

Rag'Narok 2

The mystics: Generic Rules

After giving you a look at Rag'Narok 2's generic rules in Cry Havoc 12, we are giving you a look at the new rules concerning mystics. The mystics regroup faithful and magicians. Despite the fact that both these two types of warriors practice different mystical arts, some rules apply to both.

Summoned warriors

The summoning of a warrior is successful only if it can be placed on the battlefield without moving any warriors or terrain element. Moreover, a summoned warrior cannot be placed in contact with an opponent.

Summoned warriors form a new unit. If the number of warriors does not follow the effective requirement of their rank (see p.31, CH vol 12), the summon fails. On the turn on which it is formed, this unit can only fight during the combat phase. Starting next turn, it will require an order, like any other unit.

Summoned warriors must be controlled by their summoners to fight in service of an army. Faithful or magicians of an army can only control a limited number of summoned units. This number is equal to the rank of the best faithful or magician in the army.

When an army who has reached the maximum number of summoned units tries to make a new summon, the attempt fails.

Summoned warriors remain in play even if the mystic who summoned them is killed.

Flight Levels

A mystic can target a warrior on a level directly above or below his. The distance between the mystic and its target is measured on the ground, from the mystic's base to the target's. When targeting a warrior on a different level than his, a mystic suffers a -2 penalty to the final result of its divination or incantation roll.

When a mystical effect has an area of effect, it only affects the level corresponding to its point of origin (see later).

A Warrior-monk can only belong to a council if the eminence is on the same level as it is. Other faithful are not limited.

A Warrior-mage can only be part of a conclave if the magister is on the same level as it is. Other magicians are not limited.

The distance between a magister and its acolytes is measured on the ground, base to base.

Mystic Skills

Devotion/X (active): During its activation and once per turn, a warrior with this skill can give X mana points to a unit within 30 cm of it. It suffers in return a Wound test of STR X, during which its RES is equal to its DIS. If it is killed, the mana points are still gained.

Spirit of X (passive): X is one of the six Elements which govern the use of magic. When

casting a spell or ritual requiring the Element X, the magician does not consider results of 1 as failures.

Exalted (passive): Results of 1 are not automatic failures during divination rolls.

Loyal/X (passive): A warrior with this skill counts as X more in the aura of faith of faithful of his army.

Focus (passive): Results of 5 can be rerolled during the incantation tests of a magician with this skill.

Warrior-mage (passive): A magician with this skill can cast a spell or partake in a ritual when its unit resolves an Assault order.

Iconoclast (passive): A faithful with this skill counts enemy warriors in addition to those of his army in his faith aura.

Illuminated (passive): A faithful with this skill can reroll results of 5 during divination tests.

Insensitive/X (passive): When a warrior with this skill is the target of an enemy spell or miracle (or when caught in the area of effect), the player controlling the warrior rolls 1d6. On a result equal or greater than X, the warrior does not suffer the effect. This does not mean that the effect of the spell or miracle is canceled, merely that the warrior avoids it. A unit benefits from this skill only if all the troops composing it have it.

Arcane Mastery (active): When a unit or magician does not have enough mana points to pay the cost of a spell or ritual, the magician making the incantation roll can use this skill if he/she has it. The magician then gains one mana point for each point by which it reduces its POW. The magician cannot reduce its POW under 1. The magician cannot gain more mana points than require to pay the cost of the spell or ritual.

Martyr/X (active): During its activation, and once per turn, a warrior with this skill can grant X T.F. Points to a faithful within 30 cm. The warrior then suffers a Wound test of STR X, for which its RES is equal to its DIS. IF the warrior dies, the T.F. Points are still gained.

Warrior-monk (passive): A faithful with this skill can call a miracle or communion when its unit resolves an Assault order.

Piety/X (active): A faithful with this skill can keep up to X T.F. Points from one turn to the next if it still has some at the beginning of the mystic phase. These leftover points are not accrued from one turn to the next.

Recuperation/X (passive): During each mystic phase, for the mana recuperation of a unit, the player rolls X more dice per warrior with this skill.

Thaumaturge (passive): When a unit containing at least one faithful with this skill suffers losses, it gains a number of T.F. points equal to the number of wounds received, without being able to go over its maximum reserve limit.

Incantation

Incantation allows the armies of the Rag'Narok to call upon the power of the six Elements of Aarklash. It is centered around mana, rituals and magicians. The latter are grouped in units when they are troops, or can operate in units of other warriors when they are Characters. The unit has a global mana reserve, which is the sum of all reserves of the magicians composing it.

The effects of the new rituals are spectacular and sometimes hard to control. The use of incantation is riskier than divination, as mortals sometimes play with forces beyond their understanding.

Incantation in the service of an army

Recruiting magicians

When constituting an army, a player can add magicians to it in two ways, depending if these magicians are troops or Characters.

Non-Character magicians are, like any other warrior, recruited among units of which they make up the troop. A unit of magicians is a support unit. One of the magicians in the unit can become its leader.

Character magicians can be added as independents to any unit, whether the troops composing it are magicians or not. Their mana reserve is merged with that of the unit. Moreover, Character magicians can be accompanied by familiars, one per initiation rank. These are represented by models which remain within 2.5 cm of the magician and which respect the unit formation to which the magician belongs to. Each familiar grants a +1 to the Power of its owner. A familiar is killed as soon as it is in contact with an enemy. These rules replace those on familiar cards.

The mana reserve

Mana is the magical energy which powers the spells and rituals of magicians. A unit has only one mana reserve, no matter how many magicians it has. At the beginning of the game, each magician gives its unit a number of mana gems equal to its power value. During the course of the game, the mana reserve of a unit cannot go over twice the sum of Power of the warriors composing it.

The mana reserve is not bound to a specific Element, as gems are transformed during the incantation. Some magicians master many Elements. The unit in which they are still has only one mana reserve, however. When a magician performs an incantation, it can draw from the reserve to power a spell or ritual of any Element that magician masters.

NOTE: In Rag'Narok 2, magicians have no personal mana reserve, they always draw from the unit's reserve.

Casting a spell or a ritual

Magicians whose units resolve a Support order can cast spells and/or rituals in the order the player prefers.

Casting a Spell

Casting a spell follows the steps described in Confrontation 3 (pp. 73-75). Counterspelling is however resolved differently (see later).

Casting a ritual

Casting a ritual follows many successive steps:

- 1/ Selection of the ritual, the magister and the acolytes;
- 2/ Selection of the target;
- 3/ Calculation of the difficulty;
- 4/ Sacrifice of the gems required for the casting;
- 5/ Improving mastery (if the player so desires);
- 6/ Measurement of the distance;
- 7/ Resolution of the "Reaction (counter-magic)" order if the opponent planned it;
- 8/ Incantation roll;
- 9/ Resolution of the Ritual's effects.

1/ Selection of the ritual, the magister and the acolytes

The player announces which ritual he wants to cast. He then designates from among the active unit a magician who masters the Elements and path of the ritual. That magician becomes the MAGISTER.

The player can moreover designate other magicians, the acolytes. The magister and the acolytes form a council. If the magister is a Warrior-mage, the acolytes are the magicians of its unit; otherwise, the acolytes are all magicians of his army within (magister POW x 5) cm of the magister (even partially).

2/ Selection of the target

The player designates a target to which the magister has line of sight. No distance is measured at this point: the player has to rely on his judgment regarding if the target is within range.

3/ Calculation of the difficulty

Most rituals have a fixed difficulty. Others have a variable difficulty, the nature of which is indicated in the description.

The difficulty sometimes corresponds to a statistic of the targeted unit. In this case, bonuses or penalties affecting the targeted unit are taken into account when calculating

the difficulty.

4/ Sacrifice of the gems required for the casting

The magister spends a number of mana points equal to the ritual's cost. Moreover, some rituals require spending extra mana to fuel their effects.

The magister can draw from the reserve of his acolytes' units to pay this sometimes-enormous investment (in the case of the more powerful rituals).

The expenditure of gems is split evenly among the mana reserves of the units of magicians concerned, to the player's choice. If the required gems aren't available, the ritual cannot be cast.

5/ Improving mastery (if the player so desires)

The player can spend extra gems from the reserve of the magister's unit and of those of his acolytes to improve the mastery of the ritual, i.e.: increase the odds of success. The Element spent is of no matter.

Each gem spent this way allows the player to roll an extra 1d6 during the incantation roll.

A unit in contact with an enemy unit cannot spend gems to improve a ritual's mastery.

Warrior-mages, used to casting spells amid the fury of battle, are exempt from this rule.

6/ Measurement of the distance

The player measures the distance between the magister and the target. If it is within the ritual's range, the target suffers the effects. Otherwise, the ritual has no effect.

7/ Resolution of the "Reaction (counter-magic)" order if the opponent planned it

Counter-magic allows an enemy unit to prevent the incantation of a ritual.

An enemy unit with at least one magician which has received a Reaction order can use Counter-magic right before the incantation of the ritual. The player then reveals his Reaction order and declares a Counter-magic action. No matter what the result of the test may be, the gems spent are lost.

Reaction (Counter-magic)

Conditions: The unit is free of any opponents and has line of sight on an enemy unit casting a ritual or spell.

Test: None.

Until the end of the activation phase, magicians in the unit can spend mana gems (of any Element) each time the enemy unit which has caused this reaction uses an incantation.

However, at least one of the magicians must have line of sight to the target unit for Counter-magic to be applicable. If the sum of gems spent for counter-magic equals the amount spent for the incantation, the ritual or spell has no effect. In any case, the gems spent are lost.

8/ Incantation roll

The player makes a Power test with the magister. He rolls 1d6 and an extra 1d6 per gem spent improving the mastery. The ritual is successful if the final result of the test is greater than or equal to its difficulty. Otherwise, the casting fails.

No matter what the result of the roll is, gems spent to cast the ritual and improve mastery

are lost.

9/ Resolution of the Ritual's effects

The effects described on the ritual's card are applied.

Mana Recovery

Mana recovery is resolved during the mystic phase and for each unit with at least one magician.

The player rolls as many dice as there are magicians in the unit and then attributes each to one magician. Each result of 3 or more means that the unit gains a number of mana gems equal to the POW of the magician to which the die was attributed.

Primagy

From now on, the path of Primagy includes the old path of Primagy and the various Elemental paths.

Rituals are presented in the following format:

- Path: Defines the access conditions of the ritual.
- Cost: The mana cost of the ritual, as well as the Element that the magician must master to be able to cast it.
- Difficulty: The difficulty of the incantation test.
- Target: What the ritual affects. "Template" is a reference to the artillery template, which can be centered on any point of the battlefield within range of the magician. When a distance in centimeters is indicated, it means the ritual affects an area of a radius equal to the indicated distance on the battlefield within range.
- Range: Gives the distance (in cm) which can separate the magician from its target. If "LOS" is indicated, a magician merely has to see its target to affect it.
- Duration: "Instant" means that the effects of the ritual apply immediately and do not last. "Sustain/1" and "Sustain/2" mean that the effects of the ritual are applied until the end of the turn and can be maintained for the next turn by paying one or two mana points, respectively, of the same Element that was used for the incantation. "Permanent" means that the effects of the ritual persist until the end of the game.
- Power: This is how much of an impact in the game the ritual has as well as the point cost value of the ritual during army constitution.

COLUMN OF LIGHT

Path: Primagy

Cost: 10 (light)

Difficulty: 10

Target: Template

Range: 50 cm

Duration: Instant

Warriors who are, even partially, in the area of effect suffer a Wound test of POW (4+

extra mana points spent).
Power: 10

DOWNPOUR

Path: Primagy
Cost: 13 (water)
Difficulty: 10
Target: Battlefield
Range: -
Duration: Sustain/2

Shots at medium or long range fail automatically.
Power: 20

IGNEOUS GALVANISATION

Path: Primagy
Cost: 5 (fire)
Difficulty: 6
Target: Unit
Range: 30 cm
Duration: Sustain/2

Warriors of the targeted unit gain War Fury.
Power: 14

TELLURIC MANIPULATION

Path: Primagy
Cost: 10 (earth)
Difficulty: 10
Target: Terrain Element
Range: 50 cm
Duration: Instant

The player moves a terrain element (extra mana points spent x 5) cm in the direction of his choice. Any warriors on the chosen terrain element are eliminated.
Power: 10

TELEPORTATION

Path: Primagy
Cost: 10 (air)
Difficulty: 10
Target: Unit
Range: 30 cm
Duration: Instant

The selected unit is moved (extra mana spent x 5) cm in the direction chosen by the

player. It must be placed on the battlefield, out of contact from any opponent and in formation.

Teleportation does not allow to move warriors onto a terrain element or change flight level.

Power: 10

TERROR

Path: Primagy

Cost: 15 (dark)

Difficulty: 12

Target: Unit

Range: 30 cm

Duration: Special

The chosen unit is in Rout.

Power: 15

Divination

Divination allows the armies of the Rag'narok to call upon the power of the gods of Aarklash. This is centered around faith, communions and the faithful. The latter are grouped in units when they are troops, or can act in units of other warriors when they are Characters. In the first case, the unit of faithful has a global reserve of Temporary Faith (T.F.) which is the sum of all of the faithful's composing the unit.

The effects of the new communions are predictable and reliable. Divination itself is safer than incantation, as it relies on a less capricious resource.

Faithful in service of an army

Recruiting faithful

When creating an army, a player may include faithful in two ways, depending if the faithful are troops or Characters.

Non-Character faithful are, like any other warrior, recruited in units in which they are the troop. A unit of faithful is a support unit. One of the faithful in the unit can become its leader.

Faithful Characters can be added as independents to any unit, whether the troop composing it are faithful or not. Their Temporary Faith reserve is merged with that of their unit.

Learning Litanies

The player can acquire communions and miracles when making armies.

For both kind of purchases, a player has a total of points equal to the sum of all aspects (Alteration, Creation, Destruction) of all faithful in his army.

The Power of the communions and the Fervor of the miracles acquired are subtracted from that point total. If no fervor is indicated, we consider it to be equal to 2.

- Communion are collectively given to the entire army. Any faithful in it can call upon these.
- Each miracle is attributed to a Character faithful, according to the rules described in Confrontation 3.5. Only that Character can call this miracle.

Temporary Faith

Temporary Faith (T.F.) is the spiritual energy which the faithful draw upon to call their miracles. A unit has only one TF reserve, no matter how many faithful it includes. At the beginning of the game, each faithful gives its unit a number of T.F. equal to its Faith value (the sum of its Aspects).

Note: In Rag'Narok 2, the faithful have no personal T.F., they always draw from the unit's reserve.

Call a miracle of a communion

Faithful whose unit resolves a Support order can call miracles and/or communions in any order the player wishes.

Calling a miracle

Calling a miracle follows the steps described in Confrontation 3 (pp. 98-99). Censoring is however resolved in a different fashion (see further).

Calling a communion

Calling a communion follows the following steps:

- 1/ Designation of the communion, the eminence and the disciples;
- 2/ Choice of the target;
- 3/ Calculation of the difficulty;
- 4/ Expenditure of Temporary Faith;
- 5/ Strengthening the bond (if the player so desires);
- 6/ Measurement of distance;
- 7/ Resolution of the "Reaction (Censure)" order if the opponent so desires;
- 8/ Divination roll;
- 9/ Resolution of the communion's effects.

1/ Designation of the communion, the eminence and the disciples

The player announces which communion he wishes to call. He then designates, from among the active unit, a faithful from the communion's cult and which has a value equal or over 1 in the Aspect required by the communion. This faithful becomes the eminence. All cults allow the use of universal communions.

The player can moreover select other faithful, the disciples. The eminence and the disciples form a conclave. If the eminence is a Warrior-monk, the disciples are faithful of his unit; otherwise, they are faithful of his army, with no distance limitation.

2/ Choice of the target

The player designates a target to which the eminence has line of sight. No distance is measured at this point: the player must rely on his judgment in regards to if the target

really is within range.

3/ Calculation of the difficulty

Most communions have a fixed difficulty. Others have a variable difficulty, the nature of which is indicated in the description.

The difficulty sometimes corresponds to a stat of the targeted unit. In this case, any bonus or penalty affecting the target unit would be factored in when calculating difficulty.

4/ Expenditure of Temporary Faith

The eminence spends a number of T.F. equal to the cost of the communion. Moreover, some communions require an extra T.F. expenditure to fuel their effects.

5/ Strengthening the bond (if the player so desires)

The player may spend extra T.F. points from the eminence's unit and those of his disciples to strengthen the bond of the communion, meaning to increase the eminence's chance of success. Each point of T.F. thus spent allows the player to roll an extra d6 during the divination roll.

A unit in contact with an enemy unit cannot spend extra T.F. to strengthen the bond of a communion. Warrior-monks, used to call upon their gods while kneeling in the guts of their enemies, are exempt from this rule.

6/ Measurement of distance

The player measures the distance between the eminence and its target. If it is within the range of the communion, the target suffers its effects. Otherwise, the communion has no effect.

7/ Resolution of the "Reaction (Censure)" order if the opponent so desires

Censuring allows an enemy unit to prevent a communion from being called.

An enemy unit with at least one faithful and who has been given a Reaction order can use censuring right before the communion is called. The player reveals his Reaction order and declares a censuring action.

Reaction (Censure)

Conditions: The unit is free of any enemy and has line of sight on an enemy unit calling a miracle of a communion.

Test: None.

Until the end of the activation phase, the faithful of the unit can spend T.F. points each time the enemy unit who caused this reaction attempts to use divination. However, at least one of the faithful must have a line of sight to the targeted unit for censure to be applicable.

If the sum of T.F. points spent for censuring corresponds to the sum spent on the divination, the miracle or communion has no effect. In any case, the T.F. points spent are lost.

8/ Divination roll

The player makes a Faith test with the eminence. He rolls 1d6, with 1d6 for each extra

T.F. point invested when strengthening the bond. The communion is successfully called if the final result of the test is equal to or greater than the difficulty of the communion. Otherwise, it fails.

No matter what the result of the roll may be, the spent T.F. is lost.

9/ Resolution of the communion's effects

The effects described on the communion's card are applied.

Recuperation of Temporary Faith

The recuperation of Temporary Faith is resolved during the mystic phase for each unit which contains at least one faithful. A unit regains one T.F. point per unit member.

The presence of faithful adds a bonus to that amount:

- per Devout: +1
- per Zealot: +2
- per Dean: +3
- per Avatar: +4

Each warrior from a friendly unit of the same nation present, even partially, within the faith aura of a faithful adds a point to that amount. Living-dead and constructs are not counted in this additional total.

Litanies

The communions are presented according to the following format:

- Cult: Defines the conditions of access to the communion.
- Fervor: The T.F. cost of the communion. The faithful must have a value equal to or greater than 1 in the indicated Aspect in order to call it.
- Difficulty: The difficulty of the Divination test.
- Target: What the communion affects. "Template" is a reference to the artillery template, which can be centered on any point of the battlefield within range of the faithful. When a distance (in cm) is indicated here, it means that the communion affects a surface the radius of which is equal to the indicated distance, and which can be centered on any point of the battlefield within range of the faithful.
- Range: Gives the distance (in cm) which can separate the faithful from his target. If "LoS" is given, the faithful merely has to have his target within line of sight to affect it.
- Duration: "Instant" means that the effects of the communion are applied immediately and do not last. "Sustain/1" and "Sustain/2" means that the effects of the communion last until the end of the turn and can be sustained during the following turn for the price of 1 or 2 T.F., respectively. "Permanent" means that the effects of the communion last until the end of the game.
- Power: Gives the impact of the communion in the game, as well as its point cost during army constitution.

Divine Anger

Cult: Universal

Fervor: 15 (Destruction)

Difficulty: 10
Target: Unit
Range: 50 cm
Duration: Sustain/2

The unit suffers as many Wounds as the number it inflicts. Losses are removed by the player whose army has called this communion.
Power: 21

Divine Grace
Cult: Universal
Fervor: 10 (Alteration)
Difficulty: 8
Target: Unit
Range: 50 cm
Duration: Sustain/2

The player can reroll each die roll made by the warriors of the targeted unit once.
Power: 16

Divine Hospice
Cult: Universal
Fervor: 10 (Creation)
Difficulty: 8
Target: Unit
Range: 30 cm
Duration: Instant

Warriors from the target unit who have been eliminated can come back into play. The player spends X T.F. points with the faithful who has called this communion. X is equal to the Power of the warriors brought back into play. Only troops can be brought back in this way. Affected warriors come back into play among their original units, out of contact with any opponent.
Power: 10

Divine Arsenal
Cult: Light
Fervor: 10 (Creation/Destruction)
Difficulty: 6
Target: Unit
Range: 30 cm
Duration: Sustain/2

The unit is blessed with sacred armor (Creation) or sacred weapon (Destruction).
Power: 19

Oracle of Destiny

Cult: Destiny

Fervor: 13 (Alteration)

Difficulty: 8

Target: Battlefield

Range: Special

Duration: Instant

During the next strategic phase, the enemy player will attribute his orders face-up and the player benefitting from this communion can wait until the enemy is done before giving out his orders. Moreover, during the attribution of tactics, the opposing player attributes his tactics face-up.

Power: 15

Weakness

Cult: Darkness

Fervor: 10 (Destruction)

Difficulty: 8

Target: Unit

Range: 50 cm

Duration: Sustain/2

A characteristic of the unit, chosen by the player, is equal to 0.

Power: 16