except Darkness) for Fire.



Obscure House: Sarlath**Father: Asura de Sarlath**

House/Paradox (1 A.P.): One so-called "paradox" die is acquired for every (even incomplete) 250 A.P. of fighters endowed with this capacity. These dice are rolled before the approach. They cannot be rolled again. Their result is "placed aside."

During the game the player can choose one of his paradox dice before the resolution of a divination roll or an Initiative, Attack, Defence, Aim or Power test made for a friendly fighter endowed with this capacity or for an enemy fighter. No d6 is then rolled for the concerned test, and its natural result is replaced by the result on the paradox die. This result cannot be modified by any effect whatsoever. On the other hand, the usual modifiers apply to the final result. The used paradox die is discarded. If this capacity is used against an enemy fighter and the player controlling him also uses a capacity that allows him to replace the result of a test by a predetermined result, then the two effects cancel each other out and the roll must be made in the normal way.

Only one paradox die can be used per test.

Solo/Air (3 A.P.): When the armies are being built, any magician Character of Sarlath endowed with this capacity can exchange one of the Elements he masters (except Darkness) for Air.

Solo/Prophetic insanity (8 A.P.): This capacity can be given to any Character of Sarlath.

Before determining the activation sequence, the player can put aside one reference card per Character endowed with this capacity who is still present in his army. He can thus accumulate up to three cards. These are considered to be reserve cards and are added to his normal reserve. The cards placed aside are nevertheless counted in the number of cards that the player's activation sequence is made up of.

Black weapons (Special): The weapons and armour of any Acheron Character can become "black" at an additional cost of 5 A.P. for every piece of equipment thus enchanted. This cost is of only 2 A.P. if the Character is bound to the House of Sarlath.

This attribution can be made even if no fighter of Sarlath is present in the army.

Obscure House: Lazarian**• Father: Iandorias Lazarian**

House/Charnel (3 A.P.): A Lazarian endowed with this capacity gets Mutagenic/-1. If he already has Mutagenic/X or gets it during the course of the game, then one additional d6 is rolled for this ability's tests. The better result is the one that is used.

Solo/Mystic (4 A.P.): A Lazarian endowed with this capacity gets the "Consciousness" ability. If he is a magician or a faithful, then this capacity's cost is 8 A.P.

Solo/Resurrection (10 A.P.): This capacity can be given to any Warrior-mage, Warrior-monk or Character of Lazarian.

It affects the fighter who is endowed with it, as well as all friendly Lazarians located (even partially) within 10 cm or less of him. In every round these fighters benefit from a +1 on the result of their first Regeneration/X roll. If this roll is successful, then the second one does not benefit from this bonus.

This capacity's effects cannot be cumulated if a fighter is in range of several Lazarians with Resurrection.

Obscure House: Mantis**Father: Feyd Mantis**

House/Supremacy (Special): Binding a Character to the House of Mantis adds 2 A.P. to his value. This is free for non-Characters.

If a Mantis Character is tied with an opponent on a test, no need to roll the dice again. The Mantis Character wins the test. This capacity does not apply to Attack, Defence, Courage or Fear tests. It is ignored if the enemy fighter has a similar capacity.

Only Mantis Characters can be given one or several of these solo capacities.

Solo/Prince of Darkness (Special): This capacity's value (in A.P.) is equal to twice the FEAR rate printed on the Character's reference card. The fighter acquires the "Leadership/10" ability or its range is increased by 10 cm if he already has it.

He also acquires the "Authority" ability.

Solo/Gospel of Evil (3 A.P.): The final results of the divination rolls of friendly faithful of Salaüel are increased by one point for every Mantis endowed with this capacity standing within their aura of faith (maximum: 6). The Mantis benefits from his own bonus if he is a faithful of Salaüel.

Fiancée of the Tomb

Any non-Character banshee of Acheron can be given this special capacity when the armies are being built. Her cost is then increased by 3 A.P. An army can have only one fiancée of the tomb for every even incomplete 100 A.P. when it is built.

A fiancée of the tomb has the "Leadership/10" ability.

• Phylactery of Power/13 A.P.

This artefact has two powers. The player must choose one of them at the beginning of every mystic phase. Its effects last until the end of this phase. Each power affects magicians within a radius of 15 cm around the carrier of the Phylactery of Power (20 cm if the carrier is bound to the House of Brisis).

Flow: The carrier and the friendly magicians of Acheron within its area of effect no longer consider a  to be an automatic failure on their mana recovery rolls.

Perturbation: Enemy magicians within the area of effect consider a result of  to be equal to  on their mana recovery rolls. It is then a failure unless the victim does not consider a  on his mana recovery rolls to be a failure.

These effects only apply to magicians' rolls and not to other game elements that have POW (artefacts, elemental sources, etc.).

This artefact is reserved to Characters of Acheron. An army can have only one Phylactery of Power for every even incomplete 300 A.P. in it when it was built.

The Baronies of the Lion

• Barony of the Lion: Icquor

Baron: Egeus d'Icquor

Solo/Archer (9 A.P.): This capacity can be given to any Character of Icquor who doesn't have AIM, POW, Aspects or any range weapons in his equipment. He acquires AIM 3 and a bow of Icquor/STR 4, range 25-45-65. These modifications are considered to be printed on his reference card. The Character does not benefit from the effects of the "Archers of Icquor" card.

Solo/Tactician of Icquor (4 A.P.): This capacity can be given to any Character, Warrior-mage or Warrior-monk of Icquor. The final result of the Lion player's Tactical roll is increased by one point for every fighter of Icquor endowed with this capacity who is still present in his army (Maximum: +3).

Solo/Air (3 A.P.): While the armies are being built, any Character magician of Icquor endowed with this capacity can exchange one of the Elements he masters (except Light) for Air.

Barony/Master hunters (2 A.P.): Two reference cards of the army's fighters of Icquor (except war machines and Scouts) are chosen right after the deployment phase. The miniatures represented by these cards can trade places with each other just before the start of the battle. One d6 is rolled after places were traded.

•  to : The manoeuvre is finished

•  to : The manoeuvre can be done again by selecting two other cards.

The d6 is rolled again every time places are traded, and this for as long as there are miniatures that can still trade places. This manoeuvre is not considered to be a movement. If the enemy has a capacity similar to this one, then the player who won the approach roll trades his fighters' places last.

• Barony of the Lion: Kallienne

Baron: Kelgar de Valady, alias "Sire"

Solo/Royal blood (Special): This capacity can be given to any Character of Kallienne. This capacity's cost (in A.P.) is equal to his COU + DIS (the values printed on his card). The Character acquires the "Leadership/10" ability or increases its range by 10 cm if he already has it.

He also acquires the "Authority" ability.





Barony/Covert operations (0 A.P.): Before deployment the player can place aside one fighter bound to Kallienne in his army for every (even incomplete) 300 A.P. in it. These fighters are considered to be losses and represent spies sent to the enemy camp. Once per round, before the Tactical roll, the player can remove a spy of his choice from the game. The fighter in question then carries out one of the missions described below. A spy cannot carry out a mission whose value (specified between square brackets) is greater than his value (in A.P.) as printed on his reference card. The mission comes to an end as soon as its effects are applied.

- **Espionage [15]:** The player can pass his turn two more times during the activation phase.
- **Assassination [The target's value]:** An enemy fighter present on the battlefield whose Strategic value is less than or equal to that of the spy is selected. The target suffers a Damage roll (the spy's STR) benefiting from the "Assassin" ability. Fighters immune to Assassin, Characters, and servants and substitutes of war machines cannot be victims of this mission.

• **Barony of the Lion: Laverne**

Baron: Sihran de Montvert

Barony/Land of heroes (1 A.P.): The use of this capacity can be announced once per game before a Tactical roll. All fighters bound to Laverne acquire the "Possessed" ability until the end of the round.

Solo/Heritage of legend (Special): This capacity enchants the fighter's hand-to-hand combat weapon or his armour in the following way (this capacity's cost in A.P. is indicated in parentheses):

- Sacred weapon: (Reference ATT + STR)
- Sacred armour: (Reference DEF + RES)

Heritage of legend does not apply to weapons that provide a STR when charging (cavalry lance, etc.) and cannot enchant

equipment that is already sacred. The same fighter cannot acquire this capacity twice.

Solo/Scout of Laverne (4 A.P.): This capacity can be given to any fighter bound to Laverne with the "Scout" ability on his card and whose MOV is of 10 or less. As long as he benefits from Scout and he hasn't been uncovered, he can cross encumbered and impassable ground as if it were normal ground (yet he cannot stop on it).

• **Barony of the Lion: Luishana**

Baron: Kamis d'Amirat

Barony/Ruse (1 A.P.): The use of this capacity can be announced right after a Lion bound to Luishana has failed a divination roll or an Initiative, Attack, Defence, Courage or Power test. The die used (or one of the dice used) is rolled again. The new result is applied and cannot be rolled again. (This capacity does not allow a die that has already been re-rolled to be rolled again.) During the same round this capacity can be used once for every (even incomplete) 1000 A.P. of Lions endowed with Ruse when the army was built.

Solo/Lion of the mists (6 A.P.): This capacity can be given to any Character bound to Luishana. He then acquires the "Scout" ability.

Solo/Incorruptible (Special): This capacity can be given to any fighter bound to Luishana.

The fighter benefits from the "Insensitive/X" ability. The capacity's cost (in A.P.), as well as the X value bound to it, depends on the DIS printed on the beneficiary's card:

- DIS 0 to 3 (4 A.P.): Inensitive /6
- DIS 4 to 7 (8 A.P.): Inensitive /5
- DIS 8 and + (13 A.P.): Inensitive /4

The Wolfen Packs

• Wolfen Pack: The Red Oaks

Location: The southeast of Diisha

Pack leader: Syriak (Second Incarnation)

Pack/Nature's blessing (2 A.P.): For every (even incomplete) 100 A.P. of Wolfen bound to the Red Oaks, one Wolfen can be chosen after every Tactical roll. The chosen Wolfen benefit from +3 in STR or +3 in RES until the end of the round.

Solo/Savage guardian (2 A.P.): When given to a faithful, this capacity gives him the "Illuminated" ability.

Solo/Sacred hunt (4 A.P.): This capacity can be given to Wolfen of the pack who don't have the "Scout" ability and whose STR is of 10 or less. They can be deployed anywhere on the battlefield (outside of the enemy deployment zone).

• Wolfen Pack: The Twilight Hills

Location: Between Caer Mnà and the plateau of Giants

Pack leader: Isakar, the Watcher (Second Incarnation)

Pack/Wolves of Avagddu (0 A.P.): A Wolfen army can include non-Character fighters endowed with the "Sessairs clan" ability (up to 15% of its value) if all the Wolfen in it are bound to the Twilight Hills. The Wolfen and these fighters are not considered to be Allies and cannot mutually benefit from each other's leadership abilities.

Solo/Ravaged circle (1 A.P.): Any Wolfen of the pack can be given this capacity. He acquires the "Bane/Mercenary" ability. If he is a grave guardian, then he also acquires the "War fury" ability no matter which army he is confronting.

Pack/Guerrilla (2 A.P.): Two reference cards of fighters bound to the Twilight Hills (except war machines and Scouts) are chosen right after the deployment phase. The miniatures represented by these cards can trade places before the start of the battle. One d6 is rolled after places are traded.

•  à : The manoeuvre is finished.

•  à : This manoeuvre can be repeated by choosing two other cards.

The d6 is rolled again after every time places are traded as long as there are miniatures left that can trade places. A miniature can only trade places once per game. This manoeuvre is not considered to be a movement. If several enemy armies have similar capacities, then the player who won the Tactical roll for the approach trades his fighters' places last.

• Wolfen Pack: The Wheel of Dreams

Location: East of the plateau of Giants. Gandhar, the Realm of Illusions.

Pack leader: Killyox the Exiled (Second Incarnation)

Pack/Artefact hunters (2 A.P.): At the end of the deployment phase the enemy player must reveal all his artefacts (as well as the fighters carrying them) to the Wheel of Dreams player. All the Wolfen in this pack acquire the "Bane/X" ability against the enemy fighters carrying these artefacts. If one of these enemies loses his artefacts during the game (due to their use, for example), then the Wolfen of the Wheel of Dreams no longer benefit from Bane/X against him.

Killyox the Exiled cannot be given artefacts reserved to Wolfen pack chiefs. He nevertheless remains a "Wolfen Chief" in regard to the rules explained on page 69.

The percentage of Repentants is not limited within this pack. All Wolfen of the Wheel of Dreams are endowed with the "Pariah" ability if they don't already have it.

Solo/Mnemosyne (4 A.P.): This capacity can be given to any Wolfen of the pack with POW on his reference card. He acquires the path of lamentations if he doesn't already master it. If his reference card indicates that he masters it, then his POW is increased by 1 point.

• The Mask of Gandhar

2 

Path: Lamentations

Range: 20 cm

Difficulty: Special

Duration: Until end of round

Area of effect: One friendly Wolfen

Frequency: 1

Intensity: 1

A.P.: 10

If the magician is bound to the Wheel of Dreams, then this spell's Intensity is equal to 0.

The incantation is to be made before the Tactical roll on a friendly Wolfen involved in hand-to-hand combat with one or several opponents. The spell's difficulty is equal to the FEAR printed on the targeted fighter's reference card. If the incantation is successful, then the targeted fighter benefits from +2 in FEAR.

• Wolfen Pack: The Path of Opal

Location: Mór

Pack leader: Asgarh

Pack/Blood of the worgs (3 A.P.): The INI, STR and RES of the Wolfen of the Path of Opal are increased by one point each. Their new values are considered to be printed on their reference card.

Pack/Spawn of devastation (1 A.P.): Once per round, before making the Tactical roll, the player can select a Wolfen of the Path of Opal. One d6 is rolled. On a 4 or more the selected Wolfen gains the "Fierce" and "Pariah" abilities until the end of the round.

Solo/Deadly whispers (2 A.P.): This capacity can be given to any magician bound to the Path of Opal.

The magician does not suffer -1 on his Power tests when he is in contact with an opponent.

Cry Havoc articles

The errata in this section apply to the alternative rules that appeared in the previous issues of *Cry Havoc*.

• Tribe of the Orcs of the Behemoth

The Warriors of Stone: This text replaces the special rule for the warriors of stone.

A warrior of stone's basic force is equal to 2. It can be increased in the usual way, most notably by using the "Brutal" and "Hard-boiled" abilities. If a warrior of stone charges an opponent whose force is lower than his by two points or more, then the charge penalty suffered by the target is equal to -2.

The Patrollers of the Behemoth: When an orcish cross-bowman becomes a patroller of the Behemoth (for an extra 4 A.P.), he acquires the "Scout" ability and his "Brutal" ability is replaced by that of "Precision."

• The Colony of Ephorath

Blessing of the Ymsur: This special capacity can be activated during the activation of a disciple of the Ymsur, before or after his movement.



TOURNAMENT RULES

The official tournament rules are those used by the Confédération du Dragon Rouge, a French association that gathers devoted players and collectors of RACKHAM products ever since the beginning.

ARMY LIST

Before the tournament, each player has a budget of 400 A.P. available to build an army of fighters of the same people. At the beginning of every heat the player has his full budget available to confront an opponent.

Unless specified otherwise, only items that have been available in stores for over a month can be played in an official tournament.

LIMITATIONS

Miniatures

Every army list must include between four and 20 different miniatures.

No matter whether this is due to an artefact, an ability, a miracle, a spell, or any other game effect, no player may have more than 20 miniatures on the gaming table during the game.

No miniature in the army list can have a Strategic Value greater than 200 A.P., except in the framework of a themed tournament (whose regulations would then supply new rules that suit the theme).

Characters

The army list must include at least one Character. The total value of Characters must be between 80 A.P. and 200 A.P.

A fighter's total value is equal to his Strategic Value (as printed on his reference card) plus the cost (in A.P.) of any artefacts, spells and miracles he may have.

War Machines

War machines can be played within the limit of 30% of the army list, meaning a maximum of 120 A.P. The value of servants is included in this limit.

STATELESS FIGHTERS, ALLIES AND MERCENARIES

Unlike Stateless fighters, Allies and Mercenaries are forbidden. Mercenaries can only be played as fighters of their own people.

THE CONFRONTATIONS

Each confrontation has a specific deployment that can use the general rules or special rules called "scenarios."

A common objective shared by both players is described for every confrontation.

Tournament confrontations are designed to be played on a rectangular table (120 x 60 cm). The fighters clash in the lengthwise sense of the table, unless the scenario specifies otherwise.

Unless noted otherwise, the table is considered to be an open ground.

A confrontation lasts 1 ½ hours including deployment.

PROGRESSION OF A TOURNAMENT

Tournaments that last a day are played in four heats. Those that last two days are played in six.

REGULATIONS

The complete official tournament regulations, including scenarios, themes, etc. are available on the Confédération du Dragon Rouge's website:

<http://www.conf-federation.org>

These regulations are used by all national federations, whose players can thus participate in their country's championship.

The national championships qualify a certain number of players for the European Championship, and soon for the World Championship.





♦ T.F. GENERATED BY THE FAITHFUL ♦

	DEVOUT	ZEALOT	DEAN	AVATAR
PURE FAITHFUL	2	3	4	7
WARRIOR-MONK	1	2	3	6

♦ MANA RECOVERY ♦

	INITIATE	ADEPT	MASTER	VIRTUOSO
0	0	0	0	0
1	1	2	3	4
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7
5	5	6	7	8
6	6	7	8	9
7	7	8	9	10
8	8	9	10	11
9	9	10	11	12

♦ GAME ROUND ♦

Strategic phase:

- 1) Rallying tests
- 2) Activation sequence constitution
- 3) Tactical roll

Activation phase:

Card drawing and miniature activation

Combat phase:

- 1) Fray splitting
- 2) Combat resolution

Mystic phase:

- 1) Calculation of the faithful's T.F.
- 2) Magician mana recovery rolls

Maintenance phase:

- 1) Application of negative effects
- 2) Application of passive abilities
- 3) Application of active abilities
- 4) Application of various effects
- 5) Resurrections and reinforcement

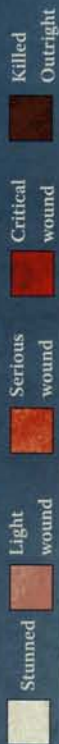
Time out:

No game actions can be done.

♦ WOUND TABLE ♦

1d6 + STR - RES (+Wound)	LEGS	ARMS	BELLY	CHEST	HEAD	1d6 + STR - RES (+Wound)
< 0	No damage					< 0
0/1						0/1
2/3						2/3
4/5						4/5
6/7						6/7
8/9						8/9
10/11						10/11
12/13						12/13
14/15						14/15
16/17						16/17
18 and +						18 and +

When making a Damage roll, a [] is not an automatic failure and a [] cannot be rolled again.



♦ PENALTIES ♦

	INT ROLLS	ATT ROLLS	DEF ROLLS	AIM ROLLS	DAMAGE ROLLS
CHARGE	-1	-1	-1	-1	-
STUNNED	-1	-1	-1	-1	-1
LIGHT WOUND	-1	-1	-1	-1	-1
SERIOUS WOUND	-2	-2	-2	-2	-2
CRITICAL WOUND	-3	-3	-3	-3	-3

FIGHTER SIZE

STRENGTH	1	2	3	4	5
SMALL AND MEDIUM SIZE					
LARGE SIZE					
VERY LARGE SIZE "ENORMOUS"					
VERY LARGE SIZE "COLOSSAL"					
VERY LARGE SIZE "GIGANTIC"					

ACTION

MOVEMENT POTENTIAL	WALK	RUN	ENGAGEMENT	CHARGE
MOV cm				
MOV x 2 cm				
MOV x 2 cm (MOV cm after a disengagement)				
MOV x 2 cm				

♦ AIM TEST ♦

SHORT RANGE	4
MEDIUM RANGE	7
LONG RANGE	10

♦ FIRING DIFFICULTY ♦

TARGET MOVING UNDER COVER	+2
TARGET AT A DIFFERENT ALTITUDE LEVEL	+2
FIRING BEFORE OR AFTER A MOVEMENT	+1
PARTIALLY VISIBLE TARGET	+1
TARGET OF LARGE SIZE	-1
TARGET OF VERY LARGE SIZE	-2



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