

RAG'NAROK 2

RAG'NAROK HAS BEEN OUT FOR THREE YEARS NOW.

OVER THESE FEW YEARS, YOU HAVE FOUGHT MANY BATTLES, PUSHED MANY RULES TO THE LIMIT AND EXPRESSED WISHES TO SEE CERTAIN MODIFICATIONS. TODAY, THE RACKHAM STUDIO IS NOT WORKING ON A NEW EDITION OF RAG'NAROK BUT ON A BRAND NEW VERSION OF THE RULES, IF NOT A COMPLETELY NEW GAME.

RAG'NAROK 2 IS A SMOOTH AND SPECTACULAR STRATEGY GAME. STRATEGY BECAUSE OF THE CRUCIAL ROLE OF FORMATIONS AND MOVEMENT, COMBINED WITH THE USE OF TACTICAL CARDS. SMOOTH BECAUSE THE NUMBER OF PHASES HAS BEEN REDUCED AND THE GAME MECHANISMS SIMPLIFIED. SPECTACULAR BECAUSE THE FIGHTING IS FIERCE, VIOLENT AND DECISIVE.

THIS ARTICLE IS A QUICK REVIEW OF THE ARMY CREATION RULES, AN EXPLORATION OF THE MOVEMENT, COMBAT AND MORALE SYSTEMS.

THESE RULES ARE OPTIMISED FOR A 1000 A.P. FORMAT, WITHOUT MAGICIANS, FAITHFUL OR FORTIFICATIONS. IT IS IN FACT A PROVISIONAL PROPOSITION.

IF THIS VERSION IS FAITHFUL TO THE GUIDELINES OF THE COMING EDITION (STRATEGY AND PLEASURE) IT IS CERTAINLY NOT A COMPLETE RULE SET.

FOR MATTERS OF SPACE, ONLY THE NEW RULES WILL BE PRESENTED HERE.

THE VARIOUS STEPS OF A ROUND IN RAG'NAROK 2 ARE IDENTICAL TO THOSE OF CONFRONTATION 3.

THE SAME GOES FOR THE CHARACTERS WHO GET THE SAME ABILITIES AND GAME EFFECTS AS IN CONFRONTATION 3. THIS ALLOWS TO SWITCH EASILY FROM ONE GAME TO THE OTHER, AND TO REDUCE THE NUMBER OF PHASES MAKING THE GAME QUICKER AND MORE FUN.

OVER THE COMING MONTHS, TEAM RACKHAM WILL KEEP FINE TUNING THE RULES WHILE LISTENING TO THE COMMUNITY, NOTABLY THROUGH OUR FORUM: [HTTP://EN-FORUM.CONFRONTATION.FR](http://en-forum.confrontation.fr). THUS YOU WILL BE ABLE TO OFFER YOUR MODIFICATIONS AND SEND US YOUR QUESTIONS IN ORDER TO MAKE RAG'NAROK 2 A SUCCESS!



GENERIC RULES



THE GENERIC RULES ARE BASED ON THE BODY OF THE FIRST VERSION OF RAG'NAROK AND CONFRONTATION 3. BUT THEY INTRODUCE A NOVELTY: THE CONTEST TABLE. IT IS USED TO SOLVE COMBAT, DAMAGE AND THE EFFECTS OF FEAR ALL AT ONCE. IT CONSTITUTES AN IMPORTANT TOOL FOR RAG'NAROK 2. IT WAS CREATED TO SMOOTH OUT THE GAME BY REDUCING THE AMOUNT OF MECHANISMS TO KEEP IN MIND, WHILE OFFERING A LARGE RANGE OF STRATEGIC POSSIBILITIES.

ALSO, THE FORMATIONS HAVE BEEN REVISED: THE CLOSE FORMATION IS TYPICAL OF ARMIES WITH A COMPLEX MILITARY ORGANIZATION, WHILE THE SCATTERED FORMATION IS TYPICAL OF THE WILDER NATIONS.

FINALLY, IT IS NOW IMPOSSIBLE TO DIVIDE AND MERGE UNITS.

THE FIGHTERS

FIELD OF VIEW

The fighters have a 180° **field of view** from the front of their base.

HEALTH STATUS

The health status of a fighter is represented by **Wound levels**. The number of Wound levels of a fighter depends on several factors:

- All Short and Medium Size troops: 1;
- All Large Size troops or above: 2;
- All Incarnate Characters: 4.

A fighter who has lost all his Wound levels is eliminated. His miniature is removed from the battlefield.

POWER

The **Power** of a fighter represents his capacity to put an opponent off balance when he charges or, on the contrary, his capacity to withstand the impact of an enemy charge. This value is not written on the reference card; it is defined by the Size of the fighter. The Power was called the domination factor in the first version of *Rag'Narok*.

Sometimes, the rules require calculating the **balance of Power** between two units. To do so, compare the sum of the all the fighters composing the unit's Powers. The **balance of Power** is obtained by dividing the higher of the two Powers by the lower of the two Powers; rounded in favor of the unit with the lower Power.

POWER	
Fighter's size	Power
Short and medium size	1
Large size	2
Very large size "Enormous"	3
Very large size "Colossal"	4
Very large size "Gigantic"	5

Example: A unit of sixteen conscripts of the Griffin has a Power of sixteen. A unit of five brontops riders has a Power of ten. The balance of power is therefore one on one. It would have required twenty conscripts to be two on one.



THE UNITS

An army is composed of units. A unit is a group of fighters of a same type and subordinated to the same orders. Each unit is composed of a variable number of fighters. During a game of *Rag'Narok*, each player gives orders to his units, moves them and makes them fight.

COMPOSITION

A unit can be composed of several types of fighters, who obey different rules:

- **The troops** constitute the majority of the fighters in a unit. By default, a fighter is a troop;
- **The independents** are particular fighters. They regroup all the Incarnate Characters as well as fighters with specific abilities. Many game effects give the opportunity to create independents during the army building. But it is forbidden to create an independent during a game.
- A unit can contain an unlimited number of **Characters**, but only one commander, only one musician, only one standard bearer and only one independent of another kind.


PARTICULARITIES

Each unit is defined by its numbers, its Power and its status.

- **Numbers:** The number of fighters composing the unit;
- **Power:** The sum of the Powers of all the fighters in the unit;
- **Status:** A unit can be Valiant, Disorganized or in Rout.

Many units have among their ranks a particular independent: **the leader**. It can be a fighter different from the troops or a trooper promoted to this func-

tion. A leader relays the orders of the Commander-in-Chief and is in charge of maintaining discipline in the unit.

Important: The distance a unit can cover is expressed in centimeters. It depends of the Movement characteristic , the order given and the action chosen. The MOV of a unit is equal to the MOV of its slowest member.

ARMY SCHEME

An army of *Rag'Narok 2* is constituted of three types of unit. The rank of a unit is determined by the troops composing it.

- The **army corps** regroups the units of Regular and Veteran rank.
- The **shock troops** are constituted of units of Elite and Special rank.
- The **support** is composed of Irregulars, Creatures as well as pieces benefiting from artillery rules (no matter their original rank).

The army corps must be composed of at least as many units as the shock troops and support units added together.

This table indicates the numbers (minimum and maximum) of the units, according to their formation, their rank and the nature of their army.

ARMY SCHEME		
Rank	Regiment	Horde
Army corps	5/20	3/12
Shock troops	3/12	1/6
Support	1/10	1/6



FORMATIONS

The coherence of a unit requires the fighters composing it to be displayed no more than 2.5 cm away from one another. Depending on the people, the units choose one of the two types of formations of *Rag'Narok 2*.

- A unit in **close formation** stands in a strict phalanx formation. The miniatures are placed in a straight line one or several rows deep and all facing the same direction. The edges of their bases are lined up to form straight rows and columns. If it is possible, each row is to be composed of the same number of miniatures.

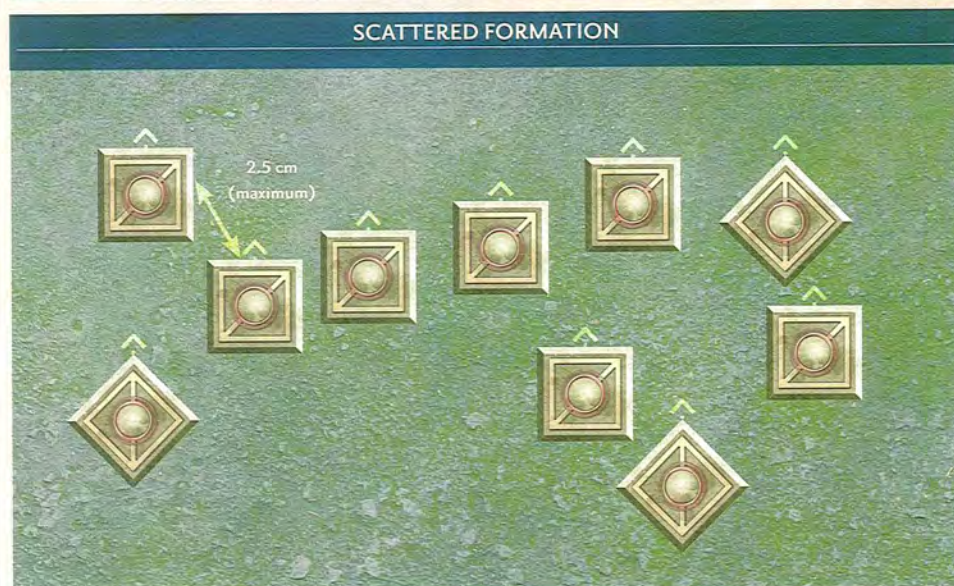
A unit in close formation can use its Courage or its Discipline on morale rolls (see the rules on the influence of Fear). Besides, the unit doubles its Power when charging or being charged by an enemy. But it can perform only one maneuver per round (see Maneuvers).

In a unit in close formation, only the marksmen located in the two front rows can shoot when the unit performs a shot.

The close formation is the default formation of the following peoples: The Kingdom of Alahan, the Empire of Akkylannie, the Republic of Lanever, the Defenders of Tir-Nâ-Bor, the Rats of No-Dan-Kar, the Empire of Syharhalna and the militia of Cadwallon.

- A unit in **scattered formation** moves like a horde. The miniatures are freely displayed no more than 2.5 cm from one another and must face the same way. They do not have to be lined up with the others. A unit in scattered formation can perform several maneuvers per round (see Maneuvers). They are more mobile but also more vulnerable to shots: a unit of marksmen can target any fighter in a scattered unit.

In a scattered formation unit, all the fighters can shoot when the unit shoots.



THE WAYS OF LIGHT

Army	Formation
The Kingdom of Alahan	Close
The Empire of Akkylannie	Close
The Republic of Lanever	Close
The Barbarians of Avagddu	Scattered
The Utopia of the Sphinx	Close

THE MEANDERS OF DARKNESS

Army	Formation
The Limbos of Acheron	Scattered
The Empire of Syharhalna	Close
The Web of Ashinân	Scattered
The Seers of Caer Maed	Scattered
The Possessed of the Abyss	Close
The Ophidian Alliance	Scattered

THE PATHS OF DESTINY

Army	Formation
The Guardians of Quithayran	Scattered
The Braves of Bran-Ô-Kor	Scattered
The Children of Yllia	Scattered
The Defenders of Tir-Nâ-Bor	Scattered
The Rats of No-Dan-Kar	Scattered
The Disciples of the Beast	Scattered
The Concord of the Eagle	Scattered
The Tribe of the Behemoth	Scattered



The scattered formation is the default formation of the following peoples: The Barbarians of Avagddu, the Braves of Bran-Ô-Kor, the Tribe of the Behemoth, the Guardians of Quithayran, the Children of Yllia, the Disciples of the Beast, the Concord of the Eagle, the Limbos of Acheron, the Seers of Caer-Maed, the Web of Ashinân and the Ophidian alliance.

No matter its people, a unit with less than five members is always considered to be in scattered formation. This condition is checked when the unit enters the game and during the maintenance phase.

LINE OF SIGHT

CHARGES

A unit can charge an enemy unit when one of its members can see at least one member of the enemy unit.

Example: A unit of amok slayers (Medium Size) led by Shaka Morkhäi (Large Size) is behind a Medium Size hedge. Cynwäll azure hunters (Medium Size) located on the other side of the hedge cannot see the amok slayers. But they can see Shaka Morkhäi. The azure hunters can then charge the amok slayers unit.

SHOOTING

Only the fighter with a proper line of sight on an enemy unit can shoot at it.

Only the visible fighters can be targeted and, if need be, eliminated. All surplus Wounds are lost.

Example 1: In the previous example, the azure hunters can only target Shaka Morkhäi.

Example 2: A unit of nine crossbowmen of Dirz targets a unit of ten mountaineers of the Behemoth. A ruin is standing between them, so that only five crossbowmen have a line of sight on two mountaineers.

After rolling for the shots and the Wounds, the crossbowmen inflict three Wounds to the unit of mountaineers. It would be enough to eliminate three, but only two are visible: the two visible targets are eliminated, the third Wound is lost.

Template weapons (area of effect artillery) are not subjected to this rule. The Wound rolls it inflicts can eliminate target even partially covered by the template, even if they are out of the marksmen's line of sight.

RESOLVING A CONTEST

CONTEST TABLE

Resolving attacks, Wounds and managing the influence of Fear is different from resolving the fighters' other actions. In these three cases, the Contest table is used to determine who wins the contest, as well as the number of Wounds inflicted.

To use the **Contest table**, first of all you need to compare the characteristic used by the fighter initiating the contest and the characteristic of the fighter who is the target of it. The difference between these two values is read on the first line of the table. The result of the subtraction indicates which column to read. At the intersection of the second line with this column, you can read the result needed from each die on the roll for the test.

The characteristics depend on the contest to be resolved:

- **Combat attack:**

ATT of the assailant - DEF of the assailed.

The assailing player rolls the combat dice (see Resolving a combat). Each time a die shows a result higher or equal to the value indicated in the column, it causes a Wound roll for one of the assailed fighters (see below).

- **Wound roll:**

STR of the assailant - RES of the assailed.

The player of the assailant rolls 1d6 per Wounds needing to be resolved. Each time a die gives a result higher or equal to the value indicated in the column, a Wound is inflicted to one of the victims.

- **Influence of Fear:**

COU of the courageous unit - Fear of the frightening unit.

The player controlling the courageous unit rolls 1d6; the consequences of the success or the failure of this test are detailed in the chapter on Leadership.

Many game effects allow you to read the result of a contest one column to the left or to the right. These effects do not allow to go beyond the table: a result of $\boxed{111}^*$ under a game effect allowing to read the table one column to the left, remains a $\boxed{111}^*$, while a result of $\boxed{1}^* + \boxed{1}^*$ under a game effect allowing to read the table one column to the right, remains a $\boxed{1}^* + \boxed{1}^*$.

CONTEST TABLE

-13 & -	-12/ -8	-7/ -4	-2/ -3	-1/0/ +1	+2/ +3	+4/ +7	+8/ +12	+13 & +
$\boxed{111}^*$	$\boxed{11}$	$\boxed{1}^* + \boxed{1}$	$\boxed{1}^* + \boxed{1}$	$\boxed{1}^* + \boxed{1}$	$\boxed{1}^* + \boxed{1}$	$\boxed{1}^* + \boxed{1}^* + \boxed{1}$	$\boxed{1}^* + \boxed{1}^* + \boxed{1}$	$\boxed{1}^* + \boxed{1}^* + \boxed{1}$



When a result is simultaneously affected by both effects, a game effect allowing to read the result one column to the left cancels the game effect allowing to read the result one column to the right, and vice-versa.

☐ AND ☒ IN A CONTEST

Any ☐ obtained during a contest indicates that the action is an automatic failure, no matter the characteristic used.

♦ **Influence of Fear:** Every ☐ on a contest roll determining the influence of Fear gives one Elixir point to the army which caused this test.

AN ELIXIR POINT?

The battles of Rag'Narok 2 will give the opportunity to Incarnate Characters, the true heroes of the Rag'narok, to gain Elixir points. These points can be used to accomplish feats worthy of their almost godlike status.



Every ☒ obtained on a contest roll gives a different advantage depending on the type of test:

- ♦ **Combat attack:** An extra attack for free, rolled immediately against the same difficulty and the same target;
- ♦ **Wound roll:** An extra Wound roll for free, rolled immediately against the same difficulty and the same target;
- ♦ **Influence of Fear:** The army of the courageous unit gets one Elixir point.

A die can be re-rolled as long as it gives ☒. Each of these re-rolls constitutes an entirely new roll. Thus a ☐ on a re-roll does not cancel the success rolled previously.

Example: Six Griffin conscripts (ATT 2) attack a unit of morbid puppets (DEF 0). The result needed is ☐+. The Griffin player rolls six attack dice and gets ☐, ☐, ☐, ☐, ☒ and ☒. The ☐ indicates an automatic miss. Both ☒ are re-rolled and give ☐ and ☒. The ☐ on the re-roll indicates an automatic miss, but the player does not lose the initial success. The ☒ is rolled once again and gives ☐, causing a new Wound roll.

The Griffin player will then perform seven Wound rolls.

2 + /X: ADVANTAGED RE-ROLLS

The contest table contains the following results ☐+ /☒+, ☐+ /☒+ and ☐+ /☐+, the advantaged re-rolls. The first value is the minimum result needed for a test to be a success. The second is interpreted according to the nature of the contest:

- ♦ **Combat attack and Wound roll:** The value after the slash is the natural result from which the player can re-roll the die as if it was ☒.
- ♦ **Influence of Fear:** The second value is ignored.

Example: A tyrant of Vile-Tis (FOR 11) inflicts two Wound rolls to a unit of orc brutes (RES 6). The difference between the FOR of the tyrant and the RES of the brutes being 5 points in favor of the tyrant, the contest is read in the column "+4/+7" of the contest table. This means the result needed is ☐+ /☒+. Every result higher or equal to ☐ on the Wound roll will cause one Wound to the brutes; every result higher or equal to ☒ can be re-rolled to cause another Wound.

The Hyena player rolls the dice and gets ☐ and ☒. He causes two Wounds and re-rolls the ☒; he rolls a ☐, which is enough to cause another wound. So he inflicts a total of three Wounds to the brutes.



☒*: THE THRESHOLD OF IMPOSSIBLE

The table contains a ☒* result, the threshold of impossible. For a Combat attack test or a Wound roll, not only does the player need ☒ for the action to be a success, but the total number of successful attacks and Wound rolls is halved (rounded up) to determine the attacks and Wounds really inflicted.

For tests of Courage, the result of the test is automatically considered as a ☐.

DEALING THE WOUNDS

Once the Wound rolls resolved, the assailant divides the successful Wound rolls among the victims to eliminate as many victims as possible.

Example: A unit of six Cynwäll asadars (Dragon) inflicts four Wounds to a unit of four marauders of Vile-Tis. These four devourers have two Wound levels each. The Dragon player must eliminate as many enemies as possible. He cannot then deal one Wound to each of them, but in fact has to eliminate two, dealing to them two wounds each.

A fighter suffers the effects of a wound until the end of the game, or until he is eliminated; nevertheless some game effects can heal wounded fighters.

UNFOLDING OF A GAME

1) The round begins with the **strategic phase**.

- a) Each player attributes orders to his units.
- b) The players then roll a Discipline test called "tactical roll".
- c) Each player deals tactics to their units.
- d) The players rally their units, if need be.

2) The players then go on to the **activation phase**.

They activate their units in turn, acting and reacting to the opponents' actions. The units move and perform various actions (assault, shooting, casting rituals, etc.) in turn.

3) Then comes the **combat phase**. Combat actions are performed during this phase.

- a) The player who won the tactical roll chooses the first fray and the first combat.
- b) Each player rolls an Initiative test.
- c) The players carry out the exchanges.
- d) Once all the combats in a same fray are done, the players proceed to the Morale tests if need be.
- e) The players push on (formerly thrust movement).
- f) The players go on to the next fray.

4) During **mystical phase**, the players constitute the reserve of magical energy of their magicians with the mana recovery roll. At the same time they calculate the new Temporary Faith of their faithful.

5) The second to last phase is the **maintenance phase**.

- a) The players resolve any adverse effects.
- b) The players resolve the effects of passive abilities (ex: Fierce).
- c) The players resolve the effects of active abilities.
- d) The players resolve the other effects, including the effects which may be prolonged from one round to the other.
- e) The players resolve the effects allowing fighters to come back into the game (Regeneration/X, Reinforcement).

6) Finally, the players go to the **time out**. This last phase marks the passage from one round to another. No game action can be performed during this intermediary phase. The fighters who are too far from other members of their unit are allowed a free movement to get within appropriate distance. This move cannot bring them in contact with an opponent.



STRATEGIC PHASE

NOW THE STRATEGIC PHASE IS AS CRUCIAL AS THE COMBAT PHASE. THE NUMBER OF ORDERS HAS BEEN REDUCED AND ONLY ONE ORDER CAN BE GIVEN TO EACH UNIT. YET EACH ORDER GIVES THE POSSIBILITY OF CARRYING OUT SEVERAL ACTIONS WHICH ARE CHOSEN UPON THE UNIT'S ACTIVATION. BESIDES, THE TACTICAL CARDS HAVE BEEN REDESIGNED TO BE MORE INSTINCTIVE AND MORE DECISIVE. THEY ARE NOW TRULY PART OF THE GAME AND A GOOD COMMANDER-IN-CHIEF COULD NOT DO WITHOUT THEM ANYMORE.



Δ CHANGE OF TACTICS

This issue of Cry Havoc offers four new tactical cards dedicated to Rag'Narok 2: Brutality, Change of plans, Rallying and Unfailing wall.

The cards from the first edition can still be played: all you have to do is ignore the characteristic penalties. When two cards from the new and the old edition have the same name, ignore the older card. As it is the case for Brutality.







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

- 1) Attribution of the orders
- 2) Tactical roll
- 3) Attribution of the tactics
- 4) Rallying

1) ΔTTRIBUTION OF THE ORDERS

At the beginning of the strategic phase, each player attributes an order chosen among the following to each Valiant unit in his army with a leader or within the leadership range of any friendly commander.

The orders are represented with markers. They are placed face down near the unit.

- 1 **Progress** : The unit will move on the battlefield.
- 2 **Assault** : The unit will assail an enemy unit to create a fray.
- 3 **Support** : The unit will carry out a support action, such as shooting a volley, call a miracle or cast a spell.
- 4 **Reaction** : The unit anticipates the events and reacts to it. It will counter-charge an enemy unit, strategically retreat before a powerful enemy, etc.

2) TACTICAL ROLL

Once the orders have been attributed, the players carry out the tactical roll. They roll a Discipline test with the leader of the army: the Commander-in-Chief. The Commander-in-Chief's DIS can be modified by certain bonuses and penalties (presence of a musician, effects of a spell, etc.)

If the Commander-in-Chief has the ability «Leadership/X», an extra die is added on the tactical roll. The die indicating the highest result is kept to determine the final result of the roll.

The consequences of this roll are felt throughout the on-going round. It is therefore important to keep in mind which of the two players won it.

Important: If the Commander-in-Chief is in rout, the tactical roll is an automatic miss.

STRATEGIC PHASE

ATTRIBUTION OF THE TACTICS

Then the winner of the tactical roll gives one of the tactics he has in hand to a unit or discards the tactic. Once this is done, his opponent does the same. The players attribute their tactics in turn, face down, until the cards on both sides have been placed.

- Only units who were given an order can receive a tactic.
- A unit can receive only one tactic per round.
- Some tactics have particular attribution conditions (required rank, etc.) indicated on their card.

By default, a tactic can only be given to one of the units on your side.

Nevertheless, some tactics are given to enemy units. This is clearly explained on the card when it is possible to do so. A unit can only receive one tactic per round: The owner of the unit which was given a tactic by his opponent will not be able to give it a tactic of his own.



3) ATTRIBUTION OF THE TACTICS

It is easy to design a strategy when you're far away from the front; it is a lot harder to apply it facing the enemy. The battles of the Rag'narok are full of unexpected events and the best Commanders-in-Chief are those who are able to adapt their plans to the vagaries of battle. This is the difference between strategy and tactics.

TACTICAL DECK

The talent of the Commander-in-Chief is represented by the use of **tactical cards** that each player places near his units. The tactics have particular game effects which modify the capacities of the units. Each player freely constitutes his tactical deck at the same time as his army.

All tactics are represented with the same format:

- **Condition:** Needs to be fulfilled by the unit when the tactic is attributed.
- **Pros:** Bonus or effect the unit benefits from.
- **Cons:** Penalty or effect inflicted to the unit. Only rank I units suffer the cons.

CHOOSING THE TACTICS

The **Tactical table** gives the number of tactical points an army has at its disposal for the on-going strategic phase, depending on the Commander-in-Chief's rank and the final result his tactical roll. For every complete war-staff (see Leadership) in the army, the army gets one extra tactical point.

The player who won the tactical roll spends his tactical points first and **chooses** the tactics which interest him from his deck without revealing them. **Each tactic costs two points.** The tactics acquired are kept in hand, hidden from the opponent; the other cards remain in the tactical deck.

Once his choice made, the second player gets to choose his tactics.

TACTICAL TABLE

Tactical roll	Leadership points			
	1	2	3	4
Failure	-	1	2	3
1-5	1	3	5	7
6-10	2	4	6	8
11-15	3	5	7	9
16-20	4	6	8	10
21+	5	7	9	11

RECONSTITUTING THE TACTICAL DECK

During the time out phase, each player picks up the tactics he attributed and reconstitutes his tactical deck for the next round.

SIR YES SIR!

Besides attributing tactics, the tactical points are used to give an order to a unit that doesn't have any. Rather than giving a tactic to a unit, a player can spend a tactical point to give an order to a unit. A unit cannot receive two orders. A unit which received an order this way cannot be given a tactic.

4) RALLYING

Units can be **Disorganized** or in **Rout** when they fight against an enemy superior in number or when they face frightening opponents. This effect can be reversed and fighters in rout have a chance of rallying at the end of every strategic phase.

The rallying rules are described in the section on the influence of Fear.

ACTIVATION PHASE

DURING THE ACTIVATION PHASE, THE PLAYERS MAKE THEIR UNITS ACT, REVEALING THEIR ORDERS IN TURN. EACH TIME A PLAYER REVEALS AN ORDER, HE ANNOUNCES THE UNIT'S ACTION AND CARRIES IT OUT. ONCE THE ACTION RESOLVED, THE LEAD GOES TO HIS OPPONENT. THIS UNIT CANNOT BE ACTIVATED ANYMORE. BOTH PLAYERS CARRY ON IN TURN, UNTIL ALL THE ORDERS ATTRIBUTED HAVE BEEN UNVEILED AND ALL THE CORRESPONDING ACTIONS HAVE BEEN PERFORMED.



▲ PHASE CLOSER TO CONFRONTATION 3

This phase gathers the movement phase, the shooting phase and the mystical phase of the first version of Rag'narok. It works around the notion of activation like Confrontation 3.



SPEAKING IN TURN

The activation phase is divided in speaking turns. The winner of the tactical roll chooses the player who speaks first. The player whose turn it is to speak is called the **active player**.

The active player must choose one of the two following actions:

- Point out one of his units and activate it: he reveals his order, announces the action corresponding to this order and performs it;
- Pass his turn if he can do so.

PASSING A TURN

A player can **pass his turn** when he has less units than his opponent at the beginning of the round. He can pass once for every extra unit his opponent has.

When a player passes, he does not activate any unit and the lead goes straight to his opponent.

IN TURN

Once the active player has activated his unit, the lead goes to his opponent, who then plays.

The players are given the lead (and speaking turn) in turn until all the units have been played. If one of the players has no unit left to activate, his opponent keeps the lead until he has played all his units.

A player cannot play several units simultaneously. He must activate them one after another.

ACTIVATING A UNIT

Each order (Assault, Progress, Support and Reaction) gives a variety of possible actions. For clarity, the orders and actions will appear under this form: order (action).

Example: The mention "Progress (Run)" means that the unit was given a "Progress" order and that the player carries out the "Run" action.

When a unit is activated, its order is revealed. The active player chooses an action among those associated to the order. After having declared the action performed by his unit, he resolves it.

Certain actions are only possible under particular conditions which need to be fulfilled. The latter are indicated in the description of the action. If they are not fulfilled upon the unit's activation, the unit must perform a "Stationary" action.

Some actions also require a characteristic test to be resolved. Depending on the action, the test is done by the troops in the unit or by the unit's leader.



If the test is a success, the action is resolved. Otherwise, the given action is ignored and the unit resolves a Progress (Stationary).

Important: A unit which did not receive an order automatically resolves a Progress (Stationary) action when it is activated.

ORDER: PROGRESSION

Progress actions allow the units to carry out movements.

PROGRESS (STATIONARY)

Condition: None.

Test: None.

The unit does not move and cannot perform any maneuver.

PROGRESS (MARCH)

Condition: The unit is free from any opponent.

Test: None.

The unit moves over a distance (in cm) inferior or equal to its MOV. Assaulting a unit through a March is not permitted (see further).

PROGRESS (RUN)

Condition: The unit is free from any opponent.

Test: None.

The unit moves over a distance (in cm) inferior or equal to its MOV x 2, in a straight line. Assaulting an enemy unit through a Run action is not permitted (see further).

PROGRESS (DISENGAGEMENT)

Condition: The unit was neither charged nor engaged during the on-going activation phase.

Test: Special.

The Disengagement allows a unit in contact with another unit to move away from it. There are two ways to disengage:

- Disengagement (INI): The unit must succeed an Initiative test (difficulty 8).
- Disengagement (STR): The unit must succeed at a Strength test (difficulty 8). For this test, the lowest RES among the enemy fighters in contact with the unit is deducted from the STR.

The characteristic used for the disengagement is the characteristic of the unit's troops. If the unit is only constituted of Independents, it is the lowest characteristic which has to be used.

If the disengagement test in a success, the fighters in the unit whose base is engaged on at least two sides are eliminated, no matter their Wound level. The rest of the unit can perform a March. This movement does not allow a unit to come back in contact with the unit it disengaged from.

If the disengagement test fails, the unit cannot move. The unit of fighters will not be able to attack in the next combat phase.

ORDER: ASSAULT

Assault allows moving units in order to create frays.

ASSAULT (CHARGE)

Condition: The unit is free from any opponent.

Test: None.

The player designates an opponent unit. At least one member of the unit activated must have a line of sight on the enemy unit. The activated unit carries out a movement in a straight line over a distance inferior or equal to MOV x 2 (in cm).

If at least one fighter of the activated unit manages to come in contact with an opponent from the unit charged, the charge is then a success. Otherwise it fails.

If the assault is a success and if the Power of the assailing unit is higher or equal to the Power of the assailed unit, the activated fighters get a +3 on the final result of their Initiative tests during the combat phase (but not for the push on). This bonus is applied until the end of the round, even if the assailants are not in contact with their target anymore.

If the charge fails, The assailing unit must move over MOV x 2 in the direction of the unit targeted. The unit is Disorganized.

ASSAULT (ENGAGEMENT)

Condition: The unit is free from any opponent.

Test: None.

The Engagement allows to assault a unit within the angle of vision of the unit (180° towards the front of the fighters base), but on which it doesn't have a line of sight (obstacle, etc.). Its movement potential is MOV x 2 (in cm). This Movement can be done bypassing obstacles. If at least one fighter in the activated unit comes in contact with an opponent in the unit targeted, the engagement succeeds. Otherwise, it fails.

If the assault succeeds, the assailing unit does not benefit from the charge bonus. Otherwise, the unit performs a MOV x 2 movement over the longest distance possible in the direction of the targeted unit.

If the assailing unit doesn't have any enemy units in its field of view even after having maneuvered (see Maneuvers), the player can change his order to Progress (Stationary).



ORDER: SUPPORT

These orders allow a unit to help another unit or to affect the battlefield.

The term Support regroups the following effects:

- Divination (communions and miracles);
- Incantation (rituals and spells);
- Shooting.

SUPPORT (Σ+Δ+IC)

Condition: None.

Test: None.

The fighters in the unit perform the following actions if they can:

- Call communions or miracles;
- Utter their rituals and cast their spells;
- Shoot (if the unit is not engaged).

The three steps here above can be performed in any order chosen by the player

Example: A Griffin player reveals a Support order on a unit gathering Griffin fusiliers (marksmen) and a Darkness hunter (marksman and Warrior mage). He can, in any order he wants:

- Roll the fusiliers shots;
- Roll the Darkness hunter's shots;
- Roll the Darkness hunter's spells.



SUPPORT (DYNAMIC)

Condition: The unit is free from any opponent.

Test: None.

The fighters in the unit carry out all or part of the following actions if they can and in the order they want:

- Perform a March;
- Call communions and miracles;
- Cast rituals and spells;
- Shoot.

A unit can use this action when engaged in a fray with the enemy. The March is replaced in this case by a Disengagement (which requires a test). The marksmen in the unit can only shoot after a successful disengagement.


ACTIVATION PHASE



MOVEMENTS

Many actions imply a movement by the unit. There are different types of movements (March, Run, Charge, Engagement, etc.), but they all obey the following rules.

A unit moves to a position located within the field of view of at least one of its fighters. The latter does not necessarily need a line of sight to this location.

The distance a unit can travel is expressed in centimeters. It depends on its Movement characteristic , on the order given and the action chosen. **The MOV of a unit is equal to the MOV of its slowest member.**

MOVEMENT	
Action	Movement potential
March	MOV x 1
Run	MOV x 2
Engagement	MOV x 2
Charge	MOV x 2

ORDER: REACTION

The Reactions allow the units to surprise their opponents. Their resolution works differently from other orders. The player can reveal them and resolve them once the conditions are fulfilled. This allows him to reveal orders when he does not have the lead.

A Reaction revealed when the conditions were not fulfilled becomes a Progress (Stationary) action.

REACTION (COUNTER-CHARGE)

Conditions: The unit is free of any opponent. An enemy unit located at the same level of altitude assails the unit. The assailing unit begins its assault in the field of vision of the unit carrying out the counter-charge.

Test: INI/Special (INI of the troops in the unit; if the unit contains only independents, the lowest INI among them).

An Initiative test is done in opposition between the assailing unit and the unit performing the counter-charge. The unit which wins the test charges first. If the unit is not within charging distance, it is disorganized and the other unit charges.

A counter-charge has the same effects as a charge.

REACTION (WITHSTAND CHARGE)

Conditions: The unit is free from any opponent. An enemy unit performs an assault against the unit.

Test: INI 6.

This reaction is announced when the opponent declares an assault on the unit but is solved afterwards. If the assault is a success, the fighters from the unit withstanding the charge who are not in contact with any opponent can move by MOV cm to come in contact with the assailing unit. The fighters whose MOV is too short to come in contact with an assailant are not moved except to remain within correct distance of a member of the unit.

If the assault fails, Reaction (Withstand charge) becomes Progress (Stationary).

REACTION (RETREAT)

Conditions: The unit is free from any opponent. An enemy unit performs an assault against the unit. It begins its assault within the field of view carrying out the reaction.

Test: INI 6.

The unit can march backwards up to MOV cm without any orientation change. The unit may not reorient before performing a retreat.

If the test fails, the unit performs a Progress (Stationary).

During a movement, a unit can execute one or several maneuvers, according to the formation. Besides, the unit may have to bypass obstacles.

A fleeing unit heads straight for the closest edge of the table. It bypasses friendly units and elements of scenery.

MANEUVERS

Maneuvers are complex movements which can only be carried out by disciplined troops. A characteristic test is often required to simulate this.

The maneuver must be announced by a unit after having revealed the order it had been attributed and before resolving it. If the unit is supposed to execute several maneuvers during its activation, the player declares and resolves them one after the other.

If the maneuver requires a test, it must be done when the maneuver is announced.

If the unit is in close formation, it can only attempt a single maneuver, no matter if it succeeds or fails. If it fails, the maneuver is not performed. The unit can still carry out its order.

If the unit is in scattered formation, it can execute an unlimited number of maneuvers, but if one of them fails, the unit cannot attempt any new maneuver requiring a test.

BACKWARDS MOVEMENT+

Test: DIS (7).
 The fighters move backwards. This maneuver cannot be executed if the unit is carrying out an assault order. The movement cannot exceed MOV cm, no matter the action performed. The orientation of the unit at the end of this movement is the same as at the beginning of it.
 This maneuver replaces the usual movement of the unit.

SIDWARD MOVEMENT+

Test: DIS (7).
 The unit moves left or right. The distance it travels cannot exceed MOV centimeters, no matter the action performed. The orientation of the unit after this movement is the same as at the beginning of it.
 This maneuver replaces the usual movement of the unit.

REARRANGEMENT+

Test: DIS (7).
 The fighters change position in unit in close formation performing a Progress. If the test succeeds, the player can proceed to the two following changes:

- He can swap the position of fighters inside the unit;
- He can change the length and the number of rows in the unit.

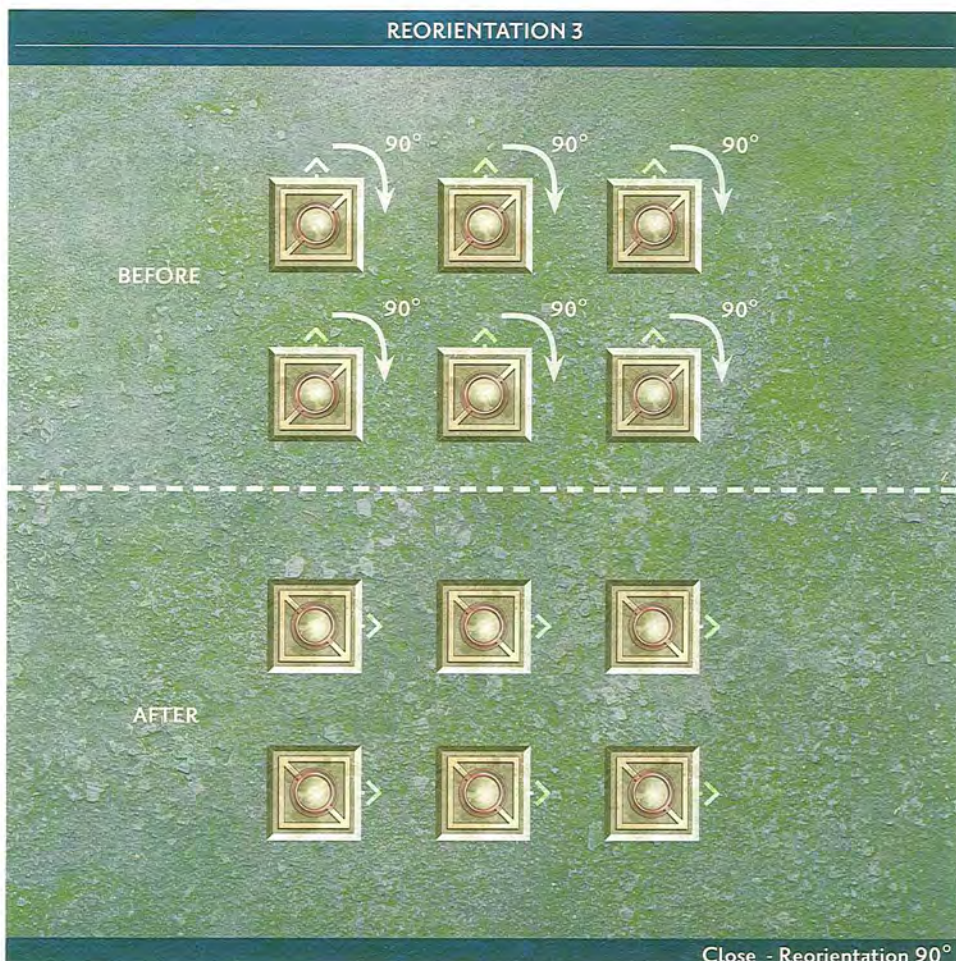


REORIENTATION

Test: Special.
 The fighters in the unit reorient to change the field of view. The resolution of a reorientation depends on the unit's formation.

A **unit in close formation** can only reorient at the beginning of its activation; it must succeed a Discipline test (difficulty 7). The reorientation is performed using one of the two following possibilities:

- Either the unit behaves as a uniform block and wheels around an axis (see diagram 1). The maximum angle of the rotation is determined by the MOV of the fighters composing the unit (the maximum distance a fighter can travel is equal to MOV x 2 of his unit);



- Either each fighter executes an individual rotation of exactly 90° (a quarter of a turn) or 180° (turns around) (see schemes 3 and 4).

No matter the option chosen, the unit may not carry out any other movement than its reorientation. A unit with at least one member on a cavalry base cannot execute an individual reorientation.

- A **scattered unit** can reorient before or after its movement. If the angle of the reorientation is inferior to 90°, no test is required (see scheme 2). A 90° to 180° reorientation requires a Discipline test (difficulty 7). If it is a success, the fighters in the unit rotate on the spot to adopt the new field of view. They can move if the order they were given allows them to do so. If the test fails, the unit does not reorient.

THE OBSTACLES

An impassable element of scenery or a unit constitutes an obstacle. During its movement, a unit must bypass the obstacles.

- If the unit is in **close formation** it must bypass the obstacle making sure all the fighters stay in formation in this movement.
- If the unit is in **scattered formation**, it can bypass the obstacle freely; its fighters only need to be in formation at the end of the movement.

MOVEMENT DURING AN ASSAULT

Direction the miniature is facing



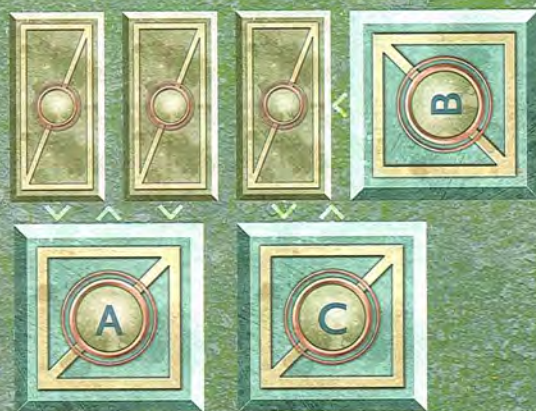
Creature:
assailing unit



Cavalry:
unit assailed



Situation before the assault



Situation after the assault

MOVEMENT DURING AN ASSAULT

When an Assault (Charge) or Assault (Engagement) order is revealed, the player designates the enemy unit targeted by its assault. He then measures the shortest distance separating the two units, from base edge to base edge.

- If this distance is inferior or equal to twice the unit's MOV, the assault is a success.

Each assailant must be moved in contact with the closest fighter among the unit targeted. He must be placed in base to base contact with the closest miniature. The player places the miniatures closest to an opponent first. They must assail as many enemies as their base allows them to. Miniatures on creature or Large creature bases can assail two opponents at a time. They use this advantage against opponents on infantry or cavalry (front and rear only, see the diagram) bases.

The units of fighters which are not within assault reach do not engage any opponent. They simply follow their companions into combat. They are left at the rear of the unit, as close as possible to the unit targeted and in formation with the rest of their unit. The player is allowed to change the shape of the unit to respect these rules.

- If this distance is superior to twice the unit's MOV, the assault fails. The order changes to Progress (Run). The unit runs towards the targeted unit and stops as close as possible. If it was a charge, the assailing unit is Disorganized.

A unit is perfectly allowed to rush into an already formed fray. A unit can charge or engage two different units if they are implicated in the same fray.

ORIENTATION AT THE END OF A MOVE

At the end of an assault, the fighters of the assailing unit are placed in order to face (front of their base) the unit targeted by the assault or the opponent they are in contact with. A unit in close formation changes to scattered formation during an assault.

In any other case, a fighter is oriented in the direction of his movement or in the direction given by any maneuver executed during the movement.

SHEETING

The marksmen can shoot when their units are activated, with a Support order. To shoot, a fighter must fulfill the following conditions:

- He must have an AIM of 0 or more;
- He must be equipped with a range weapon;
- His unit must be free of any opponent;
- He must not have attempted to cast any spell or call any miracle in the on going round (unless he is a Warrior mage or a Warrior monk).

Unless otherwise specified, a fighter can only shoot once in a round. If he has the possibility to shoot several times and move during the same activation, he can perform part or all of his shots before and/or after having moved.

1) TARGETING A UNIT

The active player points out an enemy unit as the target.

2) CHOOSING THE TYPE OF TARGET

The active player then designates a type of target among the chosen unit:

- The troops composing it;
- An independent.

3) ATTRIBUTING THE TARGETS

The active player points out the marksmen who shoot at the chosen targets. A marksman can only shoot at an enemy fighter on whom he has a line of sight.

A marksman who shoots at a unit in close formation cannot target a fighter even partially behind another element of the same unit.

A marksman who shoots at a unit in scattered formation can target any miniature composing it. Apart from the miniatures in the targeted unit, no other obstacle must block the line of sight.

He can shoot at an opponent in contact with a miniature on his own side. Nonetheless, he might hit the friendly miniature (see Shooting into the fray).

The active player measures the distance separating each shooter from his target. If this distance is higher than the long range of the weapon used, the shot is an automatic miss. Otherwise go on to the next step.

4) RESOLVING VOLLEYS

The player resolves three successive **volleys**: one for each range, short, medium and long.

The marksmen within short range of the chosen target roll the first volley. The Aim tests (see below), the Wound rolls and the removal of the losses are done immediately. The player then does the same with the medium range volley, and then the long range volley.

If the targets previously aimed at have been eliminated by a previous volley, the marksmen can aim at newly visible fighters.

A) CALCULATING THE DIFFICULTY

To determine if a marksman manages to hit his target, the player controlling him rolls an Aim test, the difficulty of this test depends on the **range** within which the targeted miniature is.

Circumstances	Difficulty
Short range	4
Medium range	7
Long range	10

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

The difficulty of the Aim test is determined as follows:

This difficulty can be modified by the following factors (these are cumulative):

- **If the marksman has performed a movement or a maneuver:** Difficulty +1.
- **If the target is located at a different level than the marksman:** Difficulty +2.
- **If the target is only partially visible:** Difficulty +1.
- **If the target is Large in Size:** Difficulty -1.
- **If the target is Very Large in Size:** Difficulty -2.

B) AIM TEST

Once the difficulty of the shot is determined, the player rolls an Aim test for each fighter. If the test is a success, the target is hit and suffers a Wound roll with the STR of the weapon used. Otherwise, the projectile darts into the blue without any further consequences.

SHOOTING INTO THE FRAY

It is possible to shoot a unit engaged against a unit on your own side. In this case the player shares the successful shots as equally as possible between the unit targeted and the friendly unit.

If it is an odd number, the extra shot hits an opponent.

If more than two units are engaged in the fray the successful shots are shared as equally as possible among them.

(Half of the shots hit the enemy unit(s), the other half are spread between the different friendly units).

C) REMOVING THE LOSSES

Once the Wound rolls are done, the player controlling the marksmen deals the Wounds and proceeds to the removal of the losses. A volley cannot cause more losses than the number of fighters targeted.

5) OTHER SHOTS OF THE UNIT

The player then designates marksmen in his unit who have not shot yet, assigns them a type of target and rolls their volley as seen in the stages above. If the marksmen have the same reference card as the previous shooters, they cannot target the same type of fighters.

The unit's activation is over once all the marksmen have solved their shots.

If the losses caused by the shots are higher or equal to half of the unit's numbers (based on the numbers of the unit at the beginning of the shooting phase), the unit must roll a Morale test (COU (8)); if the unit is in close formation, the player can choose to roll against DIS (8). If the roll is failed, the unit is immediately in Rout.



COMBAT PHASE



THE ART OF WAR

The combat phase has changed a lot in Rag'Narok 2. The Contest table now removes the necessity of having to spread the dice between attack and defense, therefore getting rid of Defense tests also. The ultimate battle is raging on Aarklash; all the combat dice are used to attack in this new version of Rag'Narok!

In many ways the military thinking has been transferred to the strategic phase, where the choice of tactics greatly influences the outcome of a fray. Besides, the "push on" movements, formerly known as thrust, are now managed similarly to Confrontation 3 pursuits.



During an activation phase, the units in the two armies assault each other to fight, thus creating frays.

A **fray** is an uninterrupted chain of unit engaged by another, forming a compact block.

A **combat** is a fight opposing one type of fighters to another type of fighters. The resolution of a fray may comprise several combats if the units in presence are constituted of several types of fighters.

PICKING THE FRAY AND THE COMBAT

The player who won the tactical roll points out the fray that will be resolved first. He then designates, inside this fray, a type of fighters he controls and a type of enemy fighters in contact with them. Doing so he must respect the following rules:

- All fighters in contact with an opponent are caught up in a combat. Each combat is solved separately;
- A fighter can only fight the opponents in contact with his base;

A miniature can be caught up in several successive combats if it is in contact with opponents with different profiles.

After the resolution of the first combat, the second player points out a new combat in the fray. The players point out the combats in turn and solve them until the first fray has been entirely solved.

The player who lost the tactical roll then chooses the second fray, as well as the first combat to be resolved, and so on.

The combat phase ends when all the frays have been resolved.

RESOLVING A COMBAT

Once a type of fighter has been designated for each of the sides in presence, the combat begins. Its resolution follows these steps.

Important: *The players should put down in front of them the reference cards corresponding to the fighters caught up in the combat. This way they will have all the necessary information (characteristics, special capacities, etc.) at hand.*

1) COMBAT DICE

Each fighter has a certain number of combat dice which he will use to attack or strike back. This is how this number is calculated:

- Each fighter has at least one combat die;
- A Large Size fighter or above and whose value is higher or equal to 50 A.P. gets an extra combat die;
- A Character gets an extra combat die.

This number of dice is used for the resolution of the whole fray. If a fighter must take part in several combats, the player must share the dice between the various combats.

When a fighter has no dice for a combat, his Defense is equal to 0.

In order to manage each fighter's dice, the players should place them directly on the corresponding reference card.

2) INITIATIVE TEST

To determine which fighters attack first, each player rolls an Initiative test. The value used is the value found on the reference card, unless all the fighters on a same side are subjected to the same modifiers.

The fighters of a unit having successfully performed a charge in the activation phase get a +3 on this Initiative test.

3) EXCHANGE

The side which won the Initiative test strikes first. The player rolls the dice attributed to this combat. He immediately resolves the free extra attacks generated by the Contest table.

Once all the attacks have been resolved, he rolls a Wound roll for each successful attack, as well as the free extra wounds generated by the Contest table. The player then counts the number of Wounds inflicted. He deals them among all the opponents in contact, inflicting as many losses as possible to his opponent.

If the number of Wounds inflicted is superior the number of opponents in contact, the player can spread the surplus Wounds to all the opponents of the same type within 2.5 cm from his miniatures.

The distribution of the surplus Wounds is only possible against a unit in scattered formation. If the unit targeted is a unit in close formation, the surplus Wounds are lost.

Once the wounds have been inflicted, the losses are removed from the battlefield. They should be placed near their reference card to make the body count easier at the end of the fray.

Once all losses have been removed, the other side rolls its attacks, following the same instructions as above. Once it is done the exchange is over.

OUTCOME OF THE FRAY

Once all the combats in a fray are resolved, the winning side is determined. The losing side has to make a morale test to check if it is in Rout:

EXTRA EXCHANGES

Some fighters are capable of executing one or several extra exchanges. This is only possible if they are still in contact with the same type of enemy fighters they just fought. Besides, a fighter only gets extra exchanges if he used at least one combat die for this combat.

When it is the case, only these fighters can attack and inflict Wounds. They only get one combat die. Their opponents have the same DEF as for the first exchange.

If the fighters on both sides have an extra exchange, the fighters on the side which won the Initiative test will attack and Wound first, as in first exchange.

This process must be repeated for every extra exchange.

Example: *Sessair warriors unleash their War fury against dwarves of Mid-Nor in contact. The use of this ability gives them an extra exchange. The first exchange takes place and inflicts losses on both sides. Yet there are still some Sessair in contact with a handful of Mid-Nor dwarves: each Sessair still in contact with an opponent gets an extra attack to eliminate more opponents.*

1) The winner of the tactical roll points out one of his units engaged in the fray and then the opponent against which the unit fought in the combat phase.

2) The Wounds that these units have inflicted each other during the combat phase are counted; the unit that inflicted the most Wounds wins.

As a tie breaker, the unit of the player who won the tactical roll wins the combat.

3) The defeated unit then executes a Courage test, the **morale roll**. The difficulty depends on the balance of Power. If the winner is a frightening unit and not the defeated one, the Outcome of the fray table is read one row lower to determine the difficulty of the test.

- If the morale roll is a success, the defeated unit is not in Rout. The players go on to the next step.

- If the morale roll is a failure, the defeated unit is in Rout. The fighters in contact with an enemy are immediately eliminated, no matter their Wound level. The others flee over MOV x 2 cm as describe by the Rout rules.

4) The player who lost the tactical roll points out two units that just fought each other and the process starts again from step 2.

All the units that fought in the same combat phase must be designated at least once. A unit can be pointed out as many times as it has enemy units in contact. Units in Rout cannot be designated.

OUTCOME OF THE FRAY

Balance of Power (for the loser)	Loser's morale roll
3 to 1	COU (4)
2 to 1	COU (6)
1 to 1	COU (8)
1 to 2	COU (10)
1 to 3	COU (12)





In the two first cases, the unit remains in close formation; in the last the unit is scattered.

A unit from a disciplined army using its push on movement to leave the fray must choose a close formation.

3) PUSH BACK

The opponent side pushes on, as above.

4) IMPLACABLE FIGHTERS

If the fighters with the ability "Implacable/X" have managed to come in contact with opponents after having pushed on, new combats are immediately solved.

The new combats only imply the Implacable fighters and the opponents in contact. All the fighters implicated have access to all their combat dice to solve the new fights. But if a fighter is caught up in several combats after having pushed on, he must share his combat dice the same way as when he solved the initial combat. The charge bonus on Initiative tests does not apply to these combats.

These combats do not cause a morale roll.

5) NEW PUSHES

Once the combats caused by the pushes have been solved, new pushes can take place. It is the case if the X value associated to the "Implacable/X" ability of the fighters implicated is superior to 1. In this case, the Wounds caused during the combats which took place in 4) are counted and the player whose side has inflicted the most chooses the army which pushes first. The previous steps are repeated.

An Implacable fighter can resolve as many "push on" combats as the X value associated to his ability.

PUSH ON

During the outcome of the fray, the units which have not fled can push on: the rows crash and break into one another. This is how the "push on" movements are resolved.

1) DETERMINING THE ORDER OF THE PUSHES

The wounds inflicted in the overall fray are counted for each side.

The player controlling the side which inflicted the most Wounds decides if he pushes first or if he lets his opponent push first. As a tie breaker, the player who won the tactical roll chooses.

The player designated to perform these pushes first resolves them straight away.

2) RESOLVING THE FIRST PUSH

Only the fighters free from any opponent can push on. They perform a movement inferior or equal to MOV cm. If other fighters in their unit are engaged against the enemy, this movement allows them to engage opponents or to come closer to the fray and carry out a Reformation. This Reformation is an automatic success. A unit can push on in two ways:

- The fighters remain still;
- The fighters get back into rows. Only units in close formation at the beginning of the combat phase can choose this option;
- The fighters leave the formation to engage enemies.

MORALE



FEAR

The rules concerning Fear, leadership and rallying constitute one of the main points which have been re-worked for Rag'Narok 2. In order to make the game more fluid and to recreate the difficulty of leading troops into combat, more emphasis has been given to Fear and Rout. Now, units are more vulnerable to these two hazards and Routs are decisive in a game. Yet the armies are not doomed when faced with this new threat thanks to tactics built around leadership and rallying.



SPIRIT

The behavior of a unit and its aptitude to cope with danger on the battlefield are defined by its spirit. A unit can only be affected by one spirit at a time.

VALIANTNESS

A Valiant unit is ready for combat. It is determined to overcome the opponent, ready to risk his life. **By default, a unit is considered Valiant.**

Valiantness is the only kind of spirit allowing a fighter to make the tactical roll. Besides, only a

Valiant commander can share his DIS, his COU and the other advantages bound to Leadership/X.

DISORGANIZATION

A disorganized unit is determined to defeat its opponent, but does not know where the opponent is. It has lost contact with its chain of command and acts upon instinct.

A Disorganized unit doesn't get any automatic order even if there is a leader in the unit. Besides, it cannot use tactics, even if it receives an order. A Disorganized unit which is disorganized again is immediately considered in Rout.



ROUT

A unit in Rout is not able to fight any more and its members know it. They try to leave the battlefield as quickly as possible to save their lives.

A unit in Rout cannot receive any orders and must flee in the following cases:

- If it is free from any opponent upon its activation;
- If it is assailed before its activation;
- After a fray, it most flee, no matter the consequences.

Besides a fighter in Rout is subjected to the following rules:

- His DIS cannot be used on a tactical roll. If all the fighters of the army are in Rout, the tactical roll fails automatically.
- He can neither shoot, nor cast spells, nor call miracles.
- He can neither use counter-magic nor censure.
- If he is a magician, he suffers -2 on the results of his mana recovery rolls.
- If he is a faithful, he loses 2 T.F. points on his reserve (after having calculated it).
- In combat, his ATT is equal to zero. Besides, he cannot resort to any game effects requiring lowering his DEF to zero.
- He can no longer push on.

- If he has the abilities "Leadership/X" and/or "Authority", they have no effect.
- His active abilities have no more effect. He still has them, but cannot use them.

Particular cases:

- **Concentration/X:** If a fighter has already used his Concentration/X points before ending in Rout, he still benefits from these points, but may not use anymore of them as long as he is in Rout.
- **War fury:** If a fighter has already unleashed his War fury when he ends up in Rout, the effects of this ability cease immediately.
- **Mutagenic/X:** If a fighter has already used Mutagenic/X points before ending up in Rout, he still benefits from these points, but may not use them anymore of them as long as he is in Rout.

LEADERSHIP

A **commander** is a fighter with the ability "Leadership/X". X is a value giving the maximum distance (in cm) over which a commander's authority is effective. This area is called the **leadership aura**.

The **musicians** and the **standard bearers**, even though they have the ability "Leadership/X", are not considered as commanders. But they share a bonus (see further) over a distance equal to the X value associated to their ability.

A **war staff** is constituted of at least one commander with a musician or a standard bearer (possibly both) in a same unit. In order for the war staff to work, the commander has to be within the musician's leadership aura and vice versa.

A war staff is considered "complete" when the commander is within both the musician's and the standard bearer's leadership aura and they are both within the commander's leadership aura. The standard bearer and the musician do not need to be within each others leadership aura.

The leadership aura of a war staff spreads over all the areas covered by the leadership auras of each of its members.

COMMANDERS AND WAR STAFFS

The commanders, the musicians and the standard bearers can help the fighters on their side with Courage and Discipline tests when the two following conditions are fulfilled:

- When they are from the same people as the fighter;
- When they are at the same altitude level as the fighter.

A unit can only have one war staff.

SHARING THE LEADERSHIP

When a unit stands in the leadership aura of a commander or of a war staff, it can use the COU and DIS values of the commander instead of its own for Courage and Discipline tests. The members of the war staff also benefit from this rule. If at least one member of the unit is located within the leadership aura, the whole unit is.

A frightening (meaning who has a FEAR score) commander's FEAR can be shared and used as COU. Moreover, a frightening fighter can use the COU of a courageous (meaning who has a COU score) commander.

Only the values printed on the commander's card can be used by the fighters in his leadership aura. Yet some artifacts, spells, miracles and special capacities allow sharing bonuses through leadership. Such exceptions are mentioned on the cards concerned.

STANDARD BEARER AND MUSICIAN BONUS

The presence of a standard bearer or a musician gives certain bonuses to a fighter when he has to roll a Courage or a Discipline test.

These bonuses are applied no matter the COU or the DIS value used by the fighter (his own, his war staff commander's with the standard bearer or the musician, or any other commander's).

The standard bearers and musicians also benefit from the bonus they share with the fighters on their side.

Standard bearer: Any fighter standing within the

MULTIPLE COMMANDERS AND WAR STAFFS

If a fighter is in the leadership aura of several commanders and war staffs, he can use the highest Discipline and Courage values among the different commanders.

leadership aura of a standard bearer or of a war staff comprising a standard bearer gets a +1 on the final result of his Courage tests.

Musician: Any fighter standing within the leadership aura of a musician or of a war staff comprising a musician gets a +1 on the final result of his Discipline tests.

Complete war staff: Any fighter standing within the leadership aura of a complete war staff gets a +2 on the final result of his Courage and Discipline tests. This bonus replaces those given by the musician and the standard bearer (+1)

No matter the number of musicians or standard bearers (no matter if they are part of a war staff or not) within range of the fighter, only the best bonus is applied.

ARMY COMMANDER-IN-CHIEF AND ARMY STANDARD

The armies of the Rag'narok are not led by a chaotic confusion of multiple commanders and war staffs. Each army obeys the orders of one individual: the Commander-in-Chief. He is one of the commanders in the army and is promoted to this rank during the army building. He must be part of the people of the army he leads.

The tactical roll has to be done with the Commander-in-Chief's Discipline, applying all the modifiers on this value.

THE COMMANDER-IN-CHIEF'S PRIVILEGE

The Commander-in-Chief's unit and all those in his leadership aura get a second die on their Courage and Discipline tests. The player rolls both dice simultaneously and keeps only the best result.

The privilege can only be used if the Commander-in-Chief is allowed to use his "Leadership/X" ability.

LOSING THE COMMANDER-IN-CHIEF

When the army Commander-in-Chief is eliminated, the player can appoint a temporary Commander-in-Chief. He has to be a fighter from the same people as the army. This nomination is only effective from the beginning of the next strategic phase.

The temporary Commander-in-Chief does not benefit from the Commander-in-Chief's privilege.

If the temporary Commander-in-Chief is a commander, all the fighters in the army suffer -1 on the final result of their Discipline tests. If the temporary Commander-in-Chief is not a commander, the penalty is -2.

FEAR

It can be the size, the reputation or the looks, but some fighters can be frightening for their opponents. The presence of such warriors requires resolving certain events before any movement or combat.

There are two kinds of fighters:

- Fighters with the Courage characteristic are courageous, they form courageous units;
- Fighters with the Fear characteristic are frightening, they form frightening units.

When they have to roll Courage tests, frightening fighters use the value of their fear characteristic.

ARMY STANDARD

A Living legend standard bearer can be designated to become the army standard during the army building.

When it joins a war staff, it fulfils the role of both the standard bearer and musician. Furthermore, the X value of his "Leadership/X" ability is doubled.

An army can only have one standard bearer.



COURAGE TESTS

When an assault implies facing at least one frightening unit, the following rules are applied. The term "assailing unit" means the fighters launching the assault. The targeted unit is called "assailed unit".

1) MEASURING ASSAULT DISTANCES

During an assault, a fighter only has to roll a Courage test if the assailant is really able to reach his target. This is why the distance between the assailing unit and assailed unit should not be measured **before** the Courage test. If this distance is too long or if the assailing unit cannot reach the assailed unit for any other reason (such as a Reaction (Retreat)), no Courage test is required.

2) ASSAILANT'S COURAGE TESTS

An assailing unit rolls a Courage test in the following cases:

- Its fighters have a COU value and the assault will bring them in contact with a frightening unit.
- Its fighters have a FEAR inferior to the highest FEAR among all the fighters in the assailed unit.

3) ASSAILED COURAGE TESTS

An assailed unit must roll a Courage test in the following cases:

- Its fighters have a COU value and a frightening unit is launching an assault which will bring them in contact with the courageous unit.
- Its fighters have a FEAR inferior to the highest FEAR among all the fighters in the assailing unit.

4) REPELLING

The Courage tests mentioned above are solved using the Contest table. The FEAR is modified by the balance of power between the assailing unit and the assailed unit. No matter the unit carrying out the assault, the difficulty is always determined by deducting the FEAR of the frightening unit from the COU of the courageous unit. The Fear used is the Fear of the troops constituting the frightening



unit, even if there are independents with a higher Fear among them.

The Courage value used is the courage of the troops or the commander if there is one.

CONSEQUENCES

- If the **Courage test of the assailing unit is a success**, it carries out its assault as usual.
- If the **Courage test of the assailing unit is a failure**, it remains stationary. It cannot perform any other action for the on-going speaking turn. The unit is Disorganized.
- If the **Courage test of assailed unit is a success**, it holds the ground and bravely awaits its opponent.

FEAR AND BALANCE OF POWER	
Balance of Power	Fear modifier
3 to 1	+3
2 to 1	+2
1 to 1	0
1 to 2	-2
1 to 3	-3

- If the **Courage test of the assailed unit is a failure**, it is in Rout and suffers the effects of it (see Rout). If the unit had not been activated in the on-going activation phase and if it is free from any opponent, the unit is in Rout and **flees immediately** (see Fleeing). Otherwise it remains stationary, but suffers the effects of being in Rout.

REDIRECTING THE ASSAULT OF A FRIGHTENING UNIT

When a frightening unit forces its opponents to flee, it is first of all moved to **the spot the assailed unit occupied before fleeing**. It is important to remember the distance traveled by the fighters of the frightening unit. The player controlling the unit has the following choices.

- The frightening unit pursues its initial target and attempts to catch up using what is left of its movement potential;
- The frightening unit can redirect its assault towards another unit with the rest of its movement potential. This new assault is an engagement.
- The frightening unit can use the rest of their movement potential to run; this movement cannot be used to engage an opponent.





- A frightening unit can remain on its new position, on the spot previously occupied by its target. Even if it had charged, the unit is not Disorganized.

IMMUNITY

Once a unit has succeeded at a Courage test against a certain FEAR, it is immune against this Fear value until the end of the game. The unit automatically passes any less or equally difficult Courage test.

FLEEING

When a unit flees, its fighters in contact with an opponent are eliminated.

A fleeing unit moves over $MOV \times 2$ cm. If an assault caused the flight, the unit moves in the same direction as the assault. In any other case, it must head for the closest edge of the table. When a unit flees, it must bypass all **friendly** units and elements of scenery.

A fleeing unit is eliminated in the following cases:

- At least one of its members leaves the battlefield by any edge;
- As it flees, it comes in contact with an enemy unit.

A unit in close formation automatically becomes a unit in scattered formation when it flees.

RALLYING

At the end of the strategic phase, the players roll a rallying test for each unit in Rout or Disorganized on their side: a Courage or Discipline test (the player controlling the units chooses) against a difficulty of 8.

If the test is a success, the unit is Valiant; otherwise it remains in the same spirit. The unit succeeding such a test is not immune to Fear.

ABILITIES



* **Assault fire (active):** A fighter with this ability can shoot while performing an assault. Yet he needs a line of sight on his target from the beginning of his movement. The shot is resolved before the miniature is moved, respecting the following rules in the given order:


- The shot must target a member of the unit assailed;
- The distance between the marksman and his target is measured before the assault. If the marksman is not within reach of the assault, the shot is lost;
- If the marksman must perform a Courage test before charging his target, the test must be attempted before the shot. If it fails the marksman does not shoot;
- The shot is done against a difficulty of 7. No other modifier (movement, Size of the target, etc.) can change this difficulty;
- If the target must perform a Courage test against the marksman, it must be done after the shot.




A fighter can only perform a single assault fire, no matter how many shots his abilities and equipment give him.


Besides, this assault fire obeys the same rule as usual shots, notably when several fighters among the assailing unit perform such a shot. These shots can be shared between the different types of fighters in the unit targeted. If several fighters simultaneously perform an assault fire against the same target, all the shots are resolved before moving the miniatures.

If the target is eliminated before resolving one of the shots, the marksman concerned can reorient his charge on another fighter of the unit targeted, but his shot is lost.

If the entire unit is eliminated or put in Rout by the shot, the assailing unit can redirect its assault onto another target, but cannot perform a second assault fire. In this case, the rules used are the same as when a frightening fighter redirects his assault after the opponent unit has fled (see p.71).

Born killer (passive): The player gets an extra exchange. Besides, he does not need to roll a Courage test when he assaults or is assailed if his FEAR is superior or equal his opponent's. Finally a Born killer does not consider  as automatic failures on morale rolls.

Bravery (passive): For a fighter with this ability, a  is not an automatic failure on moral rolls. A  on morale rolls can be re-rolled and are considers as  on the Contest table for a Courage test. Besides, a fighter with Bravery gets +1 in Attack when he reduces his defense to 0 before the first Attack of a combat. These effects last until the end of the combat.

Brutal (passive):  on the fighter's Attack tests can be re-rolled. When a fighter with this ability performs a charge, his Power is increased by a point for this action.

Brutish charge (passive): If a fighter with this ability has charged during the activation phase, he gets an extra exchange. This extra exchange is gained even if the fighter is separated from the target of his charge after having split the fray.

Concentration/X (active): Certain characteristics of fighters with this ability are printed in bold on their reference card. X indicates how many points the player can share each round among these characteristics. These bonuses can be attributed at any time and don't have to be all shared at once, but they must respect the following restrictions:

- The enhancing of a characteristic implicated in a roll must be declared before resolving this roll;
- The DEF and ATT of a fighter can be increased at the beginning of an exchange, but not during the exchange;
- The increase is the same for all the fighters implicated in the roll solved or in the exchange. If the increase is done outside of a roll or a combat, all the members of the unit are affected.

These bonuses are valid until the end of the round and are not shared with Leadership/X.

Consciousness (passive): A fighter with this ability benefits from the following rules (the target of his action must be within a 20 cm radius around him):

- Any Scout located in a 20 cm radius around him is not considered hidden any more.
- He can charge or engage an opponent within reach but beyond of his field of view.
- He can shoot at a miniature he cannot see, as long as no solid obstacle (wall, tree, miniature...) completely blocks the trajectory of his projectile.
- If he is a magician or a faithful, he can cast a spell or call a miracle on a target he cannot see. The obstacles are not taken into account, even if the effect is a projectile.
- He can perform counter magic or censure without seeing the caster or the caller he is thwarting. He still has to be within reach.

- The "Assassin" ability has no effect on him. An assassin cannot swap places with a fighter in contact with an opponent who has Consciousness.

Counter-attack (active): When the natural result of an Attack test against a fighter who has this ability is \square , the defender gets one extra combat die. The attacker solves the possible Wound rolls. If the defender is still alive, he performs a number of attacks equal to the number of dice won. These attacks must target fighters participating in the same combat.

Fanaticism (passive): When a unit whose troops have this ability fails a Courage test or a morale roll, the player controlling them can perform an identical test or roll, using the DIS of the unit this time.

If it is also a failure, the consequences of the first failure are applied. A unit constituted of fighters with Fanaticism remains in close formation when it flees.

If the test is a success, the unit suffers the effects being in Rout, but does not flee.

Besides, a fighter with Fanaticism benefits from +1 to his STR for the resolution of his Wound rolls if he lowers his Defense to 0 before the first Attack test of a combat. These effects last till the end of the combat.

Fierce (passive): When a Fierce fighter is eliminated, he is not immediately removed from the battlefield. He keeps fighting till the end of the maintenance phase, during which his miniature will be removed. Meanwhile, he is subjected to the following rules:

- His INI, ATT and DEF characteristics are equal 0;
- He cannot push on;
- He loses the use of Devotion and Martyr if he has any of them;
- He cannot be healed;
- He cannot be sacrificed (some game effects require the sacrifice of a fighter to work);

Hard boiled (passive): When a Hard boiled fighter suffers a Wound roll, its difficulty is read one column to the left on the Contest table. Besides, when a Hard boiled fighter is charged, his power is increased by a point for this action.

Implacable/X (active): When a fighter with this ability causes at least one loss to an opponent unit, he solves a new combat after having pushed on. This combat may cause a push on. This process may be repeated X times in a round.

***Leadership/X (passive):** The commanders' role is described page 68. Besides, when a player uses the DIS of the Commander-in-Chief, he rolls 2d6 and keeps the result of his choice.

REMINDER: *musicians and standard bearers are not commanders.*

***Living dead (passive):** The Living dead benefit from "Immunity/Toxic" and "Immunity/Fear" abilities, but they are still affected by the Fear caused by Hyperians. Besides, all the fighters consider the Living dead as frightening opponents.

When a test using the DIS of a Living dead must be rolled, consider this value as null (DIS 0).

Apart for a few exceptions, a Living dead does not benefit from the advantages of Leadership/X from other Living dead. The Living dead automatically succeed their morale rolls.

Master strike/X (active): When a fighter performs an attack, the difficulty of the attack is read one column to the left. If it is a success, the STR of the Wound roll it causes is increased by a number of points equal to the ATT of the fighter when he performed the attack. The ATT used for this bonus cannot be superior to the ATT printed on the fighter's reference card. Besides the STR of the Wound roll is increased by X points.

If there is no X value associated to Master strike, X is equal to 0.

Mutagenic/X (passive): The Mutagenic/X fighters can get bonuses on their characteristics. This ability is used as follows:

1) Calculate the number of Mutagenic/X

This calculation takes place at the beginning of every game round, before the tactical roll. For every 500 A.P section (even incomplete) of fighters on his side, still in the game and with this ability (aptitudes, spells, miracles and artifacts included), the player controlling them gets one Mutagenic/X die.



2) Attributing Mutagenic/X dice

Once the calculation done, each die must be immediately attributed to a unit whose troops have Mutagenic/X. A unit can benefit only from one Mutagenic/X die per round (except for situation bound to particular effects).





3) Determining the Mutagenic/X bonus

The dice attributed this way represent a potential bonus which can be added to certain characteristics of the fighters benefiting from them. From the moment a Mutagenic/X die has been given to a unit, the player can roll it at any time in the round to determine the bonus. To calculate this bonus, the natural result on the die is modified by the X value associated to the "Mutagenic/X" ability of the unit's troops. When a Mutagenic/X die is rolled to determine the bonus, a  is considered as an automatic failure but a  does not allow to re-roll the die.

The final result indicates the number of points that can be used to increase certain of the fighter's characteristics.

4) The characteristics that can be improved and maximum bonuses

The bonus points gained can be used to increase MOV, INI, ATT, STR, DEF and RES.

5) Sharing the bonus points

Once the global bonus defines for one fighter, the points can be used at any time by the player, under the following conditions:

- Increasing a characteristic does not modify a test that has already been rolled.
- The DEF and ATT of a fighter may be increased at the beginning of an exchange, but not during it.
- The maximum number of Mutagenic/X points that can be added to the one characteristic is equal to 2 plus the X value of the ability of the troops. If X is negative, the maximum number of points that can be added is equal to 2.

6) Duration of the modifications

The characteristic modifications using Mutagenic/X last until the end of the on-going round. During the time out phase, the Mutagenic/X dice and points that were not used are lost.

A characteristic can be increased by $2 + X$ points (X being the Mutagenic/X value of the troops), with a minimum of 2 points.

Possessed (passive): The effect of this ability is different depending on how many Wound levels a fighter possesses:

- A Possessed with only one Wound level is not removed from the battlefield when he suffers a Wound. He is only removed at the end of the exchange. It is therefore still possible to carry out an attack. A Possessed who remains on the battlefield thanks to this ability is treated like a Fierce fighter.
- A Possessed with several Wound levels gets a bonus on his Attack and Strength values. This bonus is equal to the number of Wound levels lost. When he loses his last Wound level, Possessed does not allow him to remain on the battlefield.



Regeneration/X (passive): When a fighter is eliminated, his miniature is removed from the battlefield, but is placed not too far away.

During the maintenance phase, 1d6 is rolled for each fighter with Regeneration/X who was wounded or eliminated in the combat. On a result superior or equal to X, the fighter regains one Wound level. If he was eliminated he comes back into the game with one Wound level; he is redeployed in his unit but out of contact of any opponent. If his unit was annihilated the test automatically fails.

If the test is a failure and the fighter was eliminated he is definitely lost.

If the test succeeds, the fighter immediately rolls a second Regeneration/X test with the same conditions. Yet no matter this second result, there will be no third attempt.

***Reinforcement (passive):** When a fighter with this ability is eliminated, its miniature is placed at the edge of the battlefield (except if the effect which eliminated him says "removed from the game"). All the fighters with the same profile are gathered in the same unit. Once this unit has gathered enough fighters to satisfy the minimum strategic value and minimum numbers of the unit, it constitutes a potential reinforcement. The unit cannot exceed the maximum strategic value and maximum numbers fixed by the rules.

If it were to happen, a new reinforcement unit would be constituted. If several sides have fighters with Reinforcement, each side would have their own reinforcements.

During the maintenance phase, the players who have reinforcements roll 1d6. The result obtained affects the unit with the lowest strategic value (in A.P.).

- ◻, ◻◻: The unit is removed from the reinforcements. It is not removed from the game, but cannot take part in reinforcement tests anymore.
- ◻◻, ◻◻◻: No effect.
- ◻◻◻, ◻◻◻◻: The unit comes back on the battlefield. It must immediately be placed at a maximum distance of 10 cm from another fighter on its side and must be displayed out of contact of any opponent.

A fighter coming back into the game using Reinforcement loses all his spells, artifacts or miracles. He does not have any mana gems or T.F. points left either. All the effects which affected him when he was eliminated are lost.

Righteous (passive): Righteous fighters have Immunity/Fear and can never fall under the control of the enemy. They automatically succeed moral rolls.

Besides, a Righteous fighter gets +1 in Attack for the resolution of Attack tests when he reduces his Defense to 0 before the first Attack test of a combat. This effect lasts until the end of the combat.

Scout (passive): During the deployment, a unit composed only of Scouts can be placed anywhere on the battlefield, even beyond their sides deployment zone and inside their opponent's deployment zone.

Yet the player is not allowed to deploy them within less than 10 cm of an opponent. The reverse is possible, but it is not permitted to deploy a fighter directly in contact with a unit of Scouts.

At the end of the deployment, if all the members of a unit of Scouts are further than 10 cm away from any opponent, the unit is considered hidden. As long as they remain hidden, they cannot be directly targeted by any effect (assault, shot, spell, miracle, etc.). Nevertheless the unit is affected by areas of

effects. Besides, they do not block the line of sight and do not even generate a cover.

A unit of Scouts is not considered hidden anymore when an opponent ends his activation less than 10 cm away from one of its members. A unit which spots Scouts cannot target them immediately; but another unit activated afterwards (even in the same speaking turn) can. A unit of Scouts is also spotted when it executes an Assault or a Support order or when one of its members uses "War cry/X".

Leadership/X works as usual, even if the fighter with this ability is a hidden Scout.

Sequence/X (active): A fighter with Sequence/X can gain extra combat dice. For every extra combat die gained, the ATT and the DEF of the fighter are reduced by one point. X determines the maximum number of extra dice possibly gained with this ability.

The ability can be activated at the first step of the combat resolution (the one concerning the combat dice), as long as the fighter dedicated one die to the combat.

The modifiers due to this ability only last the time of the on-going combat. If he takes part in a new combat in the same round, the fighter may use Sequence/X again.

If there is no value associated to this ability on the fighter's reference card, consider it Sequence/1.

Survival instinct (passive): Before each Wound roll against a fighter with this ability, the player controlling him must roll 1d6. On a ◻◻◻ the Wound is cancelled. The number of Survival instinct dice rolled cannot be higher than the number of Wound rolls about to be resolve.

