

## Confrontation 2.0, 3.0 and Rag'Narok Glossary

**\*Additional limb (active)** *A warrior who possesses Additional limbs can strengthen his offensive or defensive power by striking an opponent on all sides or by defending himself with relentlessness.*

**C2:** 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.

**Rag'Narok:** This ability is optional. The player can choose to use it before the Initiative test preceding a combat during the hand-to-hand combat phase. If he decides to do so, all fighters in his combat involved in this combat are subject to the effects of the "Additional limb" ability.

They then invert their ATT and DEF. This effect lasts until the end of the round.

Reminder: For a same camp, a combat can only involve fighters of the same type.

Summation: All fighters involved in the same combat are subject to the effect.

**C3:** For each of his fighters involved in the same combat and endowed with this ability, the player must decide if he is using it or not right before making the Initiative test. If there are opponents endowed with Additional limb involved in this same combat, then the loser of the Tactical roll is the first one to announce which of his fighters will be using this ability. A fighter using Additional limb swaps his ATT and DEF for the duration of the combat being played.

**\*Alliance / X (passive) :**

**C2:** *Whether by affinity, by chance or simply by interest, 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.*

**C3:** A fighter with this ability can be allied with the X people or with the X Alliance. He is then considered to be an Ally of this army (see p. 127).

**Rag'Narok:** A fighter with this ability can be recruited by an army of X (see Alliances, p.32) or be considered a member of the X people. Whichever the case may be, he is counted as an Ally when building an Army in which he is present thanks to this ability.

**Ambidextrous (passive) :** *Ambidextrous warriors can skilfully wield two weapons simultaneously, which makes them truly formidable.*

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.

**Rag'Narok:** Fighters who master this ability can make counter-attacks without any penalties. They gain one attack die for every successful defence. Ambidextrous cannot be combined with the "Counter-attack" ability.

**C3:** If a Defense test result is two or more points higher than the final result of the attacker's Attack test, the defender gains an additional attack die. If the attacker's Attack test is an automatic failure, then the player can choose to either keep his defense die, or lose his defense die and automatically gain an additional attack die.

An Attack dice acquired by Ambidextrous is immediately resolved, even if it isn't the fighter's turn to attack yet. It must be directed at the opponent who made the initial attack and cannot be combined with a master strike.

**3.5:** An Ambidextrous fighter gains an additional attack die for each successful Defense. This attack die is added to the fighter's reserve of attacks for the combat in progress. He can combine this die with other attack dice to carry out Master Strikes, if he is allowed to.

If the Attack test of the attacker is an automatic failure, the player who controls the Ambidextrous fighter must choose one of the following options:

-Keep his defense die;

-Lose his defense die (no defense test is required) and gain an additional attack die.

Attack dice acquired thanks to Ambidextrous are lost at the end of the combat.

**\*Artefact/X (passive) : C3:** A fighter with this ability can be given X artefacts. The X value replaces the number of artefacts the fighter normally can carry (depending on his rank and status).

**Rag'Narok NA:** Fighters with this ability can be given X artifacts. The X value replaces the number of artifacts the fighter normally can carry (depending on his rank and his status).

**Assassin (passive)** : Assassins are warriors trained to carry out lightning Attacks as powerful as they are precise.

**C2:** 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.

**C3:** When an Assassin charges during the activation phase, the first Damage roll he causes in the first combat he is involved in is resolved by rolling 3d6. The player controlling the Assassin then keeps the two results of his choice to determine the roll's consequences using the Wound Table. This bonus is acquired even if the fighter is separated from the target of his charge after fray splitting and even if he hasn't inflicted a charge penalty  
"No mention of an Assassin being immune to this effect"

**Rag'Narok:** An Assassin can join any Unit, even of higher rank than his own. **At the beginning of a hand-to-hand combat phase**, if not already in contact with an enemy, he can be placed in contact with any enemy fighter involved in the same fray as him. He must nevertheless have enough space to come into base-to-base contact with his victim. Therefore a miniature surrounded by members of its Unit cannot be engaged by an Assassin. He can also, if the player wishes, trade places with a friendly miniature that is already in base-to-base contact with his target. The miniature the Assassin replaces is moved into his place.

When this game effect is used, an Assassin is subject to the bonuses and penalties caused by charging, when applicable. So if his enemy has charged in the round being played, the Assassin suffers the penalties as if he had been charged himself. Similarly, if his opponent has been charged by the Assassin's Unit, then it is considered that the assassin has charged his opponent.

If Assassins of opposing camps are in the same fray, it is the winner of the Tactical Roll who activates his first.

During the round in which he charged, the Assassin rolls 2d6 instead of only one for the first Damage Roll he causes, but only one is chosen to determine the seriousness of the damage inflicted. This advantage only applies for damage inflicted on fighters the Assassin has really charged. It has no effect against another Assassin.

**\*Assault Fire (active) : C3:** A fighter with this ability can fire while charging or engaging. The marksman must, however, have a line of sight onto his target at the start of his movement. The shot is resolved before the miniature is moved while respecting the following rules in the indicated order:

- The shot must be aimed at the assault's target.
- The distance between the marksman and his target must be measured before the shot is made. If the marksman is not within charging or engagement range, then the shot is not made.
- If the marksman has to make a Courage test to be able to charge his target, then the test must be made before the shot. If it is failed, then the fighter does not shoot.
- The shot is resolved with a difficulty of 7. No modifiers (movement, target Size, etc.) can change this difficulty.
- If the targeted fighter has to make a Courage test when faced with this fighter, then it must be made after the shot is resolved.

A fighter can use assault fire only once, no matter how many shots his abilities and his equipment give him the right to. If his target is eliminated by this shot, then the fighter can redirect his assault towards a different target, but he cannot use assault fire again. In this case the same rules are used as when a fear-inspiring fighter redirects his assault after having brought his opponent to flee. If several fighters simultaneously use assault fire against the same target, then all their shots must be resolved before the miniatures are moved. If the target is eliminated by a different shot before his is resolved, then the fighter who hasn't shot yet can redirect his assault, but his shot is lost.

**3.5:** All marksmen (except artillery) now have Assault Fire for free. This ability is considered inherent to the marksman status. For marksmen with this ability on their reference card and Character marksmen, the difficulty of an Assault Fire is fixed at 4 (instead of 7)

**RagNarok NA:** Fighters with this ability can fire while charging or engaging. This type of shot can only be resolved if the Unit has been given a charge, run, walk or counter-charge Order.

Marksmen must nevertheless have a line of sight onto their target at the beginning of their movement. The shot is resolved before the Unit is moved while respecting the following rules in the indicated order:

The shot must be aimed at the Unit targeted by the charge or engagement.

The distance between the marksmen and their target must be measured before the shot is made.

Marksmen who are not within charging or engagement range cannot fire. The weapon's range is not taken into account; the marksman is considered to fire as soon as he comes within range of his target.

If the Unit of marksmen has to make a Courage test to be able to charge its target, then this test is to be made before firing. If it is failed, then the shots are not fired.

The shots are resolved with a difficulty of 7. No modifiers (movement, target's Size, etc.) can change this difficulty.

If the targeted Unit has to make a Courage test against the marksmen, then this roll is to be made after the shot has been resolved.

A fighter can use assault fire only once, no matter how many shots his other abilities and equipment allow him to make.

If the targeted Unit is eliminated by this shot, then the Unit of marksmen can redirect its assault towards a different target, yet it cannot use assault fire again.

In this case the rules to be used are the same as when a fear-inspiring Unit redirects its assault after having caused its opponents to flee.

**Authority (passive)** : *A fighter with this Ability may not be a genius at strategy, but nevertheless has a powerful aura of authority.*

**C2:** 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. A fray is a compact group of fighters in base-to-base contact with each other. The player who has won the Tactical Roll at the beginning of the round decides if all the fights of the fray at stake are resolved before or after the other frays. 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.

**Rag'Narok:** When a fighter with Authority is present in a fray, the player controlling him decides how the fray's combats are split and in which order they are resolved. The player who won the The Tactical Roll at the beginning of the round decides if all concerned fray's combats are resolved before or after the other frays.

If it should happen that several confronting frays each have a fighter with this ability, then the player who won the Tactical Roll chooses the order in which they are resolved. If a fray includes opposing fighters endowed with the "Authority" ability, then it has no effect.

**C3:** For every fighter endowed with this ability who is still in play, the player gets one "Authority" counter at the beginning of the approach and then at the beginning of each activation phase. These counters can be used in various ways during the approach or the activation:

- When the player has just had the lead, he can use one of these counters to immediately get it again.
  - A player can use one of these counters to pass his turn when he has the lead.
  - A player can use an Authority counter to prevent his opponent from passing his turn. The opponent is then forced to play immediately and loses one of his "refusals."
  - A player can use such a counter to cancel one of his opponent's Authority counters as soon as it is used.
- Only 1 counter can be used per turn while having the lead. Counters are reset each round.

Attention! No matter how many of a camp's fighters are endowed with this ability, each player can use only one Authority counter per turn (meaning the time during which the player has the lead). Moreover, Authority counters cannot be kept from one round to the next. All unused counters are discarded at the end of the activation phase.

Essentially the same across

**Bane / X (passive)** : *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.*

**C2:** When a fighter 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.

**C3:** X indicates a Character, a type of fighter, a people, an ability, a Rank, a certain status, etc. (Examples: Bane/Acheron, Bane/Elite or Bane/Faithful.) A fighter with Bane/Marksman, for example, benefits from this ability against all opponents with AIM. When a fighter with this ability makes a Damage roll against an opponent designated by Bane, then the damage is read one line lower in the Wound Table. It is not possible to go lower than the last line in this way. If the targeted fighter is Hard-boiled, then the effects of these two abilities on the Damage roll cancel each other out.

**Rag'Narok:** When a fighter with this ability wounds an enemy whose Bane he is, the victim sees the Damage Roll's result read one line lower in the Wound Table. When a fighter inflicts a Damage Roll on an opponent whose Bane he is and this opponent has the "Hard-boiled" ability, then these two abilities cancel each other out.

## **t h e i m m o r t a l s**

*Many warriors believe that the Faithful are just manipulators who use ancient beliefs and their people's ancestral fears as a means to their end. This is absolutely not true. The gods themselves cannot manifest themselves on Aarklash, but the celestial and abyssal legions are here to prove that the legends are true... These divine beings with sometimes terrifying powers are called Immortals.*

*There are three Circles of Immortals that symbolise their power and their place in the divine hierarchy. The closer an Immortal's Circle is to the Heart of Creation, the harder and the more dangerous his summoning will be.*

*The Third Circle groups minor beings, servants of the celestial or demonic powers.*

*The Second Circle is made up of the fighters of the occult armies, the legions that would march upon Aarklash if the gods were to return to walk among men.*

*And the First Circle is composed of the most powerful and respected beings of the Prohibited Spheres. Their powers defy imagination...*

The Immortals are grouped in the same way as the Alliances presented in the CONFRONTATION booklet or page 32 of the RAG'NAROK rulebook : the Ways of Light, the Paths of Destiny and the Meanders of Darkness.

A given army can only include Immortals coming from its Alliance within its ranks.

An Immortal can join your army in two ways :

— Either he has been called before the battle : in this case spend the A.P. indicated on his Reference card when you build your army.

— Or he has been called by a Faithful having the appropriate miracle during the battle.

Every Immortal has one of the Abilities listed below. For each one of them the X corresponds to the fighter's Circle.

Example : Being of Light / 2 is a Being of Light of the Second Circle.

**C3:** All Immortals have Immunity/Toxic

**\*Being of Light / X (passive) :** *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.*

**C2:** 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.

**C3:** Not mentioned to be immune to all forms of Fear

**\*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.*

**C2/Rag'Narok:** 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.

**C3:** Beings of Darkness are bound to the Meanders of Darkness. They have the "Immunity/Fear" ability, yet they are nevertheless affected by the Hyperians' FEAR. Moreover, all fighters consider Beings of Darkness to be fear-inducing opponents, even if they have higher FEAR. The rules on fear then apply in the usual way. Finally, a Being of Darkness cannot come under the 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. (See "Consciousness" Ability differences for C2/Rag and C3.)

Rag'Narok: Immune to the "Assassin" ability.

**3.5:** The sentence "A given army can only include Immortals that follow the same path as it does" is replaced with "An Immortal belongs to the people mentioned in its rank. If no people is mentioned, it may join any army from its path of Alliance."

Examples :

- The rank of the sylvan animæ is "Regular Immortal of Destiny". They can therefore join any army of Destiny;
- The rank of mandigorn warriors is "Daikinee Creature. Immortal of Destiny. Faye." They are therefore Daikinee fighters.

*The prophetic writs of the first Faithful and the translucent papyruses of the ancient civilisation of Ishim'Re sometimes wander from the point when they tell of things that were already legend at the time of their authors... These feverish writings tell of the heroic deeds of the Immortals who reigned as masters on Aarklash before the Age of Battles, before the gods and their court were forced into exile by the inexorable power of Time. In order to reign, they needed emissaries and armies; the Immortals of the External Circles, though numerous and powerful, were not enough to carry out their blood-filled plans. While their Empires of Eternity were in decline, the gods of Clarity and of Obscurity turned towards their worshippers to finish their work before their unavoidable extinction. This dark era was that of the enigmatic Utopia of the Sphinx's sacrament and of the terrifying Ophidian Alliance...*

**\*Blood Brother / X (passive) :** This Ability illustrates the deep relationship that can bind two fighters who have time and again come close to death together.

**C2:** 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.

**Rag'Narok:** When a Character has this ability, he can call upon his blood brother for a battle of great importance. Each of their costs in A.P. as printed on their reference cards is reduced by 25%. This also applies to all magic objects, spells and miracles held by the blood brothers.

Should one of the two happen to die, then his blood brother subtracts one point from all his rolls of the dice until the end of the game. This penalty does not apply to Damage Rolls.

**C3:** X indicates the name of a Character to whom the fighter is bound. When the two fighters are part of the same army, then both of their A.P. values (as printed on their reference cards) are reduced by 10% (rounded up to the higher integer). This reduction does not affect the cost of any individual artefacts, spells, miracles and optional special capacities. Moreover, during the battle, as long as the two fighters are within 10 cm or less of each other, they both benefit from Survival instinct. If one of the two already has this ability, then he adds 1 point to the final result of his Survival instinct rolls as long as he is within 10 cm or less of his blood brother.

**Born killer (passive) :**

*A Born killer's survival instinct is honed to the extreme.*

**C2:** 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.

**C3:** In hand-to-hand combat the fighters with this ability benefit from a combat die in addition to the one they normally have the right to. Furthermore, a fighter with this ability automatically succeeds all Courage tests with a difficulty that is less than or equal to the COU he is using, even if it is transmitted to him by a commander.

**Rag'Narok:** For such fighters a result of 1 on a Courage Roll is not an automatic failure. Furthermore, on all of their Attack and Defence Rolls (even when attempting a counter-attack), every die whose result is a failure can be re-rolled once. Whatever the new result may be, it must be used for this test.

This ability has no effect when the fighter makes a devastating attack.

When a fighter with the "Born killer" ability also uses War fury, this does not allow him to re-roll his failed Attack Rolls twice. Yet his Damage Rolls that do not inflict a Wound can be re-rolled once. This effect does not apply to devastating attacks.

**Bravery (passive) :** The valorous warriors who possess the Bravery Ability (C2:) do not count a 1 on a Courage Roll as an automatic failure. A 5 equals a 6 on a Courage Roll and can therefore be re-rolled as such.

**C3:** For fighters with this ability, a 1 is not an automatic failure on Courage tests (even if this result is gotten after having re-rolled the die). A 5 on a Courage test can be rolled again. Moreover, when the fighter places all his combat dice in attack, he benefits from +1 on the final results of his Attack tests until the end of the combat.

**Rag'Narok:** Fighters endowed with Bravery do not consider a result of 1 on a Courage Roll to be a failure. To them, a result of 1 on such a roll is added to their COU, even after having re-rolled a 6. Furthermore, a result of 5 on a Courage Roll is considered equal to 6 and can therefore be rolled again.

If an Independent with Bravery but without Leadership/X accompanies a Unit whose troops do not have Bravery, then this ability has no effect.

If a commander with the "Bravery" ability makes a Courage test for a Unit while its troops don't have it, then he must first make a Discipline test with a difficulty of 8 before each Courage test. If this test is passed, then the "Bravery ability's effects apply in the usual way. If it is failed, then Bravery has no effect.

If a Unit whose troops have the "Bravery ability uses the COU of a commander who does not have it, then this ability applies anyhow.

**Brutal (passive) :** *some warriors are real brutes who deal blows of rare violence, which are very difficult to parry.*

Universal: A 5 equals a 6 on an Attack Roll and can therefore be re-rolled as such.

**C2:** A 1 rolled after a re-roll on an Attack test is not a failure.

**C3:** When a fighter with this ability charges, his force is increased by one point for this action.

**Rag'Narok:** A 1 rolled after having re-rolled a 6 on an Attack or Damage Roll is added to the preceding result.

**Brutish charge (passive) :** Brutish charge is a combat technique which enables the use of one's body weight as a means of attack.

**C2:** 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.

**C3:** When a fighter with this ability charges during the activation phase, he gets an additional attack die for the first combat he is involved in during this round. This die is acquired even if the fighter is separated from the target of his charge after fray splitting and even if he hasn't caused him a charge penalty.

**Rag'Narok:** A warrior making a brutish charge benefits from a +1 on the result of the die of his Attack and Damage Rolls, but only those made against the opponent or opponents he has just charged. A result of a 1 on an Attack Roll is still an automatic failure. Also, on Damage Rolls a result of 1 is always read on line 1 of the table, even if it is gotten after re-rolling a 6. Be it an Attack or Damage Roll, only a 6 gotten before adding the bonus can be rolled again.

**\*Bull's-eye (active) :**

**C3:** Fighters with this ability can decide to use it once per round before making an Aim test. To be able to use Bull's-eye, the fighter

must carry out no other action but firing during his activation, not even a reorientation. If the Aim test is successfully passed, then the difference between the test's difficulty and its final result is added to the ensuing Damage roll's STR. This ability does not apply to shots made as a servant or substitute of a war machine.

Example: A marksman with an AIM of 3 and this ability fires at an opponent located within short range (difficulty 4). He gets a on his Aim test. The test's final result is therefore 8. The Damage roll's STR is increased by 4 points: 8 (the final result) – 4 (the difficulty).

The same fighter cannot use this ability and the "Rapid reloading" special capacity during the same activation phase.

**3.5:** All marksmen (except artillery) now have Bull's-eye for free. This ability is considered inherent to the marksman status. For marksmen with this ability on their reference card and Character marksmen, it is not necessary to give up all other actions to use this ability. Bull's eye cannot be used while Assault firing.

**Rag'Narok NA:** When a fighter with this ability resolves a "Fire" Order without being moved or reoriented in the same round, each of his failed Aim tests made for the range weapon printed on his reference card can be re-rolled once. The new result cancels the previous one and must be kept. It cannot then be rolled again.

**\*Charging strength/X (passive) :**

**C3:** Charging strength/X (passive): When a fighter with this ability charges, then his STR is replaced by X. This modification applies until the end of the round, even if the fighter is separated from the target of his charge at the end of fray splitting. All modifiers bound to the various game effects apply in the usual way to this new STR.

**C3.5:** When a fighter with this ability charges, his STR is replaced by X. This modification applies until the end of the first combat in which the fighter takes part during the turn. Possible modifiers to the STR of the fighter apply to this new STR value. Charging Strength/X is not taken into account if a fighter deals a Master Strike.

**Rag'Narok NA:** When a fighter with this ability charges, his STR is replaced by X. This modification applies until the end of the round, even if the fighter is separated from his charge's target after fray splitting. All modifiers bound to the various game effects apply as usual to this new STR.

**\*Colossal (passive) :**

**C2:** 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.

**C3:** A Colossal individual can endure two Wound levels more than a normal fighter. When such a fighter is Killed Outright for the first time, he is not considered to be a loss. Instead, two "Critical Wound" counters are placed on his base. If he is Killed Outright again, then a third counter is placed on his base. On the third Killed Outright the fighter is removed from the battlefield. A Colossal fighter suffers Wound penalties in the usual way. No matter how many Critical Wounds he suffers, the Wound penalty is –3.

**Rag'Narok:** A fighter with the "Colossal" ability is considered to be of Very Large Size and can suffer one additional Wound before being killed.

**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.

**C3:** Certain characteristics of fighters endowed with this ability are printed in bold type on their reference card. X indicates the total number of points the player can distribute among these characteristics in each round. These bonuses can be given at any time and not necessarily all at the same time, yet while taking into account the following restrictions: • The increase of a characteristic can never modify a test that has already been made. If, for example, a player increases the RES of one of his fighters after the latter suffers a Damage roll, then the RES before the increase is used to determine the fighter's new state of health. • A fighter's DEF and ATT can be increased at the beginning of an exchange, but not during one. These bonuses remain valid until the end of the round.

**Rag'Narok:** Some of the characteristics of fighters gifted with this ability are represented in bold type on their reference card. X indicates the total number of points that the player can distribute among these characteristics in bold type in every round. These points can be attributed at any time and not necessarily all at once. Yet it is impossible to use these points to modify a roll that has already been made.

Leadership does not transmit the bonuses gained using Concentration. They are bonuses gained using Concentration. They are acquired until the end of the round. The reserve X is available to the fighter at the beginning of each round.

The Concentration points of the troops in a same Unit must be assigned to the same characteristics. Independents are not subject to this restriction.

#### **Consciousness (passive) :**

**C2:** 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.

**C3:** A fighter with this ability benefits from the following rules (the target of his action must, however, be within a radius of 20 cm or less around him):

- All enemy scouts located within 20 cm or less of him are no longer considered to be hidden.
- He can charge an opponent who is within range but outside of his field of vision.
- He can fire at a miniature that he cannot see if no obstacle (wall, tree, miniature, etc.) is blocking his projectile's trajectory.
- If he is a magician or a faithful, he can cast a spell or call a miracle onto a target that he cannot see. In this case he does not take obstacles into account, even if the effect takes on the shape of a projectile.
  - He can use counter-magic or censure without seeing the fighter casting the spell (or miracle) that he is countering. He must nevertheless be within this spell's or miracle's range.

**Rag'Narok:** In all their actions they can target a miniature or Unit even if they do not have a line of sight onto it. They can therefore charge an opponent who they do not see at the beginning of their movement. However, when firing, an obstacle blocking a line of sight remains an obstacle in the projectile's trajectory, even if the target has been spotted.

Fighters with Consciousness also sense the presence of Scouts as if the latter didn't have this ability.

**NA:** This abilities range is MOV x2 cm.

#### **Counter Attack (active) :**

**C3:** 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.

When a fighter with this ability attempts to parry an attack, the player controlling him can announce a counter-attack. This decision must be taken before the opponent makes his Attack test. There are then two possibilities:

- If the attack is successful, then the final result that the defender must get on his Defence test is two points higher than the final result of the Attack test. If a fighter already has this capacity (a Character warrior, Warrior-mage or Warrior-monk) and also has this ability printed on his reference card, then the result to get is only one point higher than the final result of the Attack test. If the Defence test is successful, the attack is parried and the defender gains one attack die.
- If the attacker's Attack test is an automatic failure, the defender gains an attack die without even having to make his Defence test. He nevertheless loses the die or dice assigned to this parry.

Attention! A player who has announced his intention to counterattack cannot renounce it, no matter the result the attacker gets on his Attack test. If the attack fails, then the defender cannot keep his defence die and is forced to counter-attack.

An attack gained thanks to this ability is immediately resolved, even if it is not yet the fighter's turn to attack. It must target the fighter who made the attack that caused the counter-attack. A counter-attack cannot be combined with a master strike.

**3.5:** A fighter with Counterattack gains an additional attack die for each successful defense whose final result is at least two points higher than the final result of the attack avoided. This attack die is added to the fighter's reserve of attacks for the combat in progress. He can combine this die with other attack dice to carry out Master Strikes, if he is allowed to. If the Attack test of the attacker is an automatic failure, the player controlling the fighter with Counterattack must choose one of the following options:

- Keep his defense die;
- Lose his defense die (no test required) and gain an additional attack die.

Attack dice acquired thanks to Counter-attack are lost at the end of the combat.

**C2:** A Character can attempt to Counter-Attack rather than defend himself. He must announce it just before his Defence Rolls. The difficulty of his rolls is then increased by 2 points. Each success allows him to cancel an enemy Attack as for a normal Defence, but also allows him to gain an additional Attack die against the opponent whose Attack has been Counter-Attacked.

Magicians and the Faithful cannot Counter-Attack.

Warrior-Mages and Warrior-Monks can Counter-Attack, even if they are not Characters.

**Rag'Narok:** When facing an opponent able to return every blow, even the most skilled swordsmen are compelled to fear dying. A non-Character fighter with this ability can make counter-attacks as if he were a Character. When a Character, a Warrior-mage or a Warrior-monk has this ability specified on his reference card, then the difficulty of his Defence Rolls when making a counter-attack is increased by only 1 point (instead of 2).

**\*Cure/X (passive) :**

**C3:** During the maintenance phase a fighter with this ability can cure a friendly fighter in base-to-base contact with him (he can also cure himself). One d6 is rolled. The targeted fighter is cured by one Wound degree if the result on the die is equal to or greater than the X value bound to this ability. A fighter can use or benefit from this ability only once per round. A fighter with the "Fierce" ability who was Killed Outright cannot be cured in this way during the same round. This ability cannot be used on a target with structure points.

**Rag'Narok NA:** The use of this ability can be announced once per round, right after a Damage roll inflicted on a fighter in the same Unit as the fighter with Cure/X. This may be the fighter with Cure/X himself. One d6 is rolled. If the result is of X or higher, then the number of Wounds inflicted on the chosen fighter is reduced by 1 (minimum: 0).

The same fighter can use or benefit from this ability only once per round.

This ability cannot be used on targets with Structure points.

**\*Cursed by the gods/Cursed (passive) :** the gods of Aarklash revel in the unhappiness of those who have angered them.

**C2 & Rag'Narok:** A Character who is Cursed by the gods never re-rolls « 6's » on any of his rolls of the dice.

**C3:** A Cursed fighter cannot re-roll a roll of the dice, even if a game effect normally would allow him to do so.

**Desperate (passive) :** a Desperate fighter has nothing to lose, either because he has already lost everything, or because he has never had anything.

**C2:** A Desperate fighter does not know Fear. 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.

**Rag'Narok:** Such a fighter never suffers the effects of Rout or of Disorganisation. He can never flee for any reason whatsoever. If his Unit flees, then the Desperate fighter automatically becomes a new Unit.

In no way can a desperate fighter acquire the "Leadership/X" ability, neither by becoming a Leader, nor through the effect of a spell, miracle, magic object or experience card.

**C3:** When a Desperate fighter is involved in a combat against several opponents or in singular combat against an opponent whose A.P. value (as printed on his reference card) is greater than his, he benefits from a +1 on the final results of his Initiative, Attack and Defence tests.

**Disengagement/X (passive) :**

**C3:** If a disengagement test has a difficulty higher than X, then this test is made with a difficulty of X. This ability only applies to disengagements made using INI, and not to disengagements by force.

**Rag'Narok NA:** X Indicates the maximum difficulty of the fighter's disengagement rolls. This ability only applies to disengagements made with INI, and not to disengagements by force. For this ability to apply, all fighters attempting to disengage must have it.

**Dodge (passive) :**

**C3:** A 5 gotten on the fighter's Defence tests can be rolled again.

**Rag'Narok NA:** A 5 on the fighter's Defense tests is considered to be equal to 6 and can therefore be rolled again. Thanks to this ability a 1 gotten after having re-rolled a 6 on a Defense test is added to the previous result.

**\*Dreadful (passive) :** creatures with the Dreadful Ability are particularly repulsive or disturbing.

**C2:** 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.

**Rag'Narok:** A Dreadful fighter causes fear even among other fear-inducing creatures. He is immune to fear, even the kind caused by the Living-dead and other Dreadful creatures. He can, however, be affected by fear caused by an Incantation or Divination effect. If a



Unit has the disadvantage at the end of a fray in which a Dreadful opponent is involved, then the Courage test's difficulty increases by one point. This penalty is not cumulative if several Dreadful fighters are involved in the fray.

**C3:** When a fighter has to make a Courage test facing a Dreadful opponent or facing a group of opponents in which one fighter has this ability, then the Courage test must be made using 2d6. Only the lower natural result is then used. If the fighter benefits from an effect that allows him to roll several d6 for his Courage test and use the best result, then the two effects cancel each other out and the roll is made in the usual way with just 1d6.

This ability applies even if it is not the Dreadful fighter's FEAR that is taken into account.

Example: A guard of Alahan is charged at the same time by a Wolfen zombie (FEAR 8) and a banshee of Acheron (FEAR 7; Dreadful). In this case it's the Wolfen zombie's FEAR that is taken into account, yet the test is made using 2d6 and the Lion player must keep the lower of the two results.

**\*Enormous (passive) :**

**C2:** 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.

Rag'Narok: An Enormous fighter is considered to be of Very Large Size.

**C3:** An Enormous fighter can endure one Wound level more than a normal fighter. When such a fighter is Killed Outright for the first time, he is not considered to be a loss. Instead two "Critical Wound" counters are placed on his base. If he is Killed Outright again, he is removed from the battlefield.

An Enormous fighter suffers Wound penalties in the usual way. No matter how many Critical Wound counters there are on his base, his Wound penalty is -3.

**\*Ephemeral / X (passive) :** 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.

**C2:** 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.

**Rag'Narok:** At the end of each round the player must roll 1d6 for every fighter endowed with this ability that he controls. On a result of X or higher, this warrior suffers a Damage Roll read in the "-3/-2" column. The player controlling him then rolls the die again. He continues doing so until the fighter is killed or the die indicates a result lower than X.

A game element with Structure Points can also be given this ability, a symbol of its fragility. In this case it loses 1 S.P. every time the Ephemeral Roll is successful. A miniature afflicted by this ability cannot benefit from a Regeneration Roll in any way.

**C3:** During every maintenance phase 1d6 is rolled for every fighter afflicted with Ephemeral/X. On a result of X or more the fighter's Wound level worsens by one degree.

Example: An uninjured fighter becomes Lightly Wounded and a fighter with a Light Wound becomes Critically Wounded.

If the first test causes the Wound level to worsen, then the fighter immediately suffers another test in the same conditions. However, whatever the result of this second test, a third one does not follow.

An element of the game with structure points can represent a particularly fragile object and can therefore be endowed with this ability. In this case 1 S.P. is removed from it every time the result on the d6 is of X or higher.

In no way can a fighter afflicted with this ability benefit from a Regeneration/X test.

**\*Ethereal (passive) :**

**C3:** Fighters endowed with this ability benefit from the following advantages:

- They have the "Immunity/Stunned" ability.
- All Wounds they are inflicted with are reduced by one degree: A Light Wound is ignored; a Serious Wound becomes a Light Wound, and a Critical Wound becomes a Serious one. Because Killed Outright is not considered to be a Wound, it is not affected by this ability.
- They never suffer charge penalties. They can, however, inflict them.
- They never suffer movement penalties caused by the nature of the ground.
- They automatically succeed all their disengagement rolls. • They can pass through all obstacles, be they an element of the scenery or a miniature. Yet they cannot stop "in" an obstacle. If a fear-inducing Ethereal fighter moves through an enemy fighter, then the latter must make a Courage roll if he is not immune to the Ethereal fighter's FEAR.

**Rag'Narok NA:** Fighters with this ability benefit from the following advantages:

One d6 is to be rolled for every Wound they are inflicted with. On a 4 or more the Wound is ignored.

They never suffer charge penalties, yet they can inflict them.

They never suffer Movement penalties caused by the nature of the ground.

They automatically succeed all their disengagement rolls.

They can move through obstacles, be they pieces of terrain or other miniatures. Yet they cannot stop "inside" an obstacle. If a fear-inspiring Ethereal fighter moves through an enemy fighter, then the latter's Unit must make a Courage roll if it isn't immune to the Ethereal fighter's FEAR.

The text in the specters of Acheron's "Life stealers" special capacity (see Rag'Narok, p. 166) is replaced by the following:

The specters of ACheron have the "Ethereal" ability. When a specter makes a Damage roll, 5 is considered to be equal to 6 and can therefore be re-rolled. Furthermore, a 1 on a re-rolled Damage roll is not an automatic failure."

#### **Fanaticism (passive) :**

**C2:** 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.

**Rag'Narok:** For a Fanatic a result of 5 on his Discipline tests is considered equal to 6 and can thus be rolled again. If a Fanatic fails his Courage test when facing a fear-inducing opponent, a Discipline Roll may be attempted with the same difficulty. If this new test is passed successfully, then the Unit's reaction is determined in the usual way, but the stat of "Rout" is replaced by Control, and the Latter is replaced by Valour.

The Fanatic's Courage must be tested again during the following round if he is still in contact with the same fear-inducing fighter or a different one whose FEAR is equal to or greater than that of the preceding one.

If a Unit whose members have the "Fanaticism" ability fails its Courage test at the combats' outcome, a Discipline Roll with the same difficulty can be attempted again. If this new test is passed successfully, then the Unit is not in Rout and remains in the state it was in when making the test, but it cannot make a thrust movement in this round.

If an Independent with the "Fanaticism" ability but without Leadership/X accompanies a Unit whose troops do not have this ability, then it does not have any effects.

If a commander with the "Fanaticism" ability but without Leadership/X accompanies a Unit whose troops do not have this ability, then it does not have any effects.

If a commander with Fanaticism fails a Courage test for a Unit while its troops do not have it, then a Discipline test with a difficulty of 8 must be made. If the test is passed successfully, then Fanaticism applies in the usual way. If the test is failed, then this ability has no effect.

If a Unit whose troops have Fanaticism uses the leadership of a commander who does not have it, then this ability still applies.

**C3:** When a fighter with this ability fails a Courage test and has to flee when he is assaulted by a fear-inspiring opponent, the player controlling him must make a Discipline test of the same difficulty as the failed Courage test. If this test is also failed, then the fighter flees. On the other hand, if this test is successfully passed, then the fighter suffers the other effects of rout, but does not flee.

When a *fanatic* places all his combat dice in attack, he benefits from a +1 on the final results of his Damage rolls in hand-to-hand combat until the end of the combat.

**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.

**C2:** 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.

**Rag'Narok:** When a fighter with this ability succeeds an Attack Roll, the player controlling him may choose to make a feint instead of a normal attack. Before his opponent 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 opponent can still defend himself if he has one or several defence dice left.

**C3:** When a fighter with this ability succeeds an attack in hand-to-hand combat and it is not parried, then the player controlling him can choose to do a feint instead of a normal attack. In this case, instead of making a Damage roll, the fighter causes his opponent to lose one defence or attack die.

**Fencer (passive) :** Fencers have few equals in the mastery of the use of arms.

**C2:** They ignore the minimum level given by the Defence characteristic of the opponent when rolling for Attack.

**C3:** When a Fencer's combat dice are being placed before a combat, one of them can be held in reserve by the player controlling him. This die can be used to resolve any action (attack, defence, counter-attack, master strike, etc.) during any of the combat's

exchanges. If the player uses it to defend himself, then this die is considered to be a defence die (if, for example, the opponent gets a 1 on his Attack test, then the die is not lost and remains in defence). If a fighter announces sustained defence and hasn't used the die that was set aside yet, then it is automatically placed in attack. Fencer has no effect if the fighter is affected by an effect that forces him to place all his combat dice in attack or defence.

**Rag'Narok:** When a Fencer succeeds an attack, his opponent suffers a -1 on the result of the die of his Defence roll. Thus a result of 2 becomes 1 and is therefore an automatic failure. Furthermore, it is impossible to counter-attack a fighter who has the "Fencer" ability, not even thanks to Ambidextrous.

**Ferocious (passive) :**

**C3:** Results of "Stunned" (after applying modifiers) on Damage rolls in hand-to-hand combat inflicted by fighters endowed with this ability are considered to be results of "Light Wound". Opponents immune to Light Wounds are Stunned.

**Rag'Narok NA:** When a fighter with this ability does not inflict his opponent with a Wound through a Damage roll in hand-to-hand combat, the result is to be read one line lower in the table. If a 1 is gotten on a rerolled Damage roll, then the roll's result is therefore read on line 2. This effect can be cumulated with any other similar effect. It is thus possible to read a Damage roll's result several lines lower.

**Fierce (passive):** *Fierce fighters are insensitive to pain, their fighting frenzy seems to prevent it. They are capable of enduring the most terrible blows and keep fighting.*

**C2:** 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.

**C3:** When a Fierce fighter is Killed Outright, he is not immediately removed from the battlefield. He continues fighting until the next maintenance phase. Only then is his miniature removed. During this time interval he is subject to the following rules: • His Wound level is considered to be a Critical Wound and he suffers the penalties bound to this state. • He cannot be healed. • He cannot be sacrificed (some game effects require the sacrifice of a fighter in order to have an effect). Because a Fierce fighter is not immediately removed from the battlefield, the opponents in base-to-base contact with him cannot make pursuit movements in the normal conditions, even if they manage to inflict him with Killed Outright. On the other hand, a Fierce fighter who was Killed Outright can perform pursuit movements in the normal conditions.

**3.5:** When he is Killed Outright, a Fierce fighter is only withdrawn from the battlefield at the end of the phase in progress. Until then, he suffers the following effects:

- Critical Wound;
- No pursuit movements'
- He loses the use of Devotion and Martyr if he has them;
- He cannot be healed;
- He cannot be sacrificed.

**Rag'Narok:** Whatever the number of Losses they are inflicted with, Fierce fighters do not lose attack dice in hand-to-hand combat if they are killed before having been able to attack.

**Fine blade (passive):**

**C3:** A fighter endowed with this ability does not consider a 1 on an Attack test to be an automatic failure (even if this result is gotten after re-rolling the first result).

**Rag'Narok NA:** A fighter with this ability does not consider a 1 on his Attack tests to be an automatic failure (even if this result is gotten after having re-rolled the first result).

**\*Flight (passive) :**

**C3:** See p. 38.

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.

**Rag'Narok:** See p.11, 61 and 83.

**\*Gigantic (passive) :**

**C2:** 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.

**C3:** A Gigantic fighter can endure three Wound levels more than a normal fighter. When such a fighter is Killed Outright for the first time, then he is not considered to be a loss. Instead, two "Critical Wound" counters are placed on his base, and then a third and a fourth one if he is Killed Outright a second and third time. On the fourth Killed Outright the fighter is finally removed from the battlefield. A Gigantic fighter suffers Wound penalties in the normal way. Whatever the number of Critical Wound counters on his base, the maximum Wound penalty is -3.

**Rag'Narok:** A Gigantic fighter is considered to be of Very Large Size and can suffer two additional Wounds before being killed.

**Harassment (active) :**

**C2:** 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.

**C3:** A fighter with this ability can either: • Fire and then run. • Walk, run, and then walk again. On the other hand, he cannot fire after having run.

**Rag'Narok:** A fighter with this ability can carry out a "Move and fire" Order during the first firing and incantation phase. He can first fire and then move and vice versa. He can also make a part of his movement, fire and then finish his movement. However, this movement cannot let him engage an opponent. Furthermore, he does not suffer a penalty on his firing difficulty when firing while moving.

**Hard-boiled (passive) :**

**C2:** 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.

**C3:** When a Hard-boiled fighter suffers a Damage roll, the result is to be read one line higher up in the Wound Table, even if the result indicates Killed Outright. It is not possible to go higher than the first line in the table in this way. Yet this ability has no effect if the Damage roll's result is a double 6. Furthermore, when a Hard-boiled fighter is charged, his force is increased by one point.

**Rag'Narok:** When a player makes a Damage Roll against a fighter with the "Hard-boiled" ability, the effects are read one line further up.

It is impossible to go further than the highest line in the table in this way.

**Hardened (passive) :** *some soldiers have lived so long amidst the battlefields that war has become their reason to live.*

**C2:** 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.

**C3:** A 5 gotten on all of the fighter's Initiative, Attack, Defence, Aim, Courage and Discipline tests can be rolled again.

**Rag'Narok:** On all his die rolls, except Damage Rolls, a result of 5 is considered to be equal to 6 and can therefore be rolled again. Thanks to this ability a result of 1 gotten after re-rolling a 6 is added to the preceding result.

**\*Hyperian (passive) :** *Light fills the blood and soul of its children, the Hyperians. These individuals have been appointed to carry the Principle of Clarity into the deepest of Darkness. The Hyperians are extremely rare and many of them have no idea of the origin of their strange power.*

**C2:** A Hyperian fighter is immune to any form of Fear. The Hyperians naturally repel creatures with 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.

**C3:** Hyperians benefit from the “Alliance/ Cynwälls” and “Immunity/Fear” abilities. Moreover, all fighters from peoples of the Meanders of Darkness (even the Living-dead), as well as Elementals and Immortals of Darkness, consider Hyperians to be fear-inducing opponents, even if their FEAR is greater than the Hyperian’s COU. When facing a Hyperian, a fear-inducing fighter considers his Fear to be Courage and the Hyperian’s Courage to be Fear. The rules on fear then apply in the usual way. This faculty is not transmitted by leadership. In no way can fighters from the Meanders of Darkness, as well as Elementals and Immortals of Darkness, benefit from the “Hyperian” ability.

**Rag’Narok:** Hyperians are immune to all forms of Fear. They naturally repel creatures with a FEAR on their reference card: these treat the Hyperians’ COU as if it were FEAR and their own FEAR as Courage. This Rule also applies to the Living-dead, but not to Constructs. Leadership cannot transmit this unique power.

Cynwall elves are instinctively friendly with Hyperians as if their destinies were linked.

They can ally on the battlefield.

**\*Immunity / X (passive) :** Immunities are magical or natural properties that protect certain fighters.

**C2:** 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.

Examples : Immunity / Fear, Immunity / Fire, Immunity / Head...

**C3:** Immunities are magical or natural properties that protect certain fighters. A fighter with this ability does not fear the effects of X or Wounds located in the X zone of the Wound Table.

Examples:

- Immunity/Fear: The fighter is immune to all forms of fear.
- Immunity/Fire: The fighter is immune to the effects of spells cast using only gems of Fire (the gems used to improve mastery of the spell are not counted).
- Immunity/Head: The fighter ignores all Damage rolls located at the head.
- Immunity/Exceptional Wounds: The fighter ignores all Damage rolls whose natural result is a double.
- Immunity/Master strike: The fighter considers master strikes aimed at him to be normal attacks.
- Immunity/Encumbered or impassable ground: The fighter considers the specified type of ground to be normal ground.

**Rag’Narok:** This ability’s effects vary according to the nature of the Immunity specified by X (Immunity/Fear, Immunity/Fire...).

-Immunity/Exceptional Wounds: When a fighter who is immune to Exceptional Wounds must suffer a Damage Roll, the player rolls 1d6. On a result of 5 or 6 the Damage Roll is canceled.

-Immunity/Head: All Damage Rolls made against such a fighter automatically fail on a result of 1, 2 or 3.

-Immunity/Torso: All Damage Rolls made against such a fighter automatically fail on a result of 1 or 2.

-Immunity/Arms and Legs: All Damage Rolls made against such a fighter automatically fail on a result of 1.

-Immunity/Element: A fighter who is immune to a type of Element, Fire for example, never suffers the harmful effects bound to a spell made up even partially of the concerned Element. This ability also protects against Elemental Projections of Elementals of the Element to which he is immune.

**NA:** A fighter (or element of the game) with this ability can be targeted by effects against which is immune. The effect is resolved in the usual way, but it has no effect on the fighter or the element of the game.

Example: A piece of terrain that has the “Immunity/Aim” ability can be targeted by artillery shots with zone effect. These shots have no effect on the element itself, but the miniatures covered by the template are affected in the usual way.

Similarly, in case of a dispersion roll, the piece of terrain can be hit, but it isn’t affected, unlike the miniatures standing near it, which are affected in the usual way.

**Implacable / X (active) :** an Implacable fighter who unleashes his fury will do anything to slaughter his opponents.

**C2:** Such a warrior can carry out up to X additional Pursuit Movements in the same round.

**C3:** A fighter with this ability can carry out up to X pursuit movements in addition to the one he normally has the right to during the same combat phase.

**Rag’Narok:** An Implacable fighter can make a devastating attack as soon as he has killed one of his opponents. To do so he does not have to inflict more wounds than needed to kill him.

X defines how often the “Implacable/X” ability can be applied for a given Attack.

Example: A brontops rider has the “Implacable/2” ability. He is in contact with four spearmen of Alahan. During a hand-to-hand combat phase he makes a successful attack and kills one of the spearmen by inflicting him with one single Wound. Thanks to the “Implacable/X” ability a first devastating attack can be made. This new attack kills another spearman, again with only one single Wound.

The brontops rider’s Implacable value being 2, this ability can be used again to make a second devastating attack. From then on the normal rules concerning devastating attacks apply again, meaning that the brontops riders must inflict a spearman with at least two

Wounds to get a third devastating attack.

When a fighter has the “Implacable/X” ability, then his first devastating attacks are always made due to this ability, no matter how many Wounds he inflicts. It is therefore impossible to hold this ability “in reserve”.

Example: A giant barbarian (Implacable/1) inflicts three Wounds on a goblin marauder. This is normally enough to give him one devastating attack even without using his “Implacable/X” ability. Yet he is nevertheless considered to have used this ability to make his first devastating attack.

**Incarnation :**

**C2:** 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.

**Rag’Narok:** A fighter who gets this ability doubles his value in A.P. He then gets the status of a Character with all the advantages bound to it. Any non-Character fighter can be given this ability. But only an experienced fighter can join an army while claiming to be a Character. A fighter who becomes a Character thanks to the “Incarnation” ability cannot join an army unless he has defeated at least one Shadow in Incarnation mode.

**Infiltration/X (passive) :** C3: This ability is to be activated right before the Tactical roll of the first round of the game. The fighter can be moved a maximum distance of X cm. This movement is made at altitude level 0 and in any direction. It does not allow an opponent to be engaged, but it can lead the fighter to leave his deployment zone and even to enter that of the enemy.

**Rag’Narok NA:** This ability is to be activated right before the Tactical roll of the first round of the game. The fighter can then be moved a maximum distance of X cm. This movement is made at altitude level 0 and in any direction. It does not allow him to engage an opponent, yet it can lead the fighter to leave his deployment zone and even enter that of the enemy. This movement is made outside of any game phase, does not require an Order, and does not limit the Unit’s normal action possibilities in the first round of the game. This ability only applies if all the Unit’s members have it. If enemy Units can benefit from this ability, then the loser of the Tactical roll of the deployment phase must move his Units first.

**\*Insensitive/X (passive) :**

**C3:** When a fighter with this ability is targeted by an enemy spell or miracle (or when he is within its area of effect), the player controlling him must roll 1d6. On a result of X or more the fighter does not suffer its effects. This does not mean that the spell’s or miracle’s effects are canceled, but simply that the fighter is insensitive to them.

**Rag’Narok NA:** When a fighter with this ability is targeted by an enemy spell or miracle, or is within its area of effect, then the player controlling him must roll 1d6. On a result of X or more the fighter does not suffer its effects. This does not mean that the spell or miracle is canceled, but simply that the fighter is not affected by it. This ability does not work on the effects of rituals and communions.

**Instinctive firing (passive) :**

**C2:** 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.

**C3:** When a fighter with this ability moves and fires (or vice versa) during his activation, then the difficulty of his Aim tests is not increased. Moreover, when such a fighter makes a distribution test when firing into a fray, he hits a fighter in his camp only on a 1 . On a 2 or 3 he does not hit anyone.

This ability does not work when the fighter is acting as a war machine’s substitute and his AIM is used to fire with the machine. Rag’Narok: When they carry out a “Move and fire” Order, fighters trained at this kind of firing can move a maximum distance equal to twice their Movement rate. Then they can fire only at a target located within short range with a difficulty increased by three points. When firing into a fray, fighters with this ability do not consider themselves to be at a further range. Furthermore, they never risk hitting fighters of their camp, even if the Aim test’s result is 1.

**\*Leadership / X (passive) :**

**C2:** 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.

**C3:** The role of commanders is explained on page 66. Moreover, when a player does his Tactical roll using a commander's DIS, he rolls 2d6 and keeps the result of his choice. Reminder: Musicians and standard-bearers are not commanders.

**Rag'Narok:** X is a distance in centimeters. This ability has no effect for musicians and standard-bearers unless they form a warstaff with a commander! These effects are described in the first chapters of rules.

**Leap (active) :** Some creatures on Aarklash have learned to move by leaping.

**C2:** 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.

**C3:** A fighter endowed with this ability can make up to two leaps during any movement made in the activation phase. Though it is an active ability, Leap can be used by a fighter in rout. A fighter can make a leap during a pursuit movement only if he hasn't already made two leaps in the round.

When making a leap, a fighter can fully ignore the presence of certain obstacles (elements of the scenery or other fighters) and move over them without any penalties, depending on his Size.

#### 1. Clearable height

Other fighters: A fighter can leap over miniatures of his Size or smaller.

Elements of the scenery: The clearable height of elements of the scenery is evaluated in centimeters depending on the Size of the fighter who is leaping:

- Small Size: 2 cm
- Medium Size: 3 cm
- Large Size: 5 cm
- Enormous: 10 cm
- Colossal: 15 cm
- Gigantic: 20 cm

#### 2. Clearable distance

An obstacle can be leapt over in only two cases:

- The distance to be cleared by the leap over the obstacle is shorter than the MOV of the fighter who is leaping (MOV/2 when making a pursuit movement).
- The fighter can get a foothold on top of the obstacle (to do so, the obstacle's surface must be at least as big as his base). In any other situation it is impossible to leap. Leaping over an obstacle must never bring the fighter to exceed his movement potential. If this should happen, then his movement ends in front of the obstacle.

**Rag'Narok:** When they move, fighters endowed with Leap can make up to two jumps, each of a maximum length equal to half the distance they move in the round. When making a Leap, a fighter ignores all obstacles, even other miniatures, of a height no greater than half of his Movement rate (in cm). The "Leap" ability can only be used by Units in scattered formation and by Detachments.

Example: A Prowler of the Abyss (MOV 15) runs, so the maximum distance he can move is 30 cm. The player decides to have him move 28 cm. He then has several options.

-Make two leaps of 14 cm each.

-Move 10 cm in the normal way, leap 14 cm and then move another 4 cm.

-Move 5 cm, leap 10 cm (less than 14 cm since he plans to move 28 cm), move 5 cm, leap again, but this time by 5 cm (still less than 14 cm) and move the last 3 cm in the normal way.

-And so on, with all different kinds of combinations possible...

#### \*Living-dead (passive) :

**C2:** 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.

**C3:** The Living-dead benefit from the "Immunity/Toxic" and "Immunity/Fear" abilities, yet they are affected by the FEAR caused by Hyperians. Moreover, all fighters consider the Living-dead to be fear-inspiring opponents, even if they have a higher FEAR. The rules on fear then apply in the usual way.

When a test using a Living-dead fighter's DIS has to be made, then this value is considered to be equal to zero (DIS 0). Apart from exceptions, a Living-dead fighter can only benefit from the advantages provided by the Leadership/X of other Living-dead fighters.

**Rag'Narok:** Fighters with this ability are immune to the effects of Fear and of the state of "Rout" (see States). They never make Courage tests, even if they have the disadvantage at combat outcome. Their Discipline rate does not exist ("-"), so when they have to make a Discipline roll, their DIS is considered to be equal to 0.

The Living-dead are so terrifying that they can frighten opponents who have FEAR. Unless noted otherwise, fighters with FEAR are no longer immune to fear when facing a Living-dead fighter. Their Fear rate is then considered to be a Courage rate.

The Living-dead are subject to particular rules concerning Leadership (see Leadership) and combat outcome (see Thrust movement).

**Loved by the gods (passive) :** 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.

**C3:** A 4, 5 or 6 gotten on all of the fighter's Initiative, Attack, Defence, Aim, Courage and Discipline tests can be rolled again.

**Rag'Narok:** For each one of his rolls, except Damage Rolls, a fighter who is Loved by the Gods considers a result of 4 or 5 to be equal to 6 and can be rolled again. Thanks to this ability, a result of 1 gotten after rerolling a 6 is added to the preceding result.

**Luck (active) :**

**C3:** The use of this ability can be announced once per round, right after an Initiative, Attack, Defence, Aim, Courage, Discipline, Power or divination test made with the fighter who has it. The test is then canceled and rolled again. All modifiers that affected the first roll also apply to the second one (number of dice rolled, bonuses, penalties, etc.). It cannot be rolled again in any way, no matter the new result.

**Rag'Narok NA:** The use of this ability can be announced once per round, right after a divination roll or an Initiative, Attack, Defense, Aim, Courage, Discipline or Power test made with the fighter who has it. The test is canceled and re-rolled in the same conditions as the first one (number of dice, bonus, penalty). It then cannot be rolled again, no matter the result.

This ability only applies if all fighters concerned by the affected test have it. They are then considered to all be using it at the same time.

**Master archer / crossbowman (passive) :**

**C2:** 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.

**C3:** Fighters with one of these abilities can make an additional shot during their activation.

Rag'Narok: Fighters endowed with either of these abilities know to get the most from their bow or crossbow. They can fire one additional time per round.

**Master Strike/X (active) :** *The most disciplined and most ferocious warriors have learned to concentrate all their energy within a split second and deal blows capable of shattering rock.*

**C2:** 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.

**C3:** If several of a fighter's combat dice are placed in attack, then some can be grouped together to strike a stronger blow. When it is this fighter's turn to attack, the player can sacrifice two attack dice to attempt only one (this counts as only one attack). Only one die is rolled for this attack. If it is not parried, the STR of the Damage roll it causes is increased by a number of points equal to the ATT that the fighter has at the moment that the test is made. This bonus can be lower than the value printed on the reference card (for example when a fighter has a penalty on his ATT), but in no way can it be higher.

The Damage roll's STR is also increased by X points. If there is no X value bound to Master strike, then X is equal to 0.

This ability allows a fighter to use more attack dice than he has opponents during the same exchange.

The use of this ability takes precedence over the rule that forces a fighter to make an attack against each one of his opponents if he is able to do so.

A non-Character fighter with this ability can attempt a master strike for each of his attacks if he has several combat dice available. In this case he suffers an additional penalty of -1 in his ATT. A fighter whose Attack is 0 or less cannot make a master strike.

If his attack is not parried and the final result is greater than the announced difficulty by 5 points or more, then this difficulty is added to the attacker's STR for the following Damage Roll. An attack's minimum level of difficulty is 0.



Fighters, be they Characters or not, with the “Master strike/X” ability add X to the STR of their attack when they successfully make a master strike.

**Master swordsman (Never used):** *A Master swordsman has transcended the art of the duel. He is even worthy of his own school !*

**C2:** 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.

**Rag’Narok:** When a Master swordsman succeeds an attack, his opponent suffers a -1 on the result of his Defence Roll. Thus a result of 2 becomes a 1 and is consequently an automatic failure. Moreover, it is impossible to make a counter-attack against fighters with the “Master swordsman” ability, not even thanks to ambidextrous. And finally, on Attack Rolls a result of 5 is considered to be a 6 and thus 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.

**\*Mercenary (passive) :** a Mercenary warrior goes into the service of anyone ready to meet the price.

**C2:** A Mercenary can fight alongside any army. He is then considered an Ally. This Ability is void if he fights amongst his own people.

**C3:** A Mercenary can fight by the side of any army. He is then considered to be an Ally unless he is fighting for his people of origin.

Rag’Narok: A Mercenary can fight alongside any army. If he fights in an army that is not of his people, then he is considered an Ally.

**Mutagenic / X (active) :** *Some peoples use stimulants that they inject into their own organism in order to increase their capacities.*

**C2:** 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.

**C3:** The “Mutagenic/X” ability allows fighters endowed with it to benefit from bonuses in certain characteristics. Its use is regulated in the following way.

#### 1. Calculation of the number of Mutagenic/X dice

At the beginning of each round, before the Tactical roll, for every even incomplete 100 A.P. of fighters in his camp who are still in play and who have this ability (including capacities, spells, miracles and artefacts), the player controlling them gets one Mutagenic/X die.2. Assigning the Mutagenic/X dice

Once the number of dice has been calculated, the player must immediately assign each die to one of his fighters endowed with Mutagenic/X. The same fighter can benefit from only one Mutagenic/X die per round (apart from exceptions bound to a particular effect).

#### 3. Determining the Mutagenic/X bonus

The dice thus assigned represent a potential bonus that can be added to certain characteristics of the fighters benefiting from them. From the moment that a Mutagenic/X die has been assigned to a fighter, the player can roll it at any time during the round being played to determine the bonus provided. To calculate this bonus the roll’s natural result is modified by the X value bound to the fighter’s “Mutagenic/X” ability. Attention! When a Mutagenic/X die is rolled to determine the bonus, a 1 is considered to be an automatic failure, but a 6 cannot be rolled again.

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

4. Characteristics that can be increased & maximum bonus The bonus points thus obtained can be used to increase MOV, INI, ATT, STR, DEF and RES. The maximum number of Mutagenic/X points that can be added to the same characteristic is equal to 2 plus the X value of the fighter’s Mutagenic/X ability if it is positive.

#### 5. Distribution of bonus points

Once the global amount of bonus points has been determined for a fighter, they can be used at any time by the player while respecting the following conditions:

- In no way can the increase of a characteristic modify a test that has already been made.
  - A fighter's DEF and ATT can be increased before an exchange, but not during one.
5. Distribution of bonus points  
Once the global amount of bonus points has been determined for a fighter, they can be used at any time by the player while respecting the following conditions:
- In no way can the increase of a characteristic modify a test that has already been made.
  - A fighter's DEF and ATT can be increased before an exchange, but not during one.

#### 6. Duration of the modifications

The modification of characteristics thanks to Mutagenic/X

lasts until the end of the round being played. At the time out phase the unused Mutagenic/X dice and points are lost.

All examples can be found on P. 139 of the 3.0 Rulebook.

**Rag'Narok:** In every round, before the Tactical Roll, for every 300 A.P. of fighters with the "Mutagenic/X" ability still present in the same army, the player gets one Mutagenic Point (M.P.). All magic objects, spells, miracles and experience cards of fighters with this ability must be added to this total.

From 1 to 300 A.P. the player gets 1 M.P., from 301 to 600 A.P. he gets 2, and so on. These points must then be distributed among the fighters depending on their Mutagenic value (X):

-Mutagenic/-2: 1 M.P. affects up to 15 fighters.

-Mutagenic/-1: 1 M.P. affects up to 10 fighters.

-Mutagenic/0: 1 M.P. affects up to 5 fighters.

-Mutagenic/1: 1 M.P. affects up to 3 fighters.

-Mutagenic/2: 1 M.P. affects 1 fighter.

-Mutagenic/3: 2 M.P. affect 1 fighter.

-Mutagenic/4: 3 M.P. affect 1 fighter.

-And so on. For every additional point in the fighter's "Mutagenic/X" ability one more M.P. is needed to affect him.

Attention: If an Independant accompanies a Unit whose Mutagenic/X value is different from his, then the M.P. must be attributed separately.

Example:

A Unit is made up of 20 Dirz halberdiers (Mutagenic/-1), a Dirz musician (Mutagenic/0), a Scorpion oriflamme (Mutagenic/0) and Vargas Metatron (Mutagenic/1).

This Unit includes three different Mutagenic values (-1,0 and 1). The player can decide to attribute M.P. to one or several of these types of miniatures. If he selects one of them, then he must make sure that all fighters who are of this type are affected. So in this example the M.P. can be distributed in the following way:

-2 M.P. to affect the 20 Dirz halberdiers.

-1 M.P. to affect the musician and the oriflamme.

-1 M.P. to affect Vargas Metatron.

The Dirz player can choose not to affect one or several of these three Mutagenic varieties. If he decides to give M.P. to the halberdiers of

The distribution of M.P. is done right before the Tactical Roll. For every Mutagenic value present in the Unit, the player can roll 1d6 at any time during a round. The result, plus or minus the Mutagenic value, is the number of points he can distribute among the characteristics of the Unit's members. The player does not have to distribute these points immediately, but Mutagenic cannot modify a roll that has already been made.

Also, during a combat, a miniature's Defence cannot be increased after the opponent has made his Attack Rolls. The Mutagenic Points generated by a roll of the dice must be used to modify the same characteristics among all the fighters using these points. Mutagenic cannot modify Power or aspects.

Example

A Unit of Dirz halberdiers has three points to distribute. The player decides to increase their Attack rate by 2 points and their Strength by 1. In this case all the Dirz halberdiers benefit from the same bonus. It is impossible to increase the Attack rate and Strength of some and the Defence rate and Resilience of others using the same points.

A fighter with the "Leadership/X" ability only transmits his unmodified Courage/Fear and Discipline rates. A Unit can benefit from only one Mutagenic Roll per round, unless under the effect of a spell, miracle or magic object. All of a fighter's Mutagenic dice are rolled at the same time. The stimulants' effects cease at the end of the round.

A result of 1 or less on a Mutagenic Roll is an automatic failure, even if this result was gotten after applying a modifier.

Mutagenic's effects last until the end of the round.

**Parade (passive) : C3:** A fighter with this ability does not consider a to be an automatic failure on his Defence tests (even if this result is gotten after re-rolling the first one).

**\*Pariah (passive) :** A Pariah has long ago forsaken his people, either on his own initiative or by obligation.

**C2:** Even if he sometimes still fights alongside his former brothers, being a Pariah prevents him from taking advantage of the Leadership Ability of any figurine that is not itself a Pariah.

**C3:** A Pariah cannot benefit from the effects of Leadership/X of a fighter who is not also a Pariah. If a player does his Tactical roll using a Pariah commander's DIS, then he rolls 2d6 only if all the fighters in his army (except Allies, Mercenaries, Stateless fighters, Familiars, Elementals and summoned fighters) are also Pariahs.

**Rag'Narok:** Pariahs cannot benefit from another miniature's leadership unless it is also a Pariah. If they have the "Leadership/X" ability, then it only affects fighters who also have the "Pariah" ability.

**\*Personal Enemy / X (passive) :** The causes that fuel the conflicts on Aarklash are many. But there is one that causes more deaths than hurricanes do : hate.

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.

X represents the name of a Character hated by the fighter. If the latter inflicts X with a Damage roll that causes him to be Killed Outright, then his Wound level heals by one degree. He also gains an ability chosen among the following:

- Fierce
- Authority
- Rallying cry
- Implacable/1
- Survival instinct

An ability that the fighter already has cannot be chosen. Once a fighter has gained one of these abilities, he benefits from it until the end of the game.

The bonuses bound to this ability are not acquired as long as the enemy fighter is still on the battlefield (thanks to the "Fierce" ability, for example).

If a Character manages to kill his Personal enemy, then all his Wounds are immediately healed and he gets one of his victim's abilities. The player controlling the victorious fighter chooses this ability. The following abilities cannot be acquired in this way: Abominable, additional limb, Colossal, Construct, Enormous, Flight, Gigantic, Hyperion, Immortal/X, Immunity/X, Living-dead, Selenite and War-horse.

**Possessed (passive) :** Some fighters are no longer the masters of their destiny. They are inhabited by an entity which consumes their mind and influences their acts.

**C2:** 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".

**C3:** A Possessed fighter considers the penalties bound to Wounds to be one degree lower. Thus, a Light Wound does not inflict him with a penalty, a Serious Wound inflicts him with the penalties of a Light Wound, and a Critical Wound inflicts him with those of a Serious Wound. This ability does not affect the effects of the states of "Stunned" and "Killed Outright." A Possessed fighter who is both Stunned and with a Light Wound therefore suffers the penalties caused by the state of "Stunned."

**Rag'Narok:** Possessed fighters are subject to two rules: Ultimate Attack and Demonic Rage.

**-Ultimate Attack:** Possessed fighters only suffer half (rounded down to the lower integer) of the Attack penalties due to Losses.. However, if a Possessed fighter is targeted by the additional attack that his opponent gained after a devastating attack (see p. 93), then he cannot use his combat die or dice to defend himself (yet he can attempt a counter-attack if possible). In this case he cannot place his die in attack to attempt an Ultimate Attack.

Example 1 : Seven dwarves of Mid-Nor are in contact with four spearmen of Alahan. The Latter win the Initiative. The dwarves of Mid-Nor nevertheless place their 7d6 in attack. Their enemies kill five of these dwarves. Because there are only two dwarves of Mid-Nor left, they should normally lose five of the seven attack dice they had. Thanks to the "Possessed" ability they only lose half of them (rounded down to the nearest integer), meaning two. The dwarves of Mid-Nor therefore still have five attack dice.

Example 2: A dwarf of Mid-Nor is in contact with four spearmen of Alahan. The latter win the Initiative. Their opponent nevertheless places his die in attack. The spearmen of Alahan kill him. Yet the number of dice lost by this dwarf is calculated in the following way: 1 divided by 2 rounded down to the nearest integer is equal to 0, so the dwarf of Mid-Nor does not lose his attack die.

Example 3: A cyclops of Mid-Nor is in contact with four spearmen of Alahan. The latter win the Initiative. The creature nevertheless places its 2d6 in attack. Its enemies kill it. The number of dice lost by the cyclops of Mid-Nor is calculated in the following way: 2 divided by 2 equals 1. The creature can therefore make an attack before succumbing.

**-Demonic Rage:** If a possessed fighter can endure several Wounds, he becomes even more dangerous when he is injured. So for every Wound degree inflicted on him, such a fighter benefits from a +1 on the result of all his Attack Rolls. However, these bonuses do not apply when the fighter makes an Ultimate Attack.

Example: Being a Character of Small Size, Araqsalil must suffer three Wounds to be killed. Furthermore, he is endowed with the "Possessed" ability. If he suffers a Wound, he benefits from a +1 on all his Attack Rolls. If he suffers a second one, then this bonus becomes +2. Yet when he is Wounded a third time he is removed as a Loss. He can then make an Ultimate Attack if he placed dice in attack, but he no longer benefits from any bonuses.

Remember that in order to roll a die again, only the unmodified result is taken into account. If, for example, a Possessed fighter benefits from a +1 and the player controlling him gets a 5 on his Attack Roll, then the final result is very well 6 but this die cannot be rolled again. Similarly, a result of 1 on a roll remains a failure, no matter the bonus.

**Precision (passive) :**

**C3:** A fighter with this ability can re-roll natural results of 5 on his Aim tests.

**Rag'Narok NA:** On Aim tests a 5 is considered to be equal to a 6. Thanks to this ability a 1 gotten after re-rolling a 6 on an Aim test is added to the previous result.

**\*Predictable (passive) :**

**C3:** The reference card of a fighter endowed with this ability is always placed with its face up in the activation sequence of the player controlling him, and not with its face hidden. If this card is placed in reserve, then it must also remain with its face visible.

**Rag'Narok NA:** The Orders of a Unit of which at least one of its members has this ability are always placed face up, not face down.

**Rallying cry (active) :**

**C2:** 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.

**C3:** This ability can be used once per game per fighter who is endowed with it. The player using it can announce it at the beginning of any strategic phase. Rallying cry affects all the fighters in the camp of the one using it in two ways:

- They are immediately and automatically rallied if they are in rout.
- They benefit from a +1 on the final result of their Courage tests until the end of the round.

**Rag'Narok:** Once per game a warrior who can let out a rallying cry inspires heroic acts by his troops. All the Units in his camp located within 30 cm or less of the fighter who let out the rallying cry are made immune to fear, even if it is caused by the Living-dead or by Dreadful beings, until the end of the round. Units that were fleeing are automatically rallied.

**Rapid reloading :**

**C3:** Characters with AIM and a range weapon in their equipment can decide to fire one additional time during their activation. To be able to use this ability the fighter must refrain from all other actions but firing during his activation (even from a reorientation). The difficulty of all his shots made during this activation is increased by **two points**. The shots are fully resolved (choice of target, Aim test, Damage roll) one after the other and can be directed at different targets.

Only one additional shot is allowed per Character during the same activation.

This capacity can be combined with any other effect (equipment, spell, miracle, ability, etc.) that allows a Character to perform additional shots.

This capacity does not work when the fighter with it is acting as a war machine's substitute and his AIM is used for a shot made by the machine.

**Rapidity (active) :** They may have long legs or a fast running pace, either way, warriors with the Rapidity Ability move at an extremely high speed.

**C2:** They can triple their Movement for any Movement type even when fleeing under the influence of Fear.

**C3:** A fighter with this ability can triple his MOV instead of doubling it when he charges, runs or flees. Though it is an active ability, Rapidity can be used by a fighter in rout. The use of this ability is decided by the player controlling the miniature, even if it is fleeing.

**Rag'Narok:** Fighters endowed with Rapidity can triple their Movement rate when charging or running. When a fighter with the "Rapidity" ability must flee, the player controlling him can choose to do so over a distance of between two or three times his Movement rate.

**Reflexes (passive) :**

**C3:** A fighter with this ability can re-roll natural results of 5 on his Initiative tests.

**Rag'Narok NA:** On INI rolls a 5 is considered to be equal to 6 and can therefore be rolled again. Thanks to this ability a 1 gotten after having re-rolled a 6 on an Initiative test is added to the previous result.

**\*Regeneration / X (passive) :**

**C2:** 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.

**C3:** During every maintenance phase 1d6 is rolled for every Wounded fighter who has Regeneration/X. On a result of X or higher the fighter's Wound level is improved by one degree.

Example: A Critical Wound becomes a Serious Wound.

If the test is successfully passed, then the fighter can immediately make another Regeneration/X test in the same conditions.

However, whatever the result of this test, it does not cause a third attempt.

In no way can a fighter who was Killed Outright benefit from Regeneration/X, even if he is still on the battlefield thanks to a game effect of any kind (such as Fierce).

When fighters with the "Regeneration/X" ability suffer Wounds in hand-to-hand combat, they are not removed from the fray immediately, even if the number of Wounds is enough to kill them. Instead, they remain in place with a number of counters equal to the number of Wounds they have received. (This amount cannot be greater than the number of Wounds needed to kill them.) If these fighters have suffered enough Wounds to kill them, they lose their Attack dice in the usual way.

Before determining the combat outcome, a Regeneration Roll is made for every wounded fighter. If the die indicates a result of X or more, then a counter is removed. If the same fighter suffered several Wounds, then the die is rolled again as long as the roll is successful, and this until the roll fails or the fighter is no longer wounded.

Fighters who have suffered enough Wounds to be killed and who have not managed to *regenerate* any are removed as Losses.

Regenerated Wounds are not counted when determining the combat outcome.

When fighters with the "Regeneration/X" ability suffer Wounds during one of the firing and incantation phases or the divination phase, their Regeneration Roll must still be made just before combat outcome. The fighters who already suffered enough Wounds to be killed during the first firing and incantation phase keep moving with their Unit but must be placed at the back.

When making the Regeneration Roll, the Wounds suffered during the preceding rounds can be regenerated in the usual way.

Example: Five zombies in armour (Acheron; Regeneration/5) are in contact with six orc bruisers. They lose the Initiative. Their 5d6 are nevertheless placed in attack. The orc bruisers manage to succeed five attacks of which three inflict a Wound. Three zombies get a counter. So the player controlling them loses three attack dice. Before determining combat outcome, the Acheron player rolls 3d6 to try to regenerate his zombies. He gets a 2, a 4 and a 6. One zombie gets back up and the two others are removed as Losses.

**\*Reinforcement (passive) :** *Some peoples have the capacity to send Reinforcements during a game.*

**C2:** 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.

**C3:** When a fighter with this ability is eliminated, his miniature must be placed next to the battlefield (unless the effect that eliminated him specifies that he is "removed from the game"). The group thus formed is called reinforcements. If several camps have fighters with this ability, then each one has its own reinforcements.

During each maintenance phase the players with reinforcements roll 1d6. The result affects the reinforcement fighter with the lowest strategic value (in A.P.):

1 or 2: The fighter is removed from the reinforcements. He is not removed from the game, but he can no longer be affected by a reinforcement test.

3 or 4: No effect.

5 or 6: The fighter returns to the battlefield. He is immediately placed at a maximum distance of 10 cm from another fighter in his camp and cannot be placed into contact with an opponent.

A fighter who returns to the game thanks to Reinforcement is without spells, miracles and artefacts. He does not either have mana gems or T.F. points. Also, all effects that were affecting him when he was killed are dissipated.

**Rag'Narok:** Every time a fighter with this ability is killed, his miniature is placed aside. These miniatures must be grouped into Units of the same type. As soon as one of these Units reaches a value of 50 A.P. or more it becomes a potential reinforcement.

The maximum value of a reinforcement Unit is 80 A.P. Above this limit a new Unit must be made. A fighter whose value is greater than 80 A.P. is a reinforcement Unit on his own.

During the reserve entry phase the player can roll 1d6 for the reinforcement Unit with the lowest total A.P. value.

-On a result of 1 or 2 the Unit is definitely considered a Loss.

- On a result of 5 or 6 the Unit returns to the game. It must be deployed within its camp's deployment zone as if it were a reserve Unit.

A Leader with the "Reinforcement" ability loses his Leader status when he dies. He is then considered a normal fighter whose cost in A.P. is the one printed on his reference card.

Independents with this ability can join any Unit of the same rank category as theirs when building reinforcement Units. Warrior-mages and Warrior-monks with this ability can join any Unit, no matter its rank category.

An Independent who returns to the game thanks to the "Reinforcement" ability does not return with all his artefact, spell and miracle cards. Also, all the effects affecting him when he died have been dispersed.

#### **Reorientation (active) :**

**C3:** A fighter with this ability can freely reorient himself at the beginning of any phase of the game. This reorientation is not considered to be a movement. This ability cannot be used when the fighter is in base-to-base contact with an opponent.

**Rag'Narok NA:** Fighters with this ability can freely reorient themselves at the beginning of any game phase. This reorientation is not considered to be a movement. This ability cannot be used when the fighter is in base-to-base contact with an opponent. For a Unit to be able to be reoriented in this way, all of its members must have Reorientation.

#### **Resolution/X (active) :**

**C3:** The use of this ability can be announced once per round, right before an INI, ATT, DEF or COU test made for the fighter endowed with it. The test's final result is increased by X points.

**Rag'Narok NA:** The use of this ability can be announced once per round, right before an Initiative, Attack, Defense or Courage test for a fighter with it. The test's final result is increased by X points.

When this ability is used, all fighters concerned by the roll must have Resolution/X. If certain fighters concerned by the roll have a different X value for this ability, then the lowest value is the one taken into account.

Example: A Unit is made up of fighters with Resolution/1 and an Independent with Resolution/2. The player controlling this Unit decides to use this ability for a Courage test. This is possible since all fighters concerned by this roll have this ability. However, the bonus on the roll's final result will only be +1.

**Righteous (passive) :** *Some warriors know their destiny. The Righteous walk the enigmatic path of Truth, Harmony or unfathomable Darkness. Nothing can make them sway.*

**C2:** 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.

**C3:** The Righteous have Immunity/Fear and in no way can they come under control of an enemy. Furthermore, when a Righteous fighter places all his combat dice in attack he benefits from +1 on the final results of his Attack tests until the end of the combat. This bonus cannot be cumulated with the one provided by Bravery.

**Rag'Narok:** Righteous warriors are immune to all forms of fear, even of magic or miraculous origin, and cannot come under an enemy's control in any way whatsoever. Leadership does not transmit this ability. If a fighter with the "Righteous" ability accompanies a Unit whose members do not have it, then the following rules apply:

-If the Unit refuses to charge or engage a fear-inducing enemy because of fear, the Righteous fighter can choose to either charge or engage his enemy alone or to remain with his Unit.

-If the Unit flees due to fear, the Righteous fighter can choose to remain alone or to follow his Unit. He is then not considered to be in Rout and can leave his Unit in a later round.

**Rigour (passive) :**

**C3:** A 1 on Discipline tests made for a fighter with this ability is not an automatic failure (even if this result is gotten after rolling the first one again).

**Rag'Narok NA:** A 1 on Discipline tests made for fighters with this ability are not automatic failures (even if this result is gotten after having re-rolled the first one).

**\*Ruthless (passive) :**

**C3:** A fighter with this ability always inflicts charge penalties on his opponents, even after an engagement (including after a pursuit movement), and even if his force is lower than his opponent's. This ability has no effect against opponents with the "Steadfast" ability.

**Rag'Narok NA:** Fighters with this ability can inflict charge penalties on their opponents, even following an engagement. If all the Unit's members don't have this ability, then only the domination factor of the fighters with Ruthless is taken into account during an engagement.

**Scout :**

**C2:** 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.

**C3:** During deployment, Scouts can be placed anywhere on the battlefield, even outside of their camp's deployment zone or in that of their opponents.

Yet it is not permitted to deploy a Scout within less than 10 cm of an opponent. The opposite is, however, permitted, but it is forbidden to place a fighter directly into contact with a Scout.

If, at the end of deployment, a Scout is further than 10 cm from any opponent, then he is considered to be hidden. As long as a Scout remains hidden he cannot be the direct target of any effects (assault, shot, spell, miracle, etc.). He can nevertheless be affected by zone effects.

A Scout is no longer considered to be hidden as soon as an enemy ends his activation within a radius of 10 cm around him. A fighter who spots a Scout in this way cannot target him immediately, yet a different fighter who is activated later on (even during the same turn being played) can do so. A Scout is also spotted if he does one of the following actions:

- Assault
- Fire
- Cast a spell
- Call a miracle
- Use the "Rallying cry" ability Leadership/X applies as usual, even if the fighter endowed with it is a hidden Scout.

Rag'Narok: Scouts are deployed only once all Units have been revealed at the end of the deployment phase. A Scout may be placed outside of his camp's deployment zone. Scouts may be deployed in such a way as to be able to charge an enemy in the first round, but out of Marching range (see Orders) of any enemy miniature that has already been placed.

-If the Scout is deployed with an enemy within his Charging range (See Orders), then he is considered to be visible to the enemy.

-If the Scout is deployed without any opponents within his Charging range, then he is considered to be "invisible" and cannot be targeted by any enemy actions.

As long as he has not made any rolls, except Courage tests, Mutagenic Rolls and Mana Recovery Rolls, and as an enemy is not within Marching distance of him, the Scout remains hidden.

NA: These fighters can be deployed beyond walking distance of all enemy miniatures, meaning further than the Scouts' MOV value.

**Sequence/X (active) :** *There are situations in which an avalanche of blows, however disorderly, is better than subtle and complex moves.*

**C2:** 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

**C3:** A fighter with Sequence/X can acquire additional combat dice. This ability can be activated as soon as the player controlling the fighter places his combat dice. Each additional die thus acquired reduces the fighter's ATT and DEF by 2 points each. X determines the maximum number of additional combat dice that can be acquired thanks to this ability. The modifications caused by this ability only last for the combat being fought. If he participates in another combat during the same round, then the fighter can use Sequence/X again. \Note: If no value is bound to this ability on the fighter's reference card, it is considered to be Sequence/1.

**3.5:** This ability works as described in the rulebook with the following exception:  
Each additional die acquired thanks to this ability removes one point from the Attack and the Defense of the fighter (and not two). Bull's eye cannot be used during Assault fire.

**Rag'Narok:** Non-Character fighters who have this ability are able to take an additional die during hand-to-hand combat by sacrificing ATT and DEF 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 who benefits from this ability decides to acquire an additional combat die, it only costs him one ATT point and one DEF point instead of two.

**Sharp shooter :** *They may have a steady hand, years of training or be blessed by divine grace. Sharp shooters rarely miss their target.*

**C2:** For them, an Aim Roll is not an automatic failure on a natural or modified result of 1 even after re-rolling the die.

**C3:** A 1 on Aim tests made by fighters with this ability is not an automatic failure (even if this result is gotten after re-rolling the first one). This ability cannot be used when the fighter endowed with it is a war machine's substitute and his AIM is used for a shot made by the machine

**Rag'Narok:** For such fighters a result of 1 on an Aim Roll is not an automatic failure.

**Stateless (passive) :** *Stateless fighters do not belong to any people, to any god or to any nation... They don't respect any laws and only follow their own rules. Their destiny lies elsewhere.*

**C2:** 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.

**C3:** A Stateless fighter can join any army. He is then considered to be an Ally (see p. 127). He integrates so well that he acquires the most common ability among his companions-in-arms. The number of fighters with this ability is used to determine which one it is, not their A.P. value.

If several abilities are equally common in the army, then the player controlling the Stateless fighter chooses one of them. If this ability is bound to a value, then the Stateless fighter gets the most common one.

Attention! The abilities marked with a \* cannot be acquired by Stateless fighters.

**Rag'Narok:** A Stateless fighter can join any army. He adapts so well to his surroundings that he adopts the most common ability among his new hosts at the beginning of a battle. If the most common ability cannot be acquired by the Stateless fighter, then he adopts the second most common one. The "Additional limb," "Colossal," "Construct," "Dreadful," "Enormous," "Flight," "Gigantic," "Hyperian," "Immortal/X," "Immunity/X," "Living-dead," "Selenite" and "War-horse" abilities cannot be acquired thanks to the Stateless ability.

Stateless fighters are considered to be Allies. They are therefore subject to all the rules and restrictions concerning them.

**\*Steadfast (passive) :**

**C3:** A fighter with this ability never suffers charge penalties, not even those that an opponent endowed with the "Ruthless" ability would inflict him with.



**Rag'Narok NA:** Fighters with this ability never suffer charge penalties.

**Strategist (passive) :**

**C3:** A fighter with this ability can re-roll natural results of 5 on his Discipline tests. This effect is not transmitted by leadership.

**Rag'Narok NA:** Fighters with this ability benefit from the following advantages:

In every round they generate one additional Order that can be attributed to their Unit or to any other Unit in their camp and of their people within their leadership range. This effect applies even if the fighter doesn't have the "Leadership/X" ability. This Order is added to the one that may be generated by the Unit's Leader (be this the Strategist or not). However, this ability does not allow the maximum of two Orders for the same Unit to be passed.

All Units in their camp and of their people present in their leadership range benefit from +1 on the final result of all their rolls made to adopt a Tactic (no matter which characteristic is tested).

**Survival instinct (passive) :** *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.*

**C2:** Before any Damage Roll that will apply to him, roll a D6 : on a result of 6, this wound is automatically declared void.

**C3:** Before every Damage roll inflicted on a fighter who has this ability, the player controlling him rolls 1d6. On a 6 the Damage roll is canceled.

**Rag'Narok:** The player must roll 1d6 before every Damage Roll made against such a fighter: on a result of 6 the Damage Roll is canceled. If the fighter also benefits from another similar effect, then make several consecutive rolls starting with the one with the best chances of success.

Example: Becbunzen is a goblin Character. He therefore has the "Survival instinct" ability. Thanks to the "Occult dubbing" miracle he also benefits from the effects of sacred armour. If he must suffer a Damage Roll, first make the roll bound to the sacred armour that allows him to avoid Wounds on a result of 5 or 6. If this roll fails, then make the roll for the "Survival instinct" ability.

**\*Target/X (passive) :**

**C3:** If a fighter with this ability is chosen to be the direct target of an enemy marksman, then the X value bound to this ability modifies the AIM test's difficulty. This can be a positive modifier that increases the difficulty or a negative one that reduces it.

**Rag'Narok NA:** If a fighter with this ability is chosen to be the direct target of an enemy marksman, then the X value bound to this ability modifies the Aim test's difficulty. This can be a positive modifier that increases the difficulty or a negative one that reduces it.

**(D) Toxic / X (passive) :** There are many ways to kill or to defend oneself on Aarklash. Many creatures make use of toxic substances capable of neutralising their predators... or victims.

**C2:** Each round before the Tactical Roll, you can choose a Toxic 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

**C3:** Many creatures have toxic substances capable of neutralising their victims.

1. Calculation of the number of Toxic/X dice

At the beginning of each round, before the Tactical roll, for every even incomplete 100 A.P. of fighters in his camp who are still in play and who have this ability (including capacities, spells, miracles and artefacts), the player controlling them gets one Toxic/X die.

2. Assigning the Toxic/X dice

Once the number of dice has been calculated, the player must immediately assign each die to one of his fighters endowed with Toxic/X. The same fighter can benefit from only one Toxic/X die per round (apart from exceptions bound to a particular effect).

3. Effects of the Toxic/X dice

When a fighter benefits from a Toxic/X die, the player controlling him can choose one of his shots or one of his attacks to be toxic. This choice is to be announced before the corresponding characteristic test is made (in the case of an attack, this must be done before the opponent has announced if he is defending himself or not). If the test is failed or if no Wound is inflicted, then the Toxic/X die is lost. If this shot or attack inflicts a Wound (Stunned is not a Wound), then the player immediately makes a second Damage roll against the same target. For this new test the attack's STR is equal to X and the targeted fighter's RES is considered to be equal to 0, no matter the effects from which he benefits. Yet effects that affect the results of Damage rolls nevertheless apply in the usual way.

#### 4. Limitations of the effects of Toxic/X

A Damage test inflicted by Toxic/X never benefits from effects that apply to the fighter's regular attacks. If, for example, he is under the influence of a spell that allows him to increase his STR, then this effect only applies to the first Damage roll and not to the one caused by Toxic/X.

The Living-dead, Constructs and Immortals are immune to the effects of this ability.

#### 5. Duration of the effects of Toxic/X

A Toxic/X die's effects only apply to the first Damage roll caused by the chosen attack or shot. At the end of the round, during the time out phase, all unused Toxic/X dice are discarded. All examples can be found on P. 142-143 of the 3.0 Rulebook.

**Rag'Narok:** In every round, before the Tactical Roll, for every 300 A.P. of fighters with the "Toxic/X" ability still present in his army, the player gets one Toxic Point (T.P.). The value of all magic objects, spells, miracles and experience cards of the fighters who have this ability is to be counted in this total. From 1 to 300 A.P. the player gets one T.P., from 301 to 600 A.P. he gets two...

These T.P. can then be distributed among the fighters depending on their Toxic/X value:

**-Toxic/0 to 1:** 1 T.P. affects up to 10 fighters.

**-Toxic/2 to 3:** 1 T.P. affects up to 5 fighters.

**-toxic 4 to 5:** 1 T.P. affects up to 3 fighters.

**-Toxic/6 to 7:** 1 T.P. affects 1 fighter.

**-Toxic/8 to 9:** 2 T.P. affect 1 fighter.

**- Toxic/10 to 11:** 3 T.P. affect 1 fighter.

**-And so on.** For every additional point is the fighter's "Toxic/X" ability, one more T.P. is needed to affect him.

The choice of the Units affected by this ability is made right before the Tactical Roll. When a fighter who benefits from this ability's effects makes a Damage Roll against an enemy without killing him, then he makes a second Damage Roll where the attack's STR is equal to X. In no way can a Damage Roll that has killed its target generate another Damage Roll due to the "Toxic/X" ability.

A Damage Roll made thanks to this ability can never permit a devastating attack.

The Living-dead, Constructs and Immortals are immune to this ability.

The "Toxic/X" ability's effects apply to the fighter benefiting from it until the end of the round.

Attention!: If an Independant accompanies a Unit whose Toxic value is different than his, then the T.P. must be attributed separately.

**Vivacity (passive) :** Lightning reflexes are the hallmark of warriors with this Ability.

**C2:** 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

**C3:** A 1 on Initiative tests made for fighters with this ability is not an automatic failure (even if this result is gotten after re-rolling the first one).

**Rag'Narok:** For fighters endowed with this ability a result of 1 on an Initiative Roll is not an automatic failure.

**\*Vulnerable (passive) :** The gravity of the Wounds suffered (after applying modifiers) by a fighter with this ability is worsened by one degree. A Light Wound becomes a Serious Wound, a Serious Wound becomes a Critical one, and a Critical Wound become Killed Outright. The results of "-" and "Stunned" are not affected.

**Rag'Narok NA:** The Damage rolls inflicted on a fighter with this ability are read one line lower in the Wound table. If the fighter is benefiting from an effect that allows him to read the results of Damage rolls inflicted on him one line higher up (such as the "Hard-boiled" ability), then the two effects cancel each other out. If, on the other hand, the fighter suffers an effect that is similar to Vulnerable (for example if he is hit by an opponent who has the "Bane/X" ability), then the two effects cumulate and the Damage roll's result is read two lines lower.

**War cry / X (passive) :**

**C2:** 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.

**C3:** When a fighter with this ability charges an opponent, his COU is replaced by FEAR equal to X for the duration of the charge. The rules on fear then apply with certain particular consequences:

- If the fighter with War cry/X has to make a Courage test (when facing an opponent with higher FEAR or a Living-dead fighter, for example), then he can use the X value instead of his COU.
- If the opponent being charged has a FEAR that is the same or lower than the charging fighter's, then the latter is made immune to this value as if he had just passed a Courage test of the same difficulty.

**Rag'Narok:** War cry gives a FEAR equal to X at the moment that a charge is made. This ability can only be used when charging. The fighter still uses his COU when making Courage tests. When a fighter charges a fear-inducing enemy while using his war cry, he then becomes immune to the FEAR level against which he normally would have had to test his Courage.

If an Independent who does not have the "War cry" ability accompanies a Unit whose members have it, then he does not have to make a separate Courage test if his Unit charges a fear-inducing Unit. However, he is not counted in the calculation of his Unit's Domination Factor if it manages to frighten an enemy Unit thanks to the "War cry" ability.

If a fighter with the "War cry" and "Leadership/X" abilities accompanies a Unit that also has the "War cry" ability, then he transmits his FEAR to his Unit's members at the moment that they charge.

War cry has no effect on fighters with the "Dreadful," "Being of Darkness" or "Living-dead" ability.

**War fury (active) :** A fighter affected by War fury is plunged into a state of uncontrolled destructive madness.

**C2:** 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.

**C3:** For each of his fighters endowed with War fury involved in the same combat, the player must decide if he is using this ability or not before the Initiative test is made. If opponents endowed with this ability are involved in the same combat, then the loser of the Tactical roll is the first one to announce which of his fighters are using War fury.

A fighter who throws himself into this state of fury benefits from an additional die in hand-to-hand combat, but all his dice are automatically placed in attack. If a fighter uses this ability, then its effects apply until the end of the round, even if the fighter takes part in a different fray after a pursuit movement.

A fighter who is forced to place all or some of his combat dice in defence cannot use War fury.

**Rag'Narok:** War fury is an optional ability. Before the Initiative test that precedes combat in the hand-to-hand combat phase, the player must decide if his fighters use War fury or not. If he decides to use it, then all fighters in his camp involved in this combat are subject to this ability's effects.

Reminder: For a same side, a combat can only involve fighters of the same type.

The player must then place more combat dice in attack than in defence for this combat, no matter the Initiative Roll's result.

When a fighter uses War fury, then this ability's effects apply until the end of the round being played.

When the fighters using War fury make an Attack Roll, they can re-roll once each die whose result indicates a failure. Whatever the new result may be, it must be used for the test. This does not apply when the fighter makes a devastating attack. If a fighter uses a defence die to parry a devastating attack before he has announced if he is using War fury or not, then he cannot use this ability until the end of the round. **When a fighter has both the "Born killer" and "War fury" abilities**, he can also re-roll once his Damage Rolls that do not inflict any Wounds. This effect does not apply to devastating attacks.

**\*War-horse (passive) :** Some riders have trained their mounts as war-horses to help them in combat.

**C2:** 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.

**C3:** A fighter with this ability benefits from an additional combat die in hand-to-hand combat, unless he has charged in the same round.

**Rag'Narok:** In hand-to-hand combat a war-horse gives a +1 on the result of the dice of its rider's Attack and Defence Rolls. Only a 6 gotten before adding this bonus can be rolled again.

Thanks to the "War-horse" ability a result of 1 on an Attack Roll is not considered an automatic failure. This ability does not apply in the round during which the fighter has charged. However, it works in the usual way when the fighter makes a devastating attack.

**War-staff :**

**C2:** 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.

**\*Wild/X (passive) :** C3: A fighter with this ability benefits from +1 on the final results of his INI, ATT and DEF tests as long as he is at a distance of X cm or more from any friendly fighters.

**Rag'Narok NA:** If all members of the same Unit have this ability, then they benefit from +1 on the final results of their Initiative, Attack and Defense tests as long as their Unit is within X cm or further from any other friendly Unit.

**Construct :**

**C2:** 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.

**C3:** Constructs have the "Immunity/Fear" and "Immunity/Toxic" abilities. Furthermore, when a DIS test is to be made, then the value of this characteristic is considered to be 0. Constructs cannot benefit from the advantages provided by the "Leadership/X" ability.

**Rag'Narok:** Fighters with this ability are immune to the effects of Fear and of the state of "Rout" (see States). Furthermore, they are not subject to the rules that apply to Discipline; when they must make a Discipline Roll, their DIS is always considered to be equal to 0. A commander cannot have a Construct benefit from his FEAR or his DIS. Yet he can have him benefit from an Order in the usual way.

**Focus (passive) :**

**C3:** A magician with this ability can re-roll a 5 on his incantation rolls

**Rag'Narok NA:** On Power tests a 5 is considered to be equal to 6 and can therefore be rolled again. Thanks to this ability a 1 gotten after having re-rolled a 6 on the POW roll is added to the previous result.

**Spirit of ... / X :** C2 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.

**Rag'Narok:** On the reference card, the X is replaced by the name of an Element. When a magician with Spirit of an Element makes an Incantation Roll made up even partially of this Element, a result of 1 is not an automatic failure.

**C3:** X represents one of the six Elements that regulate the use of magic. If a magician with this ability attempts to cast a spell that requires gems of X, then a 1 is not considered to be a failure on the incantation test (even if this result is gotten after re-rolling the first one). This ability does not apply if the spell requires another Element than X. On the other hand, the gems used to improve mastery can be of other Elements

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

**C2:** 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

**Rag'Narok:** There are fighters whose devotion to their masters is such that they are willing to give their blood and their life for the glory of those they serve.

When a magician needs mana gems, he can sacrifice a warrior in his camp who has this ability at any time in a round. The sacrificed fighter's miniature must be in base-to-base contact with the magician's. By doing so, the magician recovers X gems of one (and only one) Element that he masters.

The sacrificed fighter is considered a Loss, but he is not counted in the number of Wounds at the combat's outcome.

**C3:** During his activation, a magician can acquire mana gems through a fighter in his camp endowed with Devotion/ X located within a radius of 10 cm around him. No line of sight is required, but the magician must be free of any opponents.

This can be done before or after the magician has moved, disengaged or cast a spell, yet only during his activation.

If the conditions are met, then the magician can add from 1 to X mana gems (at the player's choice) of one (and only one) of the Elements he masters.

The selected fighter suffers a Damage roll of a STR equal to 5 times the number of gems recovered by the magician. For this Damage roll the victim's RES is considered to be equal to 0. Any effects that affect the results of his Damage rolls nevertheless apply in the usual way.

If the fighter is eliminated by this Damage roll, then the magician gains another additional mana gem of the same Element. The same magician can select only one fighter with Devotion/ X per round.

The same fighter endowed with Devotion/X can be selected only once per round.

**\*Warrior-Mage (passive)** : 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.

**C2:** 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.

**C3:** In addition to the special rules detailed in the chapters on Divination and Building an Army, Warrior-monks benefit from the "Counter-attack" ability.

Rag'Narok: Fighters endowed with this ability have the following advantages:

-They can use spells and rituals.

-Their Intensity Potential is equal to their POW.

-In hand-to-hand combat they recover mana as if they were not in contact with an opponent.

-They can move further than their Movement rate and then cast spells.

-They cannot go into a trance.

-They can counter-attack.

**\*Selenite (passive)** : *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...*

**C2:** 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.

**C3:** Selenites master Water in addition to the Elements that they can call on. They are also endowed with the "Alliance/Wolfen" ability. Furthermore, they benefit from mysterious gifts whose nature depends on the phases of Yllia, the moon in the world of Confrontation. At the beginning of the game the player controlling the Selenite must roll 1d6. Depending on the result, he benefits from certain bonuses until the end of the game:

**1 or 2 Lunar crescent:** No modifier.

**3 or 4 Half moon:** +1 in INI.

**5 Gibbous moon:** +1 in COU/FEAR and DIS.

**6 Full moon:** "Possessed" or "Born killer" ability and +1 in POW or +1 in DIS.

**Rag'Narok:** Before choosing a Selenite's spells and artefacts, the player rolls 1d6.

-1 to 3: Day. No modifier.

-4: Crescent moon. +1 in INI and DIS.

-5: Gibbous moon. +2.5 in MOVE and +1 in COU/FEAR.

-6: The Player rolls 1d6 again:

1: New moon. +possessed.

2 to 5: Half moon. +1 in POW (or this characteristic is gained with a value of 1\_ and Initiate of his people's Primary Domain/Selenism if the fighter is not a magician.

6: Full moon. +1 spell OR Born killer.

Selenites master the Element of "Water" in addition to those they may already possess. They can also ally themselves with the Wolfen.

**\*Exalted (passive) :**

**C3:** A 1 on a divination roll is not an automatic failure for an Exalted fighter, even if this result is gotten after re-rolling the first one.

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

**C2:** 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.

**C3:** See p. 98.

**Rag'Narok:** Loyal fighters are not counted in the number of fighters within a faithful's aura of faith: a Loyal fighter directly gives him X Temporary Faith points. This ability does not give any points to Iconoclasts, who consider a Loyal enemy to be a normal fighter.

**\*Warrior-monk (passive) :**

**C2:** 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.

**C3:** In addition to the special rules detailed in the chapters on Divination and Building an Army, Warrior-monks benefit from the "Counter-attack" ability

**Rag'Narok:** Fighters endowed with this ability have the following advantages:

- They can use miracles and communions.
- They can choose only one miracle during the building of armies, It absolutely must come from their people's Cult or the Universal Cult, and from no other.
- They can call a miracle when in hand-to-hand combat.
- They can call a miracle even if they have suffered a Wound in the same round.
- They can counter-attack.
- They can move further than their Movement rate and then call a miracle.

**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.

**C3:** During his activation, a faithful can get T.F. points thanks to a Martyr in his camp. The latter must be within 10 cm or less of the faithful. No line of sight is required, but the faithful must be free of any opponents. This rite can be performed before or after the faithful has moved, disengaged or called a miracle, but only during his activation, not during the combat phase. If all these conditions are met, then the faithful can receive from 1 to X T.F. points (at the player's choice and where X is equal to the value bound to the ability).

The selected Martyr suffers a Damage roll with a STR equal to 5 times the number of transmitted T.F. points. For this Damage roll the victim's RES is considered to be equal to 0, no matter the effects he benefits from. Effects that affect the results of Damage rolls nevertheless apply as usual.

If the Martyr is eliminated by the Damage roll, then the faithful gains one additional T.F. point.

The same faithful can select only one fighter with Martyr/X per round.

The same fighter endowed with Martyr/X can be selected only once per round.

**Rag'Narok:** When a faithful needs Temporary Faith, he can sacrifice a warrior of his camp who has this ability at any time during a round. The sacrificed fighter must be in base-to-base contact with the faithful. By doing so the latter gets X additional Temporary Faith points. The sacrificed fighter is removed as a Loss, but he is not counted in the number of Wounds at combat outcome.

**\*Mastery of the arcana (active) : C3:** When a magician endowed with this ability does not have the mana required to cast a spell, he can temporarily reduce his POW to acquire the missing magic energy. Every point less in POW provides him with one of the required mana gems. A magician cannot use this ability to reduce his POW to less than 1. The reduction of the magician's POW only lasts as long as the incantation. Once it is done the POW returns to its normal level.

A magician cannot use this ability as long as he has the mana needed to cast the spell in his own mana reserve. On the other hand, if the magician has an artefact that can supply him with mana or if he has any other way of getting some (spell, active mana source, etc.), then he can still choose to use Mastery of the arcana instead of using these.

Only the gems that the magician is missing can be acquired in this way. If the magician has some of the required gems in his reserve, then he must use them.

When this ability is active, it is impossible to improve the mastery of the incantation by spending mana. However, if the magician benefits from an effect that allows him to improve the mastery of the spell in another way, then it applies as usual.

Only the gems needed to cast the spell can be acquired in this way. If additional gems can or must be used to increase the spell's effects, then they cannot be acquired by using Mastery of the arcana.

The same magician can use this ability only once per round.

Example: Magnus the Mystical has four gems of Earth and one gem of Water in his reserve. Yet the "Khor catalyser" spell requires two gems of Earth and two of Water. Magnus is therefore missing one gem of Water to be able to cast it. Being a pure magician Character, he can use the "Mastery of the arcana" ability to cast his spell. Magnus's POW is reduced by one point and goes from 5 to 4. This sacrifice allows him to get the missing gem of Water. However, though he still has two gems of Earth left in his reserve after having withdrawn the required gems, using Mastery of the arcana forbids him from sacrificing them to improve his mastery of the spell. The incantation test is therefore made with a single die and a POW of 4.

**\*Negation (passive) :**

**C3:** A fighter with this ability does not have to see his target when using censure or counter-magic.

**Rag'Narok NA:** Fighters with this ability do not consider a 1 to be an automatic failure on their Defense tests (even if this result is gotten after having re-rolled the first one).

**\*Recovery/X (passive) :**

**C3:** During every mystic phase, after his mana recovery roll and whatever its result, the magician additionally recovers a number of gems equal to X. These gems must be of an Element that he masters. This ability does not allow a magician to have more gems than the maximum authorized by his mana reserve.

**Rag'Narok NA:** After every mana recovery roll and no matter its result, the magician additionally recovers X mana gems. These mgems must be of an Element that he masters. This ability does not allow the magician to have more mana gems than allowed by the maximum limit of his mana reserve.

**\*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 !*

**C2, Rag'Narok & C3:** 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 (passive) :**

**C2:** 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.

**C3:** The Iconoclastic faithful consider all enemy fighters to be believers instead of their own.

For Iconoclasts, enemy fighters with the "Loyal/X" ability are considered to be normal believers (the calculation of their T.F. does not take this ability into account).

**Rag'Narok:** 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 miniatures, no matter their people, that are within their aura of faith. The faithful himself is included in this total amount.

**Illuminated (passive) :**

**C3:** a 5 can be re-rolled on divination rolls made for fighters with this ability.

**Rag'Narok NA:** On a divination roll a 5 is considered to be equal to 6 and can therefore be rolled again. Thanks to this ability a 1 gotten after having rerolled a 6 on the INC roll is added to the previous result.

**\*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.

**C3:** When a faithful Thaumaturgist reaches the level of Light Wound, his aura of faith is increased by 5 cm in relation to its initial value. When he is Seriously Wounded, then it is increased by 10 cm, and it increases by 15 cm when he is Critically Wounded. If the faithful is healed, then his aura of faith is adjusted accordingly.

**Rag'Narok:** For every Wound inflicted on him his aura of faith grows by 5 cm. If the faithful is healed, then his aura of faith is readjusted accordingly.

**\*Piety/X (active) :**

**C3:** The faithful endowed with this ability can keep up to X T.F. points from one round to the next if they have any left in their reserve when calculating their new T.F.

The points held in reserve cannot be accumulated from one round to the next!

Example: At the beginning of the first round's mystic phase, a faithful with "Piety/2" has three T.F. points in reserve. He keeps two of them for the next round. When calculating his T.F. he therefore adds two points to his reserve. At the beginning of the second round's mystic phase, the faithful has four T.F. points in his reserve and keeps two of them for the third round. When calculating his T.F. he adds two to his reserve (and not four).

**Rag'Narok NA:** The faithful with this ability can keep up to X T.F. points from one round to the next if they still have any left in their reserve when calculating their new T.F. No more than two points can be kept from one round to the next in this way.

**\*Summoner/X (passive) :**

**C3:** A fighter with this ability benefits from a modifier of X in the total force of summoned creatures that he can control. This modifier can be positive or negative.

Example: A pure magician Character of "Adept" rank can control summoned creatures as long as their total force is not more than 5. If he has the "Summoner/+1" ability, then this limit becomes 6.

**Rag'Narok NA:** Fighters with this ability benefit from a bonus of X on the final results of all their Power tests or divination rolls made to summon one or several fighters.

## **Mechanical Abilities**

**\*Irrepressible (passive) :**

**C2:** 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.



**C3:** When an Irrepressible War machine moves a distance greater than its MOV (in cm) and it hasn't been brought to a standstill at the end of its movement, a counter is to be placed near its base to indicate that it has gathered speed. This counter remains there from one round to the next and is removed only when the machine stops or moves a distance equal to its MOV or less.

A machine that has gathered speed cannot be assaulted from the sides or from behind except by opponents whose individual STR when making the assault is equal to or higher than the machine's RES.

If the machine is charged from in front when it has gathered speed, it does not suffer any charge penalties.

If an Irrepressible war machine has a speed counter during its activation, then it can only be reoriented by making curves.

An Irrepressible war machine can come to a stop at any time during its activation. However, once it has stopped, it can no longer move during that same activation phase.

A machine that ends the round in contact with an opponent does not benefit from a speed counter in the following round. It is considered to be in hand-to-hand combat.

**Rag'Narok:** This ability is the privilege of chariots and other powerful, fast-moving machines. These war machines move so fast that it is practically impossible to catch up with them 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, a "Run" counter is placed on 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/MOV.

A machine that has gathered speed cannot be engaged or charged by its flanks or from behind, except by enemies with an individual Strength greater than or equal to the war machine's RES.

If it is charged or engaged head on while it has gathered speed, it is considered to have made a counter-charge. No roll is then needed to determine if the counter-charge is successful; only the Initiative Roll must be made to determine which Unit places its miniatures in contact with the opponent.

A war machine with this ability can stop at any time while carrying out its Order. However, once it has stopped it, cannot move again during this round.

A war machine that ends the round in base-to-base contact with an enemy cannot benefit from a "Run" counter. It is then considered to be in hand-to-hand combat.

**\*Mowing / X (passive) :** 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.

**C2:** 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.

**C3:** When a war machine with this ability moves, then every fighter (friend or foe) whose base is even partially touched by the blades represented on the machine's miniature must make an Initiative test with a difficulty of 6. This difficulty is equal to 8 for miniatures in contact with an opponent. This test's difficulty is reduced by 2 points for fighters with the "Leap" ability. If the test is failed, then the fighter suffers a Damage roll whose STR is equal to the X value bound to this ability.

**Rag'Narok:** 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 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 miniature must make an Initiative test.

This test's difficulty is equal to 6 if the fighter is acting in a detachment or in scattered formation.

This difficulty becomes 8 if the fighter is acting in close formation. 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 (STR X).

**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.

**C2:** 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.

**C3:** When a war machine with this ability makes an assault, the miniatures with which it comes into contact suffer a Damage roll whose STR varies depending on the distance the machine covered before the impact.

#### 1. Calculation of the impact's STR

This STR is equal to the X value bound to the ability multiplied by the number of (even incomplete) segments of 10 cm moved by the machine. The distance to be taken into account is that between the machine's point of departure and the first miniature it hits. If the war machine is Irrepressible and has a speed counter during its activation, then it is considered to have moved a distance equal to its MOV x 2 at the moment of impact.

#### 2. Who suffers the impact?

Only miniatures in contact with the front of the machine suffer the impact.

If a war machine with Impact/X has gathered speed thanks to Irrepressible and is assaulted from the front, then the assailant immediately suffers the impact.

#### 3. Damage caused by the impact

The Damage rolls caused by the impact are made as soon as the machine comes into contact with its target. If the miniatures in contact with the front of the machine are Killed Outright or destroyed by the impact, then the war machine can choose to either continue its movement or to stop. If it continues its movement, then this does not count as a pursuit movement. If, when continuing its movement, it meets another miniature, then this miniature also suffers a Damage roll with the same STR as the first Impact. Special case: If two war machines with Impact/X crash into each other head-on, then there are two possibilities.

- If the assaulted machine does not have a speed counter (thanks to Irrepressible), then it is the only one to suffer a Damage roll caused by the impact.
- If the assaulted machine has a speed counter, then both machines suffer a Damage roll. Examples can be found on P. 145 of the 3.0 Rulebook.

Special case: If two war machines with Impact/X crash into each other head-on, then there are two possibilities.

-If the assaulted machine does not have a speed counter (thanks to Irrepressible), then it is the only one to suffer a Damage roll caused by the impact.

-If the assaulted machine has a speed counter, then both machines suffer a Damage roll.

**\*Inalterable (passive) : C3:** A fighter with this ability cannot be personally affected by other game effects than hand-to-hand combat attacks or shots. Spells, miracles or any other aptitudes have no effect on him (be it positive or negative). His characteristics cannot be modified unless he has special equipment that is mentioned on his reference and special capacity cards. He cannot be given any other equipment or artefact than those provided by his cards.

If an attack or a shot normally causes a different effect than a Damage roll, then this effect is ignored and the Damage roll is resolved in the usual way. Effects that affect the battlefield, obstacles and lines of sight do, however, apply to Inalterable fighters.

Examples:

- If a part of the battlefield is made uncrossable by a spell, then this also applies for Inalterable machines.
- If a game effect blocks lines of sight within a given area, then Inalterable machines are also affected.

Special case: Inalterable does not apply to the miniatures riding on board a war machine that has the “Transport” ability. Effects that affect miniatures in contact with the initial target can therefore affect transported miniatures without affecting the machine itself. However, effects that involve moving these miniatures do not apply.

**Rag’Narok NA: Inalterable:** This kind of machine is immune to game effects and capacities that target it directly if these aren’t hand-to-hand combat attacks or shots.

Example: Immunity/Sacred weapon, falconer of Alahan, die of the Griffin magistrate.

b) This kind of machine can be targeted by effects of magic/divination/capacities. The spell/miracle/capacity is resolved in the usual way but it has no effect on the inalterable structure.

Example: An Inalterable structure can be targeted by a fireball. The fireball has no effect on the structure, but the miniatures touching it can be hit by the fireball’s area of effect.

c) This kind of machine is not immune to game effects that affect its surroundings, even if it is affected following the use of one of these game effects.

Example: No immunity to Wall of Earth, Morning Mist, Eternal Tomb

**\*Rampart / X (passive) :** 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.

**C2:** 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.

**C3:** No flying fighters can land at altitude level 0 within a radius of X cm around the war machine endowed with this ability.

**Rag’Narok:** Artillerymen of all peoples know that the greatest threat they face comes from the heavens. 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 fighter whose Strength is less than 10 can move from altitude levels 1 or 2 to level 0 within a radius of X cm around the war machine that has this ability.

**\*Transport / X (active) :** 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 :

- 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.

**Rag'Narok:** X indicates 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, who 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, miniatures can be deployed inside a vehicle. The player must announce which fighters are on board. Transport/X is always associated with an access. This determines the side of the vehicle by which a miniature can get in or out of it. For example, in the case of a chariot whose access is "Sides," a miniature 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 :

Units transported inside a vehicle follow the same rules as any other Units:

-If they are deployed inside a chariot at the beginning of the game, the total amount of carried troops in A.P. must be equal to 50 or more.

-If one or several Units are inside a vehicle then together they form a single Unit.

-A Unit that ends its movement in contact with the vehicle's access can enter right away, but only if the vehicle is not moving.

However, the whole Unit must be able to enter. A vehicle cannot transport just a part of a Unit and leave the rest of its members behind (unless the Unit is previously divided by a manoeuvre). A Unit of 50 A.P. or more can however, be dispatched into several vehicles that are grouped into a single Unit. In this case all the troops must disembark at the same time and the Unit of vehicles cannot be divided as long as these fighters remain on board.

-The troops being carried can leave the vehicle as soon as the machine's Order has been carried out. This is only possible if the vehicle isn't moving. Several scenarios are possible:

1. If the vehicle is not moving yet when its Order is carried out, the fighters can disembark and then the machine can move normally. Or the vehicle can move and then stop to let the fighters get out.

2. If the vehicle is already moving when its Order is carried out (thanks to the "Irrepressible" ability for example), the fighters can only disembark once the vehicle has come to a standstill. The machine then cannot move again during the same round.

- The miniatures leaving the vehicle are placed in base-to-base contact with the vehicle's access and can immediately march. They cannot fire during the same round.

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

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

-If the vehicle is destroyed while fighters are on board, they suffer a Damage Roll (Strength/STR equal to the machine's Resilience/RES). 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.

Visual examples on last page of Rag'Narok Rulebook

**C3:** Certain chariots or other vehicles have enough space inside for them to take troops on board.

#### 1. Transport capacity

X specifies the number of fighters that have room in the vehicle. This number can vary depending on the Size of the fighters.

- Fighters of Small or Medium Size count for 1 each.
  - Fighters of Large Size count for 3 each.
- Miniatures with a mount in their equipment and fighters of Very Large Size cannot be taken on board a vehicle.

## 2. Fighters embarked during deployment

During the deployment phase miniatures can be deployed inside a vehicle. The player must announce which fighters are on its board.

## 3. Embarked fighters and the activation sequence

As long as a fighter is on board a vehicle, his reference card is not mixed with the others when making the activation sequence, unless certain miniatures that are not on board the vehicle depend in his cards.

## 4. Embarking and disembarking

Transport/X is always bound to an access that determines by which side a miniature can enter or exit the vehicle. A miniature that ends its movement in contact with a vehicle's access after running or walking during the activation phase can enter it right away, but only if the machine is not moving. Continued to backside....>

Embarked troops can leave the vehicle at the moment that it is activated. Such an action is only possible if the machine is not moving. There are then several different possibilities:

- If the vehicle is not moving when it is activated, the fighters can disembark before or after the machine moves.
- If the vehicle is moving when it is activated (thanks to the "Irrepressible" ability, for example), the fighters must wait for it to stop moving before disembarking. The machine can then no longer move until the end of the round. The disembarked miniatures are placed in contact with the vehicle's access and can immediately be activated. Yet they are prohibited from doing the following actions until the end of the round:
  - Charge
  - Fire

If a transported miniature cannot be placed in contact with the vehicle's access (due to the presence of obstacles or other miniatures), it remains inside the vehicle.

## 5. Destruction of the vehicle

If the vehicle is destroyed while fighters are on board, then they each suffer a Damage roll with a STR equal to the RES printed on the machine's reference card. If they survive, then they are placed where the vehicle was and without being in base-to-base contact with any opponents. They cannot do any action during the activation phase of the round being played. Examples can be found on P. 146 of the 3.0 Rulebook.

## Servant's Abilities

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

**C2:** 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.

**C3:** When he is deployed, a Minelayer has two counters: a Trap and a Decoy. These counters can be placed faced down within 20 cm or less of the war machine to which the fighter is bound. It is nevertheless forbidden to place such a counter within less than 6 cm of an enemy miniature unless it is outside of its deployment zone.

If, during the game, a miniature (friend of foe) comes within 5 cm or less of one of these counters, it is turned over.

If it is a decoy, nothing happens.

If it is a Trap, it explodes. All fighters whose base is located even partially within a radius of 10 cm around the counter suffer a Damage roll (STR 6). If several counters are triggered by the same miniature, then their effects must be resolved one after the other. A trap cannot be triggered in any other way. If it is triggered by a fighter making a movement, then his movement is interrupted to make the Damage roll. If the fighter survives this test, he can finish his movement.

**Rag'Narok:** To protect themselves from attacks by enemy 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. When the machine is deployed, 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 miniature, 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 miniatures whose base is even partially within a radius of 10cm around the counter suffer a Wound (STR 6). If several counters are set off by a miniature, then resolve their effects one after the other. The counter is then removed from the battlefield.

A mine cannot be set off in any other way.

**\*Mechanic / X (passive) :** 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 reparation attempt per round, if it fails or not.

SAME

**C3:** At the end of each round, during the maintenance phase, a mechanic can attempt to repair the machine to which he is bound. To do so, he must be in contact with it and not be in contact with any opponents. The player controlling him rolls 1d6: if the result is of X or higher, then the machine recovers 1 S.P. On a 1 the mechanic just makes things worse and the machine loses one additional S.P. A mechanic cannot attempt to repair a different machine than the one he was deployed with. No matter how many mechanics are in contact with its base, a war machine can be the object of only one repair attempt per round, be it successful or not.

**Rag'Narok:** Not just anybody can operate a cannon, a ballista or a catapult. The servants bound to these machines often know every nut and bolt of their machinery, and they always carry anything they need for emergency repairs.

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 enemy. 1d6 is rolled and if the result is greater than or equal to X, then the machine recovers 1 SP. On a result of 1 the Mechanic only makes things worse and the machine loses 1 additional S.P.

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.

**\*Sapper/X (active) :** *In the same way that Minelayers mine the terrain around them, Sappers erect summary fortifications to hamper the enemy's advance.*

**C2:** 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.

**C3:** For every Sapper bound to a war machine, a barricade can be placed within 20 cm or less of the machine. The barricade's dimensions are the same as those of a cavalry base and this object is considered to be an obstacle of Small Size (with a height of 2 cm). A barricade can be destroyed. It has a RES of 10 and the X value bound to this ability indicates its number of S.P.

**Rag'Narok:** As soon as a Sapper is deployed, a barricade can be placed 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 that is 2 cm high. A barricade can, however, be destroyed. Each one has a Resilience of 10 and X S.P.

C2 Flavor Text: " 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. " - Ganzhyr d'Hestia, Acheronian general.

## NEXUS ABILITIES

**Emblem/X:** An emblem inspires the loyalty and devotion of those who worship it. All friendly fighters who comply with the nexus's allegiance and are located within a distance of X cm or less can replace their COU/FEAR value with the nexus's "Structure" value (as printed on its card) for all their Courage tests.

**Faith/X:** At any time a friendly faithful can use a nexus that has this ability. To do so, he must comply with its allegiance and be within its access. The faithful immediately recovers X T.F. points and the nexus is then considered to be destroyed. The same faithful can sacrifice only one nexus with this ability per round. This action is not considered to be the activation of a nexus.

**Guard/X:** Before every Damage roll made against the nexus, 1d6 is to be rolled. On a result of X or more the Damage roll is ignored.

**Hostile/X:** When a Damage roll caused by the activation of a nexus hits a fighter with the attribute defined by X, then the damage is read one line lower in the Wound Table. This effect can be cumulated with any other similar effect.

**Icon/X:** At the beginning of the mystic phase a nexus with this ability automatically gives X T.F. points to all friendly faithful complying with its allegiance. It must, however, be within their aura of faith.

**Inviolable:** Such a nexus cannot be forced by an enemy catalyst.

**Mana/X:** At any time a friendly magician can use a nexus that has this ability. To do so he must comply with its allegiance and be within its access. The magician immediately recovers X mana gems of his choice and the nexus is then considered to be destroyed. This gain does not allow the magician to surpass his maximum reserve limit. The same magician can sacrifice only one nexus with this ability per round. This action is not considered to be the activation of a nexus.

**Reparation/X:** At the end of every round, during the maintenance phase, roll 1d6 for every nexus with this ability. On a result of X or more the nexus recovers 1 SP. This ability does not allow the nexus to have more SP than printed on its reference card. The reparation die is rolled again as long as it is successful. A nexus can regenerate all of its SP in this way! A destroyed nexus cannot repair itself.

**Resource/X:** One d6 is to be rolled at the end of each round (during the maintenance phase) for every nexus endowed with Resource/X. On a result of X or more the nexus recovers a load. This does not allow it to recover more than the value printed on its reference card.

**Ruin/X:** One d6 is to be rolled at the end of each round (during the maintenance phase) for every nexus afflicted with this ability. On a result of X or more the nexus loses 1 SP.

**Sanctuary/X:** Once a nexus with this ability has been deployed, no Scout or enemy nexus can then be deployed within X cm or less of it.

If a nexus has the "Sanctuary/X" and "Hostile/Y" abilities on its reference card, then all Y fighters suffer a -1 on all their Initiative, Attack, Defense and Aim tests as soon as they are within X cm or less of the nexus. This penalty is cumulative with other penalties the victims may be subject to. It applies as long as the victim remains in the area of effect or until the nexus is destroyed.

Example: An arch has the "Sanctuary/15" and "Hostile/Assassin" abilities. All fighters with the "Assassin" ability located within 15 cm or less of the arch suffer this penalty.

**Subjugated:** At the beginning of each round a subjugated nexus is automatically bound to the fighter whose DIS is used for the Tactical roll. This fighter can try to activate the nexus even if he isn't within its access. The conditions of allegiance, sacrifice and trial apply in the normal way.

The same fighter can be bound to several nexuses and can activate as many as he wishes (if he has the possibility to do so). If the fighter whose DIS was used for the Tactical roll is eliminated, then his replacement benefits from this ability's effects.

The fact this it is subjugated does not prevent a nexus from being activated by a different catalyst than the fighter it is bound to.