



Confrontation 2, Incantation, and Incarnation Rules of Play

Version 3.2

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Table of Contents

1	Body and Soul	7
2	Introduction	9
3	The Figures	9
4	The Cards	10
4.1	Characteristic Descriptions	10
4.2	Equipment	11
4.3	Skills.....	11
4.4	Points.....	11
4.5	Rank	11
4.6	Size	11
5	Characteristic Test	12
6	Game Set Up	12
6.1	Playing Surface.....	12
6.2	Army Selection.....	12
6.3	Objective	12
6.4	Terrain	13
6.5	Deployment	13
7	Sequence of Play	13
7.1	Tactical Roll	13
8	Movement Phase	14
8.1	Basic Movement	14
8.2	Physical Prowess	15
8.3	Special Movement.....	16
8.4	Fear and Movement.....	17
8.5	18	
9	Shooting	18
9.1	Mechanics of Shooting	18

9.2	Damage	20
9.3	Optional Shooting Rules.....	20
10	Melee Phase	21
10.1	Determining the Order of Combats	21
10.2	Sorting Out Complex Combats	21
10.3	Resolution of Combat	21
10.4	Sustained Defense.....	22
10.5	Pursuit	23
10.6	Polearms (optional).....	23
10.7	Combat Example.....	23
11	Personality Special Rules	24
12	Skills	25
12.1	Competencies and Aptitudes	25
13	Ending the Game	32
14	Races	32
14.1	Alahan Lions.....	32
14.2	Order of the Ram (Undead).....	32
14.3	Cynwälls Elves	32
14.4	Tir-Nâ-Bor Dwarves	32
14.5	Disciples of the Empire of the Akkylannie Griffin.....	32
14.6	Orcs	32
14.7	Alchemists of Dirz.....	33
14.8	Akkyshan Elves.....	33
14.9	Wolfen	33
14.10	No-Dan-Kar Goblins.....	33
14.11	Daïkinee Elves	33
14.12	Keltois.....	33
15	Primal Fear	34
16	Spell Cards	37
16.1	Characteristics of Elemental Magic	37
16.2	Spell Points.....	38
16.3	Minimum Capacity.....	38
17	Elements	38
17.1	Elementary Oppositions	38
17.2	Gems of Power	39

17.3	Elemental Symbols	39
17.4	Elementary Composition	39
18	Magicians	39
18.1	Magicians in Incantation	39
18.2	Levels of Magicians.....	39
18.3	Colleges of Magicians.....	39
19	General Rules	40
19.1	Purchasing Magicians.....	40
19.2	Magic Phase	40
20	The Laws of Magic	40
20.1	The Use of Spell Gems	40
20.2	Spell Targeting.....	40
20.3	Effects on Abilities	40
20.4	Magician Spells.....	40
20.5	Spell Casting Mechanics.....	41
20.6	Recovering Mana	42
21	Introduction	44
22	The Figures	44
22.1	The Adventurers	44
23	The Experience Cards	44
23.1	Playing with the Experience Cards.....	45
24	The Scenario Cards	46
24.1	Playing with the Scenario Cards	47
24.2	Scenario Deployment	47
25	The Unfolding of the Game	48
25.1	Accomplishing the Objectives.....	48
25.2	Duration of the Confrontation	48
25.3	End of the Game	48
25.4	Denouement.....	49
26	The Adventure Mode	49
26.1	Before Beginning the Adventure	49
26.2	The Three Acts of the Story.....	51
26.3	Act I.....	51

26.4	Act II.....	52
26.5	Act III.....	53
27	Alliances	55
28	Translator's Notes	56
28.1	Copyrights.....	56
28.2	Translation Notes	56
28.3	Anachronistic Rules	56
28.4	Acknowledgements.....	56

List of Tables

Table 1 Rank.....	11
Table 2 Sizes	12
Table 3 Movement Cost.....	14
Table 4 Maximum Number of Melee Opponents.....	15
Table 5 Spell Area of Effect.....	37
Table 6 Elemental Oppositions	38
Table 7 Mana Recovery.....	42
Table 8 Incantation 2 Mana Recovery Table.....	43
Table 9 Elements of an Experience Card	44
Table 10 Elements of a Scenario Card.....	47
Table 11 Scenario Deployments	48
Table 12 The Wanderers of Darkness.....	55
Table 13 The Walkers of the Light	55
Table 14 The Travelers of Destiny:.....	55
Table 15 Revision History.....	56
Table 16 Damage Table	58
Table 17 Critical Hit Table.....	58
Table 18 Wound Severity.....	58
Table 19 Shooting Modifiers.....	59
Table 20 Rate of Fire	59
Table 21 Competencies and Aptitudes.....	60
Table 22 Magical Colleges by Race.....	61
Table 23 Objective and Turns	61

Confrontation

1 Body and Soul

Dawn was rising up on the horizon.

Alahel, messenger for king Gorgyn of Alahan, was finishing to get ready. He came up to the sentries and ordered them to set off early. The two reapers disappeared into the dark.

The Messenger woke his men up one by one, with a firm hand and some sure words.

Cadwallon was still more than a week's walk away. Loads of dangers were awaiting them here and there...Allyvie Forest wasn't as safe as the elves said. The first rays of Lahn –the sun-warmed up the still sleepy faces of the members of the light squad escorting Alahel. The messenger heard one of the Amillan river's numerous waterfalls roaring in the distance.

A scout drew him out of his reverie. The Reaper has just found a village one kilometer away.

A heavy silence welcomed the men at the outskirts of the village. No chimney was smoking, no sign of life. Silent and careful, Alahel gestured to his men to remain in a group and to be prepared for all contingencies. The house doors were open. In some houses, the table was set for dinner. This hamlet's inhabitants have left in hurry. He had already heard about similar cases during Wolfen raids, but here the situation was quite different: nothing as been devastated.

The Messenger had no time for mysteries. He had a mission to fulfil.

Getting out of a house, he had an unpleasant feeling that he was being watched. This was a shared feeling: his men, all veterans from many a battle, seemed nervous as well.

Suddenly, the village's small church bell started to ring, as if to announce the end of time...

Skeletons and fleshless zombies came out from cellars, sheds, wells and cemetery graves.

Alahel ordered his men to get out of the trap as fast as possible. But, in next to no time, the Lion's troops were circled. Archers and Reapers managed to shoot a couple of macabre dolls, but nothing seemed to be able to stop their progress.

Alahel could easily guess the villagers' fate. Some undeads' flesh hadn't had enough time to start rotting. Their revolting smell wasn't yet strong enough to betray them yet. Around him, it was all grunts, sighs of pain and faces frozen with horror.

Alahan Lions knew the damned from Archeron's blasted lands very well. None of the messengers panicked. Instinctively, they formed a square around the marksmen and tried to keep this formation while moving forward. Paladins' sacred swords and soldiers' lances easily ripped the rags up, as well as the soft flesh and the brittle bones. But for each one falling dead, two took its place. Alahel was opening the way, trying to remain concentrated.

The dance of his sword Deliverance and his sacred lance easily broke the disorganized ranks of the grinning horde.

Just behind him, a Sword Player risked his life to protect a wounded Lancer separated

from the rest of the group. A rusted scythe cut deeply in his leg, and he screamed in fury, a scream that lasted a few more seconds before dying away...

The undead number continued to decrease as a rider mounted on a terrifying war horse came out from the forest, with a macabre sword drawn. With a wide and powerful motion, he forced his way to the battle's heart and killed in one blow a soldier of the Light. No blood gushed out to stain his brothers' clothes. The huge sword of bone and darkness, a Carnage Blade, had already drunk the precious vital liquid.

It was an easy task for the remaining undead to plunge into the breach thus formed by their lord's terrible charge. A Skull Warrior on a Darkness war horse. Lions soldiers were separated from each other, by three to one.

Drawing on his reserves, Alahel tried to reach his men and help, but he was overwhelmed by a swarm of Morbid Puppets armed with nothing but ordinary clubs. While these ludicrous puppets fell one after the other at his feet, his men were dying. The Messenger was getting more and more bitterly angry, losing control of himself bit by bit. Soon the heated exchanges became nothing but powerful and inaccurate twirls. Each of Alahel's blows was sending a slave of darkness back to hell.

The Skull Warrior was watching, impassive...

The champion of Darkness pointed his Carnage Blade at Alahel, challenging the Champion of Light. The Puppets parted aside as the horrible mount charged anew. Alahel dodged out of the terrifying blade's way at the last moment, driving Delivrance deep into his enemy's war horse. Rider and mount crashed to the ground a couple of

meters away in a racket. Unfortunately, the messenger hadn't had enough strength to take his sword out of the zombie mount... But he still had his spear and most importantly his bow.

He drove his spear into the ground and knelt down. The Skull Warrior got up slowly, disoriented by his spectacular fall. His goat horns ornate helmet had fallen to the ground, revealing a putrid face and thin hair. At the back of his empty sockets danced the twin flames of Death and Damnation. Alahel hesitated for a moment while bending his bow. The Skull's face looked somehow familiar...

The Skull charged, giving a throaty groan full of hatred and cursing. The arrow hit deep into his breast, at the place where a heart was supposed to be. Alahel had just time to drop his bow and grab his spear to parry a spectacularly powerful blow. Had he not already been on his knees, he would have fallen down.

The Messenger was turning around his foe, trying to retrieve Delivrance. A waste of time, the Skull Warrior was on him in a single stride. The Champion of Death didn't care about his health, he was striking blows that could have cracked rocks. Alahel had to use dodges and prowess to avoid being hurt. At last he could pick up his weapon.

At that moment, Alahel finally noticed that some parts of the Skull's armour were remains of a Lion Knight armour.

But the Skull Warrior revealed an axe in his spare hand. Alahel was stricken with doubt. That sinister foe was playing with him. What new trick was he up to? The two Champions exchanged a long gaze. Alahel could contemplate Death's blackness in his enemy's eyes. Then something became obvious for the Messenger. "You are Tharn, Knight of the

Lion and you were raised from death by Réha de Brisis after the Kaiber Battle.”

The Skull answered in a hardly intelligible whisper.

“ You’re no match for me. Come back to me when you’re strong and then we’ll fight. Now run if you care about living”. Alahel made a few steps backwards. He still had a mission to fulfil. The Messenger

turned away and started running at full speed. The survivors of his squad were finishing the damned horde.

The war axe whistled through the air near his head and stuck in a door upright, as a reminder not to turn back.

“ I promise you to come back and free you from the evil that torments you, Tharn...”

2 Introduction

You have just acquired a figurine destined for use in a game of combat called **Rag’Narok**. It joins a scene of vast armies, from many races, which clash in epic battles for the domination or the survival of their clan. To allow you to play with the figurines in the battle for **Rag’Narok**, we propose you use the rules of the game **Confrontation**.

Confrontation 2 is the new version of the Confrontation game, which marks the beginnings of **Rag’Narok** with small skirmishes whose consequences are often crucial.

Confrontation remains simple but offers new game-dimensions. Thus you can simulate skirmishes between rival factions with even more pleasure.

To start playing Confrontation, all you need is a fistful of 6 sided dice. You can play with your friends as soon as you have chosen your minis.

To begin playing **Confrontation**, you need at least 4 six-sided dice (D6). Once you do that, you can then begin to have battles with one or more your friends right after having chosen your figurines!

As you constitute more significant armies, you will be able to use the rules of

Rag’Narok and your battles will take on an epic aspect!

Certain rules differ between **Confrontation** and **Rag’Narok**. To pass from one system to the other will present you with no difficulty however. The principles and the characteristics are identical for the two games. **Rag’Narok** is simply the big brother of **Confrontation**.

We are sure that you will have as much pleasure playing **Confrontation**, as we had of being its creator!

3 The Figures

Rackham takes the greatest care in all stages of the design and the realization of the creation of your figurines.

To obtain better results during the painting of your figurines, we advise you to use a model maker hobby knife, as well as a selection of brushes of various small sizes and paints of acrylic resin that can be diluted with water.

Before beginning the painting of your figure, eliminate all excess metal from it with your model maker knife being careful to always direct the blade towards the exterior of the model and away from you, in order not to wound yourself. When finished, apply a primer coating of paint in white or black to the figure.

Once these two stages are finished, you may begin the task of painting your figurine. The unit card that is also provided in the blister case can be used as a guide for the painting of your figure.

4 The Cards

The statistics and capabilities of each model are shown on the model's Reference Card. Some characters have additional cards that describe special equipment, magic spells, or abilities that are unique to them.

4.1 Characteristic Descriptions

Each model is characterized by a few standard statistics listed on the reference card. Each statistic has its own symbol.

4.1.1 Name

The Name indicates the troop type and the race or power to which it belongs. Models with a proper name are called *characters*.

4.1.2 Movement

The Movement characteristic is the number of centimeters a model may move during a turn under normal conditions. The second value, if any, represents the normal movement for flying or swimming.

4.1.3 Initiative

The Initiative characteristic gives the relative quickness of the model's reflexes. The Initiative is used to determine which model hits first in melee combat. The model with a higher initiative is faster.

4.1.4 Attack

The Attack characteristic actually consists of two values: Attack and Force

The first number reflects the melee fighting skill of the model; the higher the score the more skillful the model.

The second number reflects the force the model can bring to bear. It represents the strength of the model and its ability to inflict damage.

4.1.5 Defense

The Defense characteristic actually consists of two values: Defense and Resistance.

The first number reflects the model's skill at avoiding being hit in melee, either by dodging, parrying, or the use of his shield

The second number represents the stamina of the model and how resistant it is to damage. This characteristic accounts for any armor the model may be wearing.

4.1.6 Shooting.

The Shooting characteristic reflects a model's proficiency with missile weapons (bow, crossbow, etc) or thrown weapons (javelin, etc). The weapon used, its range in cm, and its damage (FOR) is all listed on the model's Reference Card.

Some models may not have missile or thrown weapons. These models do not have a value for Shooting on their Reference Card.

4.1.7 Courage

The next characteristic represents either a model's fearlessness or fearsomeness.

The Courage statistic represents a model's bravery and coolness under fire. Courage is a model's resistance to Fear. A mainly white icon indicates courage.

4.1.8 Fear.

The Fear characteristic is the opposite of Courage. A model with Fear can cause other units to flee in panic. A mainly black icon indicates fear.

4.1.9 Discipline

The Discipline characteristic represents a model's training.

4.1.10 Power

The Power characteristic represents a model's ability to use magic. Only Magicians and certain creatures have a Power characteristic.

4.1.11 Faith

Faith is the bond between a worshipper and his deity; the higher the value, the better the worshipper's ability to achieve miracles. Only priests and some creatures have a Faith characteristic. Faith will be described further in the **Divination** supplement.

4.2 Equipment

Any items carried or worn by a model are listed in the Equipment section of the Reference Card. Equipment may be for certain troop types or may be unique to characters. The rules for weapons and equipment can be found in **Rag'Narok**.

4.3 Skills

Some models have abilities above and beyond those of regular troops. These special abilities are listed on the Reference card. A list of the major special abilities is given in Section 12.

4.4 Points

Each Reference Card lists a point value for a single model. When purchasing the figure, multiply the number of models by the point value on their Reference Card.

Point values are often referred to as PA for *Points Armee*.

4.5 Rank

At the bottom of the card is the model's rank. This shows its place in the hierarchical structure of the army. There are eight ranks.

Table 1 Rank

Rank	Description
Irregular	The fighter isn't really a soldier; militia.
Regular	The fighter is a common soldier in the army.
Veteran	A seasoned fighter
Special	An expert in his own combat style
Elite	A fighter that is among the best in his army.
Creature	A very dangerous fighter that can engage a large number of foes.
Walking Legend	A symbolic figure in the army.
Major Ally	A fantastic being who unwaveringly support the army.

4.6 Size

There are four sizes for models and scenery. Size has an influence on ranged

attacks and physical prowess. A model's pose or its equipment does not affect its size.

Table 2 Sizes

Size	Example
Small	Familiar, Goblin, Dwarf, Battle Toad, Dwarven Bombardier, No-Dan-Kar Fishbone Bearer
Medium	Human, Giant Barbarian, <i>Sasia Samaris</i> , Specter, Griffin Executioner, <i>Melmoth</i> , Keltoi Hunter.
Large	Wolfen, Minotaur, Elemental, Centaur, Troll, Razorback Rider, <i>Sophet Drahs</i> , Rider, Great Skull
Extra Large	Dragon, Giant, <i>Belial</i>

5 Characteristic Test

In certain cases, players must make tests against a characteristic to see if they can perform an action.

To make a test, roll a d6 and add the result to the base characteristic. If the result is equal to or higher than the target value, the test is a success.

If a 6 is rolled, the player may roll again. The subsequent roll is then added to 6. You add a new die every time you roll a 6. Some special abilities (see section **Error! Reference source not found.**) allow a 5 to gain a re-roll like a 6 for certain ability tests.

A roll of 1 is a failure. On subsequent rolls, a 1 is also considered a failure.

Note: In **Confrontation 2**, a roll of a 1 on a Courage test is a failure.

It is possible under certain circumstances that a characteristic goes below 0. If a model's Resistance goes below 0, then the model is considered killed and removed from the game.

6 Game Set Up

6.1 Playing Surface

In addition to the figures and Reference Cards, you will need a flat surface of at least 40 x 60 cm and a good number of six sided dice.

6.2 Army Selection

The players agree on a point value and build their armies accordingly. The sides do not have to be equal but they may not differ by more than 15%.

In addition, there can be no more than one character of name in any game (i.e. you can't have *Saphon le Precheur* if your opponent has one in his army).

You may include allies and mercenaries as long as they do not exceed 30% of your force (see section 27)

6.3 Objective

The players each roll a die to determine who will choose the objectives for the game. If the other player agrees, they play for that objective. If the other player rejects the idea, then he must propose another objective.

Alternatively, the objective table on page 61 can be used to select the objective.

If you are playing with the Scenario Cards (see section 24, The Scenario Cards), then use the objectives listed on the card.

6.4 Terrain

After choosing armies and the objective, the players deploy terrain on the gaming table.

After deploying terrain, each player rolls a die and the highest chooses which side he will use for his deployment zone. The other player will take the opposite side.

Confrontation is designed for two players but may be played by multiple players with slight alterations to these rules.

6.5 Deployment

6.5.1 Approach Roll

Each player rolls a die and adds the highest *Discipline* characteristic from the models in his army. The winner is the player with the highest total. Re-roll all ties.

6.5.2 Deploying Models

Both players combine their Reference Cards into a single stack and shuffle them. The player that won the Approach Roll draws the first card. The card indicates which model or models are to be deployed on the table. The players alternate drawing cards until all have been drawn.

A model is deployed on the player's half of the table, unless it has the *Scout* special ability (see section 12.1.32). When deploying a unit, it cannot be deployed such that it could charge an enemy model on the first turn. This rule does not take into account magic items, skills, or spells that may affect movement.

Once all figures are deployed, the game may begin.

6.5.3 Reserve Cards

When a player draws one of his cards, he may choose to keep it in reserve and activate it later. A player may keep one card in reserve. The player that won the Approach Roll may keep an additional card in reserve.

A player may choose to activate as many reserve cards as he wishes simultaneously, but this may only be done during the player's turn.

When there are no more cards to draw, players must deploy the models represented by the cards in their hands.

6.5.4 Opponent's Card

When a player draws his opponent's card, the owner of that card **must** deploy the represented unit. A player may not deploy a reserve card instead of the card that was drawn.

7 Sequence of Play

Confrontation is played in turns and each turn is divided into phases.

- 1) Movement
- 2) Shooting
- 3) Melee

7.1 Tactical Roll

At the beginning of the movement phase, both players make a Tactical Roll that is similar to the Approach Roll (see section 6.5.1). Both players roll a d6 and add the highest *Discipline* score from the models still in the army. The player with the highest total wins the Tactical Roll. Re-roll all ties.

The player that wins the Tactical Roll gains the following advantages:

- He draws the first card in the movement phase
- He can hold an extra reserve card.
- His troops will act first in case of equal Initiative, during the Shooting phase.
- He breaks up melees and chooses the order in which the combats are resolved.

8 Movement Phase

To begin the Movement phase, the players shuffle together the Reference cards for all surviving models.

Each player draws a card in turn, with the player who one the Tactical roll drawing first. The mechanics of drawing the cards are the same as described in the **Deployment** section.

A player may choose to activate as many reserve cards as he wishes simultaneously. A reserve card can be activated when a player may move a model. The activation of a reserve card may not interrupt an opponent's movement.

Players move their models up to their Movement characteristic in centimeters. A figure is not required to move at all. In certain cases, terrain may restrict movement.

Table 3 Movement Cost

Terrain	Penalty
The ground is difficult (i.e. woods, marsh, etc.)	Movement rate is halved
Ladder, rope	Movement rate is halved
The ground is impassable (i.e. deep water, crag, etc)	Impossible.

8.1 Basic Movement

There are three basic types of movement: walk, charge, and enter melee. A model may choose only one type of movement during the movement phase. A model may only move through another if both of their cards were activated simultaneously.

A model that enters melee after movement must be placed in base to base contact with his opponent on the full length of the base. Models may not be placed corner to corner. The size of a model's base determines the maximum number of opponents that can engage a model.

8.1.1 Walk

A model moves a number of centimeters up to his Movement characteristic. The model may move in any direction and may be turned to face any direction at the end of his movement.

8.1.2 Charge

Charging is a special kind of movement a model makes to engage another model in melee. A model that charges may move up to twice its Movement characteristic in centimeters to bring itself into base contact with an enemy model. A model may move around obstacles when charging. Terrain restrictions still apply.

A model must have line of sight to its target at the beginning of its movement to charge.

A model that has been charged suffers a penalty of -1 to its Initiative, Attack, and Defense characteristics for the remainder of the turn. The charge penalties are not cumulative: a single model charged by more than one enemy only suffers the charge penalties once.

When a Charge is successful, (that the enemy was within range of a Charge), the figure that charged must be placed in base-to-base contact with the figure aimed at.

If the “target” was out of range, the model that attempted the attack is required to move double his movement in the direction charged.

8.1.3 Run

A model may run by charging without a target. A model wishing to run does not need to have a target.

8.1.4 Entering Melee

Entering melee with an enemy is less brutal than charging, but allows a model to engage an enemy that was out of line of sight at the beginning of the model’s movement. When entering melee, a model may move up to twice its Movement characteristic in centimeters. If the model is able to move into base contact with the enemy, then he is considered in melee.

Note: the enemy model does not suffer the charge penalty to its Initiative, Attack, and Defense characteristics.

Table 4 Maximum Number of Melee Opponents

Base Type	Base Size (mm)	Maximum Number of Opponents
Infantry	25 x 25	4
Cavalry	25 x 50	6
Creature	37.5 x 37.5 and larger	8

8.2 Physical Prowess

Certain actions require a model to make a Physical Prowess or Prowess check. A Prowess check is handled like a Characteristic test (see section 5) unless specified otherwise.

A model’s Prowess value is equal to its Movement characteristic divided by 2.5.

A model that performs an action that requires a Prowess check may not shoot.

Prowess checks are required when attempting to swim, jump, or climb.

8.2.1 Swimming

A model that wishes to swim must make a Prowess roll. The player rolls a d6 and adds the model’s Prowess value and subtracts the model’s Resistance characteristic. If the result is above 0, the model may swim up to half his Movement characteristic. If the result is below 0, the model suffers a light wound and may not move.

8.2.2 Jumping

A model that wishes to make a jump must first move a distance that is at least as far as the distance he wishes to jump (length or height). A model may enter melee after a jump; the effects are the same as charging (see section 8.1.2).

There are two kinds of jumps: *long jump* for distance and *high jump* for height.

8.2.2.1 Long Jump

A model wishing to make a long jump must make a Prowess check. The difficulty for the Prowess check is equal to 4 + 1 for each base-length that the model wishes to jump.

A success means that the model has made the jump. This ends his movement.

8.2.2.2 High Jump

A model wishing to make a high jump must make a Prowess check. The difficulty for the Prowess check is equal to the height in centimeters the model wishes to jump plus the model's Resistance characteristic. Reduce the difficulty by 2 if the obstacle is smaller in size than the model attempting the jump.

A success means that the model lands on the other side of the obstacle. This ends his movement.

8.2.2.3 Jump Failures

If the model fails to make the jump, he suffers a leg injury with a strength equal to the height he was trying to jump (for a high jump) or the height of the fall (for a long jump).

8.2.3 Climbing

A model wishing to climb rolls a d6 and subtracts his Resistance characteristic. If the result is the distance climbed in centimeters. Place a marker to indicate the vertical position of the climbing model.

If the result is negative, the model has fallen. The model suffers a normal wound with a strength equal to the distance in cm between him and the ground at the beginning of his movement. If there is a flat surface big enough for the model to stand on at the same level as the model when he falls, he does not suffer any wound.

A model may choose to fall. In such a case, he suffers a leg wound with a strength equal to the distance between him and the ground. The model subtracts his prowess score from the wound roll.

8.3 **Special Movement**

8.3.1 Withdrawal from Melee

To withdraw from melee, a model must make an Initiative test. The difficulty is 4 + 2 times the number of models in melee with him.

A success allows the model to move in any direction at full speed. He may enter melee with another foe or shoot.

A failure means that the model stays engaged and will not be able to place any dice into attack during the next melee phase. A model may still counter attack (see 11.1.2) or use the Ambidextrous skill.

A model may enter melee the same turn it withdrew from another melee.

8.3.2 Dodge

A model can dodge to make it harder to be shot. A model that is dodging may move up to half its Movement characteristic in centimeters. A model that dodges may not perform any other action during the turn. Mounted models or those engaged in melee may not dodge.

All shooting that is targeting toward a dodging model is considered to be one range band higher (i.e. short range becomes medium range and medium range becomes long range).

A model may shoot “through” a dodging model without any negative modifiers.

8.4 Fear and Movement

There are creatures in **Rag’Narok** which are so fearsome that their appearance is sometimes enough to force an enemy to flee. Fear can influence a model’s movement.

Before charging (see 8.1.2) or entering melee (see 8.1.4), the moving model must choose a target and measure the distance between the model and the target. If the target has a Fear characteristic (see 4.1.8), then the model may need to make a Courage test.

The same rules apply if the model is charged by or forced to fight a fear-causing enemy.

8.4.1 Making a Courage Test

To make a Courage test, roll a d6 and add the model’s Courage characteristic. If the result is greater than the Fear rating of the enemy model, then the model has passed the Courage test and there are no ill effects.

Note: If the result is equal to or less than the Fear rating of the enemy model, the model fails the Courage test. In **Confrontation 2**, a roll of 1 for a Courage test is an automatic failure.

8.4.2 Effects of Fear

A model that is afraid suffers a –1 modifier to its Initiative, Attack, and Defense characteristics. These modifiers are in addition to any other modifiers, such as for being charged.

8.4.2.1 Being Charged

A model that fails a Courage test when it is charged or forced into melee by a fear-causing creature suffers the effects of Fear. If the model has not yet moved this turn, he flees from the fear-causing creature at double his Movement characteristic in centimeters. A model involved in a melee may not withdraw from the combat.

If the model flees, the fear-causing creature must finish its movement. It may choose a new target if the original one is out of reach.

8.4.2.2 While Charging

A model that fails a Courage test when it is charging or entering melee with a fear-causing creature is paralyzed with fear. He may not move and suffers the effects of Fear. If the fear-causing creature charges the model, he flees.

If another fear-causing creature charges or forces a melee with the model, the model takes a new Courage test.

8.4.2.3 Fleeing off the Table

A model that flees off the table is considered a casualty.

8.4.3 Multiple Figures

If a single Fear-causing model charges more than one model, then these models make a Courage test using the highest Courage characteristic. For each model in the group beyond the first, add 1 to the Courage characteristic.

If multiple Fear-causing creatures charge or enter melee with a single model they likewise add 1 to their Fear score for each member of the group beyond the first.

Note: 12 *Pantin Morbides* simultaneously activated cannot all charge an Alahan Lancer because of the latter's base size. These modifications are in addition to any modifications conferred by the *Command* skill (see section 12.1.9).

8.4.4 Rally

Each time a frightened model is activated during the Movement phase, he may attempt to rally. To rally, the model makes a Courage test. The difficulty for this test is the same as the difficulty that the model failed to become frightened.

A successfully Courage test means the model has rallied. A rallied model is no longer afraid, is no subject to the effects of fear, and may move normally. However, the model is still subject to fear from the creature that frightened him.

An unsuccessful Courage test means that the model is still afraid. The model continues to flee and is still subject to the effect of fear.

8.4.5 Resisting Fear

If a model successfully resists Fear, then it is not subject to Fear from that type of creature or by creatures with a lower Fear characteristic for the rest of the game. A creature with a Fear rating is immune to most other fear-causing creatures. All creatures are subject to fear from Undead.

A successful Rally does not count as resisting fear.

8.5

9 Shooting

During the Shooting Phase, models armed with missile or thrown weapons may fire on enemy units in line of sight. A model cannot shoot at another model if some obstacle blocks line of sight.

Magic spells, as covered in **Incantation**, are cast during the shooting phase as well.

9.1 **Mechanics of Shooting**

A model may shoot if:

- He has a clear line of sight to an enemy model
- The enemy model is in his front 180°.
- He is not engaged in melee
- He has not moved more than his Movement characteristic in centimeters in the Movement phase.

If there is more than one model that may shoot, then the models take their shots in order of their Initiative characteristic (highest to lowest). In the case of a tie, the model of the player who won the Tactical Roll (see section 7.1) shoots first.

You may not pre-measure the distance between the shooter and the target. The

range is determined after the shot has been declared. If the target is out of range, the shot is automatically a failure.

To fire, the shooter rolls a d6 and adds his Shooting characteristic. The difficulty depends on the range and the kind of shot being made.

9.1.1 Range Bands

Shooting weapons have three ranges: short, medium, and long. Reference cards for missile-armed troops list the ranges as three numbers; one for each range. The fourth number is the strength of the weapon for resolving damage.

The basic difficulty is based on range:

- Short Range difficulty is 4.
- Medium Range difficulty is 7.
- Long Range difficulty is 10.

9.1.2 Types of Shots

A model may choose one of four types of shot based on his movement during the Movement phase. The different types of shot may be combined, but the effects are cumulative.

9.1.2.1 Static Shot.

The model did not move during the Movement phase. The fires his weapon in order based on its Initiative characteristic using the standard difficulty scores.

9.1.2.2 Move & Shoot

The model moved equal to or less than his Movement characteristic during the Movement phase. The model fires his

weapon in order based on his Initiative characteristic. The difficulty is increased by 1.

9.1.2.3 Accurate Shot

The model takes extra time to place his shot. He reduces his Initiative characteristic by 2 for purposes of determining shooting order but the difficulty is decreased by 1. A model may not take multiple accurate shots in the same shooting phase.

9.1.2.4 Quick Shot

The model snaps off a shot with out aiming. The model increases his Initiative characteristic by 2 for purposes of determining shooting order but the difficulty of the shot is increased by 1. A model may only declare a quick shot once per turn.

9.1.3 Other Modifiers

The following modifiers apply to shooting:

- Target is partially hidden: +1 to the difficulty.
- An obstructing model is dodging: no modifier.
- Target touches the obstacle it is hiding behind: +2 to the difficulty
- Small model: +1 to the difficulty
- Medium sized model: no modifier
- Large model: -1 to the difficulty.
- Extra large model: -2 to the difficulty.

9.1.4 Firing Through Troops

A model may only fire “through” troops that are dodging (see 8.3.2).

9.1.5 Firing into a Melee

If the target is involved in a melee, resolve the hit as normal. However, randomize the model that suffers the damage. A small model counts as 1; a medium-sized model counts as 2; a large model counts as 3; and an extra-large model counts as 4.

Example: A Goblin Raider (small, counts as 1) is involved in a melee with a Redemption Knight (large, counts as 3) and a Griffon Lancer (medium, counts as 2). A Goblin Javeliner that fires into the melee will hit his friend on a 1 out of a d6 (1 + 3 + 2).

9.1.6 Counter Shooting

During the movement phase, a model armed with a missile weapon that is charged may fire against the charging model if the charged model’s reference card is currently held in reserve.

The shot is resolved immediately. The difficulty for a counter shot is 6.

If there is more than one model on the card, only those models being charged may counter shoot.

A counter-shot counts as the model’s movement for the turn.

9.2 Damage

If the shooter hits the target, then he rolls 2d6 and adds the Damage rating of the weapon and subtracts the Stamina of the target. He uses the result and consults Table 16 Damage Table on page 58.

Roll 2d6 to determine the damage from a shooting or melee attack. The Attacker adds his Force score and subtracts the Stamina of the defender. The result is the amount of damage scored on the defender.

The lesser of the two dice is used to determine the location of the hit, either leg, arm, trunk, or head. A double indicates a critical hit; ignore the normal wound table and use the Critical Hit table instead.

When a model is wounded, all of its rolls for Initiative, Attack, Defense, and Shooting are modified as given in Table 18 Wound Severity on page 58.

If a wounded model is hit again, resolve the damage according to the following rules:

- If the subsequent wound is more severe than the existing wound, then the model suffers the more severe effect.
- If the subsequent wound is equal or less than the existing wound, then the existing wound is increased in severity by one level.

Note: The effects of a wound do not apply to Discipline or Courage tests (i.e. a model with a Serious wound does not automatically fail a Discipline test if he rolls a 3). The effects of a wound do not apply to casting spells either.

9.3 Optional Shooting Rules

These rules are optional; you must get your opponent’s agreement before using these rules in a game.

9.3.1 Rate of Fire

For more realism, the ranged weapons used in **Confrontation** have a rate of fire. Table 20 Rate of Fire lists the number of turns it takes to reload the weapon. During reloading, the model cannot shoot.

Note: The Rate of Fire rule was optional for the first edition of **Confrontation**; however, it was not included in **Confrontation 2**. This rule has been left here for those players who wish to use it in **Confrontation 2**.

10 Melee Phase

The Melee phase is the decisive part of **Confrontation**. It is when the tactics of each player will decide the fate of the combatants.

10.1 Determining the Order of Combats

The winner of the Tactical Roll (see section 7.1) chooses the order of combat.

10.2 Sorting Out Complex Combats

Melees can be quite confusing and certain combats can sometimes appear complex. This is especially true when there are multiple combatants in base-to-base contact.

In such a case, player who won the Tactical Roll breaks down the complex combat into smaller, less complex combats of one-on-one or many-on-one.

A model that started the Melee phase in combat must still be in combat after the above separation.

Note: Breaking up the combat does not mean re-arranging the models. They must stay in their relative positions. The combats are simply broken down into many-on-one or one-on-one. Some players separate the different melees by a small gap (one or two millimeters) to make things clearer, but the models are moved back into position after the melee round is over.

10.3 Resolution of Combat

Each combat is resolved independently of the others and any results apply immediately. The combat procedure is given below:

10.3.1 Determining Initiative

Each player makes an Initiative test for its model. The winner strikes first. If the scores are the same, then the Initiative test is repeated until someone wins. When dealing with several models on one side, you must use the best Initiative score of the group (even in that model has is wounded) and modify the die roll by +1 for each additional model on that side. The result applies to all models on the side.

10.3.2 Determine Combat Dice

After determining Initiative, the melee is handled as individual combats. There are two kinds: one-on-one and many-on-one. In a one-on-one combat, each player takes two dice for the combat. In a many-on-one combat, the player with the larger force takes 2d6 for each figure; the player with the single model takes 1d6 for each model arrayed against him plus 1d6 for himself.

The player who lost the Initiative test now assigns his dice into Attack and Defense

modes. He places all the dice to use for Attack to the right of the model and all the dice to use for Defense to the left of the model. A player may choose to put no dice on one side thus choosing to not attack or defend. Once this is done, the player who won the Initiative test places his dice.

10.3.3 Attack Rolls

The Attacker now determines the difficulty for his Attack check. This number is chosen by the Attacker to set the chance for his attack to succeed.

Note: The number chosen for the Attack check is the same number that the Defender uses to save the attack.

Once the difficulty is chosen, the Attacker rolls the number of d6's he set aside for the attack as described in section 10.3.2. To these dice he adds his Attack characteristic. If any are equal to or greater than the difficulty, those attacks succeed. Those that are less miss. A roll of 1 is always a miss.

The Attacker may choose a different difficulty for each of his attack dice. The Defender may choose which attacks to parry before rolling his defense dice.

Note: If the Defender allocates at least one die to defense, then the chosen mark must be at least equal to the Defense characteristic of the defender.

The defender now rolls the number of d6's he set aside for his defense in step 2. To these dice he adds his Defense characteristic. If any are equal to or greater than the attacker's difficulty, then the

attack is successfully defended. If any are less, then the defense fails. A roll of a 1 is always a miss.

If the number of successful defenses is equal to or greater than the number of successful attacks, then proceed to stage 5. If the number of successful defenses is less than the number of successful attacks, then proceed to step 4 for damage resolution.

10.3.4 Wound Rolls

If a model has sustained a wound, roll 2d6. Add the Attacker's Force characteristic (see 4.1.4) and subtract the Defender's Stamina (see 4.1.5) from the base Damage roll. Cross-reference the final score on the Damage Table.

When the Attacker rolls doubles, the Attacker's Force or the Defender's Stamina does not modify the roll. The Attacker determines the result of the attack by looking at the doubles portion of the Damage Table.

Since rolling to wound is not a characteristic test, you may not roll again when you roll a 6.

10.3.5 Defender Reprisal

If the defender survived the attack and has at least one die assigned to attack, then steps 3 and 4 are repeated with the Defender and Attacker exchanging roles.

10.4 Sustained Defense

A model with at least one die in defense may try to parry more than one attack with the same die.

This die may be used to make another defense roll, with the difficulty increased by 2. The sustained defense continues,

with an increased difficulty of two for each roll, as long as the sustained defense rolls are successful.

A model may only use sustained defense when outnumbered.

A model may only use one die for sustained defense; no matter how many dice he has in defense.

A model using Sustained Defense may not place more dice into attack than into defense.

These extra dice may **not** be used with the Ambidextrous skill (see 12.1.1) or to Counter-Attack (see 11.1.2).

10.5 Pursuit

At the end of a combat, if all models on one side are killed, all models on the victorious side of the melee may move up to half of their Movement characteristic in any direction. The model may engage new enemies in melee provided that:

- It can reach an enemy that is not already engaged, or
- It can reach a combat that has not yet been resolved this turn.

The Pursuit is not considered a Charge but rather an Engage in Melee move (see 8.1.4).

A model may only use the Follow-up Move once per turn.

A combat that has a model follow up into it must be resolved immediately.

10.6 Polearms (optional)

This rule is optional; you must get your opponent's agreement before using it in a game.

Any infantry models equipped with a polearm (Lance, Halberd, Gisarme,

Pertuisane, etc) can support a melee. The model that wishes to support must not be engaged in melee himself and must be in base-to-base contact with an allied model he wants to support. A combatant who is supported in this manner gains an additional die in melee combat.

Note: The polearm optional rule was included in the first edition of **Confrontation**. Both rules were dropped from **Confrontation 2**. This rule has been left here for those players who wish to use it in **Confrontation 2**.

10.7 Combat Example

Alahel has been trapped in a village infested with undead. While his men are exterminating the damned horde, Tharn, the Skull Warrior, challenges Alahel ...

Tharn is in Charge reach from Alahel. Before the Acheron player moves his mini, the Alahan player must make a Courage Roll in order to determine if Alahel is affected by Fear. He has a Courage value of 6. His foe's Fear value is 9. he must though roll a 4+ ($6+4=10$, that is higher than 9) with the D6 not to flee. Alahel rolls a 5, added to his Courage / 6 = 11, the roll is a success: Tharn's mini is placed base to base with Alahel's.

Because of the Charge, Alahel suffers a -1 penalty on Initiative, Attack and Defence until end of turn.

Both fighters are now in melee. Each player rolls for Initiative to determine which one is going to have an advantage over the other. The Alahan player rolls a 4, giving a total of 6 / INI 3 -1 because of the charge + 4. The Acheron player rolls a 1, it's an automatic failure.

Tharn must place his dice first, Alahel having anticipated his blows. As it is a one-on-one combat, each fighter has two dice. Tharn, thanks to his Natural Born Killer skill, has an extra die in melee. The Skull Warrior chooses to place 2 dice in attack and one in defence. Facing this demonstration of power, Alahel chooses to place both his dice in Defence.

The Alahan player counts on his ambidextrous skill to take his opponent by surprise.... Tharn now decides on the complexity of his attacks by choosing a difficulty that must be rolled equal or higher by adding a D6 to his Attack / 7. He chooses a difficulty of 11 for both his strikes. The dice roll a 2 and a 5. A single blow is beyond eleven.

Alahel now tries to fend off. The difficulty is that same number that was set by the Attacker. His defence is 5-1 due to the charge. So he has a defence of 4 and one attack to parry with two rolls. Nervous, Alahel's player rolls: 4 and 6. He chooses to roll again the 6 and rolls a 4. Thus, his final score is 14 / DEF 4 + 6 + 4. The attack with a difficulty of 11 is cancelled. And the Ambidextrous skill gives him an attack dice.

Alahel can now strike back: his Attack value is 4 / 5-1 due to the charge. He sets the difficulty to 8 and rolls a 5. The attack hits! Tharn has a Defence value of 6, but rolls a 1 on his only defence roll.

Alahel inflicts a wound on his enemy: players refer to the Injury Table at the end of this booklet. The Alahan player then rolls 2D6; a 2 and a 5. The lowest sets the location of the wound: the arms. But Alahel's sword, Deliverance, has the special ability to always strike the body. The two dice added give a 6. Alahel adds his Strength / STR 5 / and subtracts Tharn's Resistance / RES 9. The final

score is $5 + 6 - 9 = 2$ in the Body: Light Wound!

Effects from the wound are immediate: Tharn's following scores suffer a -1 penalty until end of game: INI, ATT, DEF, RAN. But Tharn has the Regeneration skill, and that wound will not bother him for long!

A new turn begins in Confrontation...

11 Personality Special Rules

The following rules apply to personalities only.

11.1.1 Multiple Attacks and Defenses

Certain individuals in **Rag'Narok** are extremely powerful. These are called *Champions, Heroes, Living Legends, and Major Allies*. These models have the option of attacking and/or defending several times. Each additional action adds one d6 to either the attack or defense dice. For each additional action, however, a penalty of -2 is applied to the Attack and Defense rolls. The penalty may never lower the base Attack or Defense character below 0.

11.1.2 Counter Attack

A non-magical Personality may attempt a Counter-Attack rather than defending. He must announce this just before making his Defense rolls. The Difficulty of his rolls is increased by two points. Each success allows the annulment of an enemy attack as normal, but also gains the Defender of an extra Attack.

Warrior-mages may counter attack even if they are not personalities.

11.13 Master Stroke (*Coup de Maître*)

If the Attacker allocates at least 2 dice to attack, he may attempt a Master Stroke. The attacker rolls only one die for his attack. If the Attacker scores a hit, he makes a single To Wound roll.

If the opponent does not successfully defend against the strike, add the difficulty for the attack roll to the result of the damage roll.

Note: Both Heroic Charge and Blood Rage were included in the first edition of **Confrontation**. Both rules were dropped from **Confrontation 2**. This rule has been left here for those players who wish to use it in **Confrontation 2**.

11.14 Heroic Charge

In each Turn, in place of a charge, you may declare a heroic charge with a single Personality. It automatically passes its Courage roll, if necessary, and gains a bonus of 2.5 cm to its Movement characteristic.

11.15 Blood Rage (optional)

This rule is optional; you must get your opponent's agreement before using it in a game.

Personalities can become true rough and blood-thirsty men. The more they kill their enemies the more it becomes necessary to kill. To represent this, each time that one of the personalities eliminates an enemy model, place an "Enrage" marker beside the character. The "Enrage" markers can be used by the personality to add to his rolls for Initiative, Attack, or Wounds. Each marker adds a +1 modifier. The number of "Enrage" markers that are to be

used must be declared before rolling the dice.

12 Skills

Certain warriors have special abilities listed on their Reference Cards. These abilities are explained below.

Note: The skills are listed in alphabetical order by their English translations. As such, they are in a different order from the original French document.

Some skills are explained with a "/X" value. This value is the modifier for the skill. For example, *Command/10* is a Command skill with a 10cm range and *Regenerate/5* means the creature may regenerate on a roll of 5+.

Note: The "/X" value is new for **Confrontation 2**. As of this writing, Rackham hasn't issued new cards for the existing figures. Until revised cards are available, existing ones will have to be used. Where appropriate, the affected skills will provide an *educated guess* as to what the "/X" value should be.

12.1 Competencies and Aptitudes

Skills are divided into two classes: Competencies and Aptitudes.

One may choose to activate a Special Ability (i.e. that you can decide that your combatant uses his knowledge or not at the time of a combat. This choice can be carried out at the last moment, just before the Special Ability is used).

An Aptitude is always on.

Note: Competencies and Aptitudes were included in the first edition of **Confrontation**. But the rule was dropped from **Confrontation 2**. This rule has been left here for those players who wish to use it in **Confrontation 2**. List of Special Abilities

12.1.1 Ambidextrous (*Ambidextre*)

A model that is Ambidextrous fights with two weapons. For each successful defense in melee, the model gains an additional Attack Die. The Ambidextrous skill may not be combined with Sustained Defense (see 10.4) or Counter Attack (see 11.1.2).

Note that a model using the Ambidextrous ability does not suffer the +2 modifier to the difficulty as with a counter attack (see 11.1.2).

12.1.2 Assassin (*Assassin*)

When charging, an assassin rolls 3d6 for the first roll on the wound chart. The player chooses the best two dice from the three.

A model with the assassin skill is immune to the assassin skill.

12.1.3 Berserk (*Furie guerriere*)

A berserk model adds an additional attack die in melee, however it may not use any dice for defense. The model may or may not use this ability. If it chooses not to, it may attack and defend as normal.

A model with Berserk chooses before the Initiative test whether to use this special ability. A model having to place all his

dice into Defense as a result of a spell or a failure to disengage may not use Berserk.

12.1.4 Bestial (Brutish) Charge

A model with Bestial Charge gains an extra attack die on the turn it charges.

12.1.5 Bravery (*Bravoure*)

A model with Bravery skill does not fail a Courage test if they roll a 1. The model may also roll again on a 5 or a 6.

12.1.6 Brutish Lout (*Brute épaisse*)

Some models are more violent than others are. Such models treat an Attack roll of 5 as a 6. They may roll a subsequent die if they roll a 5 or 6. If they roll a 1 on the subsequent die, it is not considered a failure.

12.1.7 Clan of Drones

A Keltois barbarian faction allied with Darkness.

12.1.8 Clan of Sessaire

A Keltois barbarian faction opposing the Drones.

12.1.9 Command/X (*Commandement*)

All models within *X* centimeters of the model with the Command skill can use the latter's Courage, Fear, and Discipline characteristics when they must make an appropriate characteristic test.

Allies cannot benefit from the Command skill of a model from another race.

The Command skill does not give a Fear characteristic to a model that does not have it, and vice versa.

Note: If a model does not have an X value, use its Movement characteristic instead.

12.1.9.1 Standard Bearer

Every model X centimeters from a Standard Bearer gains a +1 modifier for all Courage tests.

12.1.9.2 Musician

Every model X centimeters from a Musician gains a +1 modifier for all Discipline tests.

12.1.10 Devotion

Certain warriors have so much devotion towards their masters that they are ready to give their life for them. When a Magician of your camp needs gems of power, he can sacrifice a figure possessing this skill. The figure must be in contact with the magician. By this act, the magician recuperates three gems of any element he wishes. Remove the figure sacrificed as he were killed; he is considered as a loss.

12.1.11 Duelist (*Bretteur*)

A model with the Duelist skill may ignore the minimum difficulty rule (see 10.3.3) when setting the difficulty for attacking.

12.1.12 Enormous

Enormous creatures ignore wound penalties. When they are killed, do not remove them from play, but apply the effects of a “critical wound.” Kill them a second time, and the model is removed from play.

12.1.13 Extra Arms (*Membre supplémentaire*)

A model with Extra Arms skill may switch his Attack and Defense characteristics until the end of the turn. This skill must be invoked prior to the Initiative roll.

12.1.14 Fanaticism (*Fanatisme*)

When making a Discipline test, a model with the Fanatic skill may roll again on a 5 or a 6. A Fanatic model that fails a Courage test must pass a Discipline test of the same difficulty to not flee. If he passes the Discipline test or not, he is still subject to the effects of Fear (see section 8.4.2) and may not charge or enter melee with the model that frightened him.

12.1.15 Gigantic (*Gigantesque*)

There are on the continent of Aarklash creatures of a gigantic size. They ignore wound penalties. When they are killed, do not remove them from play, but apply the effects of a “light wound.” Kill them a second time, and they suffer a “serious wound,” a third for a critical wound. By the fourth time, they are truly killed.

12.1.16 Harassment (*Harcèlement*)

A model with the Harassment skill may fire during the Movement phase providing the type of movement allows a shot. The model may not choose Quick Shot or Accurate Shot while using Harassment. Once the shot has been made, the model may continue its movement and may enter melee with an enemy model.

A model that used the Harassment skill to fire during the Movement phase may not fire again during the Shooting phase.

12.1.17 Haste

Some warriors possess the haste skill, the ability to move with extreme speed. They can triple their movement when they charge, run or flee.

12.1.18 Huge

Huge creatures ignore wound penalties. When they are killed, do not remove them from play, but apply the effects of a “serious wound.” Kill them a second time, and they suffer a “critical wound”. By the third “killed” result, the model is removed from play.

12.1.19 Incarnation

A warrior who possesses this skill doubles their value in points. But he is from now on a Personality. This skill can allow you to create different personalities. There are no restrictions on which figure can acquire Incarnation. See section 26.1.2, The Beginning of the Quest for more information.

12.1.20 Instinctive Shot (*Tir instinctif*)

A model with the Instinctive Shot skill may shoot after a movement higher than their own Movement characteristic, or after a successful Prowess test. The shot must be at short range or less, with a +3 difficulty modifier.

A model with Instinctive Shot skill may also choose their target when firing into melee.

12.1.21 Leap (*Bond*)

Certain creatures of Aarklash have adapted themselves to a particularly hostile environment and have learned to move in Leaps. They are capable of crossing a

distance equal to half their movement in a single leap, ignoring any obstacles that are not taller than their Movement characteristic. A model can make two leaps per turn. A model may not leap if it is swimming or dodging.

12.1.22 Marksman (*Tireur d'élite*)

Models with the marksman skill do not fail when they roll a 1 for shooting.

12.1.23 Mercenary (*Mercenary*)

A model with the Mercenary special ability can fight with any army. However, the model gains no bonus from the army's models with the Command skill.

If a model with both Mercenary and Command skills joins an army as a mercenary, then it cannot use his Command skill.

12.1.24 Mutant *X* (*Mutagène*)

Some races use drugs that they inject into their bodies to increase their characteristics. Each turn prior to making the Tactical roll; choose one model with the Mutant skill for each whole 100 PA block of troops. Magic items, spells, miracles, and experience cards of mutant models are included in this score. The model must be chosen prior to all other actions that may occur before the Tactical roll.

For each chosen model, roll 1d6 at any time during the turn. The result of this die roll plus the value *X* is the number of points that can be added to the model's characteristics (such as Attack and Defense).

Note: If a model does not have an *X* value then number of points to be added is what is rolled on the die (the *X* is treated as 0).

The Power and Faith characteristics cannot be modified by the Mutant skill.

A characteristic test that has already been made may not be retroactively modified by the Mutant skill.

The Mutant skill may modify the Courage or Fear of the model. However, the modified score cannot be used in conjunction with the *Command* skill; only the unmodified Courage or Fear characteristic may be used by the *Command* skill.

A model may only receive one Mutant die per turn, except for spells, magic items, or miracle effects.

Every Mutant model's extra dice are rolled at the same time.

The Mutant effect lasts until the end of the turn.

12.1.25 Natural Born Killer (*Tueur né*)

A model with this skill gets an additional die to use in melee.

A model with this skill also does not fail a Courage test if he rolls a 1.

12.1.26 Possessed (*Possédé*)

Certain combatants are no longer the masters of their own destiny. They are inhabited by a demon that gnaws at their spirit and gives rise to the worst acts of treachery and violence. A possessed model treats wounds one step lower; "critical wounds" become "serious wounds", "serious wounds" become "light wounds", and "light wounds" become

"stun". This skill does not affect "stun" or "killed" results.

Note: Possessed figures do not have a characteristic of Courage or Fear.

12.1.27 Quickness (*Vivacité*)

A model with the Quickness skill does not automatically fail an Initiative or Prowess test when he rolls a 1.

12.1.28 Rallying Cry (*Cri de rallieiment*)

Once per game, a model with this skill may inspire heroic deeds in his troops. Every model from the same race is immune to Fear until the end of the turn. Fleeing fighters are automatically rallied and may act normally.

The Rallying Cry applies only to the army of the model having this ability and not to its allies or mercenaries.

12.1.29 Regeneration */X*(*Régénération*)

At the end of a turn, a wounded model with Regeneration may roll a d6. On a *X+*, the severity of the wound is reduced one step. For example, a critical wound is reduced to serious. The model may continue to roll for Regeneration until it fails to roll a *X+* or until it has no more wounds.

Note: If a model does not have an *X* value, the model must roll 5+.

If the model survives the turn, it may roll for Regeneration on subsequent turns.

Note that you cannot regenerate a model that is killed.

12.1.30 Reinforcement (*Renfort*)

Some peoples have the ability to send reinforcements during the game. Each model with the Reinforcement skill that is removed from the game is set aside. At the beginning of each turn, roll 2d6 for each such model. On a 12, the model may re-enter the game. It can be deployed anywhere on the board, with two restrictions:

1. The model may not be deployed in base-to-base contact with an enemy model.
2. The model must be within charge range during the next turn.

A character may not have the Reinforcement skill.

12.1.31 Righteous (*Juste*)

A model with the Righteous skill is immune to all kinds of Fear (including magical fear). An enemy may not control a Righteous model by any means.

12.1.32 Scout (*Elcaireur*)

During the Approach Phase (see section 6.5.1), models with the Scout skill have their cards shuffled into a separate deck. When the main deck is exhausted, the Scout deck is used.

Models with the Scout skill are deployed anywhere on the board, even in sight of the enemy.

12.1.32.1 Scouts and Charging

The Scout model may be deployed in such a way that it can charge the enemy on the first turn, but it must be deployed more than its Movement characteristic away.

A Scout model deployed within charge range of an enemy is considered to be in line of sight of the enemy.

12.1.32.2 Hidden Deployment

A Scout model deployed out of charge range is considered to be hidden and may not be the target of any action. As long as the Scout model takes no action (other than making Courage rolls) the model remains hidden and may not be directly targeted by an enemy action.

- It is not within charge distance of an enemy model
- It is not within line of sight of an enemy model.

12.1.33 Self Preservation (*Instinct de survie*)

A model with the Self Preservation skill that receives a “Killed” result on the damage table rolls a d6. On a roll of a 6, the model suffers a “critical” wound instead.

12.1.34 Staff (*Etat-Major*)

A staff consists of a Champion, Standard Bearer, and a Musician. All combatants within 1 turn of movement of each member of the staff may use the Courage/Fear and Discipline of the Champion scores with an additional bonus of +2. The *Command* skill is ineffective.

12.1.35 Strategist

The great strategists always have an alternate plan. Whatever situation they find themselves in, they come up with an infallible plan. Just before beginning Deployment, you may separate out a quarter of your army in points and replace

them with troops of equal value. If the two camps both have Strategy, the one who has the most benefits from this skill. If the two armies have the same number of Strategists, each changes a quarter of their army in secret.

12.1.36 Tactician

The tacticians do not develop plans of battle, but instead know how to adapt rapidly to different situations. Except in the Deployment phase, a Tactician doubles his discipline characteristic with a successful Discipline check.

12.1.37 Tough (*Dur à cuire*)

When rolling to wound (see section 10.3.4) a model with Tough, the result is read one line above where the dice indicate. The result cannot be moved beyond the first line.

The Tough skill does not apply when doubles are rolled or when the original result is “killed”.

12.1.38 Undead (*Mort Vivant*)

Models with this skill are naturally immune to Fear. In addition, the model has such a dreadful nature that they cause Fear in models that they cause Fear. A frightening creature takes a Courage test using its Fear characteristic.

An undead model is not subject to discipline since it is under the influence of superior entities. When making a Discipline test, the undead model is considered to have a Discipline characteristic of 0.

An undead model may not drown; he does not suffer a light wound if he fails a swimming prowess test.

12.1.39 Veteran

Warriors who have participated in numerous campaigns have seen it all, or almost. They know the strengths and weaknesses of their enemies. Against a “Veteran” warrior, adversaries will never re-roll 6’s on a Characteristic test. Wound rolls are not affected by this modification.

12.1.40 War Cry *X* (*Cri de guerre*)

A model with War Cry has a Fear characteristic of *X* when it charges. War Cry only applies to charges. The charged model must use its own Courage characteristic for the Courage test.

Note: If a model does not have an *X* value, it gains a Fear characteristic of 5. A model with War Cry is immune to Fear from all models except Undead.

12.1.41 Warhorse

Some models train their mounts to become warhorses. During melee, a warhorse gives its rider an extra die in Attack. This extra die is **not** added during a charge. Models equipped with a warhorse may dodge (see section 8.3.2).

12.1.42 Warrior-Mage (*Guerrier-mage*)

A figure with Warrior-Mage has the following advantages:

- Warrior-Mage can recover mana while engaged in hand-to-hand combat exactly as if they were not engaged (the modifier for the roll determining how many gems are gained is only the current number of mana gems and not twice the current number of gems.

- A Warrior-Mage is able to "counter-attack", some kind of a riposte for each successful defense block (this rule is also available for heroes, champions and others characters).
- Warrior-Mage can cast a spell and shoot a missile weapon in the same turn.
- A Warrior-Mage knows one less spell than casters of the same level but only 1 spell for level 1 Warrior-Mage.
- A Warrior-Mage can't go into a trance (used by casters to recover gems without the mana that has been evoked just before).
- Only the Warrior-Magi can charge or run and then to cast spells during the shooting phase.

13 Ending the Game

The game is over when either:

- Both players wish it so.
- The objective has been met.
- One side may no longer fulfill its objective.
- There are no models on one side.

14 Races

After a long period of peace, war breaks out across Aarklash. Skirmishes follow one another, heralding an era of darkness and slaughter.

The peoples of Aarklash have been expecting and preparing for that bloody age for a long time. Some call it the Judgement Day, others call it Armageddon

or Rebirth...but everyone knows it as Rag'Narok, the dusk of centuries.

14.1 Alahan Lions

Alahan Lions, protectors of Light and Justice, fight to restore order and prosperity on Aarklash. But their lands are threatened by the hordes of damned coming back from Hell.

14.2 Order of the Ram (Undead)

Order of the Ram's necromancers open the Darkness Gates in Archeron, the dead world. The relentless undead legions that come through are just a small part of their dreadful power.

14.3 Cynwälls Elves

Cynwälls Elves and their majestic dragons are getting out of their long meditations to discover a world that has forgotten them. Who knows what Magic animates their wonderful technological prowesses?

14.4 Tir-Nâ-Bor Dwarves

Tir-Nâ-Bor Dwarves refuse fate and prepare for Argg-Am-Ork, the end of their age. Living in Mount Aegis, they forge weapons and armors capable of repelling the one they're ready and waiting for: Death herself.

14.5 Disciples of the Empire of the Akkylannie Griffin

Disciples of the Empire of the Akkylannie Griffin have gone on a crusade to recover their prophet's tomb. They will purify the world with the Single Truth fire in the name of their god, Merin...

14.6 Orcs

Orcs are the youngest and sturdiest people on Aarklash. Nothing seems to be strong

enough to stop the Jackal god's warriors. Once they'll have an appointed leader, they will spread throughout the world to quench their thirst for revenge...

14.7 **Alchemists of Dirz**

Dirz' Alchemists and their bio-mechanical warriors patiently observe their enemies from the Syharhalna desert. At their Commodore signal, they will unleash the sleeping horrors from their laboratories and establish a new order on Aarklash.

14.8 **Akkyshan Elves**

Akkyshan Elves from the Web Forest have a heart as dark as night. Widow spiders prepare to sacrifice Aarklash on the altar of Lilith, goddess of Darkness.

14.9 **Wolfen**

Wolfen are Aarklash's greatest predators. Only fools believe that there is a part of latent humanity in them. This mysterious people considers others as prey. They will weave their victims' name on long Bands of Murmurs and howl their victory at Yllia, the Moon, until the end of time.

14.10 **No-Dan-Kar Goblins**

Peoples from Aarklash think that No-Dan-Kar Goblins want to conquer the world. The goblins think that this has already been done! Wherever you go, they'll be there before you. It is even said that they've tamed Trolls...

Who's going to be strong enough to resist the Rat God?

14.11 **Daikinee Elves**

Daikinee Elves, victims of a strange curse, try to reach the Fayes' world before their extinction. But isn't their salvation somewhere else? Woe betide anyone who think they're vulnerable, because their soldiers live several lives...

14.12 **Keltois**

Keltois from Avagddu Plains are fierce nomad warriors. They seek the Ard Ri, the great King who will unify again the tribes and lead them on the way of the goddess Danu. Will he be from Clan Sessair, Clan Drune or another ?

Other peoples are observing Aarklash

With a greedy look, waiting for the best

Moment to enter the conflict.

And you?

Which people will you choose to carry your

Hopes and dreams to the battlefields of

Aarklash?

In the shadow, the Gods are watching.

Secrets of the Ancients begin to unveil...

15 Primal Fear

The smell of a brother killed in combat, mixed with human smells.

Onyx and his pack hadn't had much trouble to follow the trail to those masked humans. Their particular smell can be smelt from far away, even with an unfavorable wind.

Their clothes and colour of skin are different from everything that the Wolfen have seen so far. Kassar, a Wolfen with neither god nor master, told them that those humans live in the desert, but too far away to reach the Standing Stones Forest. Despite all the layers of clothes they are wearing to endure the climate in this part of Aarklash, they're cold. Some of them don't have the slightest bit of skin exposed.

They won't get out of it alive.

They defied the taboo by entering the sanctuary of Yllia, mother of all the Wolfen. They captured a young Hunter, and have sent him to sleep in a cage covered with strange instruments.

Onyx is wondering why they have come from that far to capture a Wolfen. He knows his brother is still alive, but for how much longer?

Those humans don't know the forest language, they remain in groups.

One of them is the size of a Predator. His muscles are huge, and his eyes are made out of glass. Strange growths, looking like an insect, grow out of different parts of his body. His enormous sword will make a beautiful trophy. They move silently, in spite of their equipment. But their smell assaults the Wolfen's nostrils.

They don't smell like others do. It's not a natural smell. They must die.

Having fulfilled their mission was a great relief for the members of the Sihar expedition. The special genotype of that young Wolfen will be used to improve theirs and maybe, to get closer to perfection. Glory was awaiting them back at home.

But for now, they had to get out of the forest before dusk. Some members of the expedition had met an unenviable death on that mad hunt, and there was still a long way ahead.

In order to adapt to the climate in the north of the continent, they had to purchase new clothes on the way...But not the Skorize Warrior, the troop's scout. His nerve endings modified by Dirz Technomancers meant he could ignore part of the pain. He was unaffected by cold or heat.

This new kind of terrain put his skills to the test. Desert doesn't teach the same things as forest...

He stopped for a moment. Fresh Wolfen tracks attracted his attention.

What kind of creature is...this?

The Predator is observing the human hunter armed with articulated claws on his back scornfully. The human turns towards his comrades. He has discovered the tracks.

The Predator keeps pace with his prey and gradually gets closer.

At the very moment when the Dawn Warrior at the head of the group saw his comrade coming back, he spotted the heavy figure that was taking shape behind him. He scarcely had time to raise a finger to signal the danger.

The Predator was on him. The Wolfen hunter's blade easily pierced the Skorize's armor. He cried out in surprise, and struck back instantaneously: the two dorsal

blades rose and punched through the assailant's thorax.

Syhar crossbowmen rose their weapons, and terrifying howls suddenly broke the forest's silence. A man-sized bolt shot down one of the cage bearers. Two crossbowmen were mown down by a Wolfen as fast as lightning. A crossbowman pointed out to a copse, and they all shot through the leaves. A Wolfen came out of it, reeling, and fell down.

The Dawn Warrior suddenly felt breathing on the back of his neck. The Predator was just behind him, claws out. The warrior's shriek of terror was interrupted by the crack of his backbone. The huge Keratis Warrior drew his blade: two Wolfen were getting close to him fast. The first was swept by a devastating blow, the second fell under his bloody sword.

At last, the alchemists were no longer under the effect of surprise. They began to organize...But the Wolfen were all gone, leaving behind them a heap of corpses.

The cage was intact.

After a long moment of distress, the expedition's leader – a Technomancer – beckoned to his men to resume the walk, in closed ranks. Dusk was coming.

A hundred meters ahead, they discovered the Dawn Warrior's corpse, hanging on a tree. It takes a lot more to impress a Technomancer, but the soldiers seemed terrified...And as all were watching their brother's remains, the trap triggered: four warriors and the Technomancer were trapped in a net large enough to imprison a whole squad, up in the trees. Bolts that could have been from a balista rained down on the troop, pinning men down on the ground as if they were mere pathetic butterflies. The soldiers scattered away. Alone remained the Keratis warrior ready

to deliver the prisoner under the deadly shower.

But when the shots ceased, a Wolfen was coming slowly. He had the look of a wild killer and the walk of a predator. The fugitives' shouts could be heard, and the sun began to turn red on the horizon. The Keratis drew his bloody sword and held out a tearer to the captive Technomancer.

Onyx really means to make the most of the fight. The skull of this imposing human, created by magic, will join his trophies. Others from his pack are hunting down the fugitives.

He knows now what gives those humans that particular smell: their blood is tainted with unclean substances. And that tall warrior smells a lot!

His reaper, a moon-shaped weapon, is calling for blood.

...

The Keratis Warrior was hoping to the Wolfen by charging, in order to gain time for his master to free himself. He charged with a threatening growl. Not the Wolfen was far more fast, and wore no armor. The Keratis' sword stuck into a tree trunk, and out in a minute. Onyx made the most of the opportunity by cutting deep through the genetic monster's thigh: with another growl, the Syhar giant made his blade dance before him, as light as the wind.

He noticed other wolfen coming by out of the corner of his eye, loaded with the corpses of the rest of his squad on their shoulders. Feeling driven back to the wall, he redoubled his efforts.

Branches were falling in front of him and that cursed Wolfen wouldn't let him come near.

The Technomancer was free. He understood the situation, and ordered his

men to flee with him, to certain death. A Wolfen crossbow bolt killed the first, the two others were caught and cut into pieces. The Keratis was nowhere to be seen but the Dirz Magic-user was safe.

At last, Onyx can feel the exhaustion in his opponent. The latter has cut through many a tree, but his blows become less and less accurate, and his breathing irregular. He doesn't run as fast as before. It's just a question of time...

Finally, in a sudden movement, the Wolfen blocks the Keratis' sword and, with a well aimed blow, pulled down the human's mask. A human face, as white as snow and hairless, was revealed, as Yllia's one in the distance.

The Keratis is disarmed. Without the substances maintaining his body to its maximum, he is nothing. His lungs fill up with the forest's air, and he breathes out a strange smoke. His breathing wheezes as a dying man does.

Onyx puts an end to his suffering. He sharply cuts his throat.

Then he siezes the bloody sword, with a satisfied smile. No Wolfen has ever possessed a weapon like this.

The Technomancer was on his guard. Sweat was pouring down his forehead. It was night time and he was alone in the Diisha Forest. He could ear all the night's noises, as possiible threats.

Running would lead to death, but staying meant that the beasts would find him.

But he soon decided on what to do...

A Wolfen was coming to him slowly, ears back. The smell of a chemical drug was coming from him, and his fur was wet...

Incantation

16 Spell Cards

The characters of **Incantation** have several types of cards. As in **Confrontation**, the characteristics and skills of each figure are gathered on a Reference card. Other cards include Spell Cards and Equipment or Artifact cards.

16.1 Characteristics of Elemental Magic

Each element has an icon. Each magic spell needs a certain amount of magic energy to cast. The Magicians draw this energy from the Gems of Power. The number and type of gems required for a spell are indicated on the Crown of the Elementary Oppositions that occupy the top third of a Spell card.

16.1.1 Spell Difficulty

The more powerful the spell is, the more complex it is to cast. The difficulty of a spell represents the amount of concentration required to cast the spell. At the time of incantation, the Magician must roll higher than the difficulty rating of the spell to successfully cast it.

Some spells have a variable (free) difficulty. In this case, the caster sets the difficulty of the spell.

The difficulty of the spell may also be affected by other factors mentioned on the spell card.

16.1.2 Spell Range

The Spell Range indicates the maximum distance that the spell can be cast,

measured from the caster to the target. The Spell Range is expressed in centimeters. Some spells have special ranges of “contact”, “melee”, and “unlimited”.

When a spell targets all models represented by a unit’s Reference card, only those models within the spell’s range are affected.

16.1.3 Area of Effect

A spell’s Area of Effect indicates the type or number of targets that can be affected. The different types are given in

Table 5 Spell Area of Effect.

Table 5 Spell Area of Effect

Area of Effect	Explanation
Figure	The spell affects a single model within range.
Card	The spell effects all models represented by a Reference card that are within range.
All	All figures within range.

16.1.4 Spell Duration

The Spell Duration indicates how long a spell remains active. Some spells are instantaneous, some have limited time spans, and some are permanent. In many cases, the most powerful offensive spells release all their mana in a few seconds. Other spells have effects that last longer but are generally of a lower power.

16.1.5 Spell Description

The Spell Description covers the spell in detail including the description of the effect of the spell as well as some technical details.

16.1.6 Spell Special Rules

Certain spells are reserved for certain types of Magicians or for particular characters. Others require material objects to cast. These items are covered under the Spell Special Rules.

16.2 Spell Points

When adding a Magician to your Confrontation army, all the spells and magic items have their own point value. This point value is in addition to the cost of the Magician himself. This allows the player to choose how to equip his Magicians when purchasing his army.

16.3 Minimum Capacity

As a Magician gains experience, he also gains access to more powerful spells and new fields of magic. He also acquires a better understanding of the words and gestures that activate the magical capabilities of the more mysterious artifacts. A Spell's Minimum Capacity represents the minimum magical knowledge required to cast a spell or use an artifact.

To use an artifact or cast a spell, a character must have a Power equal to or greater than its minimum capacity.

Some artifacts or spells do not have a Minimum Capacity rating. Any character can use these.

17 Elements

Natural currents of energies represent the great forces that control which influence the behaviors of the inhabitants. There are six known elements and each one has a visible natural form. The fundamental elements are:

- Air
- Earth
- Fire
- Water

In addition to these are the elements of Light and Dark, which can influence the other four.

17.1 Elementary Oppositions

None of the six elements is supreme; all are in balance. Each has rigidly defined boundaries. As long as they remain in balance, Aarklash remains. Each element has its opposite and opposed elements are in eternal conflict. The Elementary Oppositions symbolize this balance and opposition.

Table 6 Elemental Oppositions

Elemental Domain	Opposition Domain
Light	Dark
Air	Earth, Dark
Water	Fire, Dark
Fire	Water, Dark
Earth	Air, Dark
Dark	Light, Air, Water, Fire, Earth

17.2 Gems of Power

Gems of Power represent the elements in Aarklash. These gems represent the quantity of mana and the type of elemental energy a Magician must harness to cast a spell. The incantation makes it possible to call the spell, the Gems of Power manifest it. Needless to say, such gems are rare.

17.3 Elemental Symbols

Each element has its own symbol and its own characteristics.

Water is imperceptible, excessive and whimsical. Its opposite, Fire, is destroyer, purifier, and insatiable. Earth is fertile, resistant, sometimes malleable but indestructible, Air is its opposite, being light, fast and impalpable. Light is dazzling, pure and crystal. Dark, its antithesis, is underhanded, unhealthy, but attracting. In addition, Darkness has the characteristic of being opposed to all the other elements.

17.4 Elementary Composition

The elemental composition of a spell is represented on the Spell card. The Spell card also gives the quantity of many necessary to the casting of the spell. A Magician cannot cast a spell if he does not control the elements that make it up (see [Table 22 Magical Colleges by Race](#)). The level of the Magician indicates the number of elements he controls as well as the quantity of the spells he may cast during a battle.

18 Magicians

Magicians are secret and separate individuals who manipulate the elemental forces of nature. They are mysterious and inspire respectful fear from others. They use their arcane knowledge to control

eldritch forces. With the exception of the Warrior-Mage, a Magician is extremely vulnerable to armed conflict. In melee, a Magician is usually outclassed.

18.1 Magicians in Incantation

In **Incantation**, a Magician is regarded as a Character. See the **Confrontation** Rules for an explanation of a character. A Magician has all the statistics of a normal character plus one extra: Capacity. Capacity represents the Magician's aptitude at handling elemental magic.

18.2 Levels of Magicians

There are three levels of mastery of the magical arts. These represent the increasing degree of control a Magician has over the elemental forces.

- **Initiates** – Magicians of the first level have access to only a few spells of one element. They may have one artifact and up to two spells.
- **Followers** – Magicians of the second level are skillful manipulators of the strange arts of more than one element. They may have two artifacts and three spells.
- **Masters** – Magicians at the top of the hierarchy not only control the forces of more than one element, but they are able to combine them into formidable spells. They may have three artifacts and four spells.

18.3 Colleges of Magicians

The vision of a Magician is not limited to a simple plan. Where an army would not notice anything, a Master sees all. The various peoples of Aarklash have their own colleges or fields of magic. These colleges are rooted in the religious

doctrines associated with a particular discipline: Sorcery, Demonology, Technomancy, Alchemy, or Necromancy are some examples of the different colleges.

19 General Rules

This section gives the rules common to all spell casters and their spells. These apply to all characters that have the Capacity characteristic.

19.1 Purchasing Magicians

When pointing up an army, the player also points up the Magicians he will take as well as what spells and artifacts they will have. Two Magicians of the same army may not exchange spells though they may purchase the same spells. Each spell and artifact has an associated cost that is added to the army total.

A magician may not purchase a spell that has a higher casting cost than the magician's Power characteristic.

Certain spell, artifact, or unit cards may have text that alters these purchasing rules.

19.2 Magic Phase

Casting of spells occurs during the Shooting phase. Each Magician that wishes to cast a spell does so during this phase. Magicians cast spells in Initiative order with the shooting models. If there are multiple models with the same Initiative characteristic, the models owned by the player who won the Discipline Check (see section **Error! Reference source not found.**) cast first.

20 The Laws of Magic

Note: Some of the rules below have been stated earlier in this document. They are repeated here for completeness.

20.1 The Use of Spell Gems

At the start of the game, each Magician has a gem reserve equal to his Capacity characteristic. The type of gems chosen is up to the player. To be able to cast a spell, a Magician must have the correct type and number of gems indicated in the spell's Crown. Casting a spell reduces the Magician's gem reserve by the number shown on the spell's Crown. A Magician may cast as many spells as he has gems available.

20.2 Spell Targeting

A Magician may only target models to which he has a line of sight or with which he is in melee. A Magician may not launch the same spell on the same target more than once. A Magician is not required to cast any spell.

20.3 Effects on Abilities

Some spells affect the ability scores of their targets. If an ability score is reduced to 0 or less due to spells, the figure is killed.

20.4 Magician Spells

Each Magician has a grimoire or an artifact in which they record their spells. The spells presented in Incantation are only those used in combat. Each Magician's spells are chosen when the army is purchased. Two Magicians may purchase the same spells, but once the game has

started, each Magician may only cast the spells that he purchased.

20.5 Spell Casting Mechanics

20.5.1 Mana Reserve

Spells are complex to cast and they require mana to manifest. The mana comes from Mana gems that the Magician must have in order to cast the spell. The Magician starts the battle with a number of gems equal to his Power. If the Magician subscribes several colleges of magic, then he may freely mix the gems for each college.

A Magician may not transfer his gems to another Magician, even if they subscribe to the same colleges.

20.5.2 Spending Mana

A Magician casts a spell during the Shooting phase. To cast a spell, the Magician concentrates, gestures, and chants the arcane words. The player announces which spell he is attempting to cast and the target before measuring the distance.

Casting a spell will cost the Magician a number and type of gems listed on the spell card. The gems are consumed by the casting even if the Magician fails his spell or the target is out of range.

20.5.3 Casting

To cast a spell, the Magician must roll higher than the difficulty of the spell on a d6. A roll of 1 is a failure.

20.5.3.1 Spells Without a Difficulty Rating

Certain spells have no listed difficulty. For these spells, the Magician sets his own difficult level in a manner similar to the choosing the mark for an Attack roll in **Confrontation**.

20.5.3.2 Improving the Chance to Cast a Spell

As the Magician's life may depend on successfully casting a spell, he can try to increase his chances to successfully cast the spell. The Magician does this by committing extra gems to the casting of the spell. Only gems of the types listed on the spell card may be committed in this way. For each additional gem committed, the caster rolls an additional d6 and chooses the best roll from the bunch.

Note: The dice are not added together.

20.5.4 Defending Against a Spell

There are two ways to defend against a spell:

- A Magician can absorb the spell.
- A Magician may try to counter the spell.

In either case, only a Magician must be in a position where he could have been a target for the spell (i.e. in range spell and in line of sight of the caster). The Magician need not be the target of the spell.

Also only one Magician may attempt to either absorb or counter a spell, no matter how many are eligible.

20.5.4.1 Absorbing a Spell

A Magician may attempt to absorb a spell by spending the same number of gems but of the opposite type as those used to cast the spell. There is no die roll required; if the correct gems are used, the spell is absorbed.

The Crown of Elementary Opposition indicates which gem can cancel another during spell absorption.

20.5.4.2 Countering a Spell

To counter a spell, the Magician must commit a gem of any type and then roll a d6. If the roll of the d6 equals or exceeds the roll made by the caster, then the spell is countered. A Magician may commit additional gems to roll additional dice to improve his chances of countering the spell. No matter how many gems are committed, you may only make one attempt to counter a spell per Magician in range and line of sight.

A roll of a 1 is a failure.

Note: the decision to absorb or attempt to counter a spell comes after a Magician has committed his gems to increase his chances to cast a spell.

20.5.5 Increasing a Spell's Power

Some spells are noted as having variable powers. It is possible to spend additional gems to increase the effect of these spells. The exact requirements to do this are listed on the individual spell cards. The decision to spend additional gems to increase the effect of the spell can be done either before the spell is cast or after it is cast but before any absorption or cancellation attempts are made.

Note: If the decision to increase the effect of the spell is made before the spell is cast, then the cost to absorb the spell is increased by the number of gems used to increase the effect of the spell.

20.5.6 Applying a Spell's Effects

If the spell is successfully cast and not absorbed or canceled, then apply the

effects to the chosen targets that are within range.

20.6 Recovering Mana

At the end of each turn of play, the Magicians attempt to energize their gems in order to recover their mana. Each model that has a Power characteristic may make a Recovery attempt. This is no difficulty for this attempt.

To make a Recovery attempt, the player rolls a d6 and adds the Magician's Power and subtracts the number of unused gems the Magician has. The result is used to index into the Mana Recovery table to see how many gems the Magician has recharged.

Note: The Mana Recovery Table indicates the total quantity of mana recovered not the total per element.

Table 7 Mana Recovery

Result	Number of Gems Re-energized
≤ 0	0
1 to 5	1
6 to 10	2
11 to 20	4
≥ 21	All

20.6.1 New Mana Recovery Table

Note: This table is rumored to come from **Incantation 2**. As such, it is not official

and is only included here for those who wish to try it out. The table was provided to me without any associated rules, so please use your own judgment as to how it should work.

Table 8 Incantation 2 Mana Recovery Table

Result	Initiate	Adept	Master	Virtuoso
<i>Failure</i>	0	0	0	0
≤0	1	1	2	3
1-5	2	3	4	5
6-10	4	5	6	7
11-15	6	7	8	9
16-20	8	9	10	11
≥21	10	11	12	13

20.6.2 Recovery During Melee

A Magician in melee cannot recover mana as easily. For a Magician in melee, the number of gems in reserve is doubled when calculating the Recovery result.

20.6.3 Unengaged Recovery

A Magician that is not other wise engaged (i.e. did not move, shoot, or engage in close combat) and was not wounded during the turn has a better chance to recover mana. Such a Magician does not subtract the number of unused gems from the Recovery die roll.

20.6.4 Mana Capacity

A Magician may have up to twice his Power in gems. For example, a Magician with a power of 3 has a maximum capacity of six gems.

Incarnation

21 Introduction

You have acquired a figure destined to fight in the battle of **Rag'Narok**. It creates a scene of vast armies from numerous races which confront in epic battles for the domination or survival of their people.

Confrontation is a simple game which simulates the skirmishes between the different factions of the game **Rag'Narok**. You will find the rules concerning the formations of units, the special armies, army lists, the Colleges of Magic, the levels of experience in a game of larger scale called **Rag'Narok**.

To begin a game you only need a copy of **Confrontation** and six sided dice. You can have a game with your friends as soon as you choose your figures. As the games progress and the composition of your armies becomes more vast, you can use the rules of **Rag'Narok** and give an epic inspiration to your battles. To go from one system to another will present no difficulty, as the principles and characteristics will be identical for the two games. **Rag'Narok** is simply the big brother of **Confrontation**.

22 The Figures

Rackham provides the greatest care in all the stages of the conception and realization of each model in order to push the envelope of technical limits and quality of figures.

22.1 The Adventurers

The models of adventurers are the Personalities, they use all the rules for the latter. You will find all the rules concerning them in the **Confrontation** rules. They can be Champions, Heroes, and Living Legends. Some are Magicians. The Adventurers can be strong allies if you use the adventure style of the game presented here.

Note: do not confuse the *hero*, as Personalities central to an adventure, and *Hero*, the equivalent of Power level for **Confrontation**.

In the following pages we will often make use of the term *warrior*. It designates a troop from a Personality, Mage, or Priest. You will discover these last in **Divination**.

23 The Experience Cards

Incarnation allows all your models to gain experience. This unique knowledge is represented by the experience cards, which add to the unit card for each model. To gain experience, your warriors must prove their courage and tenacity in accomplishing particular exploits. The bravery of your warriors today will make them into the heroes of tomorrow.

Table 9 Elements of an Experience Card

Section	Description
Conditions	Indicate the characteristics, competencies, or aptitudes that a warrior must possess in order to have access to a discipline or a particular knowledge.

Section	Description
Exploit	Describes a heroic action. If it is accomplished by one of your combatants, the experience card is immediately added to that warrior. He may then use the card in the next game of Confrontation.
Effect	Describes the advantages that come from an experience card when it is played.
Cost (PA)	The value of the card when it is acquired by a warrior. It costs nothing to select, but he must pay the price in PA when he gains the benefits of the card. Only if he has succeeded in the Exploit, obviously.
Recuperation	When the warrior learns if he has truly mastered the new technique he has learned. In order to get back the experience card, roll a d6. If the result is greater than or equal to the level of the Recuperation, he may retain the card.

23.1 Playing with the Experience Cards

23.1.1 Selecting the Experience Cards

At the end of Deployment, you may place face down in front of you one experience card per Personality present in your army. They are not attributed to any combatant in particular, but represent the exploits that your warriors must attempt during the game.

Be certain that some of your warriors fulfill the conditions announced on the experience cards, or else they may not use them.

23.1.2 Acquiring Experience Cards

During the game, if one of your warriors achieves an Exploit, flip the experience card face up. Place the card along the side

of the game. If the warrior who accomplished the Exploit survives the game, he will receive the card in reward. Remember that it is not important which warrior benefits from an experience card, so long as the following points are respected:

1. The experience card is one of those bet on after Deployment.
2. The warrior satisfies the conditions listed on the card.
3. The card is revealed just after the warrior has accomplished the exploit.

A warrior may not normally acquire an experience card more than once. If a card may be possessed multiple times, it is stated on the card.

If one of your warriors accomplishes an exploit but you do not wish him to gain the card, you do not have to reveal it. You do not need to let your opponent know that an Exploit has been accomplished.

23.1.3 Using the Experience Cards

At the time the game begins, your combatants may have acquired experience and gained some experience cards. But the knowledge has a price and you will have to pay the cost of the card when purchasing the model.

The effect indicates how the card modifies the game. In most cases its use is restricted to a certain time. It may only be usable once per round, per game, or even a unique use.

Once the experience card is played, you must see if your warrior has mastered the new technique or simply succeeded because of beginner's luck. Make a roll to regain the card by rolling a D6 and

comparing the result to the Recuperation score. If the result is greater than or equal to the number indicated, the warrior regains the card.

Each time you use the card, you must make a Recuperation roll. In case of failure, the card is lost for the combatant. But you can select it in later games. Your warrior may definitely acquire it again!

24 The Scenario Cards

Incarnation uses another series of cards called *Scenario Cards*. They serve to determine the objective of your group of warriors, through a story and its development. Each player uses a card at the beginning of a game. The Scenario cards are presented in three different Acts, which symbolize each episode of an adventure. The elements common to all three cards are shown in Table 10 Elements of a Scenario Card.

The notion of Acts is only for the Adventure mode, that you will discover later.

Table 10 Elements of a Scenario Card

Section	Description
History	Presents the place where the adventure takes place, the problem with which you are confronted and announces the inevitable combat. It is sometimes bound to a particular personality, he must then be present at the time of the confrontation.
Objective	Represents the mission that you are entrusted with. The game may be stopped whenever the players wish, if both sides have fulfilled their Objective. If neither of the two camps is capable of accomplishing the Objective before the end of the game, this may also stop the game.
Victory	Once the game has ended, apply the effects of Victory if you have accomplished your objective. The number that follows "Victory" indicates the chance that your hero may be resurrected.
Defeat	If the objective is not completed, apply the effects of the <u>Defeat</u> at the end of the confrontation.
Duration	Indicates the number of turns you have for your mission. It is added to the Duration of the scenario chosen by the enemy. Your mission has a Duration listed as "3". Your opponent's mission has a Duration of "4". The total length for the game will be 7 turns.
Deployment	Indicates the zone in which each player positions his troops. This zone varies in accordance with the scenario. There are six different types of Deployment (see <u>Table 11 Scenario Deployments</u>).

Section	Description
Value (PA)	Indicates the amount of troops that you may have for the scenario.

24.1 Playing with the Scenario Cards

24.1.1 Army Choice

When you play with the scenarios of **Incarnation**, the first thing to do before the game begins is to determine the story. Your adversary and you both secretly choose a scenario card. Once each side has chosen their scenario, the players reveal it. Thus, you reveal your objectives to your adversary, but also know his.

Next, each side must construct their army according to the PA authorized by the scenario. Consider your objectives as well as those of your adversary, as your troop choices could be critical to your success. Certain scenarios may seem easier than others, but a valorous general will always present a challenge.

24.1.2 The Terrain

We advise you to play on a surface of 120cm per side (4 ft), for a deployment zone of 60 cm deep (2 ft). The manner in which you place the terrain is up to you, but try to respect the context of the story.

24.2 Scenario Deployment

The types of scenario deployments are described in Table 11 Scenario Deployments. Make your deployment as normal, but each player is limited to his deployment area. If the areas overlap, each player may place figures in the overlapping area.

Table 11 Scenario Deployments

Deployment	Description
Battle	Deploy your figures in your half of the board as usual.
Hunt	Deploy your troops as for Siege, below, but their normal movement distance must separate your models from one another.
Overflowing	Place your troops in your side of the terrain, along each edge of the table.
Defense	Your figures must form a straight line in your half of the board, with at most 5cm (2") between each figure. If you have any figures left over, form a new line 5cm (2") behind the first.
Entrenchment	Your troops should be deployed on the board in your half of the terrain with at least 20cm (8") from the middle edge, and 30cm (1 ft) from either side edge.
Siege	Your troops on the entire board, outside of an imaginary entrenched enemy.

25 The Unfolding of the Game

A scenario is played like a regular game except for the addition of the Denouement phase.

25.1 Accomplishing the Objectives

To win a scenario, a player must accomplish his scenario objective and have at least one model remaining on the board at the end of the game.

A player may attempt to prevent his adversary from accomplishing his objective and thus savor the defeat of his enemy.

The terms *hero*, *mentor*, and *ally*, are often mentioned on the scenario cards. These terms only matter for Adventure mode. If you do not play in adventure mode, these terms refer to one of your Personalities. In the same way, the term *shadow* symbolizes and enemy personality.

25.2 Duration of the Confrontation

The sum of the scenario duration for both sides determines the length of the game. If your card states 2 and your adversary states 5, the game lasts for 7 turns.

If only one card has duration of “infinite”, then the game is 6 turns long. If both cards have duration of “infinite”, then there is not turn limit. The game continues until one side or the other is destroyed or retreats from the field of battle.

25.3 End of the Game

The game ends as soon as the time limit fixed by the two scenarios is passed, or if each side is in the following situations:

- The game ends as soon as one of the following situations occurs;
- The required number of turns is played.
- The players wish to stop the game.
- It is no longer possible for both players to achieve their objectives.
- Both players have achieved their objectives.

25.4 Denouement

25.4.1 The Victory

If you have accomplished your objective, you may apply the effects of Victory at the end of the game.

One of your Personalities who died may return to life. Make a Resurrection check: roll a D6, if the result is greater than or equal to the number after the *Victory*, your Personality returns.

25.4.2 The Defeat

If you do not manage to accomplish your objective, apply the effects of Defeat. You may not attempt a Resurrection if you sustain a defeat.

When you have mastered the experience system of the Scenarios, you can play each adventure as a sequence in Adventure Mode. Until then, the experience cards and scenario cards may be used separately.

26 The Adventure Mode

This section of the rules presents the Adventure Mode. It permits you to create new heroes, aided by his mentor and allies that he has rallied to his cause. This hero will meet with dangers and confront innumerable adversaries to prove his courage and strength. If he succeeds in his endeavors but dies, it is possible that the gods of Aarklash will show him clemency and grant him resurrection. In the final battle, your heroes meet their greatest enemy, that shadow of themselves, who must be defeated in a duel to the death.

The Adventure mode uses both Experience Cards (see section 23) and Scenario Cards (see section 24). All the preceding rules

remain in effect, except when specifically stated otherwise below.

The game is played normally; it is only the Denouement that changes.

26.1 Before Beginning the Adventure

26.1.1 Elements of the Adventure

26.1.1.1 Hero

The *hero* of an adventure is possibly the only important model in your army. He does not need to be an Hero, or even a Personality as defined in the **Confrontation** rules. The hero can be a simple warrior, an elite soldier, or any other figure in your army.

26.1.1.2 Mentor

The *mentor* of the hero is both his master and his guide in the adventure. He will aid the figure of your choice.

26.1.1.3 Supernatural Gift

The *supernatural gift* of the hero is the primary aid brought by his mentor. The mentor assists the hero to enter the world of Adventure by offering a present to his disciple at the beginning of the quest. This serves to reinforce the hero's determination.

26.1.1.4 Adventure

The *adventure* is a succession of scenarios in which the hero is the principal actor. He pursues a quest over the course of three Acts that follow one another.

26.1.1.5 Allies

The *allies* are Personalities who accompany the hero in his quest. The destiny of the allies crosses that of the hero and his quest. The number of allies varies

depending on the Act of the scenario being played.

The mentor is considered an ally.

26.1.1.6 Followers

The *followers* are the warriors, not Personalities, who accompany the hero or his allies on the course of the adventure. Their number is limited by the Discipline characteristic of the hero or the ally who commands them.

Personalities with the Command skill double their Discipline characteristic for calculating their authorized number of followers.

The number of followers is calculated according to the following rules:

1. A hero may have as many followers as his Discipline characteristic.
2. An ally can have as many followers as half his Discipline characteristic (rounded up).
3. A hero or ally who does not have a Discipline characteristic may have as many allies as he wants.

Obviously, the PA of the scenario also limits the number of allies.

In the Adventure mode, followers may not gain experience, only the hero and his allies may acquire experience.

26.1.1.7 Shadow

The *shadow* of the hero is his spiritual opposite, his moral inverse. The shadow represents all that the hero fights, all that he does not wish to become. The shadow could be an ancestral adversary, a sworn enemy, or quite simply itself. When the hero has defeated his shadow, the hero truly earns his title. He will have realized the impossible by defying death. In this way he becomes a legend and will receive

the supreme reward, the ultimate goal of his quest: the Elixir.

26.1.2 The Beginning of the Quest

To begin the quest, follow the steps below in the order they are given. These steps define the quest that your hero will undertake.

1. **Choose your hero.** Remember that you can choose not just an important figure. However, for your first adventures we recommend you take a Personality.
2. **Choose a mentor for your hero.** This must be a Personality.
3. **Choose a supernatural gift for your hero.** He can choose any experience card, artifact, or spell. The choice of a supernatural gift is not limited by the restrictions of usage, race, or Personality. For example, a magic object restricted to the Wolfen can become the supernatural gift of a dwarf hero.

A hero who does not have a Power characteristic may not choose a spell. The supernatural gift does not cost PA for the hero. Do not hesitate to choose a rather rare one...

4. **Select an adversary for your hero.** Ask your adversary to choose the shadow of your hero. You may not choose your own shadow. Your hero is not be able to control his actions or his nature. The shadow must be a Personality.

Your adversary equips the shadow with spells and artifacts as he wishes. He may also give him an experience card. The total cost in PA of the shadow and his equipment must be greater than the cost of the hero, but cannot be more than three times his

value. Except for Movement, all the characteristics of the shadow are augmented one point. The shadow thus becomes extremely terrifying.

The shadow of the hero will not arrive until the third Act of the adventure. His nature, equipment, and all cards which are attached to him can not be modified until the final battle.

5. **Select an Elixir.** Finally, choose the ultimate reward for the hero who defeats his shadow. The Elixir must be an artifact, experience card, or a spell, like the supernatural gift. Once the shadow is eliminated the hero gains the Elixir permanently, for a cost in PA equal to one half its real value, rounded up.

If the hero of the adventure is not already a Personality, the elixir chosen must be the attribute *Incarnation* (see section 12.1.19) which allows a hero to become a Personality in all the games following the Adventure.

The PA value of a warrior who becomes a Personality because of an Elixir is increased by half. If the PA value of the warrior was 12, it is now 18 and not 24. Do not forget that a warrior, when he becomes a Personality, must bear a name that is unique to him.

26.2 The Three Acts of the Story

All the quests played in the Adventure mode are divided into three acts.

26.2.1 Act I

The first scenario of an Adventure is always Act I, an entry into the matter, or an introduction to the extraordinary world. The hero is faced with the Adventure, or has barely started it. If the hero is both

victorious and alive at the end of Act I, you can continue the quest by moving to Act II.

26.2.2 Act II

The second part of the Adventure is made up of a variable number of scenarios. These are the principal tests that will need to be crossed by the hero, the traps that he must avoid. In Act II, his multiple talents are put to the test, but he may gain allies, experience, and artifacts.

26.2.3 Act III

The third Act is the most difficult. The experience that he has accumulated between Acts I & II will be necessary for him to triumph. The hero will finally face his shadow, menacing and invincible. He will fight his final combat against it in order to gain the Elixir he desires.

26.3 Act I

The quest begins. Act I is the simplest. It is the passage across the first threshold, the initiatory stage of the long voyage.

26.3.1 Limited Usage of the Supernatural Gift

At this point the hero has not fully mastered his supernatural gift. He will not be able to use it on a roll of 4 or more on a D6. Make the roll each time the hero tries to use his gift. If the test fails, the hero may not use the gift.

26.3.2 Allies

In Act I the hero may only be accompanied by his mentor. The hero has no other allies at this time.

26.3.3 Followers

The hero may have the normal number of followers. The mentor may have only one follower.

26.3.4 Experience

You can only select a single Experience card during the Act I.

26.3.5 Denouement

26.3.5.1 Fatality

If your hero dies during Act I, he may not be resurrected. You have no other option but to start a new Adventure. You may change the hero, his supernatural gift, or nothing at all. Simply attempt a new quest.

26.3.5.2 Defeat

If your hero survives but he does not accomplish his objectives, apply the effects of the scenario's Defeat section. Your hero is condemned to replay the same scenario until he is victorious.

26.3.5.3 Victory

If your hero survives and he accomplishes his objective, apply the effects of Victory. At the next battle, you must choose a scenario for the second Act, for your hero is now wholly engaged in the quest.

26.4 **Act II**

This part of the Adventure lasts as long as you wish. In effect, as you play Act II, you can link as many scenarios of this type as you wish. The result of Victory will always be the height of difficulty of the scenario, as long as your heroes remain alive.

Act II allows your hero to accumulate the experience necessary to defeat his shadow.

26.4.1 Supernatural Gift

The hero has learned how to use his gift; he may use it normally.

26.4.2 Allies

You may have as many allies as you wish in the second Act.

26.4.3 Followers

Choose your followers normally.

26.4.4 Experience

It is possible to select and acquire three experience cards per scenario of Act II.

26.4.5 Denouement

26.4.5.1 Fatality

If your hero is dead at the end of the game and you have not accomplished the scenario objective, the adventure stops there. You must create a new hero and undertake a new quest.

If your allies are dead, they are also lost for the duration of the campaign; i.e. you can't choose the same allies in a subsequent adventure in the current campaign.

26.4.5.2 Resurrection

If the scenario objective was attained but your hero is dead at the end of the game, he will probably be resurrected. He has accomplished a great act of bravery, and the gods of Aarklash may authorize him to continue his quest. Make a Resurrection roll.

Allies may also make a Resurrection roll, but with a -1 penalty. If the scenario objective is attained and the hero is also alive, the allies make the roll without penalty.

26.4.5.3 Other Outcomes

Whatever the outcome of the battle, a scenario of Act II can always be linked to another scenario of this type, as long as your hero survives.

If you obtain a Victory and your opponent a Defeat, and if your hero is alive at the end of the battle and your opponent's is dead, you have passed the second threshold. Your next scenario can be Act III. This is your choice, however. If you wish you may play another scenario of Act II, if you feel your hero is not ready to confront his shadow in Act III.

26.5 **Act III**

This is the moment of ultimate confrontation. Where your hero will encounter his shadow and accomplish the supreme act: to eliminate his greatest enemy. He will possibly die facing his shadow, to be reborn purified and capable of defeating it the next time.

26.5.1 Supernatural Gift

The supernatural gift of the hero begins to lessen. It is replaced by the knowledge acquired during Act II. The supernatural gift can only be used a single time in Act III.

26.5.2 Allies

Only the closest may follow the hero in this act: the mentor, who will only cost half of his real value, and one other ally at the usual cost.

26.5.3 Followers

In Act III each ally may have a number of followers equal to their Discipline, in the same way as the hero.

26.5.4 The Shadow

Your enemy must add the shadow to his own troops. It does not cost any PA

26.5.5 Experience

You can select up to three experience cards plus one per ally present at the time of the final battle (A maximum of five cards).

26.5.6 The Combat Against the Shadow

The combat between your hero and his shadow is inevitable. No other figure may participate. Only the shadow may affect the hero, and vice versa.

If your hero dies during this Act, you may make a special Resurrection roll in the middle of the battle. Make a roll with a bonus of +1. The gods like to see a hero confront his destiny.

26.5.7 Denouement

26.5.7.1 Fatality

If your hero is dead at the end of the scenario and you have not accomplished the scenario objective, this is the end of all the hero's adventures. He has lost to his shadow.

26.5.7.2 Ultimate Resurrection

If the hero is dead at the end of the scenario and you have accomplished the scenario objective, the hero is revived automatically (unless he has already been resurrected during the game).

26.5.7.3 Defeat

If your hero is alive but you suffered a defeat, you must return to Act II.

26.5.7.4 Victory

If you are victorious, your hero obtains the Elixir. This card is acquired forever, at half its PA cost.

In the future, your hero no longer needs to make a Recuperation roll after using the Elixir.

There is no limit to the number of quests that a hero can accomplish or to the number of elixirs he may acquire.

27 Alliances

Aarklash is in perpetual war. But certain groups have common interests or a philosophy close enough to each other that they may combine forces to face the greatest perils. The ways that the people travel depend on the gods they venerate. But who is to know the ways of the gods.

According to the army you play, certain alliances are possible. However, your army may not consist of more than 30% of allies and Mercenaries.

Table 12 The Wanderers of Darkness

Major Force	Allied Forces
The Arms of Achéron (Undead)	Akkyshan, Alchemists, Drones.
The Alchemists of Dirz	Acheron, Akkyshan
Akkyshan Elves	Acheron, Alchemists.
The Barbarians of the Drones Clan	Undead.
The Goblins of No-Dan-kar	Orcs, Achéron forces without the Undead aptitude.

Table 13 The Walkers of the Light

Major Force	Allied Forces
The Lions of Alahan	, Griffons, Cynwälls, Daikinees, Sessairs.
The Empire of the Griffon	Lions, Cynwälls, Dwarfs, Sessairs.
The Barbarians of the Sessairs Clan	Lions, Griffons.
Cynwälls Elves	Lions, Griffins,

Table 14 The Travelers of Destiny:

Major Force	Allied Forces
Daikinees Elves	Wolfen.
The Orcs of Bran-o-Kor	Goblins.
The Wolfen of Yllia	Daikinees
The Dwarfs of Tir-Na-Bor	Griffons
No-Dan-Kar Rats	Orcs

28 Translator's Notes

Table 15 Revision History

Version	Changes
3.2	Corrected Natural Born Killer entry; minor format and spelling corrections.
3.1	Corrected damage effects table; added rule for running.
3.0	Incorporation of Confrontation 2 changes; reformat of rules; addition of purported mana recovery table from Incantation 2.
2.0	More errata and major combat clarifications.
1.0	Initial English translation.

28.1 Copyrights

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28.2 Translation Notes

The format of the rules has been changed slightly to better fit on letter-sized paper; the original rules were a small book that fits inside the figure blister. Changes to existing rules or new rules in existing sections have been highlighted. Brand new sections are highlighted.

28.3 Anachronistic Rules

There are some rules or errata that were included in the first edition of **Confrontation** that does not appear in **Confrontation 2**. I don't know if these were dropped intentionally or unintentionally. As such, the rules have been left in this translation but they have been identified. These anachronistic rules should only be used with the consent of all players.

28.4 Acknowledgements

The original translation was done using AltaVista's Babelfish translation engine (<http://world.altavista.com/>) and I cleaned up the result. As I know almost no French, any errors you find in this translation are wholly mine. Please send any such errors or suggestions to jmt@jmichaelt.org. This has not been a solo effort, I would like to thank Mark Theurer, Al Edel, M. P. Jenner, Jim Callahan, John Bornmann, Olivier Georquin, and the members of the *confrontation_en* yahoo group discussion list for their help on the translations. I would also like to thank Rackham for allowing me to publish this translation and for providing answers to innumerable questions.

The **Confrontation 2** rules are based on Emmanuel Collombel's translation for Starplayer (<http://www.starplayer.fr>). His translation is available on their web site.

Appendix - Various Tables

Table 16 Damage Table

Damage	Leg (1)	Arm (2)	Body (3)	Head (4–6)
0 or -	Stun	Stun	Light	Light
1 to 5	Stun	Light	Light	Serious
6 to 10	Light	Light	Serious	Critical
11 to 15	Light	Serious	Critical	Killed
16 to 20	Serious	Critical	Killed	Killed
21 or +	Critical	Critical	Killed	Killed
Doubles	Critical Hit! See Table 17 Critical Hit Table			

Table 17 Critical Hit Table

Dice Roll	Effect
Double 1	No effect
Double 2	Stun
Double 3	Light wound
Double 4	Serious wound
Double 5	Severe wound
Double 6	Killed

Table 18 Wound Severity

Wound Severity	Effect
Stunned	The model suffers a –1 modifier to characteristic tests until the end of the turn.
Light	The model suffers a –1 modifier to characteristic tests until the end of the game.
Serious	The model suffers a –2 modifier to characteristic tests until the end of the game.
Critical	The model suffers a –3 modifier to characteristic tests until the end of the game.
Killed	The model is killed and is removed from play.

Table 19 Shooting Modifiers

Condition	Score or Die Modifier
Shooting at short range	4
Shooting at average range	7
Shooting at long range	10
Counter Shot	6
Move and Shoot	+1
The target is only partially visible	+1
The target touches an obstacle.	+2
Accurate Shot	-1
Quick Shot	+1
Small Target	+1
Large Target	-1
Extra-large Target	-2

Table 20 Rate of Fire

Turns to Reload	Weapons
0	Arc, Javelot
1	Crossbow, Arbalète wolfen, Fusil, Tromblon
2	Mousquet, Arquebuse 2

Table 21 Competencies and Aptitudes

Competencies (Skills)	Aptitudes
Ambidextrous	Brutish Lout
Bravery (except for Lions)	Bravery (Lions only)
Swashbuckler	Clan of Sessairs
Bestial Charge	Clan of Drones
Command	Devotion (for an unnamed race only)
War Cry	Tough
Berserk	Fanaticism (Griffons only)
Fanaticism (except for Griffons)	Warrior Mage
Scout	Extra Arm
Rallying Cry	Mercenary
Initiate, Follower, and Master	Undead
Mutagen	Regeneration
Harassing	Reinforcement
Natural Born Killer (except for Wolfen)	Natural Born Killer (Wolfen only)
Veteran	Leap
Duelist	Gigantic
Devotion (except for an unnamed race)	Possessed
Incarnation	Rapidity
Mercenary	
Strategist	

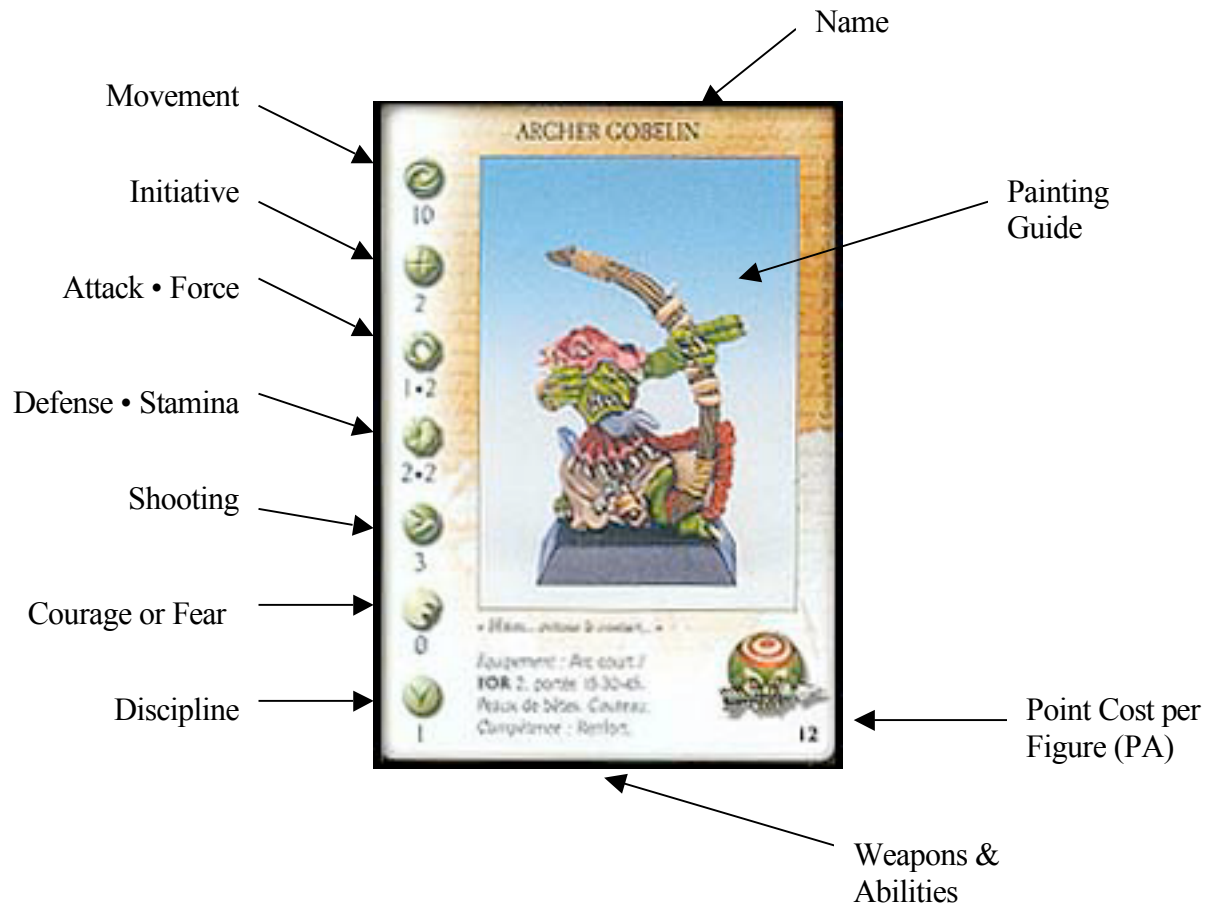
Table 22 Magical Colleges by Race

Race	Primary College	Secondary College	Opposition College
Lions of Alahan	The Light	Air	Darkness
Necromants of the Ram	Darkness	Fire	Light, Water
Cynwälls Elves	Unknown	Unknown	Unknown
Dwarves of Shooting-Nâr-Bor	Earth	Water	Darkness
Disciples of Griffon	Fire	Light	Darkness
Orcs of Bran-ô-Kor	No	No	No
Alchemist of Dirz	Darkness	Earth	No
Akkyshans Priestesses	Darkness	Water	Light, Fire
Wolfens	Water	Air	Darkness, Light
Goblins of No-daN-Kar	Air	Fire	No
Daikinees Elves	Water	Earth	Fire, Darkness
Keltois Barbarians	Air, Earth, Fire, Water	Air, Earth, Fire, Water	Light, Darkness

Table 23 Objective and Turns

Difficulty	Objective	# of Turns
1	Kill the enemy model with the smallest point value.	None limit
2	Exit models off the opponent's board edge.	8
3	Kill the enemy model with the largest point value.	6
4	To completely eliminate the enemy force	5
5	To eliminate the enemy force, without undergoing more than 50% loses.	4
6	To eliminate the enemy force, without undergoing any loss	3

Elements of Unit Card



Index

A

Aarklash : 38, 39
Absorbing : 41
Act I : 51, 52
Act II : 51, 52, 53
Act III : 51, 53
Acts : 46, 49, 51
Additional Member : 27
Adventure : 46, 48, 49, 50, 51, 52
Adventurers : 44
Air : 38, 39, 61
Alchemy : 40
Alliances : 55
allies : 29, 44, 49, 50, 51, 52, 55
ally : 48, 50, 53
AltaVista's : 56
Ambidextrous : 26
Anachronistic rules
 Blood Rage : 25
 Competencies and Aptitudes : 25
 Explanation : 56
 Heroic Charge : 25
 Polearms : 23
 Rate of Fire : 21
Aptitudes : 25, 60
Area of Effect : 37
Army Selection : 12
Artifact : 37, 38, 40
Assassin : 26
Attack : 10, 15, 21, 22, 24, 26, 41
Attack check : 22
Attacker : 22

B

Babelfish : 56
Battle : 48
Berserk : 26
Bestial Charge : 26, 60
Blood Rage : 25
Bravery : 26
Brutish Lout : 26

C

Capacity : 39, 40, 41
Card
 Reference : 11
 Unit : 10, 44

Card Sections

Name : 10
Champion : 30
character : 10
Characteristic Test : 12
Charging : 14
colleges : 39, 41
Command : 26, 28
Competencies : 25, 60
Complex Combats : 21
Conditions : 44
Confrontation : 1, 7, 9, 13, 21, 37, 38, 39, 41, 44, 45, 48, 49, 56
Cost : 45
Counter Attack : 24
Countering : 42
Coup de Maitre : 25
Courage : 10, 11, 17, 30
Courage Test : 17
Crown : 37, 40, 41
Crown of the Elementary Oppositions : 37

D

Damage : 20, 22, 58
Damage roll : 22
Dark : 38, 39
Darkness : 39, 61
Defeat : 47, 49, 52, 53
Defender : 22
Defense : 10, 15, 20, 21, 22, 24, 26, 48
Demonology : 40
Denouement : 48, 49, 52, 53
Deployment : 13, 30, 31, 45, 47, 48
deployment zone : 13
Devotion : 27, 60
Discipline : 11, 30
Discipline Check : 13, 31, 40
Disengage : *See* Melee, Withdrawal from
Divination : 11, 56
Drunes : 26, 55, 60
Duelist : 27, 60
Duration : 47, 48

E

Earth : 38, 39, 61
Effect : 37, 45, 58
Elemental : 37, 38, 39
Elementary Oppositions : 38
Elements : 38
Elixir : 50, 51, 54
Entrenchment : 48

Equipment : 11
Example : 25
 Experience : 44, 45, 49, 52, 53
 Experience Cards : 44, 45, 49
 Exploit : 45

F

Fanaticism : 27
 Fear : 10, 11, 17, 18, 31
 fearlessness : 10
 Fire : 38, 39, 61
 Firing into a Melee : 20
Followers : 39, 50, 52, 53
 Follow-up Move : 23
 Force : 10, 20, 22, 55

G

Gems of Power : 37
 Gigantic : 27, 28, 60

H

Harassment : 27
hero : 44, 47, 48, 49, 50, 51, 52, 53, 54
 Heroic Charge : 25
 History : 47, 56
 Hunt : 48

I

Incantation : 1, 37, 39, 40, 56
Incarnation : 1, 28, 44, 46, 47, 51, 56, 60
 include Spell Cards : 37
Initiates : 39
 Initiative : 10, 15, 16, 21, 40
 Initiative test : 16, 21, 22
 Instinctive Shot : 28

L

Leap : 28, 60
 Light : 38, 39, 58, 61
 line of sight : 18

M

Magic Phase : 40
 Magician : 37, 38, 39, 40, 41, 42, 43
 Magicians : 11, 37, 38, 39, 40, 42

Mana : 41, 42
 mark : 22, 41
 Master Stroke : 25
Masters : 39
 melee : 10, 13, 21
 Withdrawal from : 16
mentor : 48, 49, 50, 51, 52, 53
 Mercenary : 28, 60
 Minimum Capacity : 38
 Movement : 10, 13
 Movement phase : 14
 Multiple Attacks : 24
 Musician : 30
 Mutant : 28

N

Natural Born Killer : 29, 60
 Necromancy : 40
 initiative : 10

O

Objective : 12, 13, 32, 47, 61
 Objectives : 48
 Optional Rules : 20, 23, 25
 Pole Arms : 23
 Rate of Fire : 21
 Overflowing : 48

P

PA : 11, 45, 47, 50, 51, 53, 54
 Personalities : 24
 Playing Surface : 12
Points Armees : 11
 Polearms : 23
 Possessed : 29, 60
 Power : 11
 pre-measure : 18

Q

Quest : 50

R

Rackham : 1, 9, 44, 56
Rag'narok : 11, 17, 24
Rag'Narok : 9, 44, 56
 Rallying Cry : 29
 Rapidity : 28, 60
 Rate of Fire : 21

Recovering : 42
Recuperation : 45, 46, 54
Reference Card : 10, 11, 37
Reference Cards : 12, 14, 25
Regeneration : 29
Reinforcement : 30
Resistance : 12
Run : 15
Running : 14

S

Scenario Cards : 12, 46, 47, 49
Scout : 30
Serious : 29, 58
Sessaire : 26
Severe : 58
shadow : 48, 49, 50, 51, 52, 53
Shooting : 10, 13, 14, 18, 19, 20, 40, 41, 59, 61
Shooting phase : 40, 41
Siege : 48
Sorcery : 40
Special Abilities : 11
Spell card : 37, 39
Spell Duration : 37
Spell Range : 37
Staff : 30
Stamina : 10, 20, 22
Standard Bearer : 30
Strategist : 30, 60
supernatural gift : 49, 50, 51, 52, 53
Swashbuckler : 60

T

Tactical Roll : 21
Tactician : 31

Technomancy : 40
Terrain : 13, 14, 47
their Reference Cards : 13
Tough : 31
Translator's Note : 40

U

Undead : 31

V

Veteran : 31, 60
Victory : 47, 49, 52, 53, 54

W

War Cry : 31
Warrior-Mage : 31, 32, 39
Water : 38, 39, 61
Weapons
 Arbalete Wolfen : 59
 Arc : 59
 Arquebuse : 59
 Crossbow : 59
 Fusil : 59
 Guisarme : 23
 Halberd : 23
 javelot : 59
 Lance : 23
 Mousquet : 59
 Pertuisane : 23
 Tromblon : 59
Wound Rolls : 22