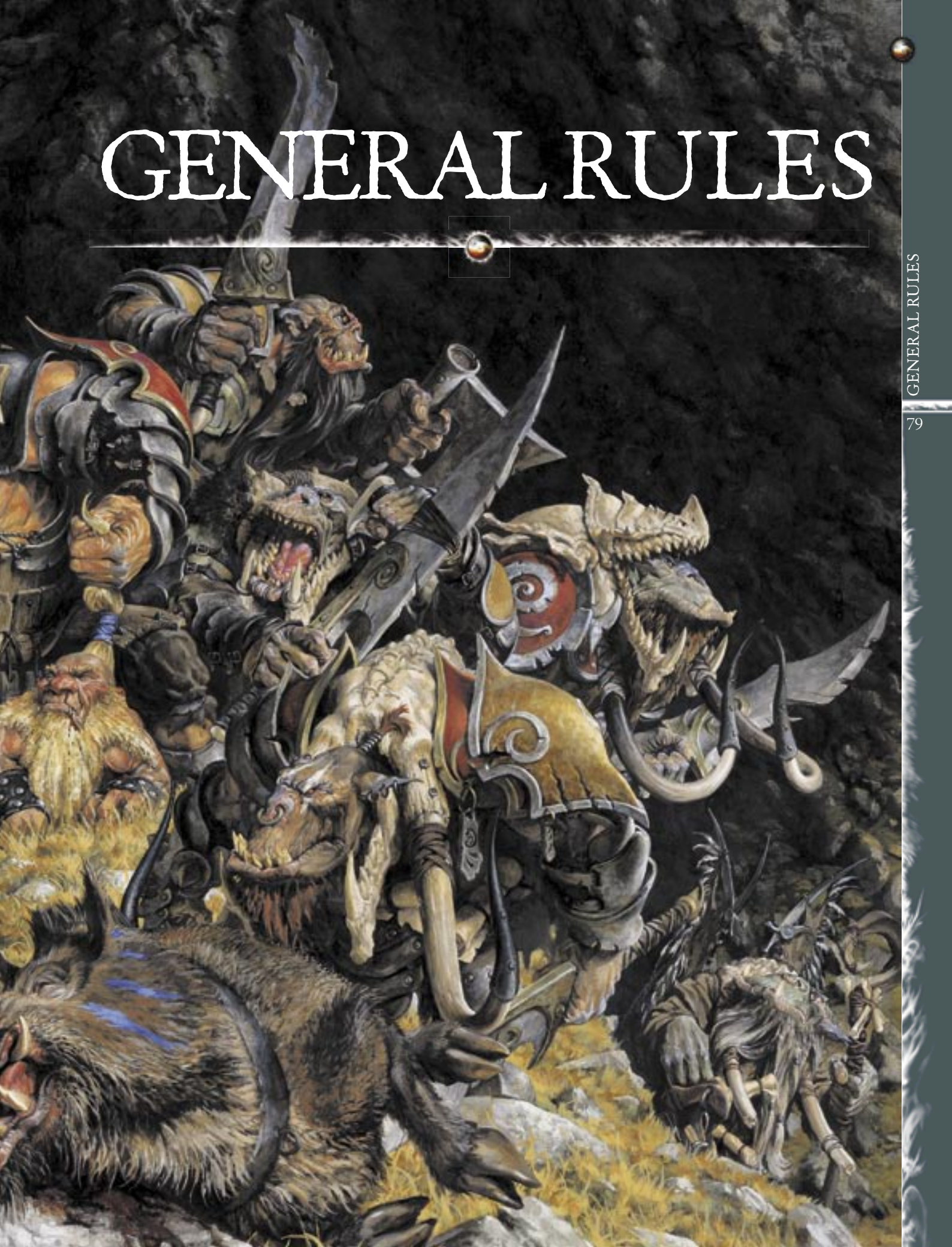# GENERAL RULES

GENERAL RULES

This chapter presents the essential rules for a game of *Confrontation*: how to resolve the various tests, how damage is managed and how a game proceeds.

MEASURING A DISTANCE

Distances (in cm and in range bands) are measured with a ruler. Any ruler will do, but the RACKHAM tape measure has been designed for miniature games and makes measuring ranges easy.

The distances must be measured from the edge of one element to the edge of another. It can be either the edge of a miniature's base or the edge of a terrain element.

When one unit shoots at another, the **only** measurement taken is from the edge of the leader's base to the edge of the enemy leader's base. Any terrain element or fighter that is only **partially** within a certain distance is always considered to be in the shorter of the two distances.

Important! You are not allowed to measure any distance before declaring an action. The action is declared first and any measuring performed afterwards.

UNITS

All the fighters in *Confrontation* are part of **units**, groups of one or more fighters sharing the same category (infantry, cavalry, creature, war machine or titan; see below). Each unit is represented by a card (see p. 84), which lists their main in-game characteristics. The combination of all a player's units is known as his **company**.

Each unit includes a **leader**, indicated by the player at the beginning of the game. This fighter is a **standard fighter** (see below); he has the same characteristics as the other members of the unit. He is used as a reference point when measuring distances.

When the leader is eliminated, he is replaced by another fighter in his unit. The player designates the **standard fighter** (see below) closest to the former leader to become the new

---

NOTION OF CONTACT

Two elements (miniature or terrain element) are in contact when any of their parts touch, including base, weapon, edge of a terrain element, etc.

leader. If there are only special fighters left, the closest to the former leader becomes the leader.

Incarnates (see p. 112) are always the leaders of their unit.

Unit formation

Inside a unit, the positions of the miniatures obey strict rules. This is called the formation.

• **Scattered formation:** Each fighter has to be within 10 cm of the unit leader and each fighter has to be within 2.5 cm of another fighter in the unit. This formation only needs to be checked at the end of the unit's movement.

Any fighter who is in contact with an opponent does not need to stay in formation.
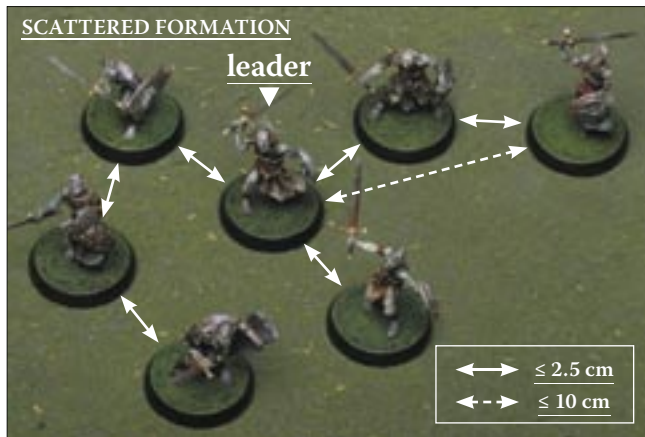
SCATTERED FORMATION

leader

←→	≤ 2.5 cm
←- -→	≤ 10 cm

• **Close formation:** Each fighter has to be within 10 cm of the unit leader. The miniatures are supposed to be in contact and form ranks as equal a possible. The fighters must remain in formation during their whole movement.

CLOSE FORMATION

Scattered formation is the default formation. Some nations teach their soldiers to take advantage of fighting in close formation, which allows them to benefit from additional tactics (see the respective *Army Book*). Units composed of only one fighter are always in scattered formation.

A unit in contact with an opponent does not need to stay in formation

Category of troops

There are five troops Categories:

• **Infantry** 🔴 includes all foot soldiers.

• **Cavalry** 🔴 includes all mounted fighters, no matter their mount, and centaurs of all kinds.

• **Creatures** 🔴 includes all the animals and monsters that occasionally join an army.

• **War machines** 🔴 are all the engines of destruction and siege weapons known for their terrifying power. **Fortifications are also included in this category.**

• **Titans** 🔴 are the most massive and powerful fighters, strong enough to crush entire armies on their own.

Some Categories (infantry, cavalry and creatures) are also split into three Ranks.

• **Rank 1** 🛡 fighters represent the majority of the troops fighting on the battlefield. Enrolled from the population in the more organized nations or trained traditionally for combat in the more warlike cultures, their strength lies as much in their numbers as in their combat skill.

• **Rank 2** 🛡🛡 fighters are the most experienced and dangerous warriors among their people. Their better training and equipment means their intervention is often decisive.

• **Rank 3** 🛡🛡🛡 fighters are death embodied. Their names are universally known across Aarklash. Their presence on the battlefield warms the hearts of their allies and chills the soul of their enemies.

Type of troop

The type of a unit is determined by the name of the standard fighters that it is composed of.

Example: *A unit whose type is "conscripts of the Griffin" is mostly composed of conscripts of the Griffin standard fighters and conscripts of the Griffin special fighters.*

POWER

The **Power** of a unit is a measure of its ability to overpower its enemies, either during a charge or after a mêlée. To calculate the Power of a unit, you need to total the Power of all its individual members.

A fighter on an infantry base (3 cm) has a Power of 1.

A fighter on any larger base has a Power of 2.

SPECIAL FIGHTERS AND STANDARD FIGHTERS

Some fighters have specific roles (see "Incarnates", "Mystics" and "Morale" chapters). They are called **special fighters**, as opposed to **standard fighters**.

The term "special fighters" designates…

• **Incarnates:** Every army has its heroes, famous characters who inspire courage in the troops and sow panic in their enemies' hearts. Most of the time they are strategic geniuses and exceptional fighters, chosen by the gods themselves to serve as their champions. Death has no power over them!

An Incarnate is identified by a personal name on his card (see pp. 112-117). **Each company has to include at least one Incarnate.**

• **Mystics:** Magicians 🛡 cast spells and faithful 🛡 can call upon the gods for miracles to support their comrades or smite the enemy. The presence of either in a company's ranks shows that excellence in combat can be combined with the mastery of the mystic lore of Aarklash!

• **Standard bearers and musicians:** These special fighters are in charge of fuelling the troops' morale and fighting spirit. They signify hope and victory to those in their ranks.

The sight of a standard, the clear sound of a horn or the deep beat of a drum are a way of reminding the soldiers that courage is the first weapon of any army!

• **Specialists:** As their name suggests, specialists are fighters that have mastered a particular field. In game terms, they trigger special effects.

MOVING MINIATURES

A unit can change formation at the beginning of its activation.

A unit can move in any direction. The maximum distance it can travel depends on the fighters and the movement type selected (see Activation phase, pp. 90-97). A free unit can change formation after any movement.

Other fighters and impassable terrain elements constitute obstacles that need to be skirted around. Even a knight in heavy armor cannot ride through a stone wall. When a fighter moves, his base must be able to pass between all the obstacles in his way.

Infantry and cavalry units on the same side and in scattered formation do not hinder each other's movement and they do not need to be skirted around. However, enemy units cannot "move through" them. If the unit does not have enough movement to move entirely through another unit or an obstacle, the moving unit stops 1 cm in front of it.

MOVING THROUGH A FRIENDLY UNIT

◄ **Friendly units**

Enemy unit
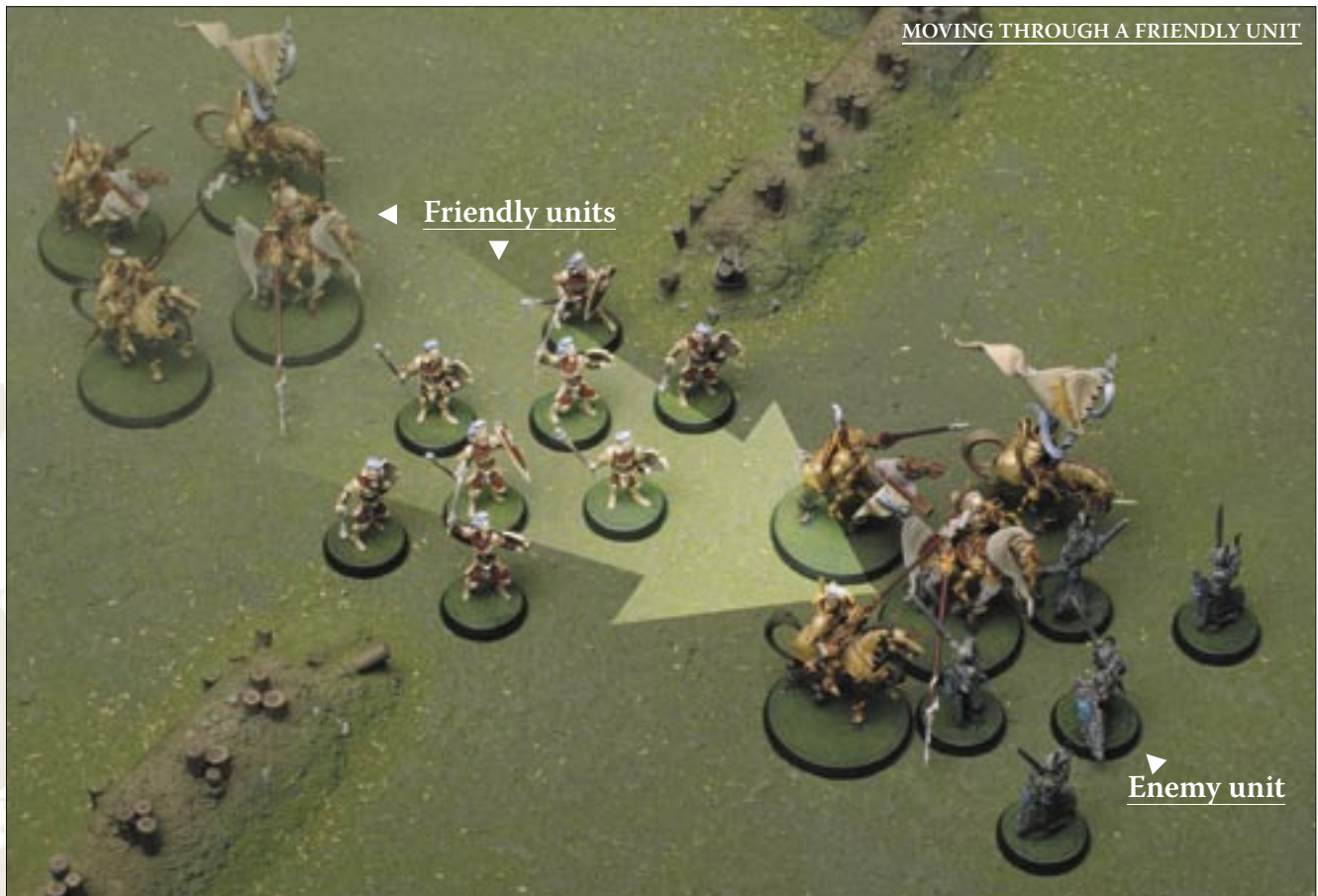
SKIRTING AN OBSTACLE

CONFLICTING GAME EFFECTS

Conflicting game effects may prevent the correct resolution of a situation. In this case, each player implicated rolls a die. Whoever rolls the highest result can pay one Elixir point to choose the game effect that is applied. If he does not wish to spend this point, non of the game effects are applied.

LINE OF SIGHT 1/2

FIELD OF VISION AND LINE OF SIGHT

All miniatures have a 360° field of vision. Soldiers are capable of turning around when something threatens them from behind or from the side – a whole unit could hardly miss the "sneaky" approach of a group of enemy soldiers!

A fighter has a **line of sight** on an element when he can see it. Obstacles can prevent a unit from seeing enemies.

When 2D terrain is used (a gaming poster for instance), a fighter has a line of sight if it is possible to trace an imaginary line between the fighter's base and the base of the targeted element, without crossing any obstacle.

When 3D terrain is used (hedgerows, etc.), the player adopts the point of view of the fighter, by getting down to the miniature's level and "looking through its eyes". If the miniature can see any part of the target the fighter has a line of sight.

LINE OF SIGHT 2/2

CARDS

The cards supplied with *Confrontation* miniatures list the fighters' characteristics and some useful information for resolving their actions. Called **reference profiles** or just **profiles**, they are also used to help identify the fighters and their weapons.

Moreover, fighters have abilities or special tactics listed in their corresponding Army Book.

Notes:

1. Courage can be replaced by *Fear* 😨 *: The higher the value the greater the chances are the fighter's enemies will be struck by fear.*

2. Health can be replaced by *Structure* ⚙ *: Number of structure points the war machine or fortification has.*

Totem
Symbol of the people the fighter belongs to.

Type

Rank
Indicates the fighter's rank in his army. This value is used when building a company.

Movement
Base value used to calculate the distance (in cm) the fighter can cover when he moves.

Category
- 🛡 infantry
- 🐎 cavalry
- 🔵 creature
- ⚙ war machine
- 🔴 titan

Defense
The higher the value the harder it is to hit the fighter in combat.

Resilience
The higher the value the harder it is to wound the fighter.

Health[2]
Number of health points the fighter has.

Courage [1]
The higher the value the lower the chances the fighter will end up in rout.

Hand to Hand combat
The values needed to resolve a mêlée combat.

Range
The values needed to resolve ranged attacks.

Dice
The number of dice the fighter has to attack (in hand to hand combat or from range, depending on the line read).

Attack
The higher the value the greater the chances the fighter will hit the enemy with a mêlée or ranged weapon.

Strength
The higher the value the easier it is for the fighter to wound his enemies.

SPEARMAN

UNIVERSAL TABLE OF RESOLUTION

When a *Confrontation* fighter undertakes an action the universal table of resolution is used to determine if he succeeds or if he fails.

To perform an action you need both its **action value** (generally a characteristic) and its **difficulty**. The descriptions of the various actions indicate which values you are going to use. The difficulty is either a characteristic or a fixed value imposed by the rules. In the second case, the fixed value appears in parentheses.

Example: *"Each player rolls a Courage test (8)" means that the difficulty for this test is 8. The action value is the Courage characteristic of the unit concerned.*

You then do the simple calculation: **action value – difficulty**. The result indicates the column to read in the universal table of resolution. This column gives you the minimum result needed on a die for the action to be successful

⬤ **:** The action only succeeds on a ⬛ and the total number of successes is halved (rounded up).

⬤ **:** The action succeeds on a ⬛ and all ⬛ and ⬛ give bonus dice as if they were ⬛ (see insert "bonus dice and re-rolls").

UNIVERSAL TABLE OF RESOLUTION

.../-6	-5/-4	-3/-2	-1/0/+1	+2/+3	+4/+5	+6/...
⬤	⬛	⬛	⬛	⬛	⬛	⬤

Example*: You want to perform an action whose action value is 4 and difficulty is 6. The subtraction gives 4 – 6 = -2. You then read column "-2" on the universal table of resolution. This column tells us that the result needed on a die is ⬛ or more.*

The player then rolls a certain number of dice, depending on the test:

• **Courage test:** One die for the unit;
• **Attack test:** All the dice ⬤ used in a hand to hand or ranged attack;
• **Strength test:** As many dice as the number of hits obtained. (See p. 96).

Each die that shows a result equal to or greater than that indicated by the table is a success. The number of successes is then totaled.

For Courage tests, whenever a game effect allows the rolling of several dice, only the one showing the best result is used and all the others are discarded.

DAMAGE

Hitting a fighter is not always enough to knock him out: you need to hit him hard enough.

Each time a fighter is hit by a mêlée attack, a projectile or any other game effect that could potentially wound him, the players resolve a test on the universal table of resolution:

• The **action value** is equal to the **Strength** 🔴 of the weapon used.

• The **difficulty** of the test is equal to the **Resilience** 🔴 of the target.

Each success means one damage point is inflicted on the target.

Each damage point takes away one health point from fighters or one structure point from war machines and fortifications. A fighter is eliminated when he has lost all of his health points. A war machine or a fortification is eliminated when it has lost all of its structure points.

The eliminated piece is removed from the battlefield.

PLAYING A GAME

A game of *Confrontation* always begins by **selecting a battle** (see Let's play!, p. 126). Once this has been decided, each player is allocated a certain number of army points (A.P.) to **build a company** (see p. 126) that he will take to battle. Both players then set up the battlefield and deploy their miniatures.

The first player plays his first unit, the second player then plays his first unit, the first player then plays his second unit, and so on, until all their units have been played. They are said to **activate their** units.

A game lasts a certain number of game rounds. This number may be defined by the battle or by the players themselves. A game round is split into three phases. Each phase is detailed in its own chapter hereafter.

1 – Tactical phase (p. 88)

The players determine the order in which they will activate their units and decide who goes first.

2 – Activation phase (p. 90)

The players take turns to activate their units. The fighters move across the battlefield, cast spells and call miracles, shoot at their enemies, engage them in hand to hand combat and resolve mêlées.

3 – Control phase (p. 98)

The players assess the consequences of the preceding phases: calculation of mana and faith points for the mystics, review of which objectives have been fulfilled. The round ends with this phase.


BONUS DICE AND RE-ROLLS

Every 🔴 or "6" obtained on a test allows the player to roll a bonus die. Any further success is added to those of the initial roll.

Additionally, some abilities allow the player to re-roll failures or, on the contrary, forces him to re-roll successes. The result obtained replaces the initial roll.

These two procedures are resolved in the following order:

• Re-roll failures or successes (if you must re-roll both failures and successes, these effects cancel each other out).

THEN

• Roll as many bonus dice as the number of 🔴 that you rolled. If you obtain more 🔴 , they give you even more bonus dice. This continues as long as you keep obtaining a 🔴 .

It should be noted that **bonus dice can never be re-rolled.**

In a Fear or Courage test, every 🔴 earns the company one Elixir point, but does not give any bonus dice.

ACTIVE PLAYER, PASSIVE PLAYER

The players take turns during a game of *Confrontation*. The player whose turn it is to play is called the **active player**. All other players are **passive players**. Once the active player has finished his action, he **hands the lead** to the player to his left. He becomes passive and the next player becomes the active player.

TACTICAL PHASE

Each round begins with the tactical phase. During this phase, the players plan their actions for the round that has just begun. They perform the following actions in the order given below:

1/ Ordering the activation sequence
2/ Authority opposition
3/ Rallying

1/ ORDERING THE ACTIVATION SEQUENCE

The **activation sequence** represents the order in which the units will be played during the round. To constitute his activation sequence, each player picks up the cards corresponding to each of the units in his company that are either on the battlefield or about to enter the battlefield.

Hereafter, you will find six game modes for ordering the activation sequence listed in increasing level of complexity. "Marauder" is the default game mode. Choose the one that best suits your gaming style!

The game modes offer many advantages:
• The players can choose a random strategic challenge by rolling a die and playing the mode corresponding to the result.
• A beginner can choose an easier game mode to play against a more experienced player to balance the game. Meanwhile an experienced player can choose to make the game more challenging by choosing an expert game mode.

• These modes can simulate particular battle conditions. The enemy has a spy in your ranks? You will be playing "master strategist" until you find him!

Once the activation sequence has been constructed it is not possible to change its order until the following round.

Some game modes are subject to particular rules (see Activation phase pp. 90-97).

Barbarian: No activation sequence is constructed. Taking turns, the players reveal the card of their choice from their deck and activate the corresponding unit. Cards that have been revealed are put to one side to show which units have already been activated.

Marauder: The players shuffle their cards **face down** into a single deck. The first active player (see further) draws the first card and hands it to its owner, making him the new active player. The unit represented by the card is activated. When all the actions of this unit have been performed, the player on the left of the player who originally drew the card, draws the next card, thus activating the corresponding unit, etc.

Warlord: Each player shuffles his deck and, without looking at it, places it **face down** in front of him. The first player reveals his first card and activates the corresponding unit; the next player then does the same. Every player has a random activation sequence!

General: Each player places his cards in front him, **face down**, from left to right in the order they wish to play them.

Master strategist: Each player prepares his activation sequence in secret. All the players place at the same time their cards in front of them, **face up**, from left to right in the order in which they wish to play them.

Military genius: Each player prepares his activation sequence in secret. The players are divided into two sides. All the players place their cards in front of them from left to right in the order they wish to play them. One of the two sides places its cards **face up** and the other side places them **face down**. The side that plays face up remains the same for the whole game.

ACTIVATING A UNIT

When a card is revealed from the activation sequence one unit of the type of troops it represents may be played. It is considered activated even if the unit does nothing.
When all the actions of a unit have been resolved, another card is revealed.

2/ AUTHORITY OPPOSITION

Each company is led by an Incarnate; the one with the highest Authority 👑 value is the Commander of the company.

The players perform an Authority opposition with their respective Commanders. They each roll a die and add their Commander's Authority 👑 to the result.

• If a player gets a 🔴 on the die, he automatically loses the Authority opposition.
• If all the players get a ⬛ on the die, they all re-roll the Authority opposition.
• If the die shows a 🗡, the player gets to choose if he wants to re-roll the die and add the new result to the previous 🗡. However, if the re-rolled die shows ⬛, the Authority opposition is lost! The die can continue to be re-rolled as long as it shows a 🗡. If a game effect allows a player to roll several dice, only the best one is kept. If he chooses to re-roll a 🗡, any other die that rolled a different result is discarded.
• If several players roll a 🗡, the player whose Commander has the lowest Authority re-rolls first.

The player who obtains the highest final result wins the Authority opposition. In case of a tie, the test is re-rolled.

If the Commander has the "Strategist" ability, a bonus die is rolled on the Authority opposition (only the best die is kept).

If the Commander is part of a unit in rout, or if the company does not include any Incarnate with an Authority value, the result of the Authority opposition is the result of the die alone (modified by possible game effects).

The winner of the Authority opposition chooses who the first active player will be. He may choose himself. The winner of the Authority opposition gets other advantages during the round, so it is useful to remember who it is.

BATTLES INVOLVING MORE THAN TWO PLAYERS

Some battles involve more than two sides. In this case, the winner of the Authority opposition chooses who goes first. The winner can choose himself. The players play in clockwise order starting with the first active player.

INCARNATES, LEADERS AND COMMANDERS

• Incarnates play a crucial role in their companies and in the strategy of their army. Without them, the troops might as well head straight for the slaughterhouse. A unit can only have one Incarnate in its ranks. He is always the leader. If he is eliminated, the standard fighter of the unit closest to the former leader becomes the leader. If there are only special fighters left in the unit, the closest to the former leader becomes the leader.

• The Incarnate with the highest Authority value is the **Commander** (in case of a tie, the player chooses). It is the Commander's Authority that is used for the Authority opposition. If the Commander is eliminated, the Incarnate with the highest Authority value immediately takes over as Commander. If there is no replacement available the company remains without a Commander. In such cases the Authority oppositions are rolled with a single die and no Authority value is added to the result.

ACTIVATION PHASE

During the activation phase players take turns to activate their units. An activated unit can move, attack from range, use its mystical powers and engage in furious mêlées!

Reminder: The active player is the player whose turn it is to play.

The winner of the Authority opposition decides which player goes first. The player whose turn it is to play is called the "**active player**"

The active player resolves the following steps in the order below:

1/ He draws, reveals or picks a card according to the game mode selected;

2/ The corresponding unit is activated and the player who controls it resolves its actions;

3/ The active player hands the lead to the next player, who becomes the active player.

Important: In Marauder mode the active player changes whenever, during the first step, he draws the card of a unit that is not his.

UNIT SITUATION

A unit's situation determines the actions it can undertake. There are two situations:

• **Free unit:** A unit is free when none of its members are in contact with the enemy. A free unit may use all the actions described in this chapter. This situation can be combined with Rout.

• **Engaged unit:** A unit is engaged when at least one of its members is in contact with an enemy.
An engaged unit cannot attack from range. Its free members can cover a distance of up to as many cm as their Movement ⬤ in order to engage an enemy engaged in the same mêlée. To leave a mêlée, an engaged unit first needs to disengage (see p. 93). This situation can be combined with Rout.

Additionally, a unit may be in **rout**. In this case, it has lost hope and it tries to leave the battlefield through the closest edge of the table. Its actions are limited (see Morale, p. 101). Rout can be combined with one of the other unit situations (free or engaged).

DRAWING THE CARDS

The drawing of the cards is different depending on the mode selected for the game (see 1/Ordering the activation sequence). The next step is Activating the unit.

Barbarian mode

The active player picks one of his cards and goes on to the next step "Activating a unit'.

Marauder mode

The first active player draws the first card without revealing it to his opponent.

If it is one of the opponents' cards, he reveals it and hands it to him. The corresponding player becomes the active player and goes on to the next step "Activating a unit".

If it is one of his cards, he has two options:
• He reveals the card and goes on to the next step "Activating a unit";
• He places the card in reserve. This can be done once per round and per player.

The card is not revealed, it is put aside and the player passes his turn. When his turn to draw a card comes again, the player can choose not to draw a card and play the one he has in reserve instead. If there are no more cards to draw, the player plays his reserve card.

Any other mode

The active player chooses one of the following actions:

• **He reveals the first card of his activation sequence.** The corresponding unit is activated: the player goes on to the next step "Activating a unit';
• **He chooses to put the first card of his activation sequence in reserve.** This can be done only once per round per player. The card is not revealed, it is put aside and the player passes;
• **He plays his reserve card.** This card is revealed instead of the first card in his sequence. The corresponding unit is activated and the player goes on to the next step "Activating a unit".

ACTIVATING A UNIT

When it is activated a unit can perform one of the following actions. The player must announce the action before measuring distances.
• Walk;
• Walk and/or ranged attack and/or mystic action (in any order chosen by the player);
• Run and/or mystic action (in any order chosen by the player)
• Assault and/or mystic action (in any order chosen by the player).
It is possible to decide not to do anything. The unit is still considered activated.

Once the action chosen has been resolved the first player hands the lead to the player to his left, who becomes the active player. The activation phase ends once each player has revealed his entire activation sequence.

In Marauder mode, the active player is the player whose card has just been revealed. The activation phase ends when the deck is empty and when all the reserve cards have been played.

MOVING A UNIT

A movement (walk, run or assault) depends on the action chosen and the Movement value 🔴 of the unit's fighters. **A unit's Movement value is equal to that of its slowest member.** Fighters take the most direct route when they move. The maximum distance (in cm) depends on the type of movement chosen:

• **Walk:** The unit can move in any direction. The maximum distance is equal to the unit's Movement 🔴 . Walking does not allow the unit to engage an enemy unit.

• **Run:** Similar to Walk, but the maximum distance is equal to twice the unit's Movement 🔴 .

• **Assault:** The unit moves towards the enemy unit designated by the player. The maximum distance of this movement is equal to twice the unit's Movement 🔴 . An assault allows the unit to engage a single enemy unit.

Obstacles

A unit skirts around obstacles when it moves; impassable terrain elements or units are obstacles. Infantry and cavalry units on the same side and in scattered formation do not hinder each other's movement. However, they cannot finish their movement inside one another's formation. A unit that does not have enough movement to move entirely through an obstacle stops 1 cm in front of it.

• **If the unit is in close formation**, all of its fighters must stay in base to base contact during the whole movement. However, the number of ranks and the position of each fighter may change during and after the unit's movement.

MOVING IN CLOSE FORMATION

Example: *Griffin conscripts (Movement 🔴 10) have been issued orders to cross a narrow alley. They run in close formation for all of their movement: they adjust their ranks as they go through the narrow gap. Each one of them can cover 20 cm (2 x Movement cm). Left, right, left, right, left, right!*

• **If the unit is in scattered formation**, it only needs to be in formation at the end of its movement.

MOVING IN SCATTERED FORMATION

Example: *A little later, fang warriors (Movement 🔴 15) start running down the same alley, looking for their enemies. Each one of them can run (30 cm maximum) as he wishes: their formation is only checked after they have moved. The beasts have been unleashed!*

Reminder: A fighter can pass between two obstacles as long as his base fits through the gap. It is possible to climb terrain elements.

FLIGHT

Units with the "Flight" ability travel both on land and in the skies. When they move they ignore the obstacles in their way. Units with Flight are always in scattered formation. Fighters who do not have this ability cannot join their unit.

Assault

An assault is a movement that allows a unit to engage the enemy in mêlée.

- A **free** unit can assault an enemy unit;
- An **engaged** unit can assault an enemy unit it is in contact with. In this case only the free fighters of the unit can move to engage enemies, but all the fighters in contact after the movement can attack – even those who have not moved!

The player measures the distance (skirting round obstacles) separating the assaulting unit from the designated enemy unit.

- **If this distance is greater than twice the unit's Movement**, the assault fails. The unit moves as close as possible to the designated unit and remains in formation.

- **If the distance is less than or equal to twice the unit's Movement**, the unit goes into scattered formation. The assault succeeds and both units are engaged (see p. 96).

All of the assaulting fighters are moved in the order chosen by the player. If possible, each of them who has enough movement is placed in contact with an assaulted fighter, If their base allows them to, and if the player wants to, he can engage several fighters at once.

The assaulting fighters out of reach are moved in as close as possible, respecting the formation rules. This is war!

Example: *The unit of Griffin conscripts led by Abel assaults the great fang unit led by Onyx.*

The Griffin player decides to move conscripts 4, 5, and 6 first. They assault Onyx, one after the other;

The player then moves Abel and places him in contact with both fang warriors 2 and 3;

Then it's the turn of conscripts 2, 1 and 3 who assault, one after the other, fang warriors 2, 1 and 3;

Conscript 7 is out of assault range. He stays behind his unit, ready jump into the fight.

This placement gives two advantages to the Griffin player: he has assaulted all the fang warriors and he has surrounded Onyx with the maximum number of fighters. The fang champion is not in a good position! Of course, the Griffin player could have chosen to move his fighters in a different order, if he had another strategy in mind.

DISENGAGEMENT

When a unit leaves a mêlée, it disengages. The fighters in contact with the enemy are eliminated. The unit is free to act normally. However, it cannot declare an assault against the unit(s) it disengaged from.

Any assault involving at least one frightening unit requires a Courage/Fear test (see Courage test, p. 101). The test is taken by the courageous unit or, in the case of two frightening units, by the one with the lowest Fear value. If both units have the same Fear value, no test is required.

ASSAULT 1/2

ASSAULT 2/2

CHARGE!

The assaulting unit is considered to have performed a charge if the following conditions are fulfilled:
• The assaulting unit was free at the time of its activation;
• The assault succeeded;
• Its Power is greater or equal to that of the assaulted unit.
A charge gives an extra re-roll on attack tests against the assaulted unit, until the end of the round.
A fighter in the assaulting unit can attack only the fighters of the assaulted unit.

DAMAGE AND WOUNDS

Some fighters can endure several wounds before being eliminated. A fighter who takes a damage point that does not eliminate him receives a "damage" marker.

INTERFERENCE

The marksmen can only hit the targets that at least one of them can see. The targets that cannot be seen by any marksman cannot be hit.
If any kind of obstacle (terrain or miniature) stands between the unit of marksmen and the unit targeted, there is interference: the difficulty of the ranged attack is increased by two points.
If there is any doubt, trace two imaginary lines connecting the left and right edges of the shooting unit to the left and right edge of the unit targeted. If there is any obstacle in the zone between them, there is interference.

• If the unit succeeds at the test, the assault takes place normally;
• If the unit fails the test and is the active unit, it is in rout and its activation ends, but it remains where it is.
• If the unit fails the test and it is not the active unit, it is in rout and it is subjected to Morale rules.

UNIT RANGED ATTACK

A unit can attack from range if at least one of its fighters fulfills the following conditions:
• He has ranged combat characteristics;
• His unit is free.
Ranged attacks are resolved either before or after the unit's movement. All the marksmen of the unit who have the same profile shoot at the same target simultaneously; marksmen who have different profiles shoot in different salvos.

Each salvo is resolved according to the following steps:
1/ Choice of the target and the marksmen
2/ Measuring the range
3/ Ranged attack test
4/ Strength test
5/ Removal of the losses

The player can choose in which order the salvos are resolved. It is possible to decide not to shoot with a certain profile of marksman. For example, if a special fighter has a ranged weapon that is different from that of the standard fighters accompanying him, it is possible to choose not to shoot with one of the profiles.

1/ CHOICE OF THE TARGET AND THE MARKSMEN

The active player designates an enemy unit as the unit's target. It needs to be able to see at least one fighter of the unit it is shooting at. It is impossible to target an engaged unit.

Only the marksmen who can see a fighter of the targeted unit can shoot.

2/ MEASURING THE RANGE

The distance between the two units is measured from leader to leader using the range marked tape measure. The range is the difficulty for the ranged attacks.
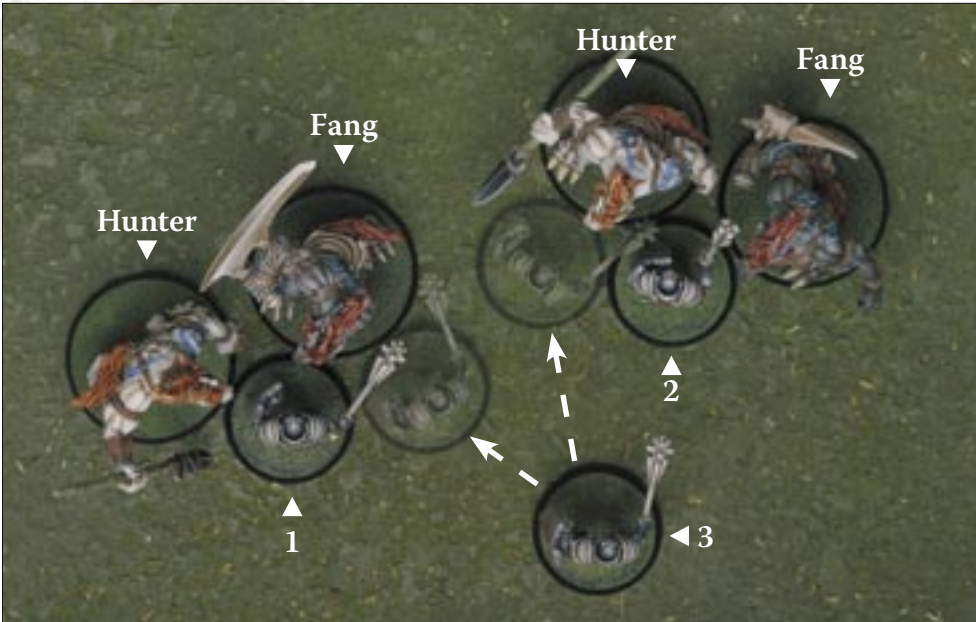
Example: The conscript unit has suffered heavy losses at the beginning of the round. When it is activated, the Griffin player has two possibilities:

• Either he declares an assault. He then chooses on which unit, and therefore which fighter is engaged by conscript n°2: the fang or the hunter. If conscript n°3 engages the fang, conscripts n°1 And n°2 will only be able to attack the fangs. If conscript n°2 engages the hunter, conscripts n°1 and n°2 will only be able to attack the hunters

• Either he declares no movement at all. The conscripts do not move; conscript n°1 can attack the fang while conscript n°2 attacks the hunter, and vice versa. They can also attack fighters who are part of the same unit.

PERFORATING SHOTS

Some ranged weapons are so powerful that they can eliminate several enemies in one go. These are perforating shots.
Perforating shots can eliminate more enemies than there were markmen.

AREA OF EFFECT WEAPONS

Some ranged weapons can affect an area rather than a single target. Area of affect weapons are indicated in the Army Books.

Area of effect weapons can eliminate more enemies than there were marksmen. They can also eliminate targets the marksmen cannot see. A single template is used per salvo, no matter the number of marksmen.

Successful Ranged attack tests increase the Area of effect of the weapon; failures cause the ranged attack to deviate.

To determine who is hit by the area of effect of a weapon, the player places the template over the fighter of his choice among those in the targeted unit that the marksmen can see. The fighters located even partially under the template suffer the Strength test.

If at least one failure is rolled on the ranged attack test the shot deviates. To resolve this, roll a die: the result shows the direction of the deviation (the template shows six numbered directions). The template is then moved one centimeter (one graduation) in this direction per failure on the Ranged attack test.

If all the Ranged attack tests are successes, the template stays where it is.

Once the template is in position, the player determines the zone affected by the ranged attack. The Area of effect gives the graduation read on the template. All the fighters covered, even those only partially in the Area of effect, suffer a Strength test. The Area of effect is determined as follows:

• If the result of "Ranged attack – range" is a challenge the shot misses completely and does not hit anything;

• If all the Ranged attack tests are failures, the Area of effect is that of the weapon used;

• If there is at least one successful Ranged attack test, the Area of effect is that of the weapon multiplied by the number of successful Ranged attacks. If the result exceeds 10, the Area of effect is 10 and all the fighters affected suffer two Strength tests instead of one.

3/ Ranged attack test

The player rolls the number of dice indicated by the profile's ranged combat characteristic ———➤, multiplied by the number of marksmen. The action value is their Ranged attack, the difficulty is the range measured. Each success inflicts a hit. Each failure is a miss.

4/ Strength test

The active player rolls one die per hit. The action value is the Strength of the ranged weapon used; the difficulty is the Resilience of the fighters of the targeted unit. Each success inflicts one damage point on the targeted unit.

5/ Removal of the losses

Damage points are distributed to eliminate as many fighters as possible. The fighters closest to the leader of the unit of marksmen are eliminated first. Eliminated fighters are removed from the battlefield.

It is possible to cause more hits and more damage points than dice rolled (see General rules), but a salvo cannot eliminate more targets than there were weapons shot.

COMBAT

A combat is resolved when a unit is engaged with an enemy unit at the end of its movement or when an engaged unit chooses not to move when it is activated. The fighters on both sides then form a **mêlée**, where the active unit hacks its enemies to bits in hand to hand combat. The latter will only be allowed to retaliate during their next activation… if they survive.

A mêlée is split into a number of **combats**. Each combat opposes two profiles of fighters: an **attacker** profile for the active unit and a **defender** profile for the unit being assaulted.

The active player chooses the order in which the fighters of his unit resolve their combats.

• A fighter can only fight against the enemies in contact with his base or his miniature;
• A fighter can be involved in several successive combats if he is in contact with enemies with different profiles. In this case, his combat dice are split between the different combats he takes part in.

Each combat is resolved following the steps in the order below:
1/ Choice of weapon
2/ Hand to hand attack test
3/ Strength test
4/ Removal of the losses

1/ Choice of weapon

The active player selects a combat: a profile from his active unit (the attackers) against a profile from the enemy unit (the defenders). The attackers corresponding to this profile strike the defenders with whom they are in contact.

Important: *Any special fighter (leader, standard bearer, musician, mystic, etc.) is grouped with the troops of his unit as long as he shares the same characteristics.*

Each attacker has a number of combat dice printed on his card. These dice are used for the whole mêlée and need to be split between the different combats where applicable.

If an attacker is going to be involved in several successive combats, the player chooses how many dice he attributes to the current combat. He may decide to not to use any; in this case the attacker does not participate in this combat.

2/ Hand to hand attack test

The active player rolls the attackers' combat dice. The action value is the Attack value of his fighters, the difficulty is the defenders' Defense. Each success is a hit. With a little luck, it is possible to score more hits than combat dice! (see General rules)

3/ Strength test

The active player rolls one die per hit. The action value is the attackers' Strength, the difficulty is the defenders' Resilience. Each success inflicts one damage point on the defenders. It is possible to inflict more damage points than hits obtained!

4/ Removal of the losses

The active player attributes the damage points to the defenders **in contact with his attackers,** eliminating as many enemies as possible. The eliminated fighters are removed from the game.

The combat is over. The active player then resolves the next combat starting from step 1.

The unit's activation is over.

TACTICS

During their training the warriors of the Rag'narok are taught to execute deadly martial tactics. On the battlefield these feats are often decisive. In Confrontation, tactics allow the players to make tactical choices, increasing the potential of their units.

CONTROL PHASE

During the control phase, each player evaluates the situation of his company on the battlefield. The player determines which objectives he controls and collects the Elixir indispensable for his Incarnates. He performs the following actions in the order below:

1/ Calculation of faith points and mana points
2/ Maintenance of effects
3/ Collection of Elixir
4/ Time out

The player who won the Authority opposition resolves the entire control phase first.

1/ CALCULATION OF FAITH POINTS AND MANA POINTS

Faithful and magicians reconstitute their mystic energy pools (see Mystics, pp. 106-111).

2/ MAINTENANCE OF EFFECTS

Some game effects may last from one round to the next. Starting with the winner of the Authority opposition, the players manage these effects during the control phase, in the following order:

• **Costs:** Some effects require the spending of faith points or mana points to last from one round to the next.
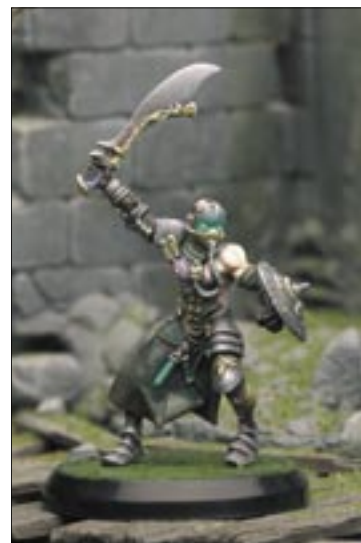
• **Negative effects:** The players resolve the effects that handicap or threaten to eliminate fighters;

• **Abilities:** The players resolve the effects linked to abilities;

• **Resurrection and reinforcements:** The players resolve the effects that allow a fighter to come back on to (resurrection), or to enter (reinforcements), the battlefield.

3/ COLLECTION OF ELIXIR

In *Confrontation,* companies do not fight just to take control of cities or strategic routes. The Incarnates who lead them into battle are guided by the gods. These heroes fight to collect their Elixir, fragments of their soul tying them to their god, allowing them to wield supernatural powers and to achieve their fate.

Each battle of *Confrontation* details the objectives present on the battlefield. During the collection of the Elixir, each player determines the objectives he controls.

An objective is controlled by the player who has the greatest total Power (see p. 81) within 10 cm. Fighters in rout do not count towards this total. In case of a tie, no one controls the objective. An objective remains under control until the next control phase, even when the control conditions are not fulfilled anymore.

Each player obtains the number of Elixir points corresponding to the objectives they control (these numbers are indicated by the war council). The Elixir points are used to spark the Incarnates' powers and to win the battle.

Once a player has reached the number of Elixir points indicated by the war council, he wins the game.

4/ TIME OUT

This step simply marks the end of the round and the passage to the next one.

MORALE

Strategy alone is not enough to win a battle. The bravery of the fighters or their chances of scaring the enemy away are also crucial.

A unit's morale is defined by one of two states: by default, fighters are **valiant**. When things turn sour, they are in **rout** and tend to run for the hills. Courage tests and Fear tests determine when and how a unit's state changes.

To support its soldiers in combat, each company can include Incarnates and war staffs. Their presence helps to keep the units valiant throughout the battle.

COURAGE AND FEAR

Because of their size, their reputation or their supernatural aspect, some fighters can frighten their opponents. The presence of such warriors may affect the course of combats and the outcome of mêlées.

This icon indicates Courage. Fighters with this symbol on their card are said to be **courageous**.

This icon indicates Fear. Fighters with this symbol on their card are said to be **frightening**.

Frightening fighters use their Fear value to resolve any Courage tests they may have to make. All the rules that apply to Courage also apply to Fear. However, frightening fighters can also terrorize their opponents and rout them.

Courage test

A valiant unit is forced to take a Courage test in either of the following circumstances:

• **During its activation:** If the unit has fallen to below half the number of members it started with. In this case, the difficulty of the test is 1. Incarnates and familiars are members of a unit. The difficulty may be increased by two aggravating factors:
  + 2 if the unit is engaged with units with a greater Power;
  + 2 if the unit is engaged with a frightening unit.
• **During an assault involving a frightening unit:** The difficulty is equal to the highest Fear value in the frightening unit.

During an assault involving two frightening units, only the one with the lowest Fear rolls the Courage test. If it is a tie, no Courage test is rolled.

The action value is the highest Courage.

When a unit fails its Courage test it is in rout.

Units in rout never need to take Courage tests, with the exception of rallying tests.

Rallying

At the beginning of its activation, if the unit is in rout, the players roll a Courage/Fear test (1) . This test is made with the highest Courage/Fear value in the unit as the action value.

The difficulty of this test can be increased by:
  + 2 if the unit is engaged with a unit with greater Power;
  + 2 if the unit is engaged with a frightening unit.

A unit in rout that successfully passes this test regains their valiant state. Rallied units are not considered as having resisted the Fear value that placed them in rout.

Fleeing

When a unit flees all of its fighters that are in contact with any enemy fighter are eliminated.

A fleeing unit moves twice its Movement cm towards the nearest edge of the battlefield. It is considered to be in scattered formation and moves in a straight line, skirting around terrain and friendly units.

A fleeing unit is eliminated if:
• At least one of its fighters leaves the battlefield through one of its edges;
• Its fleeing movement brings the unit in contact with an enemy unit. The deserters are intercepted and slaughtered without mercy!

WAR STAFFS

A **war staff** is composed of an Incarnate accompanied by a standard bearer and/or a musician. The standard bearer and the musician are identified thanks to their equipment (standard or musical instrument). A unit can include only one standard bearer and one musician.

A war staff including an Incarnate, a musician and a standard bearer is considered **complete**.

Effects of a war staff

Units in the same company gain advantages in presence of a war staff:

• **War staff including a standard bearer:** The units that can see the standard can use the Courage, Fear and Authority values of a war staff to resolve their own Courage or Authority tests;

• **War staff including a musician:** The units that are within 30 cm of the musician can use his tactic;

• **Complete war staff:** Both effects are cumulated.

A unit can only benefit from the effects of a single war staff. If a unit is in a position where it could use more than one war staff, the player chooses which one to use.

The values shared by the war staff are those the Incarnate would use if he had to take the test himself – even if these values are those from the Incarnate of yet another war staff!

Some complete war staffs also give specific tactical bonuses to their unit; these are described in the relevant *Army Books*.

War staffs that are in rout no longer share Courage, Fear and Authority values, and none of their possible tactical bonuses can be used.

Commander

The companies of the Rag'narok are not led by some chaotic bunch of Incarnates. They all obey the orders of one individual: the Commander. He is the Incarnate with the greatest Authority in the whole company. If there are several possible Commanders the player may choose which one is the Commander.

The Commander gains a special privilege: his unit rolls two dice to resolve Courage tests.

The Authority opposition of the tactical phase is always resolved using the Authority of the Commander. If his unit is in rout, his Authority is equal to 0.

When the Commander of a company is eliminated, the player immediately designates a new Commander (selected in the same way as the previous one).

MORALE STATES

Valiant unit

A valiant unit is ready for battle and acts normally. It is determined to defeat the enemy, even if it means putting their own lives in jeopardy.

Unit in rout

A unit in rout no longer believes victory is possible.
It tries to leave the battlefield as quickly as it can.
A unit in rout is subject to the following effects:

• The Authority and Attack of its members are equal to 0;
• When the unit is activated it flees.It disengages if necessary;
• It cannot use any tactics.
• It cannot shoot or use any mystic effects.
However, it recovers its mystic resources as usual.
• It does not count towards the control of objectives.

Immune to Fear

During an assault a unit automatically succeeds any Courage test whose difficulty is lower than or equal to a Fear value it has already resisted.
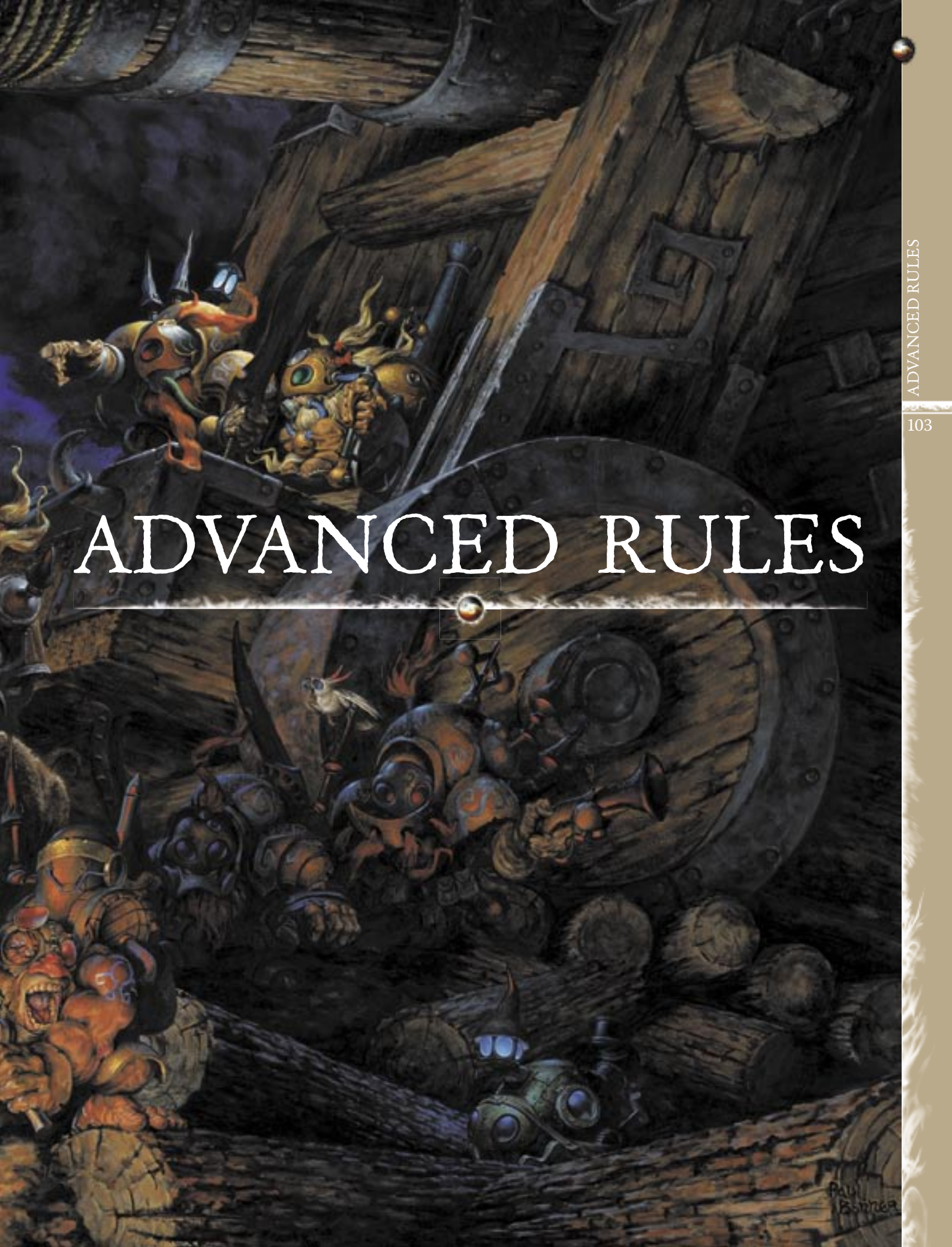
ADVANCED RULES

UNIT CATEGORIES

It is safe to say that not all units are the same. Each Commander gets to choose from infantry, cavalry, war machine, creature and titan units to form his strategy. Each of these categories has its own advantages and disadvantages, defining the roles in which they excel!

⬡ INFANTRY

Infantry includes all the ordinary fighters, meaning those who move around by their own means and who are not war machines, beasts or gigantic beings. Infantry is the standard category in the rules of *Confrontation: the Age of Rag'narok*. Therefore, infantry units have no special rules.

⬡ CAVALRY

Cavalry includes all mounted fighters and centaurs of all kinds. Cavalry is quick and uses its speed to boost its efficiency in combat.

A distinction needs to be made between **heavy cavalry**, protected by thick armor, and **light cavalry**, more vulnerable but considerably more agile.

All cavalry units benefit from the following effects:

• Cavalry charge: A cavalry unit only needs to be free to perform a charge (see p. 94), regardless of the Power of the enemy unit assaulted.

• War mount: All cavalry fighters have the "Disengagement" ability. An engaged fighter who has this ability is not eliminated when he disengages.

Heavy cavalry units benefit from the following effects:
• Charging strength: When a heavy cavalry fighter charges he adds his Attack to his Strength to resolve Strength tests.

Light cavalry units benefit from the following effect:
• Leap: A light cavalry fighter can jump over or on top of obstacles shorter than him without any penalties.

CREATURES

Creatures are animals and monsters that occasionally join an army. Few in number, creatures show some unique abilities, making them much more violent than normal fighters!

These monsters are specially trained for war. They will fight till the last one of them falls. A Creature unit that falls below half of its original number of fighters does not roll a Courage test at the beginning of its activation.

WAR MACHINES

War machines are engines of destruction, products of advancing technology or results of occult science. War machines have structure points instead of health points. They need to be manned by a crew. The number of fighters needed in this crew is indicated in the description of the war machine. A war machine without at least one crewmember or pilot cannot be activated; when its card is played the player controlling it passes his turn.

The machine and its servants form a single unit. During its activation, the servants can shoot with their own ranged weapons when they have one or with the war machine.

TITANS

Titans are colossal fighters, so big that they are already worth a small army on their own.

Titans ignore difficult terrain. No game effect can move them or ground them.

A titan gets the "Disengagement" ability: an engaged fighter with this ability is not eliminated when he disengages.

Titans are so massive they are represented by several cards: one for each part of their gigantic body. One of them is their profile card; the others are titanic ability cards. **All these cards are placed in the activation sequence.** The titan's powers and actions are played when the corresponding card is revealed.

The player can definitely sacrifice a titanic ability card to cancel the result of a Strength test rolled against his titan (this card may have already been activated). A titan is considered a single unit despite the number of cards representing it.

A titan is an extraordinarily tough fighter. It can withstand almost any force that Creation throws its way. Apart from normal attacks, only those mystic and ability effects that inflict Strength tests can affect titans. Moreover, a Strength test rolled against a titan never generates any bonus dice and no advantageous effect or ability can ever alter the result needed by the attacker.

MYSTICS

Mystics are the esoteric fighters of *Confrontation*. They use occult lore to invoke supernatural effects: the faithful ⊕ call upon the power of the gods, while magicians ⊕ unleash the might of the elements!

⊕ FAITHFUL

Faith is both a horrible burden and a formidable force of life and action. A burden because the faithful imposes upon himself obligations that reflect the ideals of his gods - the greater his faith, the stricter and greater the constraints he imposes upon himself. However, these burdens can be effectively weightless to the faithful as bearing them means pleasing the gods and promoting their beliefs. Therefore the faithful only feels the formidable force that his faith grants him. By putting his faith in these superior beings he creates a paragon that helps him push himself to the limit. At the same time, his faith gives him the certainty that Immortals are watching him during those difficult moments, protecting him or expecting something from him. This conviction is a source of felicity; it allows the faithful to overcome the suffering that fate puts in the path of his destiny.

The more zealous faithful develop such a great amount of faith that they can channel it and communicate to some extent with the object of their faith. Faithful use divination, a practice that earned its name from the first few faithful, who would use their faith to communicate with their gods, in order to guarantee their contentment and hear their commandments. Only later did they discover that they could implore the gods to intervene directly on Aarklash through miracles. The rites have therefore kept the name of the primitive practice of the early faithful.

The faith of the faithful is strengthened by miracles. When a battle is won thanks to Immortals, when an ill-omened pregnancy gives birth to a healthy child, when the wind finally brings the much needed rain to the fields… The believers double their devotion, their faith increases. This faith can then be used by the faithful to call upon the gods, who in turn, strengthen the faith of the believers. This mystic circle confers great power to the faithful, and it is to keep and maintain that power that cults were created.

Cults vary depending on the gods or pantheons which the faithful call upon.

• **Open polytheism.** The gods exist and there are many of them. No faithful can deny the presence of other gods, and each venerates his own divinities. However, that state of mind is rarely a sign of tolerance. The races of Aarklash often clash in the name of their gods and the signs they have been sent.

• **Exiled gods.** In the dawn of time gods used to walk on the surface of Aarklash, but had to flee in exile. The reasons behind that departure are hinted about in stories of the horrible war in which the gods faced one another. The explanation differs depending on the myths: punishment from a higher being, exodus following the disappearance of mana, retreat of the survivors… The gods now reside outside Aarklash, in other Realms.

• **Tangible actions of the gods.** The gods are believed to be meddling in the lives of the people of Aarklash, either on their own, or through their faithful who have called upon them. Miracles are considered to be answers to these calls.

• **The existence of faithful,** go-betweens for the divine and the mortals. The term faithful perfectly describes the es-

sence of these messengers of divine will: they show unbreakable loyalty to one or several gods. These days, the word "believer" has evolved and some cultures use other synonyms.

• **A hierarchy of faithful.** In most cults, the faithful are organized in a pyramidal structure. This hierarchy differs from one culture to the next, but the deans are always the most respected as they are the most experienced and powerful faithful on Aarklash. They direct, guide and organize the life of their people according to their cult, culture and belief.

• **Miracles are meant to alter, create and destroy.** Just like the saying stating that faith can move mountains, faithful are able to alter Creation and pull off incredible feats. They also have the power to create, drawing inspiration from divine grace. Finally, in their hands faith is a powerful weapon that can send anyone back to the Void. Miracles are classified according to the aspect of faith they are related to.

These fragments are part of a framework common to almost all races of Aarklash, a general religious culture and the foundations of liturgic traditions. According to common beliefs this universal cult comes into play in the more significant moments of life: birth, ascending into adulthood, death… To this common ground, faithful add myths and rites specific to their cultures and beliefs.

Faithful are messengers of higher divine powers. They have an additional characteristic, Fervor ⊕. They use faith points to call miracles. Communions are a type of miracle so powerful that they often require several faithful to call them. Unlike miracles, communions are not always successful.

Every faithful masters one or more aspects of divination (alteration, creation or destruction).

Only Incarnate faithful (see p. 112) can be given communions during company building.

Faith pool

Communions and miracles are called by spending **faith points**. These points are channeled from the fervor of the fighters in the company.

Each unit has its own **faith pool**. The size of the faith pool is calculated at the beginning of the game and then during each control phase. A unit has as many faith points as the total Fervor of every faithful in the unit, added to the number of members in the unit.

Unless mentioned otherwise, communions and miracles can be called several times per round.

Any faith points not used by the end of the activation phase are lost.

Calling a miracle

Miracles are individual divine effects. Each faithful has his own miracles (detailed in the *Army Book* of his army) and can call them simply by spending faith points from his unit's faith pool. Miracles cannot be censured.

Calling a communion

Communions are tremendously powerful miracles, capable of affecting whole units or even an entire battlefield. They require great quantities of faith points, so it is not uncommon to see several faithful gather in a unit to help an Incarnate faithful call a communion. Moreover, communions require a Fervor test to prove the Incarnate's faith.

Communions are defined by the following parameters:
• **Name**
• **Cult:** This is the cult linked to a people. Only members of this people can call the communion. "Universal" means that all peoples have access to it. Some communions are reserved to a particular Incarnate faithful. In this case, the name of the Incarnate faithful replaces the cult.
• **Aspect:** Alteration, creation or destruction. Only the Incarnate faithful who calls the communion needs to master this aspect. "Universal" means that all Incarnates faithful have access to it.
• **Value:** The value of a communion represents its power. The higher the value, the more spectacular the effects. An Incarnate faithful can be given as many communions as the player wishes during company building. The total of their value is added to that of the Incarnate's other attributes (see *Attributes* p. 115).
• **Faith:** The number of faith points required to make the call.
• **Difficulty**: Communions require a Fervor test to succeed. The difficulty for this test is indicated here.
• **Target:** Possible targets.
• **Duration:** The period of time the communion is active: instantaneous, until the end of a particular phase, until the end of the round, until the end of the game, and so on.
• **Effects:** The effects that are applied if the call succeeds.

A communion is called according to the following steps:
1/ Designation of the Incarnate faithful, the communion and the target
2/ Expenditure of faith points and exaltation
3/ Censure
4/ Fervor test
5/ Resolution of effects

1/ Designation of the Incarnate faithful, the communion and the target

The player designates the Incarnate faithful, the communion he wishes to call and the target. The Incarnate faithful needs to be able to see the target.

2/ Expenditure of faith points and exaltation

The Incarnate faithful's unit spends a number of points equal to the cost of the communion. Some communions also require additional faith points to fuel their effects.

The unit can spend extra faith points to "exalt" the communion to increase its chances of success. For every faith point spent in exaltation the player rolls one more die on the Fervor test (step 4).

3/ Censure

Censure allows a faithful to cancel the calling of a communion. The unit of the censuring faithful needs to have a line of sight to the unit calling the communion.

To censure a communion the unit spends as many faith points as the unit calling the communion.

The communion then has no effect.

The faith points spent by both units are lost.

4/ Fervor test

If the communion is not censured, the player rolls a Fervor test. The action value is the Fervor of the Incarnate faithful; the difficulty is that of the communion. The player rolls one die, plus one more die per faith point spent during the exaltation. He keeps the result of his choice.

A single success is all that is needed to call a communion.

If the difficulty is a characteristic then it is the highest characteristic value in the targeted unit that is used. If the characteristic is modified by a game effect then the difficulty is equal to the modified value.

Regardless of the outcome of this test, the faith points are spent.

FEAR MY POWERS!

Mystical effects (miracles and spells) have unlimited range. Line of sight is all that is required.

5/ Resolution of effects

If the Fervor test succeeds the effects of the communion are applied.

MAGICIANS

All life on Aarklash is bound by cosmic energies that scholars call *Elements*. The fluctuations and balances that bind these forces influence not only the behavior of living creatures, but also the magical manifestations of Creation. There are 6 Elements, and the four *primordial Elements* should be distinguished from the two principal Elements, or *Principals*.

• *Water*, *Air*, *Earth* and *Fire* are the primordial Elements. They are naturally present on Aarklash. Their manifestations are visible every day.

• *Light* and *Darkness* subtly influence the Elements.

Primordial Elements are intimately linked to each action or manifestation in the material world. All of them attract or repel one another, but none is supposed to have supremacy over the others. When it does happen under the influence of a great power or a foolish magician, the result is always disastrous and the consequences irreversible.

Each Element has an opposite Element with which it is in constant struggle. These elemental oppositions guarantee Aarklash's balance.

Water is unpredictable, cannot be held captive and is often excessive. It opposes **Fire**, destructive, insatiable but purifying.

Earth, principle of fertility is unchanging yet malleable. It opposes **Air**, quick and intangible.

Light, symbol of purity and harmony is benevolent. It opposes **Darkness**, pernicious and underhanded, yet attractive. Mysterious, Light opposes only Darkness. The latter Principle's corrupting nature means that it opposes all other Elements, including itself. Thus, Darkness can annihilate the magic it generates, while Fire can only counter the influence of Water.

Light is the principal governing evolution while Darkness reigns on entropy. They both influence the four primordial Elements. They bestow Good and Evil, values inherent to all self-aware beings. They have a conscience which, fragmented as it may be, tries to survive and to expand its influence on primordial Elements.

Mana is the source of all magic. Drawn from divine essence, it crystallizes in the shape of precious stones gorged with elemental energy: the gems. These no longer exist in their natural state on Aarklash. They are brought back from other worlds by highly skilled mages, the **Voyagers**, who journey from world to world through mysterious gates. Gems are therefore rare and costly. Even experi-enced Voyagers have trouble distinguishing the stones, vulgar or precious, which are found throughout Creation.

The Voyagers bring **gems** back from the elemental Realms, although the magical gateways they use generally appear for only a few days. However, legends and rumors suggest that permanent portals leading to specific Realms exist.

The rarity of portals is reflected in the number of gems available on Aarklash. The battles of the Rag'narok force the magicians who are more and more numerous on the battle-fields, to find immortal gems.

Magicians bend the elements to their will. They have an additional characteristic, Energy ⬤. They use **mana points** to cast **spells**. **Rituals** are more potent but also more un-reliable spells, whose casting often requires the presence of other magicians.

Each magician is connected to one or more elements (Air, Earth, Fire, Water, Light or Darkness).

Only Incarnate magicians (see p. 112) can be given rituals during company building.

ELEMENTAL REALMS

Worlds other than Aarklash exist in Creation: the *Realms*. Their nature is often a source of confusion among the profane. Many types of Realms exist, and collectively scholars refer to them as Creation.

The more common Realms in the universe are of elemental nature, they are intimately bound to the elements. The **primordial Realms** are therefore linked to Air, Water, Fire and Earth. There also exists **principal Realms** linked to Light and Darkness. The former are called celestial and the latter abyssal.

Each elemental Realm is divided into a multitude of locations that have their own physical, moral and biological laws. Each of these "universes" has a unique and autonomous existence, just like Aarklash.

All are populated by different species that live together despite their evolutionary differences and according to the nature of their environment. These outsiders are not all made of flesh and bone. Indeed, the domain that influences a Realm has a strong impact on the aspect of its inhabitants. Thus, Realms of Darkness are inhabited by Darkness Elementals, ira tenebrae, morbid puppets, etc.

Aarklash distinguishes itself from the other Realms in many ways. It is the world of origin of beings made of flesh and blood, and even though the commoner has no clue about this, magicians are aware of this singularity. Their understanding of it grows as they ponder Creation, practice their art and meet inhabitants of other "planes of existence".

Aarklash is one of the rare worlds where all Elements are in perfect balance. If one of them were to prevail on the others, the consequences would be disastrous. It is therefore with a certain anxiety that the elemental lords, the Sihirs, watch the recent emergence of Darkness.

In a rare quirk of Creation, Elementals cannot manifest on Aarklash without having been invited to. This and the long absence of mana in its natural state has convinced the Voyagers to make Aarklash the most important trading ground for gems in the entire Creation.

Mana pool

Rituals and spells are cast by spending the **mana points** contained in the magicians' precious gems of mana.

Each unit has its own **mana pool**. The number of mana points is calculated at the beginning of the game and then during each control phase.

For each unit including at least one magician:

1/ If the unit contains an Incarnate magician, the player rolls two dice and totals their results. If it doesn't, he only rolls one die;

2/ This result is added to the sum of the Energy ⊚ values of the unit's magicians.

3/ The final total is the number of mana points the unit gains.

Unless mentioned otherwise, ritual and spells can be cast several times per round.

In contrast to faith points, unused mana points are retained from one round to the next. However, a unit cannot have more than 30 mana points in its pool.

Casting a spell

Spells are individual magic effects. Each magician has his own spells (see *Army Book*) and can cast them simply by spending mana points from his unit's mana pool.

Spells cannot be countered.

Casting a ritual

Rituals are extremely potent but very complex spells, designed to be cast on the battlefields of the Rag'narok. They require such great quantities of mana that it is not uncommon to see magicians gather in units to share their gems of mana. Rituals also require an Energy test to put the magician's control of elements to the test.

Rituals are defined by the following parameters:
- **Name**
- **Path:** This is the path of magic linked to a people. Only members of this people can cast the ritual. "Universal" means that all peoples have access to it. Some rituals are reserved to a particular Incarnate magician. In this case, the name of the Incarnate magician replaces the path.
- **Element:** Air, Earth, Fire, Water, Light or Darkness. Only the Incarnate magician who casts the ritual needs to master this element. "Universal" means that all Incarnate magicians have access to it.
- **Value:** The value of a ritual represents its power. The higher the value, the more spectacular the effects. An Incarnate magician can be given as many rituals as the player wishes during company building. The total of their value is added to that of the Incarnate's other attributes (see *Attributes* p. 115).
- **Mana:** Number of mana points required to cast the ritual.
- **Difficulty**: Rituals require an Energy test to succeed. The difficulty for this test is indicated here.
- **Target:** Possible targets.
- **Duration:** The period of time the ritual is active: instantaneous, until the end of a particular phase, until the end of the round, until the end of the game, and so on.
- **Effects:** The effects that are applied if the casting succeeds.

A ritual is cast according to the following steps:

1/ Designation of the Incarnate magician, the ritual and the target
2/ Expenditure of mana points and exaltation
3/ Counter-magic
4/ Energy test
5/ Resolution of effects

1/ Designation of the Incarnate magician, the ritual and the target

The player designates the Incarnate magician, the ritual he wishes to call and the target. The Incarnate magician needs to have a line of sight to the target.

2/ Expenditure of mana points and exaltation

The Incarnate magician's unit spends a number of mana points equal to the cost of the ritual. Some rituals also require additional mana points to fuel their effects.

The unit can spend extra mana points to "exalt" the ritual to increase its chances of success. For every mana point spent this way, the player rolls one more die on the Energy test (step 4).

3/ Counter-magic

Counter-magic allows a magician to cancel the casting of a ritual. The unit of the magician using counter-magic needs to have a line of sight to the unit casting the ritual.

To counter a ritual the unit spends as many mana points as the unit casting the ritual.

The ritual then has no effect.

The mana points spent by both units are lost.

4/ Energy test

If the ritual is not countered, the player rolls an Energy test ⊚. The action value is the Energy of the Incarnate magician; the difficulty is that of the ritual. The player rolls one die, plus one more die per mana point spent during the exaltation. He keeps the result of his choice.

A single success is all that is needed to cast a ritual.

If the difficulty is a characteristic then it is the highest characteristic in the targeted unit that is used. If the characteristic is modified by a game effect then the difficulty is equal to the modified value.

Regardless of the outcome of this test, the mana points are spent.

5/ Resolution of effects

If the Energy test succeeds the effects of the ritual are applied.

SPECIAL RULES

Summoning fighters

Fighters can be summoned to form new units that are placed on the battlefield, as long as they respect the following rules:

• The number of fighters in the unit must be greater than or equal to the troop's standard number of fighters per unit as defined in its *Army Book*;

• The summoned unit may appear anywhere the mystic can see it;

• The summoned unit is placed out of contact with the enemy;

• The summoned unit is placed so that no fighters or terrain elements have to be moved.

The unit is not activated during the round when it has been summoned. Its profile card will be added to the activation sequence for future rounds.

A magician can summon as many units as he wants over the course of a game. However the maximum number of units summoned by this magician and present on the battlefield at the same time is equal to his Rank.

The magician cannot summon anymore units as long as this limit is reached.

Familiars

Each Incarnate magician can be accompanied by a number of familiars equal to or lower to his Rank (🌑, 🌑🌑 or 🌑🌑🌑).
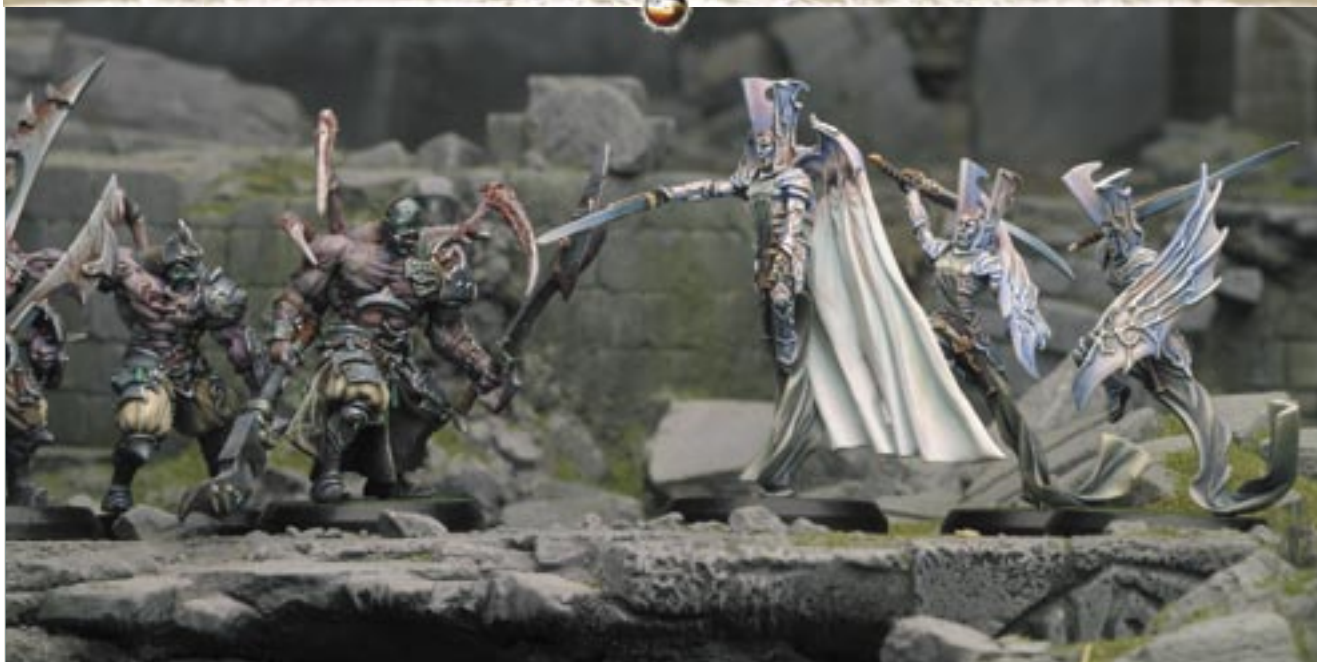
When the mana points are calculated the player rolls one bonus die per familiar associated to the magician.

A familiar must remain within 3 cm of his magician and in formation. A familiar cannot do anything other than move. It is immediately eliminated whenever it is in contact with an enemy or whenever it suffers a Strength test.

Familiars are considered to be both attributes and fighters. However, just like Incarnates, they do not count towards the unit's number of fighters.

A fighter is an Incarnate if he has the Authority characteristic 👑. Incarnates are exceptional fighters gifted by the gods. They get advantages and options that are not mentioned on their reference card. Incarnates have several assets, here are the details.

A HERO WILL NEVER DIE

An Incarnate is a champion of the gods, who was invested by them with incredible powers. As a counterpart, fragments of their soul, the Elixirs, have been dispersed throughout space and time.

Often unaware of their status, many Incarnates believe they only owe their powers to themselves and ignore that their fate is no longer in their hands. They are agents of the gods in the Rag'narok and are urged to gather their Elixirs to reach the Harmony, the ultimate power.

INCARNATION

The gods incarnate mortals who have captured their interest, no matter the distance or the numbers. They choose whoever they want, whenever they want and often prefer, though not always, individuals from the people they watch over. Alas this special relationship is forged for better and for worse. Save for a few exceptions, one is not born an Incarnate. One has to experience an incarnation. Immortality has a cost: when they incarnate an individual, the gods tear away part of his psyche, fragment it and spread these fragments throughout the infinity of the Realms (See *Mystics* p. 106). What is left of the soul after this terrible trial is called Essence. The fragments dispersed by the gods are the Incarnate's Elixirs. The Essence and the Elixirs, specific to each Incarnate, are different from mana and faith.

Another life then begins for this new Incarnate. Now invested with a divine mission and yet often unaware of it, he seeks to recover his Elixirs to restore his Essence. He casts himself, body and soul, into an insane quest to find himself and follows the long path designed by the god who took control of his fate.

THE RIGHT STUFF

The Incarnates can manage the impossible; they are the heroes of the Rag'narok. They have many powers. Through the power of their Elixirs, these champions can fend off whole regiments with daring counter attacks. Their master strikes, fed by divine ire, reap enemies no mortal hand could ever scratch. Their heroic actions can rally companions in rout and help their people win legendary battles.

Incarnate magicians, true masters of magic, can bend magic to serve their will and draw mana from deep inside themselves to feed the devastating spells they have intuitively mastered.

By their side, the faithful who have been incarnated are the messiah of the gods they have chosen to serve. The flame burning within them sets fire to the braziers of faith and war. What King would fear defeat with these divine champions leading his armies?

Incarnates are immortal. A swift twist of fate will always save an Incarnate from death: the arrow heading for the heart of the champion finally hits a medallion, a flask or some brave anonymous soldier who stepped into the trajectory as an ultimate sacrifice. And even if the Incarnate is maimed, charred and scattered by the wind, the will of the gods is never affected. The memories of the witnesses are altered, the ashes gathered and the wheel of time warped.

There is only one exception to this rule: in certain circumstances, an Incarnate will die by the hand of another Incarnate. It is one way, among many others, for gods to settle their arguments or to unfold their plots. Each god designates his champion and the winner scores an important victory for his god. Most Incarnates do not live long enough to understand that they cannot die of old age. Less than a handful of Incarnates are aware of their immortality. Most grasp very little about their powers. Many believe that their aptitudes are the result of their own experience and not a god given gift. Those who have understood that they are part of a great cosmic plan designed by the gods are few and often at the height of their career. Such understanding requires great sensitivity, which is the field of faithful and magicians. Those who do understand conceal their knowledge because knowing the secrets of the gods means drawing their anger and the attention of their champions.

Finally, being an Incarnate means being branded by a god. This distinctive feature is recognized by other gods and, as surprising as it may be, by magic itself. The few who know this singular property can use it to recognize or find Incarnates: some spells will not work and some miracles cannot be called in their presence.

The Elixirs

The Essence of an Incarnate is incomplete until he has gathered his Elixirs. Therefore he often feels unfinished, obsessed by an object, a location, an event or a dream… This spiritual need prevents the Incarnate from ever feeling comfortable, no matter where he is.

Each time an Incarnate finds a significant Elixir he experiences a new Incarnation, and with it a new burst of power.

To set off to find one's Elixirs is a dangerous mission. An Incarnate's Elixirs can be anything and anywhere, even in time. It can be an artifact held in a great place in the tutelary god's plane, a lost piece of knowledge that must be found and delivered; a secret or a location that the Incarnate must reach at a key moment. Many gods use Elixirs to try and guide the Incarnates on a precise route. Others spread them randomly, because they are only interested in their champion's potential.

The most perverse or warlike gods sometimes give the Elixirs of an Incarnate to another Incarnate, urging them to fight for the mastery of a world at war. These rivals are called Shadows and they are the source of many legendary duels through the history of Aarklash.

An Elixir can also be a precise location in space and time. A particular event, the fulfilling of a quest or the understanding of something will reveal to the Incarnate that part of his Elixir was slumbering deep inside of him. The fate of each Incarnate is unique.

Living as an Incarnate

Being an Incarnate means losing control over ones destiny without further explanation and being thrown into an epic odyssey. The existence of an Incarnate is strongly influenced by the god who has chosen him. Sometimes his fate follows his personal aspirations; sometimes it doesn't.

An Incarnate is on a quest; he is trying, often without being aware of it, to reach his next Elixir and his next Incarnation.

Each incarnation is more powerful than the last; the quest for Elixirs is a quest for identity but also for power. Before the dawning of the Rag'narok, many Incarnates were accompanied by followers as they went on adventures inspired by the quest for their Elixirs. Some tried to ignore the call of fate by dedicating themselves to a cause. But since the great battle has begun, the Incarnates are slowly revealing themselves to the rest of the world through their accomplishments. These exceptional individuals step into their due position as agents of higher powers and champions of the Rag'narok.

Some scholars are starting to understand that these people truly are extraordinary and try to find out why, with varying degrees of success. The three or four wiser people who have a clue of what the Elixirs might be are building a hypothesis on how to harness this incredible power, whereas the anonymous crowd is whispering, feeding on rumors and beginning here and there to worship Incarnates as demigods. Armies rise in their wake, sending Aarklash deeper into the Rag'narok.

It sometimes happens that an Incarnate himself understands the supernatural nature of his new abilities and realizes he is the stake of higher interests. He then has to make a choice, the only true choice of legendary heroes: follow his destiny or his own free-will. Those who choose their own free-will become voluntary orphans and wandering champions tormented by contradictory aspirations. Their road often leads them to Cadwallon, the refuge of exiles from all horizons.

Nine out of ten Incarnates ignore their nature and the powers they have. They believe they owe these capacities to their own expertise or to their luck.

And one Incarnate out of ten merely knows a fragment of the truth. He has realized he possesses strange powers or felt a higher entity looming over his fate. Among those who furthered their research and obtained a greater part of the truth, some refuse to be the gods' toy and rebel against their condition, without much success: their road always leads them to their Elixirs. Others embrace the cause of their god and finish the task that was given to them, adding great glory to their name.

One Incarnate out of a hundred knows the whole truth. He knows the extent of his powers and knows he will never die. The very few who have achieved this level of consciousness have told no one about it for fear of the terrible consequences.

Harmony regained

No matter what happens, an Incarnate will never revert to the mortal he once was before his Incarnation. When he finds a significant part of his Essence he might be caught in successive incarnations, each one leading him to the next step on his trip.

When an Incarnate manages to gather his Elixirs and restore his Essence, he lives his apotheosis: the harmony. Having overcome the divine trials he transcends the laws of Creation for a moment and frees himself from the influence of the gods. Some Incarnates choose to fade away to merge with the Creation and

try to weigh on the coming fatality. Others prefer to remain with the other creatures. Among them some become loners, free to use their fabulous powers as they wish. Finally, others remain faithful to their cause and carve their place in history: these warriors become the major allies of the people they fight for, magicians become virtuosos, and the faithful grow to be the avatars of their tutelary god.

INCARNATES AND COMPANY BUILDING

Incarnates require particular attention during company building.

Each Incarnate is a unique fighter. There can only be one of each Incarnate in a company.

Some Incarnates have more than one miniature available, each of which is associated with a different profile. This is notably the case when they can be played either as foot soldiers or as cavalry fighters. It is also the case when they have several incarnations. Regardless of the number of possible profiles for an Incarnate, only one of these profiles can be included in a company.

ATTRIBUTES

An Incarnate can be given artifacts, rituals and communions. These attributes are chosen freely during company building. However, the sum of the values of these artifacts, communions and rituals must be lower than or equal to the number indicated in the Incarnate's description (see *Army book*).

JOINING A UNIT

An Incarnate joins a unit in the same army as him. Only one Incarnate may be included in each unit.

An Incarnate is not counted in a unit's standard or maximum number of fighters, but his cost in A.P. is added to that of the unit. Some Incarnates are champions of a particular type of standard fighters. When this is the case, they can only join units composed of these specific troops.

An Incarnate is always the leader of his unit.

ADVANTAGES OF INCARNATES

Incarnates have roles of their own detailed in the Army Books. Notably, they have more health points and more dice than the other fighters of their army.

They also have an extra characteristic: Authority. It represents the influence these heroes have on the troops. It is added to the roll required by the Authority opposition at the beginning of each round.

AN INCARNATE AND HIS UNIT

Each Incarnate has a special role in his unit. He moves at the same time as the unit and respects its formation, but the Incarnate can act independently:

• When attacking from range, the Incarnate shoots in his own separate salvo. He can choose a different target than the rest of his unit;

• In a mêlée, the Incarnate has his own separate combat, even if he shares the same characteristics as the standard fighters.

DAMAGE DISTRIBUTION

Incarnates have the favor of the gods who made them their champions. This protection makes it very difficult to eliminate them: bullets tend to miss them, arrows always find another target, blows never seem to land, and so on.

When a unit as a whole is targeted, its Incarnate never suffers any Attack or Strength tests as long as there are other fighters in the unit. Even if these fighters are completely hidden or out of reach, they receive the hits and suffer the Strength tests instead of the Incarnate.

So, when a unit is targeted, its Incarnate can only be eliminated if he is the last fighter in the unit.

However, when an Incarnate is specifically targeted, all ordinary rules apply and he can be eliminated normally.

ELIXIR

Incarnates have a touch of divine grace. They are stronger, faster, smarter than mortals. The price they pay for this is the loss of part of their soul. The missing fragments of their soul are turned into Elixir. Incarnates set out on quests and struggle to collect their Elixir, the completion of which will eventually help them achieve Harmony. Until this deliverance they can channel and use this energy to obtain extraordinary powers.

Elixir pool

Each company has an Elixir pool, represented by tokens or counters (either official markers or dice). At the beginning of the game, this reserve is equal to the number of Incarnates in the company. Some artifacts or game effects allow this initial pool to be increased.

During the game the Elixir pool increases when battle objectives are controlled or fulfilled by the company. This pool also increases or decreases depending on the actions of the Incarnates. Any gain or loss of Elixir points is immediate and can happen at any time in the round, except during "time out".

Earning Elixir

A company earns Elixir points in the following circumstances.

• A company earns 1 Elixir point each time one of its units passes a Courage test while rolling a ![symbol].

• When one Incarnate eliminates another, his company earns the Elixir value indicated on the profile of the eliminated Incarnate. An Incarnate eliminated by another Incarnate cannot be resurrected.

• A company earns Elixir points for each battle objective it fulfills or controls. The number of points earned is indicated by the war council (see *Let's play!* p. 126).

Spending Elixir

All of the company's Incarnates can tap into the Elixir pool to perform feats. Each feat can be activated whenever the Incarnate needs it.

Each feat can only be performed once per Incarnate per activation, including that of an enemy unit.

• During a ranged attack, an Incarnate marksman can choose which fighter of the unit he shoots at for 1 Elixir point.

• Some artifacts have effects that require Elixir points to be spent. These effects and their cost are described with the artifact.

• A Rank 3 Incarnate can become the avatar of a god for 15 Elixir points. He recovers all his health points.

He also gets one more hand to hand Attack die and one more ranged Attack die until the end of the game.

This is not a bonus die, so it can be re-rolled. Additionally, the mystic pool of his unit immediately recovers 15 faith points and 15 mana points. This can be done only once per Incarnate per game.

• Before an Incarnate rolls a characteristic test, the player can get one more die for 1 Elixir point.

• When an Incarnate rolls a characteristic test, the player can re-roll all of his failures for 1 Elixir point.

• When a characteristic test is taken against an Incarnate, the player can force his opponent to re-roll all of his successes for 1 Elixir point.

• If an Incarnate is eliminated during the round, he can be resurrected before the time out phase at a cost detailed in his description (see *Army Books*). He comes back into the game with all his health points and his attributes. His unit gets a number of mana points equal to the Incarnate's Energy and a number of faith points equal to the Incarnate's Fervor.

The Incarnate is placed in his unit once more (as long as formation rules are respected). He cannot be placed in contact with an opponent. If there is not enough room to place the miniature, the resurrection does not happen – the Elixir points are spent nonetheless. If his unit does not exist anymore, he cannot use this feat. If the Incarnate was eliminated by another Incarnate he cannot use this feat either.

• When an Incarnate's unit has to roll a Courage or Fear test, the test is automatically a success for one 1 Elixir point.

When this is the case, the success does not make the unit immune to the Fear that caused the test.

THE BATTLEFIELD

A grove, a river or a bulwark can be problematic at times, but they can also become precious allies. Ignoring terrain is the best way to turn it into a handicap; however, when used properly it will provide those small advantages that can turn uncertain victory into positive triumph.

CROSSING AN OBSTACLE

By default moving through a terrain element is impossible. In certain cases a unit needs to sheathe its weapons and make an extra effort to reach its destination. A walking unit (see p. 92 Moving a unit) can cross an obstacle. In this case, its fighters can only move half of their Movement. If this does not allow them to reach the other side of the obstacle the fighters end their movement on the obstacle. In either case, the distance traveled is measured without considering height.

A unit cannot cross an obstacle that is taller than the shortest of the unit's fighters.

Sometimes the problem is not the height of the obstacle but its depth: stretches of water, crevices, and so on. In these cases none of the unit's fighters can end his movement on the obstacle. If the fighters' movement is not enough to get across the obstacle cannot be crossed and the unit stops right in front of it.

War machines cannot cross obstacles.

OPENING AND MOVING TERRAIN ELEMENTS

To open something like a chest or a door a fighter must be in contact with it. The player simply declares that the fighter opens the chest or the door. A unit can enter a building or a terrain element if all the unit's fighters can stand inside it.

Some items, detailed in the presentation of the battle, can be carried by fighters. To pick up one of these items a fighter must end his movement on it. The item is then placed on the miniature's base. The war council (see p. 127) details how many of these items can be carried by a single fighter. If the carrier is eliminated, the items fall to the ground at the exact spot where the carrier stood. A carrier can voluntarily drop an item at the beginning or at the end of his movement. The item is then placed by the player in contact with the carrier's base.

If the carrier leaves the battlefield, the item is placed at the edge of the battlefield through which the fighter left. Note, some war councils may state that the item is kept by the bearer and that its evacuation gives Elixir points.

DESTROYING TERRAIN

Some terrain elements can be destroyed, but this is possible only when it is clearly stated by the war council. These are terrain elements that are pretty much waiting to fall apart. But even so, unless the obstacle is specifically targeted it cannot be damaged when it is caught in an area of effect.

A terrain element can be attacked in hand to hand combat. However, the fighters in contact with it are not considered engaged. They are not considered as being in a mêlée for the purposes of ranged attacks.

When a terrain element is destroyed the fighters located either on it or inside it are immediately eliminated.

The "Common terrain elements" table indicates the characteristics of the terrain elements most frequently found on a battlefield.

The Defense of a terrain element is always equal to 0.

COMMON TERRAIN ELEMENTS

	Resilience	Structure points
Altar	8	4
Shed	4	8
Timber house	6	10
Stone house	8	10
Low wall	8	4
Tent	0	4

THE BATTLEFIELD

READY TO PLAY?

RAISING AN ARMY

Armies do not appear on battlefields out of the blue. Even the most powerful tyrants need to raise an army, train the troops and divide them into units to build a company that can be sent to battle.

During a game each player controls a **company**. Like a real medieval army, a company is composed of several smaller groups called **banners**, themselves divided into **units**. During this preparation phase each player chooses his units to assemble banners that comply with the fighting methods of the chosen army's people. These choices are recorded on the company sheet (see Appendixes).

GATHERING THE TROOPS

Raising an army requires significant resources: many able men and as many weapons to equip them. The army points (A.P.) cost of a fighter represents his skills and equipment; therefore, it is a good indicator of his efficiency on the battlefield. However, a company composed exclusively of the best soldiers available would be particularly difficult to play, since it would not be able to deal with all the battle situations covered by the game rules. This is why the order of the banners presents a balanced mix of troops.

Each player is given a certain number of A.P. to build his company. This value is either detailed by the war council or agreed upon by all the players. Each player totals the cost in A.P. of the units of his company. The total A.P. value of the company has to be equal to or lower than the amount specified either by the war council or agreed on by the players.

INCARNATES

Incarnates lead the troops into battle. Without them a unit loses its soul. Incarnates are essential parts of a company.

A company must include at least one Incarnate to command it: who better than someone chosen by the gods to lead your army into battle?

A unit may include only one Incarnate: a single mind to lead each group of soldiers, otherwise it would be chaos.

The Incarnate who has the greatest Authority 👑 is the **Commander** of the company. When several Incarnates have the same Authority value 👑 the player chooses which one is the Commander.

An Incarnate can join any unit of the company, unless his description says otherwise.

An Incarnate can be given artifacts as well as rituals or communions. These Attributes are chosen freely during company building. However, the total value of these Attributes has to be equal to or lower than the number indicated in the Incarnate's description (see *Army Book*).

ORDER OF THE BANNERS

Each army is built according to a precise hierarchy depending on the people it comes from and how these people tend to wage war. This structure is called the "order of the banners".

The order of the banners is presented as a list of five slots. Each slot is optional, except for the one marked with a "**!**", which is a compulsory slot. Each slot indicates the unit's or the Incarnate's Category (infantry ⬤, cavalry ⬤, creatures ⬤, war machines ⬤ or titan ⬤) and Rank, in parenthesis.

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

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

Example: *The order of the banners of the order of the Temple (Griffin) includes the five following slots:*
- *Infantry unit ⬤ (✦)* **!**
- *Infantry unit ⬤ (✦ / ✦✦)*
- *Infantry unit ⬤ (✦✦ / ✦✦ / ✦✦✦)*
- *Cavalry unit ⬤ (✦ / ✦✦ / ✦✦✦)*
- *War machine unit ⬤*

Grant starts off by filling the compulsory slot: he selects a unit of fusiliers (infantry ✦) as his first unit. He then decides to boost his hand to hand striking power. He picks a Griffin conscript unit and a templar unit. This fills the following two slots in the order of banners:
- *Unit 2: Griffin conscript unit (✦);*
- *Unit 3:Templar unit (✦✦);*

If he wished to include a third infantry unit, Grant would not be able to since his first banner is not complete. The remaining slots do not allow any other infantry units.

Grant must complete this first banner, with cavalry and war machines, before being allowed to build a second one.

He decides to take a templar rider unit as his cavalry choice They are ✦✦⬤ , which fits the fourth slot.

Once Grant has chosen a war machine unit, he will be allowed to start a second banner. The latter will have to include the priority slot first: Grant will have to pick a Rank ✦⬤ unit.

UNITS

Once a player has chosen which units to take he then determines the number of fighters and composition of those units.

Number of fighters

Each unit has an associated standard and maximum number of fighters. The **standard number of fighters** is the minimum number of fighters a unit must include when it is sent to the battlefield. The **maximum number of fighters** is the maximum number of fighters a unit can have (not including Incarnates).

The *Army Books* indicate the cost in A.P. of a standard unit and a maximum unit, as well as the cost of adding extra fighters to standard units. When an Incarnate is included in a unit his cost is added to that of his unit.

COMPOSITION

All the fighters in a unit have to come from the same troop type. However, a unit can include both standard fighters and special fighters (see p. 82). The *Army Books* indicate the nature and the number of special fighters allowed for each unit.

Standard fighters and special fighters (standard bearers, musicians, warrior-mages, warrior-monks, and so on) count towards the unit's number of fighters.

UNITS OF MYSTICS

Warrior-mages and warrior-monks can be grouped in to units of mystics. These units are detailed in the Army Books.

Important: Remember that an Incarnate does not count towards a unit's number of fighters!

However, once the unit is constituted and the game has started, the Incarnate counts as a member of the unit, notably for the control of objectives and Courage tests

An Incarnate cannot be chosen to constitute a unit on his own.

ALLIANCES

The peoples of Aarklash are split into three ways of alliance, symbolizing the values they share: the ways of Light, the paths of Destiny and the meanders of Darkness. Within the same alliance, the armies support each other to a certain extent.

So when he builds his army, the player can include in each banner a unit from one of the peoples his army is allied to. This unit must respect the company's order of the banners and fills a slot in the banner it has joined.

EQUIPMENT

Equipment includes weapons and armor in addition to all the items that have special effects (artifacts, potions, and so on).

All the fighters in a unit have the same equipment, except Incarnates, standard bearers and musicians. By default, the standard equipment of each unit is detailed in its *Army Book*. This equipment is included in the unit's A.P. cost.

THE COMMANDER

The Incarnate with the highest Authority in his company is the Commander: it is his Authority that will be used for Authority oppositions (see p. 89).

ASSAULT AND REINFORCEMENT

In some battles all the units of a company are not always fielded at once. In this case, the player must split his units into two groups:
- **Assault units** are available from the beginning of the battle;
- **Reinforcement units** join the battle when certain conditions have been fulfilled.

Once a company is formed, each player marks his reinforcement units on his company sheet, depending on what is required by the war council. These units will join the battle only once the conditions described by the war council are fulfilled.

The number of army points (A.P.) each player can spend on assault units and reinforcement units depends on the battle. The company as a whole (assault units and reinforcement units) must comply with the order of the banners.

The Commander cannot be part of the reinforcements. A company whose remaining Incarnates are still reinforcements doesn't have a Commander anymore, until an Incarnate enters the battlefield.

TROOPS REVIEW

Once a player has built his company it is strongly recommended to review it to check its A.P. value. If the total is too high, there is still time to make some adjustments.

It is also time to check if the order of the banners has been respected and if the company includes the required Incarnates. Once the troops have been reviewed, the battle can begin!

LET'S PLAY!

The miniatures are out of the box, the rules have been read; it's time to play! It takes half an hour to two hours to play a game of *Confrontation.*

This chapter explains how to prepare a battle:

1/ Selecting a battle
2/ Army building
3/ Setting up the game
4/ Play!

It also presents six different ready to play battles. It is possible to play *Confrontation* with the sole objective of eliminating all enemy fighters. However, Rackham publications, notably *Cry Havoc*, contain ready to play scenarios. These scenarios have specific objectives (controlling a bridge, holding a position, etc.) and special rules to add greater depth and more fun to games.

1/ SELECTING A BATTLE

Before anything else, the players need to agree on which battle they are going to play. This choice can be made by rolling a die (the six battles in this book are numbered). In this case, the youngest player rolls a die and reads out the battle indicated by the die roll.

2/ BUILDING AN ARMY

For each battle, the "war council" section indicates the number of army points (A.P.) each company is allowed. It also presents any possible special rules. Once all the players have this information, they can build their companies (see Raising an army). If a number of A.P. is not specified, the players need to agree on one as long as they respect the instructions of the war council.

3/ SETTING UP THE GAME

Battles rarely take place on completely open ground. All sorts of obstacles are there to offer cover to fighters and to hinder their advance. Terrain elements can be used to represent this. The war council generally gives a map of the battlefield. This map indicates the position and nature of the terrain elements. When there is no map, the battlefield is divided into as many zones as there are players. The players then need to agree on the amount and nature of the terrain elements used. These terrain elements are placed depending on the type of battlefield:

• **Borderland:** The players take turns, starting with the youngest. They pick a terrain element and place it on the battlefield. Once all the elements are placed, each player rolls a die:

whoever obtains the highest result gets to pick his zone first and then, in clockwise order, the other players choose their zone.

• **Pacified region:** These battles require an attacker and a defender. The players determine their role first and their zone afterwards. The defender chooses half of the terrain elements and places them in his zone of the battlefield. The attacker does the same with the remaining elements

• **War of positions:** Each player's zone is determined randomly. Each player then chooses a terrain element and places it in his zone, starting with the youngest. Once all the elements have been placed, the battle can begin.

4/ PLAY!

The players know what their battle objectives are and they have understood the battle rules. They have built their companies and chosen a battlefield. The game itself can now begin.

The players mark out the deployment zones, as indicated by the war council.

They then roll a first Authority opposition (see *Tactical phase* p. 89). The winner chooses the player who starts deploying first. This player places his first unit inside his deployment zone, wherever he wants. The player to his left then deploys his first unit, and so on. The players take turns to place their units one after the other. The companies are getting ready for battle!

Once all the units have been placed, the players build their activation sequence, (see *Tactical phase* p. 88)..They roll a new Authority opposition; the winner chooses who plays first.

One after the other the units advance on the battlefield, leaving only death and despair in their wake. Dreadful mêlées take place, some units try to find shelter, while others rush towards the battle objectives. High above them the gods continue to plot and enjoy themselves.

This is the Rag'narok!

BATTLES

From a mortal's point of view, the Rag'narok is pure madness. Yet, in the war rooms and in the kings' courts, the war of the gods is being carefully planned. It is organized into campaigns and battles; each company has a role to play in the final victory.

A campaign is a group of battles, taking place on the same battlefront or organized around a single strategic objective. On the other hand, a battle is fought on a limited battlefield and is organized around a local or tactical objective.

Each game is a battle. All these battles include general rules, presented hereafter. However, each battle is unique; its parameters are described in the presentation of the battle: the **war council**.

To randomly select a battle, roll one die:

![die] : Pitched battle

![die] : King of the hill

![die] : Invasion

![die] : Charge!

![die] : Skirmish

![die] : Breakthrough

Forces available

Most battles indicate the number of army points (A.P.) allowed for each company. Sometimes this value may differ between the companies joined in battle in order to reflect the particular circumstances of a battle.

Some missions do not specify the number of A.P. allowed; the players agree on a number and build their companies according to that.

15 CM

DEPLOYMENT ZONE
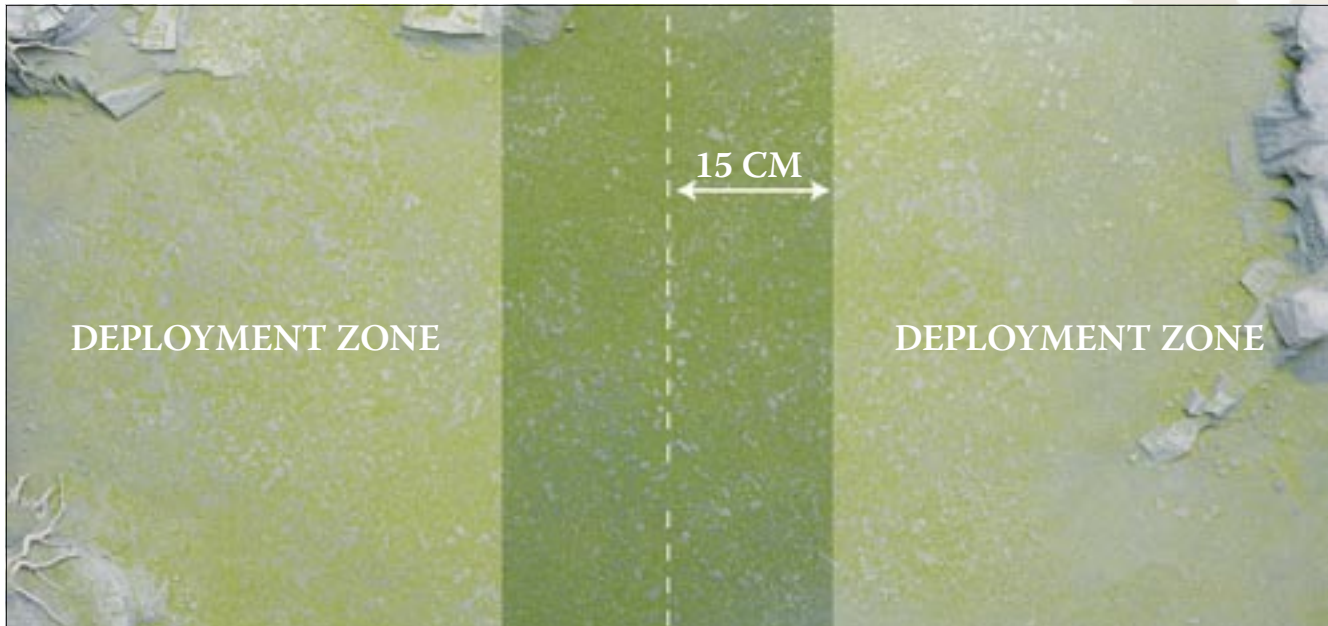
DEPLOYMENT ZONE

Approach

The approach defines how the miniatures are brought into play. Most of the time this means deploying them in a deployment zone. This is the area where the player places his units at the beginning of the game. Units must respect formation rules (see p. 81) when they are placed,. All the fighters in the unit must fit within the deployment zone.

Often the war council comes with a map which shows the deployment zones of the various companies. When this is not the case, the companies are deployed in **battle lines**. The battlefield is split down the width into two equal halves. Each player's deployment zone begins 15 cm away from this line.

In some battles, a company will not be deployed before the battle. Instead, the units enter the battlefield directly from the edge of the battlefield, during their first activation. The war council indicates through which edge(s) of the battlefield these units can enter.

Objectives

During a battle, each company tries to obtain tactical advantages and win the game.

A battle comes with objectives. Fulfilling these objectives allows the company to generate Elixir points. Not only can these Elixir points be spent to trigger the Incarnates' special powers, but they are also used as victory points: the player who has a set number of Elixir points or who has the most at the end of the game wins.

The nature of the objectives is diverse. Most often, they are the following:

• Controlling a zone or a terrain element (see *Control phase* p. 98);
• Eliminating certain enemy units;
• Evacuating units from the battlefield.

Special rules

This part of the war council details the battle's special rules. These rules are often related to a terrain element or a battle objective, but they can also simulate particular circumstances (weather conditions, lighting, etc.)

Truce

This section indicates the circumstances that end the game and how Elixir points are counted to determine the winner.

1 – PITCHED BATTLE

Forces available

Each player has the same number of A.P. to build his company.

Approach

Borderland.
Battle lines.

Objectives

- Eliminating a Rank 1 unit: 2 Elixir points.
- Eliminating a Rank 2 unit: 4 Elixir points.
- Eliminating a Rank 3 unit: 6 Elixir points.

Special rules

Eliminating a unit: A company earns the Elixir points indicated when an enemy unit is eliminated, no matter the circumstances.

Truce

The battle ends after the sixth round. The player who has the most Elixir points wins. If both players have the same amount, the game is a tie.

2 – KING OF THE HILL

Forces available

Each player has the same number of A.P. to build his company.

Approach

Borderland, with the following modification: a hill (or any similar terrain element) is placed at the center of the table. This element is called "the hill".
Battle lines.

Objectives

- Controlling the hill: 5 Elixir points.

Special rules

None.

Truce

The battle ends once a player reaches 20 Elixir points in the control phase. This player wins.

4 – CHARGE!

Forces available

The battle requires an attacker and a defender. The attacker is allowed twice as many A.P. as his opponent.

Approach

Pacified region.
Battle lines.

Objectives

Before deploying, both players, starting with the defender, designate two terrain elements. All four terrain elements become objectives.

• Controlling an objective: 5 Elixir points.

Special rules

None.

Truce

The battle ends once a player reaches 20 Elixir points in the control phase. This player wins.

3 – INVASION

Forces available

Each player has the same number of A.P. to build his company.

Approach

Borderland.
Battle lines.

Objectives

• For each unit outside of any deployment zone: 2 Elixir points.
• For each unit in the opponent's deployment zone: 5 Elixir points.

Special rules

None.

Truce

The battle ends after the sixth round. The player who has the most Elixir points wins. If both players have the same number the game is a tie.

5 – SKIRMISH

Forces available

Each player has the same number of A.P. to build his company.

Approach

(A) - Player A 's deployment zone

(B) - Player B's deployment zone

Borderland.

At the beginning of the battle the companies are not deployed as usual. The battlefield is split in to eight equally sized sections. Each of these sections is a deployment zone for one of the armies, as indicated on the map. The units are deployed as usual in these zones; however, each player must deploy his company in as many zones as possible.

Objectives

- Eliminating a Rank 1 unit: 2 Elixir points.
- Eliminating a Rank 2 unit: 4 Elixir points.
- Eliminating a Rank 3 unit: 6 Elixir points.

Special rules

None.

Truce

The battle ends after the sixth round. The player who has the most Elixir points wins. If both players have the same number the game is a tie.

6 – BREAKTHROUGH

Forces available

The battle requires an attacker and a defender. The attacker is allowed twice as many A.P. as his opponent.

Approach

Pacified region.
Battle lines.

Objectives

During this battle, each player earns Elixir points for different reasons:
The defender (each round)**:**
- All the attacker's units are still in their own deployment zone: 5 Elixir points.
- All the attacker's units are inside of the defender's deployment zone: 0 Elixir points.
- Any other case: 2 Elixir points.

The attacker:
- For each unit evacuated: 5 Elixir points.
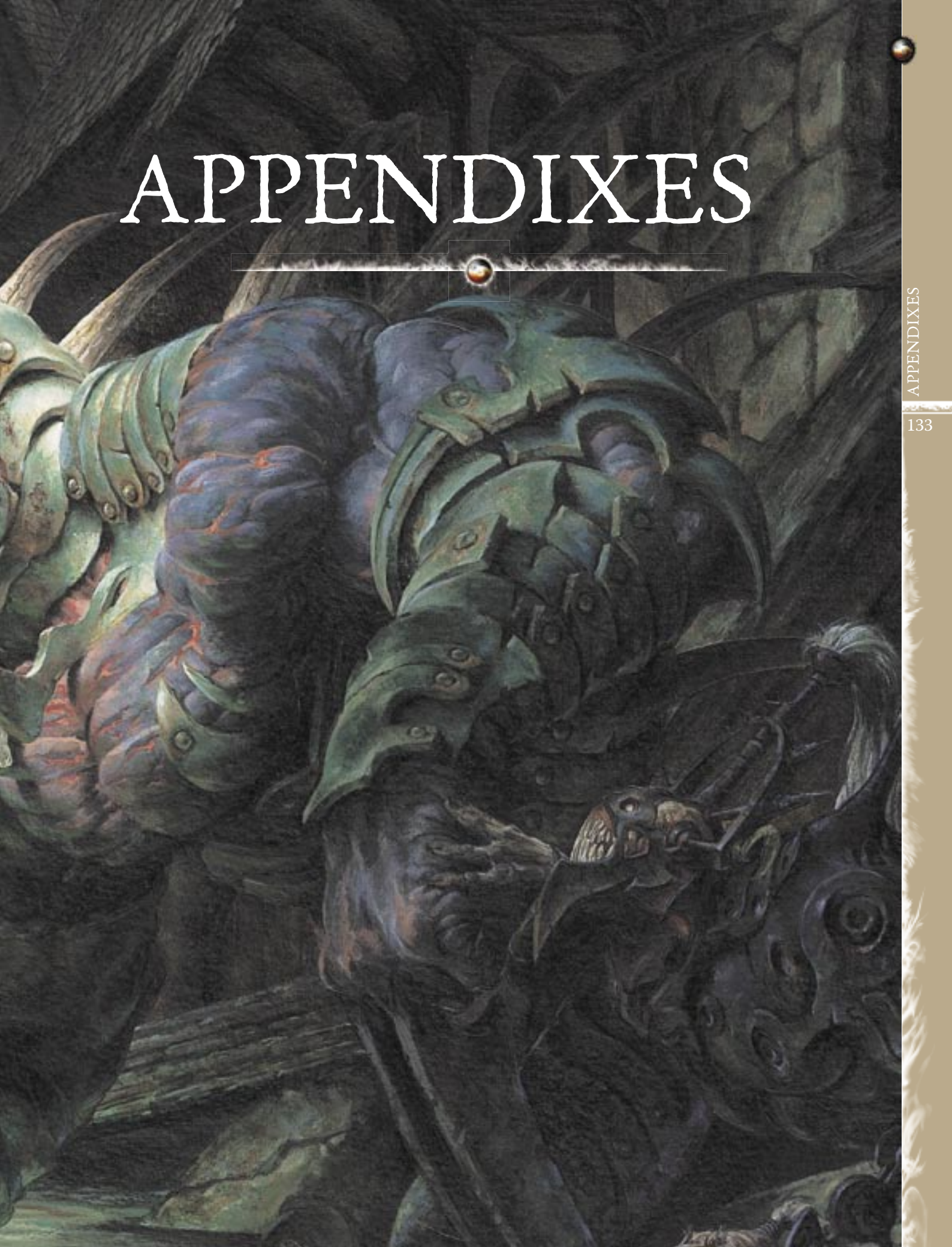
Special rules

Evacuating a unit: To evacuate a unit, the attacker must make it leave the battlefield through the edge opposite his deployment zone. A unit is evacuated when its leader manages to get beyond the limits of the battlefield.

Truce

The battle ends once a player reaches 20 Elixir points in the control phase. This player wins.

APPENDIXES

RULES SUMMARY

UNIVERSAL TABLE OF RESOLUTION

UNIVERSAL TABLE OF RESOLUTION

.../-6	-5/-4	-3/-2	-1/0/+1	+2/+3	+4/+5	+6/...

Some game effects allow the player to re-roll failures or, on the contrary force him to re-roll successes. The results obtained replace the previous.

For every 🎴 obtained on the test the player will roll one bonus die.

Any additional success will be added to those obtain on the initial roll. **Bonus dice are never re-rolled.**

So, once you have rolled the dice:

1/ Re-roll failures and successes when necessary. (If you encounter conflicting game effects, each player implicated rolls a die. Whoever rolls the highest result can pay one Elixir point to choose the game effect that is applied. If he does not wish to spend this point, none of the game effects are applied.)

2/ Roll as many bonus dice as there were 🎴 obtained. If more 🎴 are obtained, more bonus dice are generated.

On a Courage or a Fear test, a 🎴 will earn the company one Elixir point, but will not generate a bonus die.

PLAYING A GAME

A game lasts a certain number of game rounds. This number may be defined by the battle or by the players themselves. A game round is split into three phases. Each phase is detailed in its own chapter.

1 – TACTICAL PHASE

Each round begins with the tactical phase (p. 88). During this phase, the players plan their actions for the coming round. They accomplish the following actions in the order below:

  1-1/ Constituting the action sequence
  1-2/ Authority opposition

2 – ACTIVATION PHASE

Whenever a routing unit is activated, the player rolls a Courage/Fear (1) test. The test may be rolled with the highest Courage/Fear value found in the unit. If the unit succeeds this test, it is valiant once again and can act normally.

During the activation phase (p. 90), the players activate their units in turn. An activated unit moves, attacks from range, uses its mystical powers and engages in furious mêlées!

The winner of the Authority opposition chooses which player plays first. The "**Active player**" is the player whose turn it is to play.

The active player goes through the following steps in the order below:

2-1/ He draws, flips over or indicates a card, depending on the game mode;

2-2/ The corresponding unit is activated and its actions are resolved by the player controlling it;

2-3/ The active player hands the lead to the player to his left who becomes the active player.

Important: *In Marauder mode, the active player may change during the second step if he draws a card that is not his.*

Assault

Assault is a movement that allows a unit to engage an enemy unit in mêlée.

• **Free** units may assault an enemy unit (except if they have disengaged in the same activation);

• **Engaged** units may assault one of the enemy units it is in contact with. Only fighters free of any opponent can engage enemies. But only the fighters in contact with fighters from the assaulted unit can attack – including fighters who have not moved!

Ranged attack

An engaged unit cannot attack from range.
Each salvo is resolved following the steps in the order below:
1/ Choice of the target and the marksmen
2/ Measuring the range
3/ Ranged attack test
4/ Strength test
5/ Removal of the losses

Hand to hand attack

Each combat is resolved following the steps in the order below:
1/ Choice of weapon
2/ Hand to hand attack test
3/ Strength test
4/ Removal of the losses

To leave a mêlée, an engaged unit has to disengage first. This situation can be combined with Rout.

3 – CONTROL PHASE

During the control phase (p. 98), each player evaluates the situation of his company on the battlefield. The player determines which objectives he controls and collects the Elixir (p. 115) indispensable for his Incarnates. He performs the following actions in the order below:
1/ Calculation of faith points and mana points
2/ Maintenance of effects
3/ Collection of Elixir
4/ Time out

⬤ **:** The action only succeeds on a 🎲 and the total number of successes is halved (rounded up).

⬤ **:** The action succeeds on a 🎲 and all 🎲 and 🎲 give bonus dice as if they were 🎲 (see insert "bonus dice and re-rolls").

Aarklash: World of *Confrontation*.

Active player, passive player: The players take turns during a game of *Confrontation*. The player whose turn it is to play is called the active player. All other players are passive players. Once the active player has finished his action, he hands the lead to the player to his left. He becomes passive and the next player becomes the active player.

Army Book: Publication dedicated to an army, detailling its history, its organization as well as the the characteristics of its fighters and its equipment.

Assault: Movement that allows a unit to engage the enemy in mêlée.
• A **free** unit can assault an enemy unit;
• An **engaged** unit can assault an enemy unit it is in contact with. In this case only the free fighters of the unit can move to engage enemies!

Any assault involving at least one frightening unit requires a Courage/Fear test. The test is taken by the courageous unit or, in the case of two frightening units, by the one with the lowest Fear value. If both units have the same Fear value, no test is required.

A fighter in the assaulting unit can attack only the fighters of the assaulted unit.

Authority 👑 **:** Indicates that a fighter is an Incarnate.

Barbarian mode: No activation sequence is constructed. Taking turns, the players reveal the card of their choice from their deck and activate the corresponding unit. Cards that have been revealed are put to one side to show which units have already been activated.

Bonus dice: Every 🎲 obtained on a test allows the player to roll an bonus die. Any further success is added to those of the initial roll. Bonus dice are managed after re-rolls. Therefore bonus dice are never re-rolled. A company earns 1 Elixir point each time one of its units passes a Courage test while rolling a 🎲, but the roll does not generate a bonus die.

Card of an eliminated unit: When a player draws the card of a unit that has already been eliminated, he passes his turn. The card is removed from the deck.

Categories: Families of fighters. There are five of them: infantry, cavalry, creatures, war machines and titans.

Cavalry (Category): All Cavalry units benefit from the following effects:
• Cavalry charge: A cavalry unit only needs to be free to perform a charge, regardless of the Power of the enemy unit assaulted.
• War mount: All cavalry fighters have the "Disengagement" ability. An engaged fighter who has this ability is not eliminated when he disengages.
• Charging strength: When a *heavy cavalry* fighter charges he adds his hand to hand Attack to his Strength to resolve hand to hand Strength tests.

• Leap: A *light cavalry* fighter can jump over or on top of obstacles shorter than him without any penalties.

Charge: The assaulting unit is considered to have performed a charge if the following conditions are fulfilled:
• The assaulting unit was free at the time of its activation;
• The assault succeeded;
• Its Power is greater or equal to that of the assaulted unit.

A charge gives an extra re-roll on attack tests against the assaulted unit, until the end of the round.

A fighter in the assaulting unit can attack only the fighters of the assaulted unit.

Close formation: Each fighter has to be within 10 cm of the unit leader. The miniatures are supposed to be in contact and form ranks as equal a possible. The fighters must remain in formation during their whole movement.

A fighter in contact with an enemy does not need to stay in formation.

Combat: See hand to hand attack.

Commander: The Incarnate with the highest Authority value in the company. His unit rolls two dice to solve Courage tests.

Communion (mystic effect): A communion is called according to the following steps:
1/ Designation of the Incarnate faithful, the communion and the target
2/ Expenditure of faith points and exaltation
3/ Censure
4/ Fervor test
5/ Resolution of effects
Communions are miracles.

Company: The whole of the fighters you lead. A company is composed of several sections called banners. A company must include at least one Incarnate.

Conflicting game effects: Conflicting game effects may prevent the correct resolution of a situation. In this case, each player implicated rolls a die. Whoever rolls the highest result can pay one Elixir point to choose the game effect that is applied. If he does not wish to spend this point, non of the game effects are applied.

Contact: Two elements (miniature or terrain element) are in contact when any of their parts touch, including base, weapon, edge of a terrain element, etc.

Courage 🛡 : The higher the value the lower the chances the fighter will end up in rout. A company earns 1 Elixir point each time one of its units passes a Courage test while rolling a 🔴 , but the roll does not generate a bonus die.

Creature (Category): A Creature unit that falls below half of its original number of fighters does not roll a Courage test at the beginning of its activation.

Defense 🛡 : The higher the value the harder it is to hit the fighter in combat.

Disengagement: When a unit leaves a mêlée, it disengages. The fighters in contact with the enemy are eliminated. The unit is free to act normally. However, it cannot declare an assault against the unit(s) it disengaged from.

Engaged unit (unit situation): A unit is engaged when at least one of its members is in contact with an enemy.

An engaged unit cannot attack from range. Its free members can cover a distance of up to as many cm as their Movement in order to engage an enemy engaged in the same mêlée. To leave a mêlée, an engaged unit first needs to disengage. This situation can be combined with Rout.

Elixir: At the beginning of the game, each company has a reserve of Elixir points equal to the number of Incarnates in the company. Some artifacts or game effects allow this initial pool to be increased.

During the game the Elixir pool increases when battle objectives are controlled or fulfilled by the company. This pool also increases or decreases depending on the actions of the Incarnates. Any gain or loss of Elixir points is immediate and can happen at any time in the round, except during "time out".

Elixir (earning): A company earns Elixir points in the following circumstances.
• A company earns 1 Elixir point each time one of its units passes a Courage test while rolling a 🔴 .
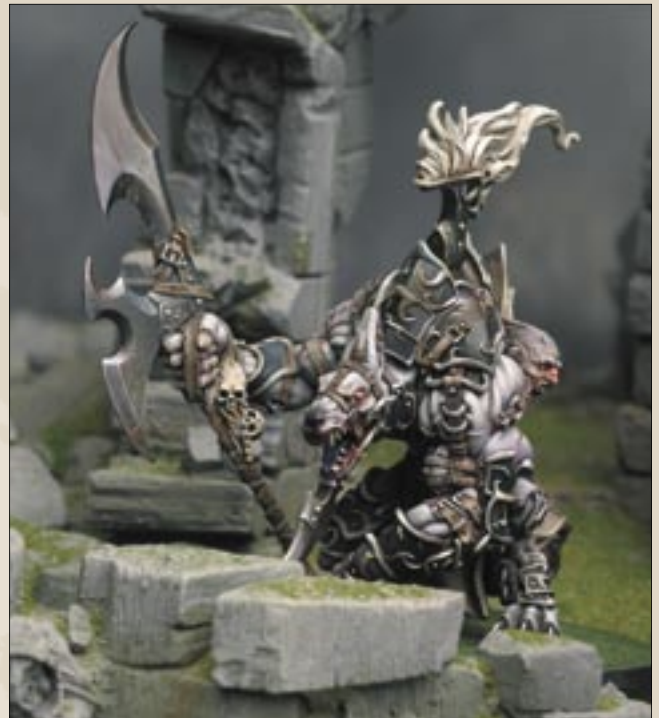
• When one Incarnate eliminates another, his company earns the Elixir value indicated on the profile of the eliminated Incarnate. An Incarnate eliminated by another Incarnate cannot be resurrected.

• A company earns Elixir points for each battle objective it fulfills or controls.

Elixir (spending): All of the company's Incarnates can tap into the Elixir pool to perform **feats.** Each feat can be activated whenever the Incarnate needs it. Each feat can only be performed once per Incarnate per activation, including that of an enemy unit.

• During a ranged attack, an Incarnate marksman can choose which fighter of the unit he shoots at for 1 Elixir point.

• Some artifacts have effects that require Elixir points to be spent. These effects and their cost are described with the artifact.

• A Rank 3 Incarnate can become the avatar of a god for 15 Elixir points. He recovers all his health points. He also gets one more hand Attack die and one more ranged Attack die until the end of the game. This is not a bonus die, so it can be re-rolled.

Additionally, the mystic pool of his unit immediately recovers 15 faith points and 15 mana points. This can be done only once per Incarnate per game.

• Before an Incarnate rolls a characteristic test, the player can get one more die for 1 Elixir point.

• When an Incarnate rolls a characteristic test, the player can re-roll all of his failures for 1 Elixir point.

• When a characteristic test is taken against an Incarnate, the player can force his opponent to re-roll all of his successes for 1 Elixir point.

• If an Incarnate is eliminated during the round, he can be resurrected before the time out phase at a cost detailed in his description (see *Army Books*). He comes back into the game with all his health points and his attributes. His unit gets a number of mana points equal to the Incarnate's Energy and a number of faith points equal to the Incarnate's Fervor.

The Incarnate is placed in his unit once more (as long as formation rules are respected). He cannot be placed in contact with an opponent. If there is not enough room to place the miniature, the resurrection does not happen – the Elixir points are spent nonetheless. If his unit does not exist anymore, he cannot use this feat. If the Incarnate was eliminated by another Incarnate he cannot use this feat either.

• When an Incarnate's unit has to roll a Courage or Fear test, the test is automatically a success for one 1 Elixir point.

When this is the case, the success does not make the unit immune to the Fear that caused the test.

Energy ⬤ **:** Indicates that the fighter is a magician.

Familiar: Each Incarnate magician can be accompanied by a number of familiars equal to or lower to his Rank. When the mana points are calculated the player rolls one bonus die per familiar associated to the magician.

A familiar must remain within 3 cm of his magician and in formation.

A familiar cannot do anything other than move. It is immediately eliminated whenever it is in contact with an enemy or whenever it suffers a Strength test.

Familiars are considered to be both attributes and fighters. However, just like Incarnates, they do not count towards the unit's standard or maximum number of fighters.

Faithful: Miniature that can call miracles (mystic effects).

Faith ⬤ **:** Indicates that a fighter is a faithful.

Fear ⬤ **:** The higher the value the greater the chances are the fighter's enemies will be struck by fear. A company earns 1 Elixir point each time one of its units passes a Fear test while rolling a ⬤ , but the roll does not generate a bonus die.

Fighter: Any miniature.

Free unit (unit situation): A unit is free when none of its members are in contact with the enemy. A free unit may use all the actions described in this chapter. This situation can be combined with Rout.

General (mode): Each player places his cards in front him, face down, from left to right in the order they wish to play them.

Hand to Hand ⎯⎯✦⎯⎯ **:** All the values needed to resolve a mêlée combat.

Identical cards: A player may have several identical cards in his activation sequence. In this case, revealing one of them allows him to activate any of the units designated by this card.

Incarnate (special fighter): An Incarnate is identified by a personal name on his card. Each company has to include at least one Incarnate.

• Only one Incarnate may be included in each unit. An Incarnate is always the leader of his unit. When he is eliminated, a trooper becomes the leader. The standard fighter closest to the former leader is designated as the new leader. If there are only special fighters left, the closest to the former leader becomes the leader.

• The Incarnate with the greatest Authority in the whole company is the Commander. When the Commander of a company is eliminated, the player immediately designates a new Commander (selected in the same way as the previous one). If there is no one to replace him, the company is left without a Commander.

Interference: The marksmen can only hit the targets that at least one of them can see. The targets that cannot be seen by any marksman cannot be hit.

If any kind of obstacle (terrain or miniature) stands between the unit of marksmen and the unit targeted, there is interference: the difficulty of the ranged attack is increased by two points.

Leader (Standard fighter): Each unit includes a leader, indicated by the player at the beginning of the game. He is used as a reference point when measuring distances.

When the leader is eliminated, he is replaced by another fighter in his unit. The player designates the standard fighter closest to the former leader to become the new leader. If there are only special fighters left, the closest to the former leader becomes the leader.

Incarnates are always the leaders of their unit.

Line of Sight (2D terrain): Determines if a fighter can see another element.

• A fighter can see his target if it is possible to trace an imaginary line between the fighter's base and the base of the targeted element, without crossing any obstacle.

• A fighter cannot see his target if it is impossible to trace an imaginary line between the fighter's base and the base of the targeted element, without crossing any obstacle.

Line of Sight (3D terrain): the player adopts the point of view of the fighter, by getting down to the miniature's level and "looking through its eyes". If the miniature can see any part of the target the fighter has a line of sight.

Magician: Miniature that can cast spells (mystic effects).

Marauder (mode): The players shuffle their cards face down into a single deck. The first active player (see further) draws the first card and hands it to its owner, making him the new active player. The unit represented by the card is activated. When all the actions of this unit have been performed, the player on the left of the player who originally drew the card, draws the next card, thus activating the corresponding unit, etc.

The first active player draws the first card without revealing it to his opponent.

If it is one of the opponents' cards, he reveals it and hands to him. The corresponding player becomes the active player and goes on to the next step "Activating a unit".

If it is one of his cards, he has two options:

• He reveals the card and goes on to the next step "Activating a unit";

• He places the card in reserve. This can be done once per round and per player.

The card is not revealed, it is put aside and the player passes his turn. When his turn to draw a card comes again, the player can choose not to draw a card and play the one he has in reserve instead. If there are no more cards to draw, the player plays his reserve card.

Master strategist (mode): Each player prepares his activation sequence in secret. All the players place at the same time their cards in front of in front them, face up, from left to right in the order in which they wish to play them.

Mêlée: A mêlée is split into a number of combats. Each combat opposes two profiles of fighters: an attacker profile for the active unit and a defender profile for the unit being assaulted.

The active player chooses the order in which the fighters of his unit resolve their combats.

• A fighter can only fight against the enemies in contact with his base or his miniature;

• A fighter can be involved in several successive combats if he is in contact with enemies with different profiles. In this case, his combat dice are split between the different combats he takes part in.

Military genius (mode): Each player prepares his activation sequence in secret. The players are divided into two sides. All the players place their cards in front of them from left to right in the order they wish to play them. One of the two sides places its cards face up and the other side places them face down. The side that plays face up remains the same for the whole game.

Mode: The way the activation sequence is ordered during a game. There are six different modes.

Movement 🟥 **:** Base value used to calculate the distance (in cm) the fighter can cover when he moves.

Mystic (special fighter): Magicians cast spells and faithful call godly miracles to support their comrades or smite the enemy. There presence is the demonstration that excellence in combat can be combined with the mastery of the mystic secrets of Aarklash!

Mystic effect: Game effect requiring a faithful or a magician. Mystic effects have unlimited range. Line of sight is all that is required.

Perforating shot: Perforating shots can eliminate more enemies than there are shooters.

Power: The Power of a unit is a measure of its ability to overpower its enemies, either during a charge or after a mêlée. To calculate the Power of a unit, you need to total the Power of all its individual members.

A fighter on an infantry base (3 cm) has a Power of 1.

A fighter on any larger base has a Power of 2.

Rallying: Every routing unit tries to rally during its activation. The player resolves a Courage/Fear test against a difficulty of 1. The Courage /Fear value used is the highest found among the unit's fighters. Units that succeed this test are no longer in rout, those that fail the test remain in rout. Rallied units are not considered as having resisted the Fear value that put them in rout.

Range ➤ **:** The values needed to resolve ranged attacks.

Rank ⚙ **:** Infantry, cavalry and creatures are divided into three Ranks. Rank 1 fighters are the common troopers that fight on the battlefield. Rank 2 fighters are more experienced and more dangerous. Rank 3 fighters are the greatest of their kind.

Re-roll: additionally, some abilities allow the player to re-roll failures or, on the contrary, forces him to re-roll successes. The result obtained replaces the initial roll.

Re-rolls are managed before any bonus die is rolled.

Resilience 🛡 **:** The higher the value the harder it is to wound the fighter.

Ritual (mystic effect): A ritual is cast according to the following steps:

1/ Designation of the Incarnate magician, the ritual and the target

2/ Expenditure of mana points and exaltation

3/ Counter-magic

4/ Energy test

5/ Resolution of effects

Scattered formation: Each fighter has to be within 10 cm of the unit leader and each fighter has to be within 2.5 cm of another fighter in the unit. This formation only needs to be checked at the end of the unit's movement.

A fighter in contact with an enemy does not need to stay in formation.

Units with the "Flight" ability are always in scattered formation.

Specialist (special fighter): As indicated by its name, specialists are fighters who excel in a particular domain.

Titan (Category): Titans ignore difficult terrain. No game effect can move them or ground them.

A titan gets the "Disengagement" ability. An engaged fighter with this ability is not eliminated when he disengages.

Titans are so massive they are represented by several cards: one for each part of their gigantic body. One of them is their profile card; the others are titanic ability cards. All these cards are placed in the activation sequence. The titan's powers and actions are played when the corresponding card is revealed.

The player can definitely sacrifice a titanic ability card to cancel the result of a Strength test rolled against his titan (this card may have already been activated). A titan is considered a single unit despite the number of cards representing it.

A titan is an extraordinarily tough fighter. It can withstand almost any force that Creation throws its way. Apart from normal attacks, only those mystic and ability effects that inflict Strength tests can affect titans. Moreover, a Strength test rolled against a titan never generates any bonus dice and no advantageous effect or ability can ever alter the result needed by the attacker.

Totem: Symbol of the army to which the fighter belongs.

Unit: Group of one or more fighters sharing the same category (infantry, cavalry, creature, war machine or titan). It is impossible to separate the fighters of a same unit during a game. A unit includes only one leader at all times.

Unit in rout (morale state): A unit in rout no longer believes victory is possible. It tries to leave the battlefield as quickly as it can. Rout can be combined with one or the other unit situation (free or engaged)

A unit in rout is subject to the following effects:
• The Authority and Attack of its members are equal to 0;
• When the unit is activated it flees. It disengages if necessary;
• It cannot use any tactics.
• It cannot shoot or use any mystic effects. However, it recovers its mystic resources as usual.
• It does not count towards the control of objectives.

Valiant unit (Morale state): A **valiant unit** is ready for battle and acts normally.

Warlord (mode): Each player shuffles his deck and, without looking at it, places it face down in front of him. The first player reveals his first card and activates the corresponding unit; the next player then does the same. Every player has a random activation sequence!

War machine (Category): War machines have structure points instead of health points. They need to be manned by a crew. The number of fighters needed in this crew is indicated in the description of the war machine. A war machine without at least one crewmember or pilot cannot be activated; when its card is played the player controlling it passes his turn.

The machine and its servants form a single unit. During its activation, the servants can shoot with their own ranged weapons if they have one or with the war machine.

War staff: A war staff is composed of an Incarnate accompanied by a standard bearer and/or a musician. The standard bearer and the musician are identified thanks to their equipment (standard or musical instrument). A unit can include only one standard bearer and one musician.

A war staff including an Incarnate, a musician and a standard bearer is considered complete.

Units in the same company gain advantages in presence of a war staff:
• War staff including a standard bearer: The units that can see the standard can use the Courage, Fear and Authority values of a war staff to resolve their own Courage or Authority tests;
• War staff including a musician: The units that are within 30 cm of the musician can use his tactic;
• Complete war staff: Both effects are cumulated.

COMPANY RECORD#

CONFRONTATION — THE AGE OF THE RAGNAROK

COMPANY: ....
ARMY: ....
FACTION : ....
FACTION ADVANTAGE: ....
FACTION DISADVANTAGE: ....

A.P.: ....
REINFORCEMENT UNITS: ....

Unit block 1

Unit#

Designation	Special abilities and attributes	Category						Rank			HP/SP
Troops											○○○○
Special fighter 1											○○○○
Special fighter 2											○○○○
Special fighter 3											○○○○
Incarnate											○○○○

Unit block 2

Unit#

Designation	Special abilities and attributes	Category						Rank			HP/SP
Troops											○○○○
Special fighter 1											○○○○
Combattant spécial 2											○○○○
Special fighter 3											○○○○
Incarnate											○○○○

Unit block 3

Unit#

Designation	Special abilities and attributes	Category						Rank			HP/SP
Troops											○○○○
Special fighter 1											○○○○
Special fighter 2											○○○○
Special fighter 3											○○○○
Incarnate											○○○○

COMPANY RECORD#□

COMPANY: . . . .
ARMY: . . . .
FACTION: . . . .
FACTION ADVANTAGE: . . . .
FACTION DISADVANTAGE: . . . .

A.P.: . . . .
REINFORCEMENT UNITS: . . . .

BANNER# □

TROOPS (NUMBERS)	SLOT 1	SLOT 2	SLOT 3	SLOT 4	SLOT 5
Designation	A.P.	A.P.	A.P.	A.P.	A.P.
Extra fighters					
Special fighter 1					
Special fighter 2					
Special fighter 3					
INCARNATE					
Attribute #1 (Value)	–	–	–	–	–
Attribute #2 (Value)	–	–	–	–	–
Attribute #3 (Value)	–	–	–	–	–
Total number of fighters					
A.P. cost of the unit					Cost of the banner

BANNER# □

TROOPS (NUMBERS)	SLOT 1	SLOT 2	SLOT 3	SLOT 4	SLOT 5
Designation	A.P.	A.P.	A.P.	A.P.	A.P.
Extra fighters					
Special fighter 1					
Special fighter 2					
Special fighter 3					
INCARNATE					
Attribute #1 (Value)	–	–	–	–	–
Attribute #2 (Value)	–	–	–	–	–
Attribute #3 (Value)	–	–	–	–	–
Total number of fighters					
A.P. cost of the unit					Cost of the banner