

## credits

Collection director : Jean Bey.

Original rules : Jean Bey.

Rules and writing : Jean Bey, Pascal Petit, Nicolas Raoult,  
Jérôme Rigal.

Art director : Jean Bey.

Graphic design and layout : Jean Bey, Pascal Petit, Franck Achard,  
Sébastien Lavergne.

Illustrations : Paul Bonner, Edouard Guiton, Paolo Parente.

Miniatures Painting : Vincent Fontaine, Martin Grandbarbe,  
Guillaume Hemery.

Photography : Jean-Baptiste Guiton / Studio 29.

Translation : Peter Patzak.

Thanks to : Raphaël Guiton and the whole Team Rackham.

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*I*t was all just a question of motivation. When Baron Ozöhn passed among the ranks asking who wanted to replace Prolx at the lookout post of the Mountain-Breaker, Grizhou immediately volunteered...

*He didn't understand why the veterans didn't want this position, after all the pay was better and one was behind the front lines ! Training was short, barely half an hour. Grizhou was introduced to the chief artilleryman, a fellow named Çuigne, and to his new companions : the minelayer Saltpetre and the twins Dee and Ayy. His job would be the same as that of his unfortunate predecessor : feeding the mouth of the goblin cannon.*

*The first minutes of the battle were exhausting : the baron's regiments were facing a cohort of Griffins while the servants of the Mountain-Breaker worked like mad to fire as quickly as possible.*

*The cannon's first shot nearly ripped his eardrums. The thundering noise, the trembling earth, the cannon's recoil... and the whistle of the projectile that would crash onto Merin's disciples. What joy ! Grizhou counted the seconds while quickly cleaning the machine's barrel between each salvo. The distant explosion and the echo of the screams of the wounded gave him an immense feeling of invincibility and made him forget the horrible smoke and the acrid smell of burnt gunpowder.*

*The rhythm began to slow after the third salvo. Grizhou could even watch the cannonball fly away... The projectile's shadow caused terror wherever it passed, especially where it grew bigger. The mass of howling metal streaked across the sky like a meteor and the place where it landed became just an ugly crater.*



Guigne suddenly became all excited. Grizhou, partly stunned by the repeated explosions, didn't understand immediately. Then his commander pointed towards the right side of the battlefield. In the distance a mass of bronze pierced Ozöhn's lines like a nail into a rotten log.

*Dwarves ! The Griffins were supported by dwarves !*

Guigne seemed to hesitate for a second before ordering another shot. Their minds numbed, the servants went back to work like machines. Grizhou couldn't keep his eyes off the scene. Suddenly he saw a shadow pull away from the fray and rushed at them. He didn't want to believe what he saw and shouted in Guigne's direction, unable to pronounce the slightest word. The chief artilleryman grabbed his spyglass and was taken by the same panic as his subordinate. In a wake of dust and of steam an enormous armoured chariot was speeding in their direction. In less than two minutes the irrepressible machine would reach them. They had to react, and fast !

Guigne promised a quick death to anyone who tried fleeing. The cannon's mouth was raised eight inches while Grizhou toiled like never before to reload it as quickly as possible. A powerful explosion was suddenly heard several hundred steps away, immediately followed by the characteristic hiss of a cannonball. Grizhou had the feeling that the projectile missed him by a few centimetres. And he was probably right. The explosion knocked him off balance and he fell into the machine's wide barrel. Panicking at the idea that Guigne might order it to be fired before he got out, he pulled himself from the cannon with the energy of despair. A thick smoke at first

*kept him from understanding what had happened. Then he heard Ayy's high-pitched shouts, his leg crushed by the cannonball. Dumbstruck, Grizhou also glimpsed the second twin's arm sticking out from beneath the projectile. He wasn't shouting...*

*Then he saw Guigne, his face blackened with soot and his features deformed by anger, run toward the cannon and light its fuse. When the machine spit its deadly fire Grizhou was knocked to the ground by the explosion. Dazed, his nose in the dust, he quickly prayed Rat that Guigne had correctly calculated the shot's trajectory... In any case he now understood why no one wanted this position « behind the lines. »*

# i n t r o d u c t i o n

You have just acquired a figurine intended for the war game **RAG'NAROK**. This game stages vast armies, from numerous peoples, who confront each other on epic battlegrounds for the dominion or the survival of their species. For you to be able to play with the **RAG'NAROK** figurines, we offer the **CONFRONTATION** game rules and those of its supplements **INCANTATION**, **INCARNATION**, **DIVINATION** and **FORTIFICATION**.

The rules of the **FORTIFICATION** supplement allow you to recreate the atmosphere of gargantuan battles by using terrifying war machines during your games of **CONFRONTATION**.

In these pages you will discover the devastating power of these infernal machines that bring a whole new dimension to the game. Will you choose a war of movement by sowing destruction on the battlefield using chariots and other fast-moving machines ? Or on the contrary will you decide on a war of position and pound your adversary with a hail of steel and stone ?

Whichever strategy you choose, **FORTIFICATION** explains all the rules and special Abilities that will let you use the most diabolical inventions ever developed on the continent of Aarklash.

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

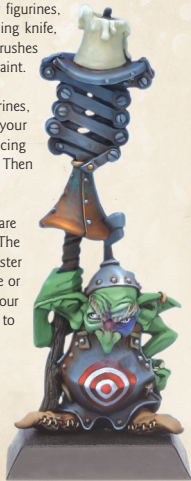
## *t h e f i g u r i n e s*

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

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

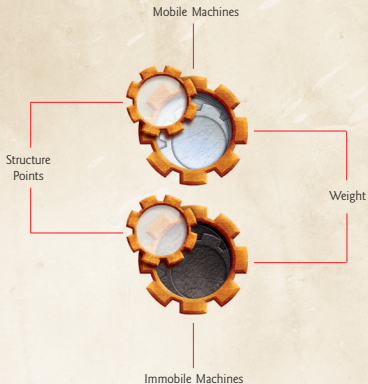
Before you start painting your figurines, remove all excess metal with your modelling knife with the blade facing outwards to prevent hurting yourself. Then apply a black or white undercoat.

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



# t h e w a r m a c h i n e s

All figurines whose Reference card bears the label « Artillery » or « Chariot » are in the War Machine category. A War Machine can be represented by several Reference cards. In addition to the usual characteristics, War Machines can be associated with three new values : Structure Points / SP, Weight and Crew.



## the characteristics

### Structure Points

Some pieces of artillery, like the Dwarf Bombardiers' cannons, depend only on the fighters handling them. There is no other way to destroy them but to kill their Servants.

However, the biggest War Machines have a specific characteristic : Structure Points or SP. For some machines, such as chariots that are made of different parts (wagon, crew, team of animals, etc.), the Structure Points represent the integrity of the whole combination of these elements. For other ar Machines, such as cannons, the machine itself is clearly separate from its Servants. In this case the Structure Points only represent the state the machine is in.

When a machine associated with Structure Points is fired at or attacked in hand-to-hand combat, make a Damage Roll using the special table supplied at the end of this booklet on page 28.



If the machine is targeted by an effect (spell, miracle, etc.) that inflicts a direct Wound, apply the following rule :

- LIGHT WOUND : the machine loses 1 SP.
- SERIOUS WOUND : the machine loses 2 SP.
- CRITICAL WOUND : the machine loses 3 SP.
- KILLED OUTRIGHT : the machine loses 4 SP.



### Weight

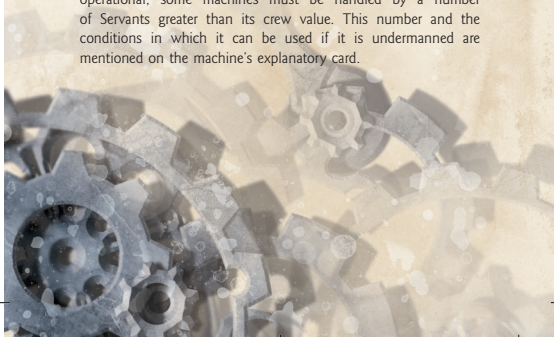
Most War Machines are cumbersome and difficult to handle. The higher their Weight value, the harder they are to manoeuvre or to move.

The Weight symbol is also used to distinguish between two types of War Machine.  represents Mobile Machines.  symbolises Immobile Machines.

### The crew

This information only appears on the cards of War Machines whose crew is independent from the structure. The number associated with this characteristic indicates the minimum number of Servants or Substitutes needed for the machine to be used. If the minimum number of Servants or Substitutes isn't present, then the War Machine cannot be used.

It can, however, be moved in the normal way. To be fully operational, some machines must be handled by a number of Servants greater than its crew value. This number and the conditions in which it can be used if it is undermanned are mentioned on the machine's explanatory card.



## servants and machines

Whatever the number of Servants associated with a War Machine, they are all represented by the machine's card. If the machine is represented by several Reference cards, only one is placed in the pile.

If the War Machine is destroyed and some of its Servants remain alive, do not remove the War Machine's card from the pile as it continues to represent the survivors.

## machines and movement

### Mobile Machines

This category groups the light machines that are part of their Servants' equipment (such as the Dwarf Bombardiers' steam cannons) and vehicles capable of transporting their Servants.

#### Movement rate

Be they set in motion by an energy source that is their own or pulled by a team of animals, Mobile Machines use the Movement rate printed on their Reference card.

#### Weight

The lightest and most perfected Mobile Machines are not subject to a Weight value. They can move like any fighter. For others this value determines certain restrictions for they cannot avoid obstacles as easily as other fighters.

Such a machine's movement is mainly in a straight line forward. This type of machine cannot move backwards. It is nevertheless possible to make Curves in order to change direction.

A Curve is a change of direction made while moving using the vehicle's momentum.

When making a Curve the War Machine can change its direction by  $45^\circ$ . A War Machine can make a Curve for every X cm moved. The value X is equal to the machine's Weight value.

*Example : a chariot has a Movement capacity of 20 and a Weight of 10. It can thus cover up to 40 cm during a movement and make a Curve every 10 cm.*


*It is, however, not forced to make a Curve right after 10 cm. This is just the minimum distance that must be respected between each Curve. It can thus make its first Curve after having covered 13 cm, the second one after 24 cm and so on as long as it always moves at least 10 cm between each change of direction.*

A War Machine that starts its Movement phase at a standstill and free of any adversary can orient itself in the direction of its choice before moving. It can then make Curves following the rules described above.

*« You savvy why my cannon is called « the Argument ? » 'Cause it's darn good at putting an end to endless discussions ! »*

*- Captain Krill.*

## Immobile Machines

This term designates machines that need the intervention of Servants in order to be moved. An Immobile Machine can be recognised by its black Weight pictogram .

When the pile is being made, do not place the Servants' Reference cards into it, only the War Machines' cards are mixed with the others.

The Weight value indicates the Movement penalty suffered by the Servants when they move the machine. This penalty is reduced by 2 for every additional Servant after the first one placed in contact with the machine when moving it.

*Example : a ballista's Weight is 8. If only one Servant tries to move it he suffers a Movement penalty of 8 points. If another Servant helps him, this penalty is only 6 and it becomes 4 if a third Servant gives them a hand.*

The number of Servants who can help move a War Machine is limited to the number of figurines that can be in base-to-base contact with the machine.

If all the Servants don't have the same Movement rate, then the lowest one among them is the one used.


Only the machine's Servants can help move it. A Substitute (see following section) or any other fighter can never be used to move a War Machine.



When Servants move with their machine they can Run but they cannot Charge or Engage an enemy fighter in hand-to-hand combat. It is impossible for them to make Physical Feats or to Dodge. They also cannot Fire, cast spells or Call miracles. Magicians can, however, use Countermagic and recover Mana gems normally. The faithful can carry out Censure.

Such a machine cannot be moved and fire during the same round. It can, however, be oriented in any direction, but suffers a -1 penalty on the final result of its Aim Roll. To use an Immobile Machine the Servants must be placed in contact with it.

When the War Machine's card is activated, the Servants of an Immobile Machine can choose to abandon it in order to join the fight.



*l o s s o f s e r v a n t s*  
*a n d d e s t r u c t i o n*

### **Mobile Machines**

Every Mobile Machine is represented by a single Reference card. The characteristics printed on the card represent the machine's global potential and take into account the presence of Servants and/or of animals pulling it. These War Machines are associated with Structure Points. If their amount falls to 0 or less, then the machine is destroyed.



### **Immobile Machines**

Most machines require a minimum number of Servants to be used. This is symbolised by a Crew on the Reference card. If there aren't enough Servants available, then the machine cannot be used at its maximum potential and sometimes even not at all. A figurine in base-to-base contact with an adversary cannot be an active member of a Crew using a War Machine.

If all the Servants of an Immobile Machine are killed, then it remains on the battlefield as long as it has at least 1 Structure Point.

### **Substitutes**

An Immobile Machine's Servants can be replaced under certain conditions. These replacements are called Substitutes. The conditions to be met for a fighter to become a Substitute are indicated on the machine's explanatory card.

### **Taking a War Machine**

A War Machine can be captured by the enemy if no figurine of its original camp is within 10 cm of it. To do so a number of figurines equal to the Machine's Crew value simply have to be brought into base-to-base with it.

All of these fighters must meet the conditions needed to become Substitutes. When a War Machine is captured, consider the camp that has just taken it as being its new original camp. The machine can then be taken back in the same conditions. Do remember, however, that an Immobile Machine can only be moved by its Servants. A captured machine cannot be moved, it can only be redirected.

*Example : a goblin Mountain-Breaker has five Servants at the beginning of the game. By the fourth round two Servants have been killed and the three others have abandoned the infernal machine to fight at a distance of 15 cm from it. The Mountain-Breaker's Crew value is equal to 1. To become a Substitute of the Mountain-Breaker a fighter must have an Aim rate greater than or equal to 3 and a Discipline rate greater than or equal to 3.*

*During the Movement phase a Griffin Thallion places himself in contact with the Mountain-Breaker. Since he meets the conditions to become a Substitute and no goblin is within 10 cm of the machine, the Mountain-Breaker is now controlled by the Griffin player.*

#### **Destruction of an Immobile Machine**

When an Immobile Machine doesn't have any Structure Points left it is destroyed and removed from the battlefield.

Its Servants who are still alive remain on the battlefield and continue being represented by the War Machine's Reference card.

## **war machines in combat**

### **Mobile Machines**

#### **The machine in hand-to-hand combat**

A Mobile Machine is considered to be a single entity.

Its Attack, Strength, Defence and Resilience characteristics take into account the combat potential of its pilots and of the animals pulling it when applicable. In hand-to-hand combat, no matter

how the adversaries are positioned in contact with the machine, the same characteristics are always used as if it were one big fighter. The normal hand-to-hand combat rules apply. However, the number of combat dice available to the machine can vary depending on the situation. Machines can be associated with certain special rules.

The War Machines' size and structure can differ greatly from one figurine to the other and the number of fighters able to be in base-to-base contact with them can vary. All of these special instructions are printed on the machine's Reference card.

### **Pursuit Movements**

Mobile Machines can make Pursuit Movements in the normal way as long as no adversary is in base-to-base contact with the machine. Do remember, however, that the manoeuvrability of these machines is limited.

Pursuit Movements are thus usually made in a straight line, unless the machine is light enough to allow it to make a curve during its Pursuit Movement. A War Machine can also use its Pursuit Movement to reorient itself instead of moving.

### **Disengagement**

War Machines that are subject to a Weight value cannot Disengage by using their Initiative rate. In order to do so they must use the Disengagement by Force rules explained on page 43 of this booklet.

## Immobile Machines

### **Servants in hand-to-hand combat**

In hand-to-hand combat the Servants fight normally using their own characteristics.

A Servant engaged in hand-to-hand combat cannot take care of operating the War Machine.

### **Pursuit Movements**

A machine's Servants can make Pursuit Movements in the normal way.

### **The machine in hand-to-hand combat**

Figurines in contact with the War Machine can make it the target of their Attacks. It doesn't have any combat dice, but the adversaries must still make their Attack Rolls on which a « 1 » remains an automatic failure.

## firing at war machines

When an immobile Machine is targeted and some of its Servants are in contact with it, determine who is hit in the same way as when firing into a fray (see page 35 of the Confrontation booklet).

*« Yes, yes... Finish your little sequence of movements while I reload... and watch your head for I'm going to bring him down from his horse... »*

*- Lor-Arkhon the Deranged.*

## t h e a r t i l l e r y

All figurines whose Rank includes Artillery are subject to the following rules.

### **Line of sight**

A War Machine's field of vision is of 180° from the extremity of the weapon being used.

### **Mobile Machines**

A Mobile Machine can move and fire in the same round. It then suffers a +1 penalty on its Aim Roll's difficulty.

It can even run and then fire. The penalty is then +2 instead of +1.

The Servant making the shot can use Rapid Firing and Precision Firing like any other marksman.

In some cases mentioned on the machine's Reference card, the Servant making the shot can turn towards the target without the machine itself needing to change direction.

### **Immobile Machines**

Unless stated otherwise on the Reference card, Immobile Machines cannot move and fire in the same round.

For the Aim test the player controlling the War Machine can use the Aim rate he wishes among those of the Servants who are in base-to-base contact with the machine. If a Servant or a Substitute has a projectile weapon among his Equipment, then he cannot use it in the same round in which he participates in the firing of a War Machine.

## Artillery

Most Immobile Machines are Artillery. It can happen that these machines are mounted onto Mobile Machines. A ballista can for example be mounted onto a chariot.

There are two types of Artillery : perforating Artillery and Artillery with zone effect. Each one of these two categories is divided into two classes : Light Artillery and Heavy Artillery.

These weapons use the usual Firing rules, but they can reveal themselves to be a lot more destructive.

*« In the name of the god rat, find and destroy ! »*

*- Goblin Sharpshooter.*

### **Perforating Artillery**

This category includes all War Machines ranked simply as « Light Artillery » or « Heavy Artillery. » They are often ballistae or small-calibre cannons.

When Artillery fire inflicts a KILLED OUTRIGHT on a target, the projectile continues on its trajectory in a straight line. Any figurine standing in its flight path suffers a Damage Roll. This Roll's Strength is reduced by 2 points in relation to that of the preceding roll if it concerns Light Artillery. If it concerns Heavy Artillery, then the Strength is not reduced. The projectile thus continues on its trajectory as long as it inflicts a KILLED OUTRIGHT on the fighters hit. However, it can never go further than its maximum range.



**Artillery with zone effect**

This category includes all War Machines ranked as « Light Artillery / Zone » or « Heavy Artillery / Zone. »

The Aim Roll is made in the normal conditions.

If the artilleryman succeeds his shot, place the dispersion template supplied with the figurine on the target.

A result of « 1 » on the Aim Roll indicates that the weapon is jammed and cannot be fired during the following round. For any other result indicating failure, the projectile is considered to have strayed from its trajectory. Place the dispersion template on the target. The 1 arrow on the template should be aligned with the axis of the line of fire. Roll 1d6 and read the result in the table below :

- 1** : the projectile strays by 4 cm.
- 2** : the projectile strays by 6 cm.
- 3** : the projectile strays by 8 cm.
- 4** : the projectile strays by 10 cm.
- 5** : the projectile strays by 12 cm.
- 6** : the projectile strays by 14 cm.

Then roll 1d6 again to determine the direction it stays according to the numbered arrows on the template.

The damage thus caused by the projectile varies depending if it concerns Light or Heavy Artillery.

- Light Artillery / If the shot reaches its target, it is automatically hit and suffers a Damage Roll of a Strength equal to that of the weapon. Roll 1d6 for every figurine situated even partially under

the template. On a result of « 4 » or more the figurine is hit and suffers a Damage Roll of a Strength equal to half that of the weapon (rounded up to the higher integer).

- Heavy Artillery / If the shot reaches its target, it is automatically hit and suffers a Damage Roll of a Strength equal to that of the weapon. Roll 1d6 for every figurine situated even partially under the template. On a result of « 3 » or more the figurine is hit and suffers a Damage Roll of a Strength equal to that of the weapon.

#### **Firing at figurines at an altitude**

If Artillery with zone effect targets a fighter situated at Level 1 or 2, then two cases are possible.

If the target is hit, place the template onto it. All figurines situated at the same Level as the target and touched by the template suffer the shot's effects.

If the shot strays, the projectile falls back to earth. Make a Dispersion Roll using the target's position but taking into account that the shell explodes at Level 0.

#### **Counter-Firing**

War Machines can Counter-Fire in the normal way. As for other marksmen, the difficulty of Counter-Firing is set at 6. For the resolution of Artillery fire that needs a dispersion template to be used, the target is placed at half the distance that separates it from the machine to determine the projectile's impact.

If the target is at a different Level as that of the War Machine, then only take into account the distance on the ground separating the machine from the target to determine the latter's position when firing.



# leadership and fleeing

## Mobile Machines

Mobile Machines' Courage and Discipline rates depend on those of their Servants.

A Mobile Machine can thus benefit from bonuses bound to the presence of a War Staff or use a Leader's values in the normal way. Also, the reactions of these War Machines are conditioned by those of the fighters controlling them.

Thus, when its Servants are under the influence of Fear, a Mobile Machine can have two types of reaction. If it doesn't have a Weight value, then the rules concerning Fear apply normally. If it has a Weight value, then the Machine immediately comes to a standstill. It won't move again, suffers the penalties caused by Fear and cannot Fire as long as it hasn't been rallied.

## Immobile Machines

The Servants of this type of War Machine use their own rates for all their Courage and Discipline tests. They can also benefit from bonuses bound to the presence of a War Staff or use a Leader's values in the normal way.

If an Immobile Machine's Servants flee, they leave their War Machine standing where it is.

If they manage to be rallied and return to their machine, then they can use it again.

# d a m a g e t a b l e

When damage is inflicted onto a War Machine, two outcomes are possible.

If the machine is not bound to Structure Points, then all Damage Rolls against it must be made using the Wound Table on page 60 of the Confrontation booklet.

If the machine has Structure Points, then use the Damage Table below.

Roll 2d6. The lowest result is used to locate the damage.

Reminder : a result of « 6 » isn't rolled again on a Damage Roll and a « 1 » isn't an automatic failure.

The sum of the 2d6 + the attack's STR - the machine's RES indicates the damage level on the vertical line.

The junction of the two lines indicates the number of Structure Points / SP lost.

DAMAGE	CHASSIS / 1	FRAMEWORK / 2	STRUCTURE / 3	MECHANISM / 4 - 6
<b>0 or -</b>	0	0	1	1
<b>1 to 5</b>	0	1	1	2
<b>6 to 10</b>	1	1	2	3
<b>11 to 15</b>	1	2	3	4
<b>16 to 20</b>	2	3	4	4
<b>21 and +</b>	3	3	4	4

*Example : a chariot with a RES of 14 suffers a Damage Roll of STR 10. The roll's result is « 5 » and « 3. » The damage is thus 4 (10+5+3-14) and is located at the structure (3). So the chariot loses 1 SP due to this roll.*

If the result is a double, then it is Exceptional Damage. This type of damage doesn't take Strength and Resilience into account. All effects bound to Exceptional Wounds apply in the normal way. For example, any double obtained using a sacred weapon is considered a KILLED OUTRIGHT and causes the loss of 4 SP.

### EXCEPTIONAL DAMAGE

Double 1 :	no effect
Double 2 :	no effect
Double 3 :	- 1 SP
Double 4 :	- 2 SP
Double 5 :	- 3 SP
Double 6 :	- 4 SP

Depending on the amount of Structure Points lost, a War Machine can suffer a penalty on its INI, ATT, DEF and AIM Rolls. Unless indicated otherwise on its Reference card, an Immobile Machine never suffers these penalties.

If the Machine has lost a quarter or more of its Structure Points, then this penalty is -1 until the end of the game.

If the Machine has lost half or more of its Structure Points, then this penalty is -2 until the end of the game.

If the Machine has lost three-quarters or more of its Structure Points, then this penalty is -3 until the end of the game.

*Example : a chariot has 8 SP. If it loses 2 SP, it suffers a -1 penalty on all its INI, ATT, DEF and AIM Rolls until the end of the game. This penalty increases by 1 point for every 2 SP points lost later on.*



## mechanical abilities

**Irrepressible** : this ability is the privilege of chariots and other fast-moving machines. These War Machines are so strong when they have gathered speed that it is practically impossible to stop them. When a War Machine with this ability moves over a distance greater than its Movement rate and it hasn't been stopped at the end of its movement, you can place a counter near its base. This indicates that it has gathered speed. This counter remains in place from one round to the next and is only removed when the machine stops or moves a distance smaller than or equal to its Movement rate.

A Machine that has gathered speed cannot be Engaged or Charged by its flanks or from behind, except by adversaries with an individual Strength greater than or equal to the Machine's RES at the time of the Charge or Engagement.

If the Machine is Charged or Engaged head on while it has gathered speed, it doesn't suffer any Charging penalty.

If an irrepressible War Machine has a speed counter at the beginning of the Movement phase, then it can only change direction by making Curves. A War Machine with this ability can stop at any time during the Movement phase. However, once it has stopped it cannot move again during the same Movement phase.

A War Machine that ends the round in base-to-base contact with an adversary cannot benefit from a speed counter during the following round. It is considered to be in hand-to-hand combat.

**Mowing / X :** some War Machines are equipped with terrifying blades on their sides. This equipment can prove devastating when the machine hurls through the enemy ranks, mowing down the fighters like ripe wheat.

When a War Machine with this ability moves, every fighter, friend or foe, whose base is touched even partially by the blades represented on the machine's figurine must make an Initiative test of a difficulty of 6. This difficulty is 8 for figurines already engaged in hand-to-hand combat at the time of the Charge. This test's difficulty is lowered by 2 points for fighters who have the « Leap » ability. If the test is failed, the fighter suffers a Damage Roll of a Strength equal to X.

**Impact / X :** some War Machines are made to crash through the enemy ranks, mercilessly running over the unlucky ones who didn't manage to get out of their way.

When a War Machine with this ability Charges or Engages, the figurines Charged suffer a Damage Roll whose Strength varies according to the distance covered by the machine before the impact. This Strength is equal to the value X multiplied by the number of 10 cm sections, even incomplete ones, covered by the machine's movement. The distance covered taken into account is the one separating the machine's point of departure from the first figurine it meets.

If the War Machine also has the « Irrepressible » ability and it has a speed counter at the beginning of the round, one considers that it has covered a distance equal to its Movement rate multiplied by 2 at the moment of Impact.

*Example 1 : a chariot endowed with the « Impact / 3 » ability Charges an adversary by covering a distance of 23 cm, meaning 3 sections of 10 cm. The Strength of Impact is thus  $3 \times 3 = 9$ .*

*Example 2 : a chariot endowed with a MOV of 20 and the « Impact / 3 » and « Irrepressible » abilities has a speed counter when it announces a Charge. So, whatever the distance separating it from the figurine targeted by its Charge, one considers that it has covered a distance equal to double its Movement rate, or in this case 40 cm. The chariot thus covers 4 sections of 10 cm and the Strength of the Impact is  $4 \times 3 = 12$ .*

If a War Machine that has gathered speed using the « Irrepressible » ability and that also has the « Impact » ability is Charged or Engaged head on by a figurine, the latter immediately suffers the Impact. The Damage Rolls caused by the Impact are made as soon as the machine comes into contact with its target. If the figurines in contact with the front of the machine are KILLED OUTRIGHT or DESTROYED (see the « Inalterable » ability, p. 34) by the Impact, the War Machine can either stop or continue its movement (this doesn't count as a Pursuit Movement). If it encounters another figurine, it also suffers a Damage Roll of the same Strength as the first Impact. During a Damage Roll inflicted using the « Impact » ability a double on the roll of the dice isn't considered an Exceptional Wound. The numbers obtained on the two dice indicate the location and their sum is added to the Impact's Strength. The effects bound to Exceptional Wounds don't apply during an Impact. Only the figurines in contact with the front of the Machine suffer its Impact.



**Inalterable** : unless noted otherwise, an Inalterable structure is immune to all game effects except Firing and hand-to-hand combat Attacks. If an Attack or Firing should have a different effect than the loss of Structure Points, then ignore this effect and resolve the Damage Roll in the normal way.

When its Structure Points reach 0 or less, an Inalterable structure isn't considered to be KILLED OUTRIGHT but rather to be DESTROYED. This difference is important when dealing with certain effects that depend on a result of KILLED OUTRIGHT.

**Transport / X** : some chariots or other vehicles are big enough to transport troops. The value X determines the number of fighters that the vehicle can carry. This number can, however, vary according to the size of the fighters.

- Fighters of Small size count as 1.
- Fighters of Normal size count as 2.
- Fighters of Large size count as 3.

Figurines that have a mount in their equipment, that are sitting on a throne and fighters of Very Large size cannot be transported in a vehicle.

A chariot with the « Transport / 4 » ability can, for example, carry 4 fighters of Small size or 2 of Normal size or even 1 of Large size and 1 of Small size.

As long as the fighters are aboard the vehicle, their Reference cards are not mixed with the others when making the pile, unless some figurines that aren't aboard depend on these cards. During the Deployment phase figurines can be deployed inside a vehicle. The player must announce which fighters are on board.

The « Transport » ability is always associated with an access. This determines the side of the vehicle by which a figurine can get in or out of it. For example, in the case of a chariot of which the access is « Sides, » a figurine can board by being placed in base-to-base contact on the left or right side of the machine.

During the Movement phase a figurine that ends its Movement in contact with the vehicle's access can immediately enter it, but only if the vehicle isn't moving.

The troops being carried can leave the vehicle as soon as the machine's Reference card is activated. This is only possible if the vehicle isn't moving.

Several scenarios are possible :

- If the vehicle is motionless when its card is activated, the fighters can disembark and the machine can move normally. Or the vehicle can move and then stop to let the fighters get out.

- If the vehicle is moving when its card is activated, thanks to the « Irrepressible » ability for example, the fighters can only disembark once the vehicle has come to a standstill. Then the machine cannot move again during the same round.

The figurines leaving the vehicle are placed in base-to-base contact with the vehicle's access and can immediately move. They cannot, however, Run or Charge.

They cannot Fire either during the same round.

Magicians and faithful can use spells and miracles in the normal way though.

If a transported figurine cannot be placed in contact with the vehicle's access (because of an obstacle or other figurines), then it remains inside the machine.



If the War Machine is destroyed while fighters are on board, they suffer a Damage Roll of a Strength equal to the machine's Resilience. If they survive they are placed where the vehicle was, but they cannot Fire, move or make Power or Divination Rolls until the end of the round.

**Rampart / X :** artillerymen of all peoples know that the greatest threat they face comes from the skies. This is why, once they have deployed their machine, they try to protect themselves from flying creatures by planting long, jagged spears into the ground. Some even stretch vast nets between these poles to prevent all passage. Thanks to this device no figurine can move from Levels 1 or 2 to Level 0 within a radius of X cm around the War Machine that has this ability.

*« War machines make excellent points of reference on the battlefield. A wise warlord can learn very much about his opponent just by observing them.*

*War machines are the reflection of the people using them. They symbolise their values, their strengths, and also their weaknesses. The way they are positioned shows where the enemy general places the battlefield's borders and capitals.*

*These machines are extremely valuable: their deployment also indicates up to which point a general is willing to go to claim victory for his camp, and especially up to where he is unwilling to go at any price at all. »*

*- Qanzhyr d'Hestia, Acheronian general.*

## servants' abilities

**Minelayer** : to protect themselves from attacks by adverse Scouts, the Servants of some War Machines bury explosives all around their position.

When he is deployed, a fighter who has this ability has two counters : a Trap and a Decoy. These counters can be placed face down within 20 cm or less of the War Machine to which the fighter is bound.

From then on any figurine, be it friend or foe, that passes within 5 cm or less of one of these counters sets it off. If it is a Decoy, then nothing happens. If on the other hand it is a Trap, then the mine explodes. All figurines whose base is even partially within a radius of 10 cm around the counter suffer a Wound of a Strength of 6. If several counters are set off by a figurine, then resolve their effects one after the other.

A mine cannot be set off in any other way.

**Sapper / X** : in the same way that Minelayers mine the terrain around them, Sappers erect summary fortifications to hamper the enemy's advance. For every Sapper you may place a barricade within 20 cm or less of the machine to which he is bound. A barricade's dimensions are the same as those of a Cavalry base and it counts as an obstacle of Small size of a height of 2 cm.

A barricade can, however, be destroyed : each one has a Resilience of 10 and a number of Structure Points equal to the value X.

**Mechanic / X** : operating a cannon, a ballista or a catapult can't be done by just anybody. The Servants bound to these machines often know every nut and bolt of their machinery and they always carry everything they need for emergency repair. At the end of the round, during the Mana Recovery phase, a Mechanic can try to repair the machine to which he is bound. In order to do so he must be in base-to-base contact with the machine and not be in contact with an adversary. Roll 1d6 : if the result is greater than or equal to the value X associated with this Ability, then the machine recovers 1 Structure Point. On a result of « 1 » the Mechanic only makes things worse and the machine loses 1 additional Structure Point.

A Mechanic can only attempt to fix the machine with which he was deployed. No matter how many Mechanics are in contact with the War Machine, a War Machine can only be the object of one reparation attempt per round, if it fails or not.



## n e w a b i l i t i e s

**Loved by the gods** : when the gods love, they know to help and give. For each one of his rolls, excepting Damage Rolls, a fighter who is Loved by the gods considers a result of « 4 » or « 5 » as being a « 6 » and can thus roll again. Thanks to this ability a result of « 1 » obtained after having re-rolled a « 6 » is added to the preceding result.

**Cursed by the gods** : the gods of Aarklash revel in the unhappiness of those who have angered them. A Character who is Cursed by the gods never re-rolls « 6's » on any of his rolls of the dice.

**Concentration / X** : learning combat techniques is also done with the mind. There are, or so they say, fighters who are able to concentrate so hard that they make their will as sharp as a blade and perform feats that their bodies wouldn't allow under normal circumstances. Some of the characteristics of fighters gifted with this ability are represented in bold type on their Reference card. The value X of this ability indicates the total number of additional points that you can distribute among these special characteristics in each round. These additional points can be given at any time and not necessarily all at once. However, it is impossible to use these points to modify a roll that has already been made.

The bonuses obtained using Concentration are not transmitted by Leadership. This ability's effects last until the end of the round.

**Master archer / crossbowman :** wood, string, wind, arrow... all elements that a Master archer considers extensions of his own being. Masters of this type of weaponry know to get the most from their bow or crossbow. Their weapon's range is exceptional and they can Fire an additional time per round.

**Feint :** some warriors use a combat technique full of finesse and subtlety. They master such complex moves that their adversaries no longer know if they should attack or defend themselves. When a fighter with the « Feint » ability succeeds an Attack Roll, he may choose to make a Feint instead of a normal Attack. Before his adversary rolls his Defence dice, he may cancel one adverse Attack or Defence die instead of making a normal Attack. He may choose to do so for every successful Attack Roll that he makes. If he chooses to Attack in the normal way, then his adversary can still attempt to defend himself if he still has one or several Defence dice left.

**Master swordsman :** a Master swordsman has transcended the art of the duel. He is even worthy of his own school ! When a Master swordsman succeeds an Attack his adversary suffers a -1 penalty on the result of his Defence Roll. Thus a result of « 2 » becomes a « 1 » and is consequently considered an automatic failure. Moreover, it is impossible to make a Counter-Attack against a fighter who has the « Master swordsman » ability, not even using the « Ambidextrous » ability. And finally, on an Attack Roll a result of « 5 » is considered equal to a « 6 » and can be rolled again. Thanks to this ability a result of « 1 » obtained after having re-rolled a « 6 » on an Attack Roll is not an automatic failure.

**Sequence :** there are situations in which an avalanche of blows, however disorderly, is better than subtle and complex moves.

Non-Character fighters who have this ability are able to take an additional die during hand-to-hand combat by sacrificing Attack and Defence points like a Character can.

They cannot, however, acquire more than one additional combat die per hand-to-hand combat phase in this way.

When a Character benefiting from this ability decides to acquire additional combat dice, the first die of each hand-to-hand combat phase only costs him one Attack and one Defence point instead of 2 of each. The following dice are then acquired in the usual way.





**Ephemeral / X :** some beings can only stay on a plane of reality that isn't theirs for a limited time.

Others simply have a very short life expectancy. A fighter with this ability must roll 1d6 at the end of each round. On a result greater than or equal to the value indicated by / X he suffers a Light Wound and must roll the die again.

He continues doing so until he is KILLED OUTRIGHT or until the die indicates a result lower than X.

A game element with Structure Points can also be bestowed this ability, a symbol of its fragility. In this case it loses 1 SP every time the roll's result is greater than or equal to X. A figurine afflicted by this ability cannot benefit from a Regeneration Roll in any case.

**Counter-Attack :** when faced with an adversary who is able to strike back blow for blow, even the most skilled swordsmen are inclined to fear death. A non-Character fighter who has this ability can make Counter-Attacks as if he were a Character. If the fighter endowed with this ability is already able to make Counter-Attacks, then the difficulty of his Defence Rolls when making a Counter-Attack is only increased by 1 point instead of the usual 2.

## disengagement by *force*

This new rule is added to the Disengagement rules described on page 28 of the Confrontation booklet.

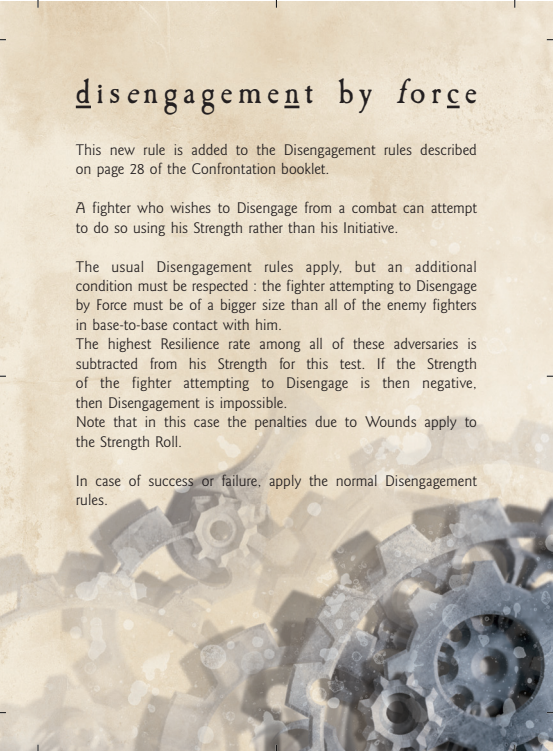
A fighter who wishes to Disengage from a combat can attempt to do so using his Strength rather than his Initiative.

The usual Disengagement rules apply, but an additional condition must be respected : the fighter attempting to Disengage by Force must be of a bigger size than all of the enemy fighters in base-to-base contact with him.

The highest Resilience rate among all of these adversaries is subtracted from his Strength for this test. If the Strength of the fighter attempting to Disengage is then negative, then Disengagement is impossible.

Note that in this case the penalties due to Wounds apply to the Strength Roll.

In case of success or failure, apply the normal Disengagement rules.



## dwarf steam machines and goblin naphtha machines

The dwarves of Tir-Nâ-Bor, outstanding engineers, and the goblins of No-Dan-Kar, exceptional plagiarisers, have developed destructive machines that use either the power of steam or a completely different kind of fuel that was little-known until now : naphtha.

All equipment of this kind is associated with a characteristic indicated on its bearer's Reference card. In each phase of the game in which this characteristic comes into play, a fighter equipped with a Boiler or a Carburettor may roll 1d6. Some fighters can roll several d6, in which case the number of dice is indicated after the concerned characteristic.

This roll is called the Pressure Roll for Steam Machines and the Injection Roll for Naphtha Machines.

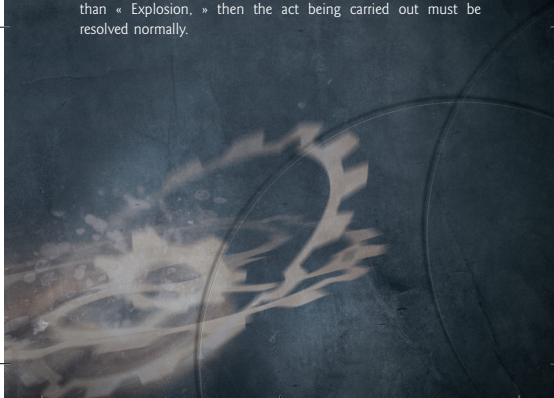
The result on the die or dice represents the bonus obtained for the characteristic associated with the equipment. If on such a roll a die indicates « 1, » then do not apply the bonus because an incident has happened. Immediately roll a die and see the « TABLE OF INCIDENTS » on page 46 to find out what has gone wrong.

These machines have a limit to the power they can develop : a « 6 » does not allow the die to be rolled again on an Injection or Pressure Roll.

If such equipment is used to Fire, be it to modify the range, the projectile's Strength or any other parameter, the Injection or Pressure Roll must be made right before the Aim test. If an incident arises, the Aim is cancelled and the marksman must make a roll on the Table of Incidents.

In any other case that this kind of machine is used, the Pressure or Injection Roll must be made when the concerned value is used. For example, a roll that affects Strength in hand-to-hand combat must be made just before making the Damage Roll after a successful Attack. In this case, if an incident arises, make a roll on the Table of Incidents on page 46 and apply the effects.

If the fighter is killed following an Incident, then all of his actions are immediately cancelled. If the Incident has a different result than « Explosion, » then the act being carried out must be resolved normally.



# table of steam and naphtha machines

## DIE RESULT / TABLE OF INCIDENT

- 1. Explosion** / The fighter is **KILLED OUTRIGHT** by the boiler's explosion. All figurines within 5 cm suffer Damage of Strength 10.
- 2. Overheating** / The machinery trembles and whistles wildly, indicating an imminent explosion / Another Overheating will provoke an Explosion / see 1.
- 3. Cracked structure** / The reservoir loses rivets and cracks. On the next Pressure or Injection Rolls, an incident happens on a « 1 » or a « 2. »
- 4. Damaged valve** / A leak breaks out. Ignore « 5's » and « 6's » on the next Pressure or Injection Rolls.
- 5. Leak** / The reservoir leaks abnormally and threatens to stop at any moment. Another Leak will cause the machine to stop / see 6.
- 6. Machine stopped** / A breakdown blocks the machinery. It is unusable unless you roll « 4 » or more on a d6 at the beginning of each game round.





*« ... During the last moments  
of the world, under a deluge  
of fire and steel spit forth  
from hell, the earth will  
resonate with the rumble  
of the iron-banded wheels... »*



**RACKHAM®**

44, rue de Lagny  
93100 Montreuil sous Bois. France  
+ 33.(0)1.55.86.89.24  
[www.confrontation.fr](http://www.confrontation.fr)





# FORTIFICATION