

# Confrontation 2.0

## Conversion Guide

This guide is for those who already have a grasp on Confrontations 3.0, aiming to highlight the differences.

The "Approach/Deployment" and Movement phases both have players cards shuffled into a single stack, drawn back and forth.

The Tactical Roll winner draws the first card. Reserves can be made just the same as in 3.0, only it is when a player draws their own card. There is no mention of Refusals in the 2.0 Rules.

### Penalties

Penalties apply to the result of the die, not the final result like in 3.0. Penalties cannot lower a stat below 0

Charge penalty: -1 INI, ATT, DEF

Fear Penalty: -1 INI, ATT, DEF

Stunned: -1 INI, ATT, DEF

Light wound: - 1 INI, ATT, DEF, AIM

Serious wound: - 2 INI, ATT, DEF, AIM

Critical wound: - 3 INI, ATT, DEF, AIM

### Phase Order:

Movement phase

Divination phase

Firing/Incantation phase

Hand to Hand Combat phase.

### Movement

Moving up a Ladder, Rope, etc, each Cm counts for x2.

"Dodging" functions much the same as "Moving Undercover" in 3.0, except short range difficulty (4) becomes medium 7, medium (7) becomes long 10, and long (10) becomes unshootable. Figures equipped with a mount cannot use dodge. (in 3.0 they can)

## COMBAT

Attack roll must announce/set a difficulty to achieve. Each attack roll can have a different difficulty level. Any successful rolls are hits that become damage rolls unless defended.

The minimum difficulty of an Attack is always equal to the opponents defense characteristic, as long as they have placed at least 1 die in defense.

An attacker **rolls all of their attack dice** before the defender can attempt to parry. Each Attack Roll can have a different difficulty level.

The defender must choose which attack he wishes to parry **before** he rolls his Defence die or dice.

DAMAGE	LEGS / 1	ARMS / 2	TORSO / 3	HEAD / 4,5,6
0 or -	Stunned	Stunned	Light	Light
1 to 5	Stunned	Light	Light	Serious
6 to 10	Light	Light	Serious	Critical
11 to 15	Light	Serious	Critical	<b>Killed</b>
16 to 20	Serious	Critical	<b>Killed</b>	<b>Killed</b>
21 and +	Critical	Critical	<b>Killed</b>	<b>Killed</b>

See different damage roll table above.

Exceptional wounds remain the same.

Lower result locates the wound.

Higher is the **sum of both dice + Attackers STR - Defenders RES.**

Attacker does not have to choose targets until after rolling.

The defender may divide their defense dice between different attackers.

Any result of 1 or lower is an automatic failure.

-Besides having to have placed at least as many dice in defence as attack, a defender must additionally be in combat against multiple opponents in order to sustain defence.

After rolling defense dice, the defender can choose only one die to be used to attempt a sustained defence

### Character Abilities

**1. Sequence (Original):** -2 to ATT & DEF per die gained. Can be done as many times as it doesnt reduce ATT or DEF below 0.

**2. Counter Attack:** Announced before attack roll. Must pass with a difference of 2 in defenders favor. Non warrior mages and faithful cannot counter attack inately.

**3. Master strike:** Uses all attack dice left if at there are at least 2. Roll a single attack test. If successful, add the previously chosen difficulty to the result of the damage roll.

### FEAR

Fear tests are made if an engagement is possible. Test must strictly **surpass fear level**, not equal.

### Combined Charge

When multiple figures charge a fearful figure, use the highest Courage to test +1 per additional figure.

When multiple fighters with fear charge, use the highest Fear to test +1 per additional fearful figure.

This bonus is limited by the possible # of base contact. Infantry: 4. Cavalry: 6. Large +: 8

Failure with a fear test when engaging or charging results in fear penalties. (Rout)

Charged figures that fail a courage test will flee as usual.

Each following movement phase, a fighter can RALLY test the same difficulty as the fear level failed. Flee if failed.

A Fleeing figure can't be rallied during the same movement phase he succumbed to fear.

A warrior who kills the figure that frightened him becomes rallied.

Overcoming fear becomes immune to that level of fear, but not if rallied.

All figures with fear are immune to fear effects. All fear leaders transfer fear as a fear value.

## FIRING

A figure can't fire if they have used a feat or dodge; or if they have run of course.

Firing is done in the order of highest Initiative. If they are the same then the tactical roll winner goes first, or simultaneously if between your own shooters.

**Precision fire:** Initiative -2. Difficulty -1. Once per round use.

**Rapid fire:** Initiative +2. Difficulty +1. Once per round use.

It is okay for initiative to drop below 0 due to precision firing.

**Dynamic Firing:** Can move up to MOV +1. Difficulty +1.

### Firing Difficulty Modifiers

Size of target:

Small +1, Medium: 0, Large: -1, Very Large: -2.

### Firing into the fray

If aim test succeeds, roll 1 or more dice to decide the target.

Small counts as 1, Medium counts as 2, etc, etc.

Example Pg. 36

A dodging fighter who is obscuring an aiming figures sight on a target does not cause a firing modifying penalty.

Shooting or casting/calling at a different Altitude target:

+2 difficulty

Optional: Firing into fray with varying sizes. Pg. 35

### Counterfire:

A reserved card can be played to shoot engaging or charging figures at set difficulty 6.

Cannot use with precision or rapid fire.

\*If under the effect of fear, a Courage test must be made first.\*

Consequently will be stuck in defense for counter firing. If charging/engaging fighter/unit is killed, the shooter/s may move up to MOV x1. Only the select figures engaged or charged counter fire in a group. The rest activate normally.

## INCANTATION / DIVINATION

### Spell/Miracle Acquisition

**Faithful:** Unlimited **Mage:** x2 POW in intensity

**Warrior Monk:** x1 **Warrior Mage:** x1 POW\*

The costs of Spell, Miracle, Ritual and Communion cards must be paid.

### Casting/Calling is made in the order of:

Faithful: Highest DIS Mages: Highest INI

During:

Faithful: Divination Phase

Mages: Incantation Phase

**Rapid incantation:** +2 Initiative, +1 spell difficulty for round. Once per round use. Can't be canceled.

**Prolonged incantation:** -2 initiative, -1 spell difficulty for the round. Once per round use. Can't be canceled.

### Censure / CounterMagic

**Censure (faith):** Only requires line of sight. Sacrifice T.F. to reduce T.F., 1 for 1.

**Countermagic (Same as C3):** Must be within spell range and have LOS.

2 methods to stop opponent spell:

-Counter: Spend any 1 gem and take an Incantation test. Must beat the rolls RESULT.

-Absorption: Spend as many gems of equal opposing elements.

Mages/Faithful can still cast/call under the effect of fear unless having fled, having moved twice their movement. Warrior-Mages/Monks are excepted to this.

### Tests and Alternative Incantation:

Griffin/Mid-Nor can reroll 5's on divination tests (Same as C3)

If the difficulty is Free, then it must be set, the same as an attack.

If a spell or miracle drops a figure's resilience below 0, they are KILLED OUTRIGHT.

## Mana Recovery / T.F. Calculation

RESULT	INITIATE	ADEPT	MASTER	VIRTUOSO
Failure	0	0	0	0
0 and -	1	1	2	3
1 to 5	2	3	4	5
6 to 10	4	5	6	7
11 to 15	6	7	8	9
16 to 20	8	9	10	11
21 and +	10	11	12	13

The # of gems held in the Magician's Reserve is subtracted from the total result made for their mana recovery roll.

Subtraction is doubled if Mage is in hand to hand combat, excepting warrior-mages, necromancers and hermetics.

A 1 on a mana recovery roll is not a failure for Bran-O-Kor.

Mages can cast a number of times in a round depending on their rank:

Initiate: 2

Adept: 3

Master: 4

Virtuoso: 5

A faithful cannot call and -

- fire, make a physical feat, or move a distance greater than their movement rate.

### Trance:

Announced during the movement phase.

Can do nothing for the round and as long as nothing happens to the mage, can ignore reserve reduction for mana recovery.

Warrior Mages cannot enter Trance.

### Temporary Faith Calculation

Only the total # of believers in the faithful's aura, including themselves are counted towards Temporary Faith generation.

No sum of Aspects as in 3.0.

### RANK RATIO

Devout -every 3 believers within his Aura of Faith

Zealot -every 2 believers within his Aura of Faith

Dean -every believer within his Aura of Faith

## FORTIFICATION

To be added...

### Movement Feats:

Tests are made with the figures Feat Score - MOV divided by 2.5.

**Jumps:** Must have run up space equal to distance jumping. Can cause Charge penalties.

-**Long Jump:** Diff: 4 + 1 for each base side (of the jumping figure) distance to get to the other side.

-**High Jump:** Diff: Height in cm wanted to jump + jumping figure's resilience. -2 if the obstacle is of smaller size than the figure.

If success, the fighter jumps over the obstacle.

Jumping other troops is a high jump.

**Figure sizes:** Small-2, Normal-4, Large-6, Very large-8.

If failed, the fighter suffers a leg wound.

It's Strength is equal to the number of cm wanted to jump for high jump, or distance to the bottom of a failed long jump.

**Swimming:** Roll a Feat test, subtracting the fighters Resilience.

If the result is under 0, the figure suffers a light wound and stays still.

Success allows MOV x1 in liquid.

### Climbing:

Climbing an obstacle calls for a Feat Roll from which is subtracted the warrior's Resilience. The warrior then climbs a number of cm equal to the final result of the Feat Roll. Place a counter to represent the figurine's position.

If the roll is negative, the warrior falls: he takes a normal Wound with a Strength equal to the distance from the ground to the point where he started his climbing Movement. If he has failed when he was on a flat area big enough for his own base to stand, he suffers no Wound.

If a warrior, for whatever reason, decides to deliberately fall, he suffers a Leg Wound with a Strength equal to the distance from the ground, but subtracts his Feat score from the Damage Roll.

There is no need for a Damage Roll if the result of the subtraction of the Feat Score from the Strength of the fall is negative. In other words, as long as the fighter's fall does not exceed his Feat Score remains unharmed.

Other Mentionable differences

If armies are unable to be balanced, one player may surpass their opponents ap value if the imbalance does not exceed half its least expensive figures value in ap.

The # of figures per card is decided by the # included in each blister.

## ABILITIES LIST

**Additional limb** : This Ability is activated before the Initiative Roll, in the Hand to Hand Combat phase. The warrior may invert his scores in Attack and Defence. These effects last until the end of the round.

**Alliance / X** : a fighter who possesses this Ability may join a people or a Path of Alliance referred to as X. He is counted as an Ally.

**Ambidextrous** : Ambidextrous fighters can Counter-Attack without any penalty. They gain one Attack die for each successful Defence. Ambidextrous cannot be used at the same time as a Counter-Attack or Sustained Defence.

**Assassin** : Assassins are warriors trained to carry out lightning Attacks as powerful as they are precise. An Assassin who Charges his victim rolls three dice for the first Damage Roll against it. He will choose the two dice most suitable to determine the gravity of the Damage inflicted. An "Assassin" is immune to the effects of this Ability.

**Authority** : When a fighter with Authority is involved in a fray, he chooses in which way the fighters are split and in what order they will be resolved. Assuming there are several frays each with a fighter with Authority, the player who has won the Tactical Roll decides the order in which they are resolved. If a same fray opposes enemy Authorities, then this Ability has no effect.

**Bane / X** : through a strange gift of destiny or driven by a terrible hatred, the fighter with this Ability is capable of inflicting an enormous amount of damage on a particular type of individuals. when he rolls for Damage against his Bane, the Damage is read one line lower on the Wound Table. It is not possible to go lower than the last line.  
Example : Bane / Acheron, Bane / Fanatic, Bane / Elite...  
When a fighter inflicts a Damage Roll on an opponent who is his Bane and who has the Hard-boiled Ability, then the two Abilities cancel each other out.

**Blood Brother / X** : When one of your Characters has this Ability, he can call upon his Blood Brother for a very important battle. The global cost in A.P. of each of them is reduced by 25% rounded to the higher integer. This includes all artefacts, spells and miracles that might be chosen. But if one of the two happens to die, his Blood Brother subtracts one point from all his dice rolls until the end of the game. This penalty does not apply to Damage Rolls.

**Born killer** : In Hand to Hand Combat, he may add a die to those he normally has. For a Born killer, a 1 is not an automatic failure on a Courage Roll.

**Bravery** : a 1 on a Courage Roll is not counted as an automatic failure. A 5 equals a 6 on a Courage Roll and can therefore be re-rolled as such.

**Brutal** : A 5 equals a 6 on an Attack Roll and can therefore be re-rolled as such. A 1 rolled after a re-roll on an Attack test is not a failure.

**Brutish charge** : A warrior who possesses this Ability has an additional Attack die against the target he has Charged. This Ability has no effect during an Engagement or a Pursuit Movement.

**Colossal** : Colossal creatures ignore Wound penalties. When they are killed, do not remove them from the game... But apply the effects of a "Serious Wound". Kill them once more and they will suffer a "Critical Wound". They will have to be killed a third time to be dead for good.

**Consciousness** : a fighter with the Consciousness Ability may have extremely sharp senses, a mysterious gift, or be simply highly attuned to his environment. Whatever the case, he can Charge an enemy he could not see at the beginning of his move. He also ignores the effects of the Assassin Ability and can detect Scouts who are within Charging distance.

**Desperate** : A Desperate fighter's Penalties due to the influence of Fear are transformed into bonuses, and he will never flee. A Desperate fighter can even freely Charge or Engage a Fear-inducing figure.

**Dreadful** : creatures with the Dreadful Ability are particularly repulsive or disturbing. Their enemies must always test their Courage against their Fear, even if they have previously resisted it or if they have overcome a superior Fear.

**Enormous** : Enormous creatures ignore Wound penalties. When they are killed, do not remove them from the game... But apply the effects of a "Critical Wound". Kill them once more and they will be dead for good.

**Fanaticism** : for a Fanatic a 5 equals a 6 on a Discipline Roll and can therefore be re-rolled as such. When a Fanatic fails a Courage test, he must attempt a Discipline Roll at the same difficulty level in order not to run away. He will still suffer the effects of Fear and will not be able to Charge or Engage the creature that scared him.

**Fencer** : Fencers ignore the minimum level given by the Defence characteristic of the opponent when rolling for Attack.

**Firece** : When a Fierce fighter is KILLED OUTRIGHT do not remove him from the game. He is considered Critically Wounded and stays on the Battleground no matter the damage he takes until the end of the round. Fierce is ineffective against any game element that removes a fighter from the game.

**Flight**: Flying creatures have two Movement ratings. The first one represents the ground Movement and follows the normal Movement rules. The second indicates air Movement and represents the speed with which the creature can move about in the sky. There are three altitude Levels :

-Level 0 : on the ground. Normal Movement rules

-Level 1 : low altitude. The figurine ignores all ground types but must go round obstacles higher than the figurine's ground Movement rating.

-Level 2 : high altitude. The figurine ignores all ground types.

A flying figurine begins a game at Level 0. Moving to an adjacent level takes away 5cm from the flying creature's Movement characteristic. It is possible to go through several Levels in one go, including after a successful Disengagement. Figurines can only Engage or Charge one another if they are at the same altitude Level. If a creature is aimed at by a marksman who is one level higher or lower than it is, the marksman suffers a -2 penalty on his die roll. An aim any further in altitude is impossible. The Incantation of spells and the Calling of miracles follow the same rules. Airborne creatures can target a figurine one Level lower for a dive. Such a Movement is declared when the creature's card is activated. The airborne creature then Charges its target in the normal way, as long as it arrives at the same Level as its opponent. The Charge penalties and the rules related to the influence of Fear apply normally. In the following Hand-to-Hand Combat phase, the diving creature's Initiative, Attack and Strength are increased by 3 points. These characteristics return to normal at the end of the round.

**Gigantic** : Gigantic creatures ignore Wound penalties. When they are killed, do not remove them from the game... But apply the effects of a "Light Wound". Kill them a second time and they will suffer a "Serious Wound" and a third time for a "Critical Wound". The fourth time they will be dead for good.

**Harassment** : Harassment allows a warrior to anticipate the Firing phase by firing during the Movement phase if his Movement type allows it. If he chooses to do so, he will not be able to opt for Rapid Firing or Precision Firing. Once he has fired, the warrior can finish his Movement and can even Engage an enemy in Hand to Hand Combat ! If the warrior chooses to fire in the Movement phase, he will not be able to fire in the Firing phase.

**Hard-boiled** : when a warrior rolls for Damage against a Hard-boiled fighter, the effects of the Wound are read one line higher on the Wound Table. It is not possible to go higher than the first line of the table. Hard-boiled does not apply to Exceptional Wounds (doubles) and the result KILLED OUTRIGHT on the Wound Table.

**Hardened** : characters who master this Ability consider a 5 as a 6 on any roll of the dice, and can therefore re-roll them as such. Hardened has no effect on Damage Rolls. It cannot be gained as a Supernatural Gift or as an Elixer.

**Hyperian** : A Hyperian fighter is immune to any form of Fear. The Hyperians naturally repel creatures with the a Fear rating on their Reference card : these treat the Hyperians' Courage rate as if it were Fear and their own Fear as Courage. This rule also applies to the Living-dead, but not to Constructs. This unique faculty cannot be passed on by Leadership. The Cynwall Elves are instinctively friendly with the Hyperians as if their destinies were linked. They can ally on any battlefield.

**Immunity / X** : A figurine with this Ability cannot be harmed by the attribute X or is immune to Wounds located in the part of the body X.

**Implacable / X** : Such a warrior can carry out up to X additional Pursuit Movements in the same round.

**Incarnation** : a warrior to whom this Ability is given doubles his value in A.P. But he has now become a Character with all the advantages this status brings. Any non-Character can be given this Ability.

**Instinctive firing** : fighters trained in this type of firing can shoot or after having moved a longer distance than their Movement, or after having accomplished a Physical Feat. They can only do it at Short Range and with a difficulty raised by + 3. They can also choose their target when firing into a fray.

**Leadership / X** : all warriors within distance / X of the figurine with this Ability may use its scores in Courage, Fear and Discipline if they have to test one of these characteristics. In the context of Alliances, only the "Leader's" people may benefit from these effects. All figurines within Leadership / X of a Standard-bearer gain a +1 bonus on Courage Rolls. All figurines within distance / X of a Musician gain a + 1 bonus on Discipline Rolls. Leadership does not spread Fear to fighters who have a Courage rating on their Reference card and vice versa.

**Leap** : some creatures on Aarklash have learned to move by leaping. They are able to cross in a single Leap a distance equal to half their Movement rate, ignoring all obstacles, even a figurine, if their height is not bigger than their Movement characteristic in cm.  
A figurine can make two Leaps per turn, no matter the type of Movement. It is not possible to Leap when doing a Physical Feat.

**Living-dead** : by its very nature, a Living-dead creature ignores the effects of Fear. The Living-dead's nature is even so terrifying that a warrior with this Ability can frighten an enemy who causes Fear ! Against a Living-dead, a figurine that causes Fear is no longer immune. His Fear characteristic becomes Courage.  
A Living-dead is not subject to Discipline for he is under the influence of superior entities. When he has to roll for Discipline, his Discipline characteristic is considered to be 0.  
A Living-dead cannot drown : he does not suffer Light Wounds for failing a Feat Roll when trying to swim.

**Master Strike / X** : A fighter with this Ability can attempt Master Strikes in the same way as a Character. If one of his Master Strikes hits its target, its Strength is increased by X for the following Damage Roll, and only for this one.

**Mercenary** : A Mercenary warrior goes into the service of anyone ready to meet the price. A Mercenary can fight alongside any army. He is then considered an Ally. This Ability is void if he fights amongst his own people.

**Mutagenic / X** : Some peoples use stimulants that they inject into their own organism in order to increase their capacities. Before the Tactical Roll of each round, you may choose one Mutagenic fighter for every 100 A.P. of "Mutagenic" warriors in your army. The artefacts, spells, miracles and Experience cards of the "Mutagenic" fighters are to be included in this total.  
You must choose these figurines before anything else occurs in this round, such as Spell casting or applying any artefact's effect. For each chosen figurine, you can roll a die at anytime.  
The result + X is the amount of points you can add to one or more of his characteristics. You do not have to distribute the points immediately, but Mutagenic cannot modify a roll already made. Mutagenic cannot modify Power or any aspects of Faith. A figurine with the Leadership Ability cannot pass on his modified Courage / Fear and Discipline ratings. A figurine can only benefit from one die each round, except if under the effect of a spell, a miracle or an artefact. All Mutagenic dice of one figurine are rolled at the same time. The effects of the stimulant end with the round. A natural or modified result of 1 on a Mutagenic Roll (that is if you roll a 1 or if you get a 1 by adding your die result to X) is an automatic failure and will therefore grant no bonus. You may not re-roll a 6 on a Mutagenic Roll.

**Pariah** : Being a Pariah prevents the fighter from utilizing the Leadership of any figure that is not itself a Pariah.

**Personal Enemy / X** : If a Character deals with his Personal Enemy and kills him Outright, he automatically heals all his Wounds. He also "steals" an Ability of his choice from his enemy, and can use it until the end of the battle.

**Possessed** : Some fighters are no longer the masters of their destiny. They are inhabited by an entity which consumes their mind and influences their acts. The Wound penalties are considered to be one degree lower. For example, a Serious Wound will inflict the same penalties as a Light Wound. This faculty does not affect "STUNNED" or "KILLED OUTRIGHT".

**Rallying cry** : once a game, the warrior capable of a Rallying cry can inspire his troops to acts of heroism. All the fighters of his people are immune to Fear until the end of the game round.  
The fighters who were fleeing are automatically rallied and can act normally again.

**Rapidity** : they may have long legs or a fast running pace, either way, warriors with the Rapidity Ability move at an extremely high speed. They can triple their Movement for any Movement type even when fleeing under the influence of Fear.

**Regeneration / X** : At the end of every round, a creature which has suffered Wounds can attempt to regenerate.  
Roll a die: on a result equal to / X or more, the effects are decreased one level. A Critical Wound becomes a Serious Wound for example.  
You may re-roll the die each time you roll a success.  
Reminder : "STUNNED" and "KILLED OUTRIGHT" are not Wounds; they cannot be regenerated.

**Reinforcement** : Some peoples have the capacity to send Reinforcements during a game. Each warrior with this Ability who is numbered amongst the losses is placed on the side of the table. At the beginning of each round, roll a D6. On a 5 or a 6, you may take back the figurine with the lowest A.P. and place it anywhere on the Battleground. It cannot be placed in base to base contact with an opponent. On a 1 or a 2, the figurine with the lowest A.P. will lose the Reinforcement Ability. It will not be allowed to come back before the end of the game.

**Righteous** : some warriors know their destiny. The Righteous walk the enigmatic path of Truth, Harmony or unfathomable Darkness. Nothing can make them sway.  
A Righteous fighter is immune to any form of Fear of any kind, even of magical or divine essence, and cannot pass under the enemy's control by any means.

**Scout** : During the Approach, the Reference cards of each army's Scouts are shuffled in a different pile. When the main Approach pile is exhausted, the Scouts are then deployed in the same way.  
A Scout can be deployed anywhere on the Battleground, even in the enemy's line of sight. The Scouts can be deployed in order to Charge an enemy in the first round, but not within Walking distance of any enemy already deployed.  
- If the Scout is deployed with an opponent within his own Charging range, then he is considered visible by the enemy.  
- If the scout is deployed without any opponents within his own Charging range, then he is considered "invisible" and cannot be the target of any of the enemy's actions.  
As long as he does not take any action other than testing for Courage or one of his Abilities, or as long as an opponent does not come within Walking distance of him, the Scout is concealed and cannot be the direct target of any enemy's action.

**Sharp shooter** : They may have a steady hand, years of training or be blessed by divine grace. Sharp shooters rarely miss their target. For them, an Aim Roll is not an automatic failure on a natural or modified result of 1 even after re-rolling the die.

**Stateless** : A Stateless fighter can join any army and will adapt so well to his environment that he will adopt the Ability most widespread within his new hosts' ranks at the beginning of the battle. He can only acquire the Abilities mentioned in the CONFRONTATION booklet in this way. For Abilities with variable values (X), as for Leadership, Regeneration, Mutagenic or Wary cry, apply the value X most widespread within the army.  
The following Abilities cannot be acquired through the Stateless Ability : Additional Limb, Colossal, Enormous, Gigantic, War-horse and Living-dead.

**Survival instinct** : the self-preservation instinct is so strong with the warrior who possesses this Ability that Death will have to come in person to claim him. Before any Damage Roll that will apply to him, roll a D6 : on a result of 6, this wound is automatically declared void.

**(D) Toxic / X** : Each round before the Tactical Roll, you can choose a warrior warrior for every, even incomplete, 100 A.P. of warriors in your army who possess this ability. the Toxic warriors' artefacts, spells, miracles and Experience cards are to be added to this total. The figurines must be chosen at the beginning of the Movement phase. Place a D6 next to every chosen figurine. This D6 is called the Toxic Die. Once per round, just before making an Aim or Attack Roll, one of the chosen warriors is able to replace one of his Aim or Attack dice with his Toxic Die. If the action accomplished with the Toxic die causes a Damage Roll, his target immediately takes a second Damage Roll with a Strength equal to X. Living-dead, Constructs and Immortal Beings are immune to this Ability

**Vivacity** : lightning reflexes are the hallmark of warriors with this Ability. For them, an Initiative or Feat Roll is not a failure on a natural or modified result of 1 even after re-rolling the die

**War cry / X** : when charging an enemy to engage him in Hand to Hand Combat, the warrior lets out a cry of hate. This cry gives him a level of Fear equal to / X when he Charges. This allows him to fight a Fear-inducing creature without having to test for Courage. The War cry can only be used when Charging. The fighter must still use his Courage rating to resist Fear against a Living-dead.

**War fury** : a fighter affected by War fury is plunged into a state of uncontrolled destructive madness. This Ability is activated before the Initiative Roll, in the Hand to Hand Combat phase. The warrior may have an additional die in Hand to Hand Combat, but all his dice are then automatically placed in Attack.  
These effects last until the end of the round.

**War-horse** : some riders have trained their mounts as war-horses to help them in combat. In Hand to Hand Combat, the war-horse gives an additional combat die which is added to those his rider can normally have. This extra die is not added during a Charge.  
Troops mounted on a War-horse may Dodge.

**War-staff** : a War-staff consists of a Character with the Leadership Ability, a Standard-bearer and a Musician. All fighters within Leadership distance of any of the three members of the War-staff may use the Courage / Fear and Discipline scores of the Character + 2. In this case, the Leadership Ability is without effect except during the Approach phase. Every War-staff member must be within Leadership distance of at least one of the two other members for the War-staff bonus to possibly apply. The bonuses gained through the War-staff Ability can be taken into account during the Approach.

Being of Light / X : The Beings of Light serve the cause of justice in all its forms, be it intransigent or merciful. They are affiliated with the Ways of Light.

A Being of Light is immune to all forms of Fear, even of divine or magic origin, and cannot come under an enemy's control. They are considered as having the "Righteous" Ability.

Being of Darkness / X : Corruption, desolation and destruction are the main reasons for existence of these dreadful creatures. They are bound to the Meanders of Darkness.

All fighters consider Beings of Darkness to be fear-inducing opponents, even if they have a higher FEAR. A Being of Darkness is immune to all forms of Fear, even of divine or magic origin. It cannot come under an enemy's control.

Being of Destiny / X : The concepts of Good and Evil are practically unknown to Beings of Destiny. They act according to their desires and their surroundings. They are affiliated with the Paths of Destiny. Beings of Destiny are bound to the Paths of Destiny and are endowed with the "Consciousness" Ability.

Concentration / X (active) : 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.

Cursed by the gods/Cursed: 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.

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.

Feint (active) : 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.

Loved by the gods: When the gods love, they know to help and give.

C2: 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.

Spirit of ... / X: Some Magicians have a privileged link with one Element. Their knowledge of this Element is such that they are capable of controlling and affecting it according to their desires.

When making an Incantation Roll made up, even partially, of this Element, a result of 1 is not considered an automatic failure. On the Reference card, the X is replaced by the name of the Element.

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.

Martyr / X (active) : C2: Every god of Aarklash has his worshippers, and some of these worshippers show an exemplary or even suicidal fervour.

When a Faithful of your camp needs Faith, he can sacrifice a warrior who has this Ability at any time during a round. The sacrificed fighter must be in base-to-base contact with the Faithful. Through this act, the latter benefits from an additional X Temporary Faith points. Remove the sacrificed warrior as if he had been KILLED OUTRIGHT. He is considered a loss.

Construct : a Construct is an automaton animated by magic or mechanical means. Many of these toys are reserved to children of the nobility. Others, however, are fearsome war machines !

A Construct reacts automatically, without feelings: it knows neither Courage nor Discipline. A fighter with this Ability is immune to Fear, even caused by Living-dead. Also, it is not subject to the rules of Discipline: when it must make a Discipline Roll, its Discipline characteristic is considered equal to 0.

A Construct cannot drown: it does not suffer a Light Wound if it fails a Feat Roll when attempting to swim.

Devotion / X : some warriors are ready to give their lives for the glory of those they serve.

When a Magician on your side needs Mana gems, he can sacrifice a fighter with this Ability at any time during the round. The sacrificed warrior must be in base-to-base contact with the Magician. Through this act, the latter recovers X gems of one single Element he masters. Remove the warrior as if he had been KILLED OUTRIGHT. He is considered a loss

Warrior-Mage : Compelled to the same discipline as warriors, they also learn to use the power of Mana. Warrior-Mages use Magic and the arts of war jointly. Their double Abilities make them formidable opponents. They can cast spells after having run or made a Physical Feat. Their Intensity Potential is equal to their Power score, and not of its double. In Hand-to-Hand Combat, they can recover Mana as if they were not engaged. Warrior-Mages are incapable of going into Trance. They can use the Counter-Attack.

Warrior-monk : Warrior-Monks are Faithful for who Faith is a battle and a way to fight. They jointly use Faith and the arts of war. Their dual Ability makes them particular Faithful, subject to the following rules :

- They can choose only one miracle during the building of armies. It absolutely must come from their people's Cult and from no other, excepting the Universal Cult.
- They can Call their miracle when in base-to-base contact with an adversary.
- They can Call their miracle even if they have suffered a Damage Roll since the beginning of the round.
- They can use the Counter-Attack.
- They can Charge, run, fire or make a Physical Feat and Call a miracle.

Selenite : The origin of the Selenites is veiled in mystery. They form a secret caste living unbeknown to all in the most distant corners of Aarklash.

Few scholars know their true history. Some Selenites do not understand the accursed gift bestowed upon them by Yllia, the Moon, and only too late do they discover the night star's influence on their behavior. The Selenites used to be able to find refuge on the Island of Tycho in the far south of Aarklash. But since the destruction of their sanctuary by the forces of evil, the children of the Moon are on their own...

Before choosing the spells and artefacts of a Selenite, roll a D6 and refer to the following table :

- 1 to 3 : Day. No modifier
  - 4 : Crescent moon. +1 in INI and DIS
  - 5 : Gibbous moon. +2.5 in MOV and +1 in COU / FEAR
  - 6 : Roll a D6 and refer to the table below :
  - 1 : new moon. Possessed Ability.
  - 2 to 5 : half moon. +1 in Power OR Power 1 and Initiate of his people's Primary Domain if the fighter is not a Magician.
  - 6 : full moon. A free additional spell OR Born killer Ability.
- The Selenites master the Path of Water in addition to those they may already possess. Bound to the same star as the Wolfen, they can ally with this people on any Battleground.

Loyal / X : The armies of Aarklash are sometimes made up of warriors who only live for a cause, be it ideal or nightmarish.

Do not count a Loyal in the number of fighters within a Faithful's Aura of Faith when calculating his amount of Temporary Faith points : a Loyal within his Aura of Faith directly gives him an amount of T.F. points equal to X. If such a fighter is within an adverse Iconoclastic Faithful's Aura of Faith, then the Loyal Ability doesn't give him any T.F. points and he is counted like a normal fighter for the calculation of the Iconoclast's Temporary Faith.

\*Exalted (passive) : an Exalted Faithful has consecrated much more than just his life to his god. Only the most skilful can distinguish the voice of an Exalted Faithful from that of his divinity !

An Exalted Faithful doesn't consider a 1 as an automatic failure when making a Divination Roll, even after having re-rolled a 6.

Iconoclast:

Iconoclastic Faithful see their Temporary Faith depend on their enemies and not on their allies.

To calculate their amount of Temporary Faith points, count the number of enemy figurines, no matter their people, that are within their Aura of Faith. The Faithful himself is included in this total amount.

\*Thaumaturgist (passive) : A Thaumaturgist's fervor is such that a battle's fury only makes his powers grow. C2: When he reaches the Light Wound level, add 5 cm to his initial Aura of Faith. When he reaches Serious Wound it increases by 10 cm, and it increases by 15 cm when he reaches Critical Wound. If the Faithful should be healed, then his Aura of Faith is readjusted accordingly.

#### 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.

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.

Transport / X : Some chariots or other vehicles are big enough to transport troops.

C2: 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 :

Impact / X (passive) : 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.

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.

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.

C2: 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 repair attempt per round, if it fails or not.

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.