

# Rag'Narok Tournament Rules

United Kingdom Confederation of the Red Dragon



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# 1 The Spirit of the Game

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*This is the introduction for the French rules by the Confederation of the Red Dragon.*

After creating a tournament system for Confrontation, the Confederation of the Red Dragon intends to increase the number of players of war games thanks to Rag’Narok. This introduction is to identify which tournament rules have changed and which have stayed the same.

The guiding principle of the Confederation Rag’Narok tournament is to allow veteran and novice Rag’Narok players to compete no matter their knowledge of the world of Rackham’s games. These rules, therefore, address both the player creating his first regiment as well as those experienced players wanting to move to Rag’Narok from Confrontation.

A reading of the Rag’Narok rules gives the impression that a player has an exceptional freedom in choosing his army and playability in unit construction and scenario choice. These tournament rules have a monumental task with regards to the game: to create objective tournament scenarios, to widen the community of players, to ensure game etiquette, and to control game space and time – all of which must be done in a playable and enjoyable format.

First off, we wanted to put in place a system of tournament scenarios that were playable in 2.5 hours with the idea of having 3 tournament rounds per day. This requirement was the most restrictive and drove many of the decisions made.

Tournament Rag’Narok is a large game but with a limited number of units and models to minimize the time for attributing orders and moving units. The limited number of independents and their treatment as if they were regular troops was implemented for the same reason. The “globalization” of the fray reduces considerably the different phases of the game and reduces a handful of tactical decisions to a single choice for the unit.

The role of a unit’s Domination Factor outside of melee was implemented through the objectives of the scenarios. In order to favor regimental units over certain detachments, which appear to have been favored in the Rag’Narok rules over other regimental sized units, certain basic rules were modified for these units.

The format of the scenarios also balanced the number of regular troops versus elites. The reduction of the Independents and the generalization of the management of certain non-characters further enforced this balance.

Finally, certain Rag’Narok rules were modified to make the *take and hold* type of scenario interesting and fair to both players.

It is evident by the flexibility of the Rag’Narok rules written by Rackham that the Confederation of the Red Dragon chose to stress certain aspects of the game for the tournament to make a Rag’Narok tournament a reflection of a moment of audacity in Aarklash– while still presenting a sporting chance and a good time for the players.

Good game to all!

*- Team Rag’Narok of the Confederation of the Red Dragon*



## 2 Format of Tournaments

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### 2.1 **The Tournament Rules**

The current tournament rules will probably change as time goes on. Rag'Narok is an evolving game and, as such, the tournament rules will change as well. Changes to the tournament rules take effect on the Monday following the release of the rules.

The latest rules will always be available from the UKCORD website:

<http://www.conf-federation.org.uk>

### 2.2 **UKCORD Sanctioned Tournaments**

United Kingdom Confederation of the Red Dragon sanctioned tournaments must adhere to the following guidelines:

- Swiss-style tournament pairing
- The tournament follows the rules presented in this document
- Minimum of 3 rounds of play.
- No player will have a bye.

*It is the responsibility of the Tournament Organizer to provide an opponent for an odd-man out in the tournament ranking.*

### 2.3 **Tournament Ranking**

After each round of play, the tournament participants are ranked by Scenario Points. Ranking ties are resolved by the Goal Average total of the tied players.<sup>1</sup>

The ranking of the players is used to determine the match ups for the second and subsequent rounds. The top two players face each other and so on.

After the final round, the rankings determine the final placement of the tournament.

The first round of the tournament is randomly seeded.

### 2.4 **National and International Ranking Requirements**

To be considered for inclusion in the UKCORD National Rankings and the Confederation du Dragon Rouge international rankings, the following conditions must be met:

- The tournament must follow the requirements for a sanctioned tournament (see section 2.2).
- It must have a minimum of eight players of which at least one or the Tournament Organizer must be a member in good standing of the North American Confederation of the Red Dragon.

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<sup>1</sup> The opponent provided for the odd-man out does not score Scenario Points or maintain a Goal Average.



- It must consist of a minimum of three rounds with a different scenario for each round. The scenarios must be from the list of approved scenarios (see section 5).

The Tournament Organizer must choose the tournament scenarios and the first two must be announced prior to the player's submitting their army lists. The other scenarios are announced just before they are played.

For more information and the current UKCORD National Rankings, please see the UKCORD website:

<http://www.conf-federation.org.uk>





## 3 Tournament Restrictions

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### 3.1 Army List

The player creates a single army list prior to the tournament and he plays this list in every round. The list may not be modified after the tournament has begun. The army list form included in this rulebook is to be used to record the army list. A copy of this list is submitted to the judges for approval prior to the first tournament round.

The army list must describe the composition of each unit (number of models, leader, independents, etc) as well as the equipment for the models (artifacts, spells, miracles, etc). Proxies and conversions must be identified as well. Each model that has equipment that distinguishes it from the other figures must be listed.

In addition, the player must have reference cards for all the models in his army list. These are to be shown to his opponent as the models are deployed on to the table. The cards must be clearly associated with the models on the table. For models having multiple weapon profiles, the player must specify what the unit is armed with. Note that a unit may not change weapons between rounds.

An Orc player faces a Wolfen player in a tournament round. When deploying a Jackal Warrior unit, the Orc player will make available the appropriate reference card for the unit. If the Orc player has multiple Jackal Warrior units, then the cards for each unit must be easily distinguishable.

### 3.2 Game Format

The tournament uses the current edition of the Rag'Narok rules, the FAQ, and the Tournament Rules that is available one month prior to the date of the tournament.

The army lists used in the tournament must conform to the rules and restrictions listed below.

*Where the tournament rules and restrictions contradict the published Rag'Narok rules, the tournament rules take precedence.*

#### 3.2.1 General Restrictions

The army list may not exceed 2,000 AP.

The army list may not exceed 100 models.

The total value of characters, Warrior-Monks, and Warrior-Mages in an army at the time of deployment may not exceed 800 AP.

#### 3.2.2 Unit Restrictions

The army list may not exceed 10 different units.

The maximum Domination Factor of a unit at the time of deployment may not exceed 25.

The minimum AP value of a troop unit at the time of deployment is based on the type of unit as listed in the following table:



**Table 1 - Minimum Unit Value**

Unit Type	Minimum AP Value
Creature	100 AP
Irregular	50 AP
Regular	100 AP
Veteran	100 AP
Initiated	100 AP
Devout	100 AP
Elite	100 AP
Special	50 AP

- Leaders elevated from the ranks are included in the Minimum AP Value. Independents added to a unit, as leaders are not counted in the Minimum AP value.
- The *Reinforcement* ability is not affected by this rule.
- For summoned units, the Minimum AP Value remains 50 AP.

Six Griffin Conscripts have a total value of 90 AP. As such, they may not be fielded as they are below the Minimum AP Value of 100 AP for Regular Units. If one of the Conscripts is promoted to a Leader at a cost of 10 AP, then the unit may be fielded.

If the unit is lead by a Praetorian Guard, however, a seventh Conscript is still required to meet the Minimum AP value.

*A unit may be split into smaller units so long as each smaller unit is equal to or greater than the Minimum AP value.*

### 3.2.3 Units of Independents

A unit that is composed of multiple independent non-characters with identical profiles is treated as if it was composed of troops. The unit is subject to the same restrictions as a unit of troops (see section 3.2.2).

The models in this unit lose their independent status for orders and movement, but retain their Warrior-Monk or Warrior-Mage abilities. Units of Warrior-Monks and Warrior-Mages are included in the 800 AP deployment restrictions.

#### Mana Recovery

A single mana recovery roll is made for all magicians with the same profile in a single unit. The result is applied to each magician individually. If the game sequence demands that models be distinguished because of their equipment, number of gems, or injuries, then separate rolls for the different models must be made.

Since equipment is kept secret until it is used (see section 5.5), models of a similar profile are managed globally to simplify the game.

Ten Keltois Druids is deployed as a single unit. The druids lose their independent status and are treated as a troop unit.

#### Special Cases



A Warrior-Mage of less than 100 AP may not be deployed alone.

Méliador may be deployed in a unit of 2 Alahan Bards if the cost of the bards and their equipment is at least 100 AP.

A familiar linked to an independent remains linked to him if he is deployed in a unit and the unit's Minimum AP Value does not affect it.

### 3.2.4 Limits on Independents in a Unit

There is a limit to the number of independents included in a unit at the time of deployment. This limit applies to independent characters, leaders, priests, magicians, as well as models that obtain the status of an independent before deployment.

*This does not apply to units made solely of independents.*

The number of independents and of leaders is based on the number of troops in the unit and is summarized in the table below:

**Table 2 - Number of Independents and Leaders in a Unit**

Number of models in the Unit	Maximum Number of Independents	Maximum Number of Leaders
≤ 4	2	1
4 >	4	2

*The musicians and standard bearers are not leaders.*

After deployment, units may be regrouped, split, or re-arranged to exceed these limits.

#### Special Cases

A war staff, consisting of a leader, musician, and a standard bearer is counts as 1 for the purpose of determining the maximum number per unit. A war staff may not split unless the character has a special ability that allows it.

A magician and his familiar is considered to count as 1 for the purposes of determining the maximum number of independents. A magician and his familiar may not be split apart.

A unit of 10 Keltois Warriors with an elevated leader may not contain more than 3 Keltois Druids (1 Leader + 3 Druids = 4). After the deployment, the Druids may leave the unit as they retain their independent status.

### 3.2.5 Units of War Machines

25% (500 AP) of the army list may be composed of war machines. The cost of the machines, crew, and leaders is factored into the war machine total.

An Alahan Ballista with 2 crew of which one is elevated to a leader counts as 55 + 16 + 26 = 97 AP toward the war machine total.

## 3.3 Characters

A single Rank 3 Character is allowed in the army list.



Characters are unique. They cannot be included more than once in an army list, including second incarnations.

*Gidzzit's second incarnation is not a psych-mutant. Cairn is not an Inquisitor and Akkadhalet's second incarnation is not a Master of Puppets. Salias is a Biopsiste, Kelen is a Druid, and the Questeur Essais is a Questeur.*

### 3.3.1 Incarnation

No incarnated characters are allowed.

Experience cards, elixirs, and competences gained through Incarnation games may be used.

Shadows are not allowed.

*Kitharin Saar is a Shadow.*

### 3.3.2 Allied Characters

The army commander may not be an ally. Allied characters must have a rank that is equal to or inferior to the rank of the commander.

*Syd d'Kaiber may lead an army of the Ways of Light since he is not considered an Ally.*

## 3.4 Troops and Independent Non-Characters

### 3.4.1 Non-Character Living Legends

Only one copy of models that are Living Legends but not characters may be present in an army list.

A Dirz army may have only one Oriflamme of the Scorpion.
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### 3.4.2 Quotas

The army list must adhere to certain quotas with regard to the ratio of line to elite troops as well as to large sized models to regular sized models.

If an army list includes allies, the allied forces must also adhere to quotas based on their portion of the total army size.

#### Quota Values

Each figure is given a Quota value of 1 or 2 depending on his size, AP value, and rank.

Elementals, mercenaries, immortals, stateless and familiars have a Quota Value of 0.

Table 3 gives the Quota Value for common models in an army. This value is known as Quota 1.

Table 4 gives the Quota Value for unique models in an army. This value is known as Quota 2.

*Characters and war machines are considered other.*



**Table 3 - Common Model Quota Values**

Type	Small	Normal	Large ≤ 30 AP	Large 30-49 AP	Large ≥ 50 AP	Very Large
Irregular	1	1	1	2	3	3
Regular	1	1	1	2	3	3
Veteran	1	1	1	2	3	3

The cost of a large model's equipment is included in the determination of the Quota value.

**Table 4 - Unique Model Quota Values**

Type	Small	Average	Large ≤ 30 AP	Large 30-49 AP	Large ≥ 50 AP	Very Large
Creature	0.5	0.5	1	2	3	5
Special	0.5	0.5	1	2	3	5
Elite	0.5	0.5	1	2	3	5
Initiate	1	1	1	2	3	5
Devout	1	1	1	2	3	5
Follower	1	1	1	2	3	5
Zealot	1	1	1	2	3	5
Master	1	1	1	2	3	5
Virtuoso	1	1	1	2	3	5
Other	1	1	1	2	3	5

The cost of a large model's equipment is included in the determination of the Quota value.

#### Using the Quota Values

To determine a unit's Total Quota Value, multiply the number of models by the Quota value of its members.

In an army list, the sum of all unique model Total Quota Values must be ≤ the sum of all common model Total Quota Values. Specifically:

A Knight of Alahan has a Quota Value of 3 (Unique Model, size large, ≥ 50 AP). A unit of 10 Knights of Alahan has a Quota Value of  $10 * 3 = 30$ .

To include a unit of 10 Knights of Alahan, the Lion army must also include at least a common unit Total Quota Value of 30. This can be achieved with 2 units of 10 Lancers, and 1 unit of 10 Sword Masters.

### **3.5 Spells, Miracles, Virtues, Rituals, and Communion**

Only one copy of a ritual or communion may be included in an army list.

A maximum of 4 copies of any spell, miracle, or virtue may be included in an army list.

A 2,000 point Dirz army may include a maximum of 4 Biopsists with the Arc of Mana spell. Other Biopsists in the army may not have this spell.

There are further restrictions on certain spells and miracles. These are covered in section 9.



### 3.6 **ARTEFACTS**

Only one copy of a given artifact may be included in an army.

An artifact may only be fielded with the race from which it originated. Artifacts from the Incarnation Scenario Packs and Travel Journals may be fielded with any race if one is not specified on the card.

*The Stone of Survival may only be included in a Goblin army. The Claw of the Titan may only be played with Sessair Keltois. Generic artifacts may be included in any army.*

There are further restrictions on certain artifacts. These are covered in section 9.

### 3.7 **Army Packs**

When building an army, the player may choose to play one house<sup>2</sup> of his force. If he does not choose a house, he plays a normal army list.

If playing a house, all non-character models that do not have a house affiliation must join the house in question by paying the appropriate number of points.

Non-character models that have a different house listed on their reference card from the one the player is using may not be included in the army list, unless explicitly stated otherwise on the house reference card.

An army may only use the ability of the house used to build the army, even if there are member in the force from another house such as allies or mercenaries.

A character is unique in an army list even if it changes its faction affiliation. Multiple copies of the character, even when one is of a different faction, are not allowed.

Allied figures may not gain the benefits of a faction.

A Wolfen player chooses to play the Opal Pack faction. Allied models may not benefit from the abilities of the Opal Pack.
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There are further restrictions on certain factions. These are covered in section 9.

### 3.8 **Various Other Issues**

#### Special Effects and Abilities

All effects and special abilities that imply a choice at the beginning of an action are modified to accelerate play. All choices relating to these effects or abilities are made when the army list is drawn up and are so noted on the list. These may not be changed between rounds.

A Keltois player purchases 10 druids. The targets and nature of the Geases are noted on the army list.
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<sup>2</sup> Though each race has a unique name for its faction forces (Crusade for the Griffin, Colony for Mid-Nor, etc) the generic term *house* is used to refer to all of these in these rules.



Dwarf Steam Tank

Only one Dwarf Steam Tank may be included in the army list.



## 4 Player's Tournament Materials

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This section identifies player tournament materials in addition to the usual equipment of dice, rulers, and pencils.

### 4.1 **Tournament Legal Materials**

A product is may be included in the tournament if it has been released for at least one month. The French release date is used for this determination.

### 4.2 **Profiles**

#### 4.2.1 **Cry Havoc Alternate Profiles**

Only alternate profiles presented in the Gaming Aids portion of *Cry Havoc* and accompanied by unit cards are allowed in tournaments.

The Orcs of the Béhémoth tribe are authorized in their entirety since they are described in the Gaming Aids of *Cry Havoc* Issue 2. On the other hand, the Amaranthe Paladins described in the second issue of *Cry Havoc* are not playable since their profiles do not correspond to cards or to the profiles coming from the Game Aids of *Cry Havoc*.

#### 4.2.2 **Shadows**

Shadows are not authorized.

#### 4.2.3 **Modular Profiles**

For models with modular profiles, the choice of the profile does not depend on the weapon modeled on the figure. The card with the appropriate profile must be used in the game.

A Griffon player wishes to play a unit of Griffin Conscripts with the +2 STR modular profile. The player must use the card that shows the model equipped with a mace, as this represents the chosen modular profile. The actual weapons carried by the models do not matter.

### 4.3 **Cards**

The cards of modified Leaders in the framework of Rag'Narok are playable with a converted figurine or one with a distinctive paint job.

Only original Second Edition Confrontation cards are allowed. For those cards never published in second edition format, but available on the Rackham website, may be printed and used.

Experience cards are not allowed.





#### 4.4 **Figures**

Only assembled and based Rackham figures may be used. Conversions based on Rackham figures are allowed.

As many copies of any figure may be played as long as the figures comply with the other unit and army construction rules.

A figure that is not assembled at the beginning of a game may not be included in the game, and is considered a Loss.

Figures must be painted. The Tournament Organizer may waive this restriction.

Figures must be mounted on bases that correspond to the size and shape of the base included in the blister with the figure.

#### 4.5 **Proxies (2005 Tournament Season Only)**

Proxies are allowed for the 2005 Tournament Season only. Allowed proxies are listed in the Authorized Proxy appendix. Proxied figures must be mentioned in the army list and be announced to the opponent. Reference cards of the intended model must be used.

Proxies are allowed to help players move from Confrontation to Rag'Narok. The allowed proxies are figures that are visually similar to those that they represent.

Proxies are also allowed for players to field multiple copies of the clan packs. These special clan proxies are also listed in the Authorized Proxies appendix.

*A model may not be used as a proxy if that model is already a part of the player's army list in the model's original form.*



## 5 Scenarios

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This section describes the format and use of the Rag'Narok tournament scenarios.

### 5.1 Objectives

#### 5.1.1 Attacking / Defender

Some scenarios require one player to be the attacker and one to be the defender.

For the first round of the tournament, both players' roll a d6 with the winner choosing which role he wishes. For all subsequent rounds, the lower ranked player has the choice of roles.

The role is decided prior to deployment for the round.

#### 5.1.2 Scenario Points

Generally, every scenario has of two objectives: a principal objective and a secondary objective. Achieving both objectives scores 6 Scenario Points.

In case of a draw for an objective the points are divided equally between the 2 players for each objective detailed within the scenario description.

#### 5.1.3 Winning a Round

To win a tournament round, the player must do the following:

1. Achieve the scenario's principle objective while preventing his opponent from doing the same.
2. Achieve the scenario's secondary objective.
3. Cause the maximum possible losses to the enemy to maximize his Goal Average.
4. Minimize his own losses to maximize his Goal Average.
5. Complete any bonus conditions to to maximize his Goal Average

All the scenarios are designed to allow the players to achieve the objectives.

Consider 2 players, A and B and several possible results:

0/0: No objective was achieved; the players do not score any scenario points.

6/0: Player A achieves the 2 objectives and he scores 6 points. Player B does not score any points.

2/0: Player A achieves the secondary objective for 2 points but neither Player A or B achieves the principle objective.

2/2: Player A and Player B both achieve the principle objective, which is worth 4 points. Neither achieves the secondary objective. The players divide the 4 points for the principle objective but score nothing for the secondary objective.



### 5.1.4 Wipe Out

An army that is completely wiped out may not score any scenario points.

The surviving player (i.e. the one with models on the table or in reserve) scores scenario points only for the objectives he may have achieved at the point in time when his opponent's force was wiped out.

A totally destroyed army cannot receive scenario points. The player having again figurines on the table of game or some Reserves marks the points that the objectives of scenarios give to him for his position at the end of the turn.

### 5.1.5 Leaving the Tournament

A player that leaves the tournament is still counted in the tournament and national rankings. His score when he left the tournament is used for the ranking.

### 5.1.6 Forfeit

A player that forfeits a game scores 0 scenario points and receives a Goal Average of -2,000 for the round.

The forfeiting player's opponent scores scenario points based on the objectives he has achieved at the point of forfeiture. The surviving player also scores his Goal Average at that point, if it is positive, or 0, if it is negative.

Player A declares forfeit after he achieved the principal objective. He scores 0 Scenario Points. His opponent, who achieved the secondary objective, scores the Scenario Points for the secondary objective.

Player A inflicted more losses than he received. The Goal Average of A is -2,000, due to forfeiture, and the Goal Average of B is 0, since his actual GA was negative.

## 5.2 Goal Average

The Goal Average is a measure of the player's ratio of army points killed to army points lost over the entire tournament. It is used to resolve ties in the ranking of players for the tournament.

### 5.2.1 Calculating the Goal Average

At the end of each round after recording Scenario Points, each player lists the AP of the forces he killed and of the forces he lost. The player's Goal Average is equal to the difference between the losses he inflicted on his opponent and the losses he sustained.

$$GA = (PA \text{ of enemy models killed}) - (PA \text{ of friendly models that were lost}) + \text{Bonus Points}$$

A running total of a player's GA for each round is maintained. This is the General Goal Average and is used to break ties in rankings.



### 5.2.2 Determining the Losses

The GA is scored based on losses. These losses are calculated based on the AP value of the troops lost.

- A model that is killed during the round counts his full AP toward the loss.
- A model that flees of the table counts his full AP toward the loss.
- A model in the Rout state counts half his AP (fractions round down) toward the loss.

A model's AP is equal to the AP listed on its reference card plus any spells, artifacts, or miracles purchased with the model.

*Models with the Reinforcement ability are scored for each time that they are killed.*

### 5.2.3 Scenario Bonus Points.

A scenario grants bonus points for accomplishing certain things during the round. These bonus points are added to the player's Goal Average.

Bonus points are independent of the primary and secondary objectives.

Bonus points are specified for every scenario.

Bonus points award additional risks taken by players.

## 5.3 Scenery

### 5.3.1 Game Table

The scenarios are to be played on a 120 cm square table.

### 5.3.2 Type and Position of Scenery

The scenario determines the number and the location of scenery elements.

#### Scenery Elements

The available scenery elements include:

- 2 wooded zones of 15 to 20 cm long.
- 2 intact or ruined buildings of  $\leq 20$  cm a side.
- 2 hills of  $\leq 25$  cm in diameter.
- 4 objective markers the size of a creature base.<sup>3</sup>
- Others as required by the scenario.

#### Optional Elements

Scenery elements described by the scenario are deployed first. The players may then deploy any remaining scenario elements, called optional elements. Players may place as many or as few optional elements as they want.

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<sup>3</sup> Objective markers may only be placed if specified by the scenario.



Optional elements may be placed anywhere on the table as long as it is not < 20 cm from an existing scenery element.

### Placement Order

If the scenario has an attacker and a defender, then the player taking the role of the defender places all but the last the optional element. The attacker may place the last optional element.

If the scenario does not require an attacker and defender, then the players alternate placing the optional elements with the lower ranked player going first.

### Objective Markers

The objective markers can represent cards, idols, columns or other special terrain features described by the scenario. Objective markers are placed after any optional elements according to the scenario instructions.

### Sapper Models

Models with the *Sapper* ability have a unique scenery element. The barricades of a sapper may not exceed 20 cm in diameter and may not be deployed within 20 cm of another terrain feature other than hills.

*Eventually there will be rules for players to purchase scenery elements by expending AP.*

## **5.4 Length of a Round**

A tournament round lasts 2 hours and 45 minutes. This includes 15 minutes to calculate the Scenario Points and Goal Average. The players have 2 hours 30 minutes in which to play the scenario.

The Tournament Organizer will announce the official start of the round. He will also periodically remind the players of the time remaining in the round.<sup>4</sup>

### **5.4.1 Game Time**

The game time of 2 hours 30 minutes includes optional scenery placement and the deployment phase. This should take about 15 minutes; however, the quicker the deployment is completed the more time the players have for the scenario.

The round begins when the Tournament Organizer makes the official announcement. The Tournament Organizer is empowered to stop anyone who starts prior to the official start time to prevent any unfair advantage.

Once the round officially begins, the players may start deploying their units according to the Rag'Narok rules.

The round ends when 6 game turns have elapsed or the time limit expires, whichever comes first. The Tournament Organizer officially announces the expiration of the time limit.

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<sup>4</sup> At a minimum, the Tournament Organizer should announce the passing of every half hour.



If time is called before the sixth round is complete, the players may finish the current phase of the current game turn. If the players are in the melee phase, then each player chooses a single fray to resolve. The winner of the Tactical Roll has the option to choose first or second. Once the chosen frays have been resolved, the game ends.

All temporary effects end with the announcement of the end of the round. Domination Factors are not accounted for in the resolution of frays.

*Tournaments that last more than one day may extend the round from 2 hours 30 minutes to 3 hours.*

### 5.4.2 Result Phase

The final 15 minutes of the round are for calculating Scenario Points and Goal Averages. During this result phase, the players fill in their round sheets and pick up their figures.

*If the next scenario requires reconfiguration of the table's mandatory terrain, then extra time should be allotted between rounds.*

## 5.5 Deployment

### 5.5.1 Preparation

A player does not have to show his army list to his opponent. His opponent should not see the player's models before they are placed on the table as part of deployment. This is to prevent this knowledge from influencing the opponent's deployment.

A model's equipment (spells, miracles, artifacts, communions, rituals, etc) need not be revealed until such time as they are used.

If asked, a player must show a figure's basic profile to his opponent.

A player must indicate his commander, characters, and leaders when he deploys them.

Units must be deployed as written on the army list; they may not be re-arranged. The list must specify to which unit an independent belongs or if he is deployed alone. The force commander must also be indicated on the army list.

The Commander, the Character and the Leaders must be presented to the opponent to the moment of their deployment. Units must be deployed such as they are described in the army List. This list has therefore to specify for Independent of each unit of which it belongs, or if it is deployed alone, and that is army Commander.

An Orc player deploys a Jackal Warrior Unit. He must indicate which model, if any, is the leader. His opponent may ask to see the reference card or cards for the models in the unit. The player is not required to state if the unit has been consecrated or a model has a Minor Awakened Weapon.

Unit cards must be placed in a similar position to that of the unit they represent. Any cards that are unrevealed are placed under the reference card of the unit or model that is using it.

Mana gems and TF must be identified by the player and placed next to or on top of the magician or priest.



A Griffin player deploys a unit of 8 Inquisitors. To the side, in an open area of the board or on an adjacent table, he deploys a stack of cards for the unit. The cards are placed in the same relative position as the Inquisitors in the unit; the left-most card corresponds to the left-most Inquisitor.

Equipment cards are placed face down under the reference card of the Inquisitor who owns it. The mana gems for each Inquisitor are noted on each card.

If an Inquisitor is killed, his corresponding card, mana games, and equipment is removed as well.

### **5.5.2 Effective Deployment**

Every scenario specifies the type of deployment to be used. The deployment types are defined in the Rag'Narok rulebook.

A unit may not be deployed such that some or all figures are outside of its deployment zone, unless it is a scout unit or allowed to do so by the scenario rules. Models deployed outside of the deployment zone are removed and counted as losses.



## 6 List of Appendices

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### **6.1 Tournament Scenarios**

This appendix consists of the official CDR Tournaments. These are the only scenarios that may be played during the tournament.

As years pass, these scenarios may change.

### **6.2 Specific Limitations**

This appendix lists specific rules associated with scenario objectives and settings.

### **6.3 Restrictions**

This appendix includes any special restrictions not otherwise covered in the rules.

### **6.4 Authorized Proxies**

This appendix lists the authorized proxies for the 2005 Tournament Season.

### **6.5 Player Sheet**

This appendix includes a copy of the tournament player sheet. The sheet is composed of two parts:

- The army list form, to be validated by the Tournament Organizer
- The results form for three rounds.

When filling out the army list form, please be sure to include the club, city or affiliation blank. The Tournament Organizers will use this information to keep regular opponents from facing each other in the first round of the tournament.

The player fills out the results form after each round to record his Scenario Points and Goal Averages.

### **6.6 Tournament FAQ.**

This appendix consists of frequently asked questions about the UKCORD Rag'Narok Tournament rules, including the scenarios.

### **6.7 History**

This appendix lists the changes made to this document.





## 7 Scenario Pack

This pack consists of the scenarios for Rag’Narok Tournaments sanctioned by the [United Kingdom Confederation of the Red Dragon \(UKCORD\)](#).

Each scenario follows the same format. A general description of the situation is presented followed by indicates for reserves and/or scouts as well as if there is an attacker and a defender for the scenario. If necessary, a diagram of the battlefield is presented.

The following sections cover the setup of the battlefield for scenario terrain as well as general terrain. This is followed by the deployment rules as well as information on scouts and reserves. References are made in the deployment section to the deployment diagrams in the *Rag’Narok* rulebook. Unless otherwise noted, reserves are deployed as per the rulebook. A section with special scenario rules follows. Finally there is a section describing the scenario objectives and any bonus points.

### 7.1 Scenario 1 – The Oasis

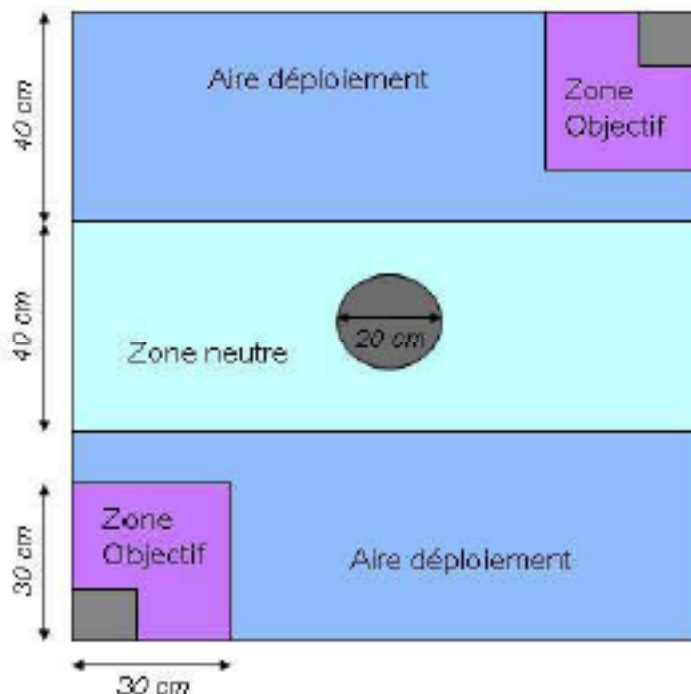
The desert of Syharhalna became the goal of a war without mercy between the troops of the Scorpion and the Orcs of Bran-Ô-Kor. If the first controls the deep desert, the second is on the way to make itself main of the canyons and the Large Oasis, located in North.

However, today, your small army does not seek to interfere with these conflicts of a much greater scale. It is this flammable oil Noirâtre which one finds in abundance in this area that interests you. The presence of an enemy army on the single source of water within 15 km. In this lost corner of the world, crushed by heat, you are left wondering... Who could have discovered your mission and have followed you up to now?

The success of your mission depends on the control of the 2 wells without which your campaign is most likely to end here.

**Reserves/Scouts:** Special

**Attacker/Defender:** No



### 7.1.1 Battlefield Set Up

The two Objective Zones are each a 30cm square located in diagonally opposite corners. Each Objective Zone may have a maximum of one terrain piece.

The central Neutral zone is 20 cm in diameter and may not include any terrain pieces.

### 7.1.2 Deployment and Entry of Reserves

**Deployment:** Each player deploys his forces in his third of table (120 cm wide by 40 cm deep). He may deploy up to 2 units in the Objective Zone located in his own Deployment Zone.

**Scouts:** The Scouts may not deploy in the Objective Zone in the enemy's Deployment Zone.

**Reserves:** Reserves may enter into the player's Deployment Zone beginning with turn 2. Reserves may enter into the neutral zone from turn 3 onward. Reserves may enter into the enemy's Deployment Zone (except for the Objective Zone) starting on turn 5.

### 7.1.3 Controlling a Zone

**Control Criteria:** The following are the criteria for controlling a zone.

- Only units on the ground (Level 0) are used to determine the control of a zone.
- For a unit to be considered for control, at least 50% of its members must be in the zone.
- The Domination Factor for a player is the sum of the DF of all units considered in the zone.
- For a unit must have a  $DF \geq 5$  to control a Zone.
- Summoned units do not count toward the DF for control of a Zone.

**Determining Control:** If enemy units with a  $DF \geq 5$  are also in an Objective Zone, then control of the zone goes to the force with the greatest unit DF in the zone. To calculate the total DF for a player add together the DF of all units that have a  $DF \geq 5$ . Units with a  $DF < 5$  are ignored for this calculation.

The following special bonuses may also apply:

- A player gains a +10 bonus to his DF calculation if he has forces in the Objective Zone that is within his opponent's Deployment Zone.
- A player gains an additional +5 bonus to his DF calculation if his command is accompanying his units in the Objective Zone within the enemy's Deployment Zone.

In the event of a tie in the DF calculation, the control of the Objective Zone remains with the player in whose Deployment Zone the Objective Zone resides.

### 7.1.4 Objectives

**Principle Objective:** A player receives 4 scenario points for each Objective Zone he controls.

**Secondary Objective:** A player receives 2 scenario points by having at least 2 commanders and a greater number than his opponent in the Neutral Zone.



**Bonus:** A player gains 250 bonus points if he eliminates his opponents Army Commander.

## 7.2 **Scenario 2 – Pillars of Mana**

It has been known for a long time that Aarklash is tenuously connected to the planes of the Elemental Kingdoms. Consequently, the supernatural events are more current, energy of the light disturbances like the opening of an Elementary Gate to the anger of most powerful Syhirs. In the popular belief, it is by the Magic that the Gods express their absolute power. Only wisest can generally distinguish what holds of the divine will of what is only one random outburst of the elementary powers.

The waves of magic energy are sometimes extremely destroying, and affect surrounding nature deeply. Many vestiges of old elementary gushing are disseminated a little everywhere on the continent. When a Pillar of Mana, magic gangue of fossilized energy, is discovered, of the Magicians of any hair precipitate to recover the invaluable crystal that composes them.

Today, it is not one but four Pillars which you see in the immense career dug with very the plate on which you take foot! Unfortunately, you are not alone, of blacks streamers draw up yourselves soon opposite you in a deathly hush...

**Reserves/Scouts:** Special

**Attacker/Defender:** No

### 7.2.1 **Battlefield Setup**

Before setting up other terrain elements, the 4 Pillars of Mana must be placed between the two deployment zones. They are placed in a line half way between the deployment zones and at equal distances apart. There should be a 24 cm gap between each pillar and between the end pillars and the edge of the table.

Before deploying the armies, each pillar is give a number for the duration of the game. One of the two pillars in the middle is randomly selected as Number 1. The pillar furthest away from Pillar 1 is Number 2. The pillar the furthest away from Pillar 2 is Number 3 and the remaining pillar is Number 4.

### 7.2.2 **Deployment and Entry of Reserves**

**Deployment:** The armies are deployed like the Battle deployment described in the *Rag’Narok* rulebook with a distance of 55 cm between the Deployment Zones.

**Scouts:** Scouts must be deployed beyond charge distance of the pillars. If the scouts can fly, they must be deployed outside the range of their aerial charge.

**Reserves:** Reserves follow the rules for Battle deployment as described in the *Rag’Narok* rulebook.

### 7.2.3 **Pillars and Gems**

The Pillars have the following characteristics: RES: 10, Structure: 4, Very Big size, Armor Crowned, Immunity/Magic Divination, Ephimeral/5. The ephemeral test cannot make pass a Pillar at 0 structure points.



A player who reduces a pillar to 0 structure points and has at least one unit in contact with the pillar gains a number of gems equal to the number of the pillar. These gems are given to one figure in contact with the pillar. This figure is considered a carrier.

If the player who destroys the pillar does not have a unit in contact with it, neither player gains the gems and the pillar is completely destroyed.

It is possible to take the gems from an enemy carrier by destroying him:

- If the player has destroyed the carrier and has a figure in base contact with it, he gains the gems the carrier had and becomes a carrier himself.
- If the carrier is destroyed and there are no figures in base contact, then the gems are left on the ground and may be picked up by any figure. The figure that picks up the gems becomes a carrier.

### 7.2.4 Objectives

**Principle Objective:** The player who possesses the most gems at the end of the game scores 4 scenario points. A minimum of 1 gem is required to achieve the principle objective. In the event that both players have the same number of gems, then the player who destroyed the pillar having the fewest gems (i.e. the lowest number) fulfills the objective and scores 4 scenario points.

**Secondary Objective:** A player that has units in contact with 2 pillars without having any enemy units in contact with the same pillars scores 2 scenario points. If both players have units in unopposed contact with two pillars, then the player whose unit has the highest DF scores 2 scenario points.

**Bonus:** A player gains 250 bonus points if he kills the opponent's commander. A player gains 250 bonus points if his opponent has no gems at the end of the game.

### 7.3 Scenario 3 – The Relics

In the presence of unknown God, the Faith of largest wavers. It is at least what you hope for... That made now several hours that you face an adversary which seems as given as you to carry it. In front of the dubious exit of the combat, only an occult demonstration can from now on tip the scales in your favor in an unquestionable way.

Under your amazed eyes, the divine powers leave their neutrality to decide between the two camps: two relics pulsating an extraordinary energy materialize on the battlefield, like a challenge launched to the two armies.

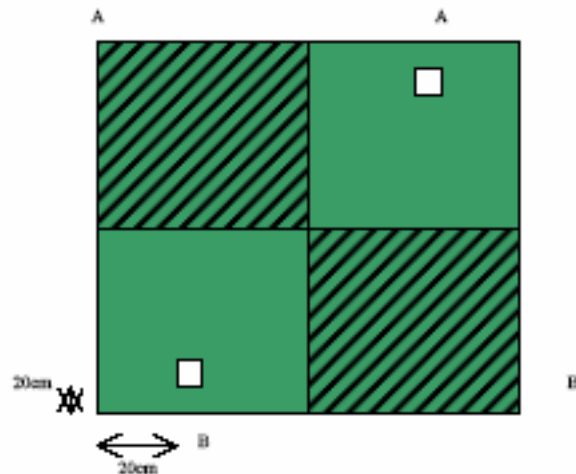
It is more than one did not have any to decide to you: you send a battalion immediately to defend the site occupied by the Relic nearest to you and launch your troops ahead to seize the second, closely persuaded that the catch of these objects of being able will be for you decisive!

Do not be as foreseeable as you are not it with the eyes of the Gods who observe you with recreation and scorn...



**Reserves/Scouts:** Special

**Attacker/Defender:** No



### 7.3.1 Battlefield Setup

The battlefield is divided into 4 equal quarters. One relic is placed in two diagonally opposite corners of the table. The relic is 10 cm from the side of the table and 20 cm from the player's side of the table.

The deployment zones are the two quarters that do not contain relics (the hashed areas in the diagram).

Terrain may not be placed within 20 cm of either of the relics.

### 7.3.2 Deployment and Entry of Reserves

**Deployment:** The forces are placed as pre the Interception deployment as described in the *Rag'Narok* rulebook. If a player has no scouts in his army, then one detachment may be placed within 10 cm of a relic.

**Scouts:** Scouts may not be deployed within charge distance of a relic.

**Reserves:** A player's reserves may not enter on the table quarter containing an enemy's relic.

### 7.3.3 The Relics

The relics have the following characteristics: Resistance: 10; Structure: 3; Inalterable.

The size of the relic of a player corresponds to the most widespread Size among the figurines that this player deployed at the beginning of the turn 1. In the event of equality between several sizes, the player chooses the size of his relic from among these sizes.

The relics are surrounded by a powerful field and may not be shot at by models > 15 cm away. No model may use any ability or effect to move into contact with the enemy's relic on turn 1.



Any combat against a relic is handled last in the turn, as stated in Appendix 2 on the handling of terrain.

### 7.3.4 Objectives

**Principle Objective:** A player receives 4 scenario points if he destroys his opponent's relic without his own relic being destroyed.

**Secondary Objective:** A player receives 2 scenario points if he has a unit with a  $DF \geq 8$  in his deployment zone. If both players fulfill this condition, then the player with the highest point value, excluding independents, in his deployment zone receives 2 scenario points.

**Bonus:** A player gains 250 bonus points if he kills his opponent's commander. The first player to have a magician or faithful character engage the enemy's relic gains 250 bonus points. This bonus may only be gained once per game.

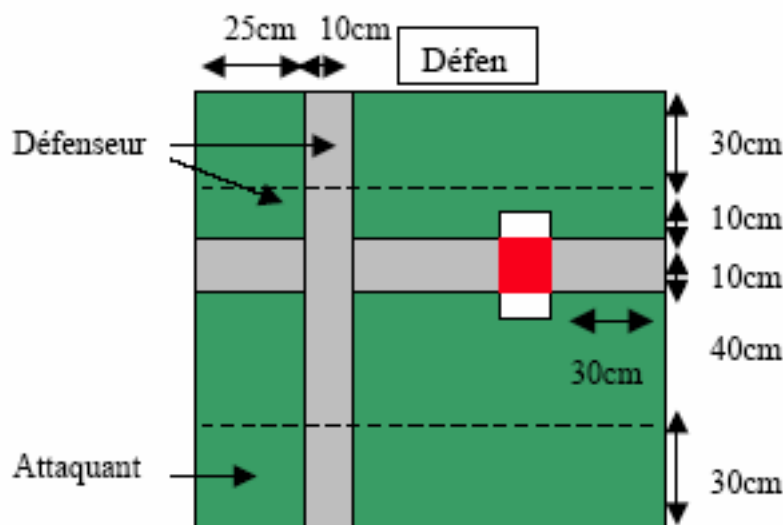
## 7.4 Scenario 4 – The Crossroads

Any Aarklash has entered in boiling for a few weeks. On the immense chessboard that constitutes this continent forged by the fury and the war, of immense armies are constituted and are launched on the roads. Soon, each fort, small valley or path will be the stake of fights without mercy. When you receive the command to hold costs that a node of communication hardly costs a few miles of the line of face, you know pertinently that the enemy is already with the mounting and that a pitiless attack prepares.

Major doubts you attack: is it necessary for you to engage the whole of your forces of start, or to try to take the enemy by surprise? Aren't your forces likely to fall into the ambushes from the unfavorable scouts whose one reported the presence to you a few hours ago? Only one thing is clear in your spirit: you will hold until one raises you.

**Reserves/Scouts:** Special

**Attacker/Defender:** Yes



### 7.4.1 Battlefield Setup

Two 10 cm wide x 120 cm long pieces of gray felt or other terrain represents the two roads. These are shown in gray on the map. The roads divide the battlefield into four unequal quadrants, represented in green.

The Northern edge of the battlefield is depicted as the top edge in the diagram.

The intersection of the 2 roads creates the crossroads (a 10 cm square area). Two buildings are placed on either side of the road running parallel to the deployment zones and 30 cm from the board edge opposite the crossroads. These buildings are represented as white boxes on the diagram. Between the buildings is an area called the Road of the East (colored red on the diagram). There must be a minimum of 40 cm between the crossroads and the Road of the East.

Other terrain pieces may be placed on the board so long as:

- Nothing is placed on the roads.
- At least one terrain piece is present in each quadrant (the buildings already on the board are counted in this restriction).

### 7.4.2 Deployment and Entry of the Reserves

For deployment, the player may begin the game with his Army Commander in reserve. If this is done, then the Rag’Narok rule for replacement commander is used until such time as the Army Commander enters the game.

**Attacker’s Deployment:** The attacker’s deployment zone is within 30 cm from the southern edge of the table. The attacker must have at least 400 PA kept as reserves.

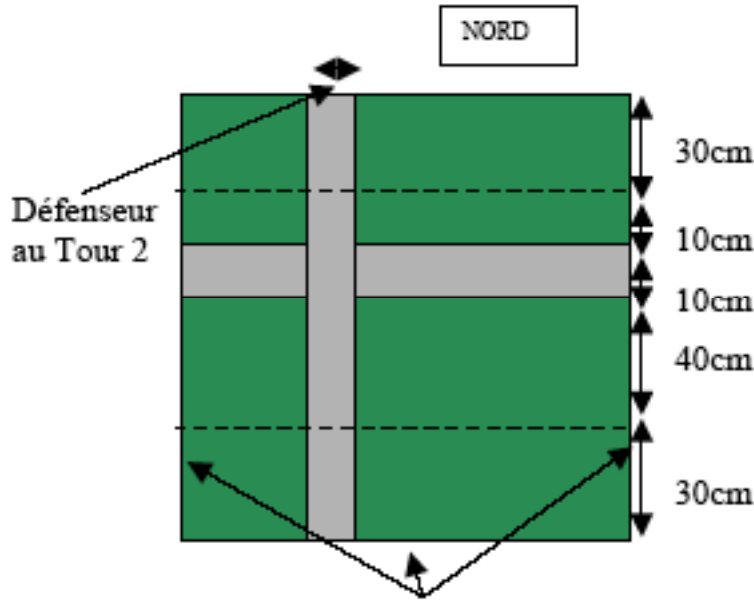
**Defender’s Deployment:** The defender’s deployment zone is the 10cm wide north/south road north of the crossroads. The defender must have at least 800 PA kept in reserve. Units entering after the first turn must enter by this same road.

**Scout Deployment:** Scouts may not be deployed in the opponent’s deployment zone.

**Entry of Reserves:** The following rules apply to reserves in this scenario:

- The attacker may not deploy units from reserve until the Defender deploys reserves.
- No reserve unit may enter on Turn 1.
- When ever the defender wishing to deploy a unit from reserves, he does not need to make a Discipline test. The attacker is then allowed to deploy a unit from reserves without a Disciple test either.
- A player may only deploy one unit from reserve per turn.
- On turn 4, the attacker may deploy an additional unit from reserve by passing a Discipline test of Difficulty 7, even if the defender did not deploy any reserves on that turn.





The units chosen to deploy from reserves are subject to the restrictions presented in the following two tables.

**Table 5 - Attacker Reserve Entry**

Attacker	
Turn 1	No reserve deployment allowed.
Turn 2	Reserves deployed on the edge of the attacker's deployment zone only.
Turn 3+	Reserves deployed from any table edge.

**Table 6 - Defender Reserve Entry**

Defender	
Turn 1	No reserve deployment allowed.
Turn 2	Reserves deployed on the northern edge of the board within 20 cm of the center of the north/south road (see diagram).
Turn 3+	Reserves deployed from any table edge.

### 7.4.3 Control of Zones and Terrain

**Control of the Crossroads:** The player with more units with a DF  $\geq 5$  located on the ground (i.e. stage 0) and within 15 cm of the crossroads controls the crossroads.

- Units with at least 50% of their models within the 15 cm radius can be counted for control.
- In the event of a tie, the player having the highest DF within 15 cm of the crossroads controls it.

Routed units or units that were summoned this turn or the preceding turn are considered to have a DF of 0 for these calculations.





**Control of the East/West Road:** The player with the most units with a DF  $\geq 5$  located on the ground (i.e. stage 0) and within 5 cm of the east/west road controls the road.

- Units with at least 50% of their models within 5 cm of the road can be counted for control.
- In the event of a tie, the player having the highest DF within 5 cm of the east/west road controls it.

Routed units or units that were summoned this turn or the preceding turn are considered to have a DF of 0 for these calculations.

#### 7.4.4 Objectives

**Primary Objective:** A player receives 4 scenario points for control of the crossroads.

**Secondary Objective:** A player receives 2 scenario points for control of the east/west road.

**Bonus:** A player receives a 250-point bonus if more than half of the number of enemy units are eliminated or routed at the end of the game.

A player that earns 6 scenario points gains a bonus equal to twice the PA of all units in reserve and not deployed at the end of the game.

### 7.5 Scenario 5 – Secret Mission

The victory always asks for a catch of risks calculated. Some carry their bravery to the combat with a sometimes-suicidal ardor when others are more inclined to use the means most twisted to transform an apparent rout into success.

Who knows which plan Machiavellian which been able well to germinate in the spirit of the General come today to face you? Does it know itself how the Gods will decide clean sound today leaves?

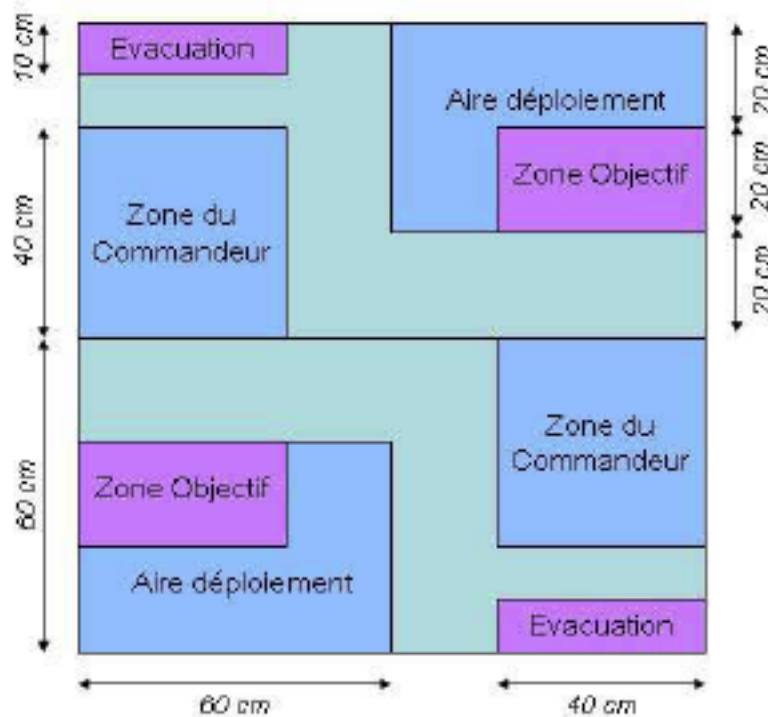
Observing the unfavorable positions since a strategic site, you will have to protect your Commander, précautionneusement to advance the first troops come to join you, and fulfill the Mission which the Gods will have fixed you. Will it be necessary for you to capture the unfavorable chief, to take foot in enemy ground or to dispatch dispatch riders to obtain reinforcements? At the proper time, all will be clear in your spirit.

Whatever the exit of this battle, you know that until the last second, the victory will be played as much by the force of your weapons as by your capacity to carry out an interminable war of nerves... Such is the price to pay to attract you the favors of the Gods of Aarklash...

**Reserves/Scouts:** Special

**Attacker/Defender:** No





### 7.5.1 Battlefield Setup

**Choice of Messengers:** Each player secretly notes on his army list 3 models in a single unit as the messengers. Messengers may not be independents or have the leadership ability. The messengers may not voluntarily fly.

**Deployment of the Commander:** Each player deploys his Army Commander's unit in the zone indicated on the diagram. A discipline test is made with the winner deciding who will deploy his commander first.

Models in this unit and those summoned into this zone may not fly at all during the game. No member of the Army Commander's unit may leave this zone until the enemy's Army Commander has been captured. Once the enemy Army Commander has been captured, the Army Commander's unit may leave this zone and join the rest of the army.

Likewise, no friendly unit may enter this zone before the capture of the enemy Army commander.

*It is strongly recommended for this scenario to have the Army Commander integrated with a Unit before the beginning of the tournament.*

**Random Mission Selection:** Each player randomly selects one of the 3 missions for this scenario. The mission is noted on the player's army list and kept secret from the other player. The mission is used to determine the principle and secondary objectives for the player.



### 7.5.2 Deployment and Entry of the Reserves

**Deployment:** Each player deploys a maximum of 2 units (including Scouts) in addition to the Army Commander's unit. The two units may not total more than 1,000 PA. All other units are held in reserve.

These units are deployed on the player's half of the table outside of the Army Commander's Zone. This area includes the objective zone. If one of the units has the Scout ability, it may deploy on the player's side of the board as long as it remains outside of the Army Commander's zone.

**Scouts:** Units with the Scout ability are restricted to deploy as stated above. To summarize:

- If the Army Commander's unit has the scout ability, the unit must deploy in the Army Commander's zone.
- If the scout unit is not a part of the Army Commander's unit, it must deploy on the player's half of the table outside the Army Commander's zone.

**Entry of the Reserves:** Beginning with turn 2, a player may deploy his reserves on his side of table in the Zone of Deployment marked in blue on the diagram. The models may be deployed up to 20 cm in rather than the standard 10 cm.

Once per game, each player may deploy one unit from reserves without making a Discipline test.

### 7.5.3 Objectives

**Principle Objective:** A player scores 4 scenario points for fulfilling the mission selected before the start of the round.

**Secondary Objective:** A player scores 2 scenario points if he fulfills his mission and his opponent fails to fulfill his mission.

### 7.5.4 Missions

To randomly determine the mission, roll a d6 on the following table

**Table 7 - Mission Table**

Die	Mission
1 or 2	Mission 1: Capture the Enemy Commander
3 or 4	Mission 2: Control the Objective Zone
5 or 6	Mission 3: Dispatch a Messenger

#### **Mission 1: Capture the Enemy Commander.**

A commander may be captured in one of two ways:

- The commander is withdrawn from the battlefield
- The commander is in melee at the end of the combat phase and his unit is at 25% or less of its starting numbers (round fractions down).

A captured commander is immediately removed from the battlefield. The player who captures the enemy commander fulfills mission 1.



**Mission 2: Control the Objective Zone.**

At the end of the game, each player compares the number of unit commands he has in the enemy's Objective zone with the number of unit commanders the enemy has in the same zone. If the player has more unit commanders, he controls the zone and fulfills Mission 2.

**Mission 3: Dispatch a Messenger.**

If at any time during the game, one of the messenger figures is in the Enemy's evacuation zone, the player completes Mission 3.



## 8 Special Rules

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This appendix covers limitations and modifications for tournament forces.

### 8.1 **Terrain Rules**

A terrain element that has structure points is considered an enemy unit for the purposes of charging and engagement. If a terrain element is destroyed, models may pursue as if they had eliminated an enemy model.

Melees against terrain elements are always resolved after all other melees have been resolved. Therefore, a player should consider how many dice to reserve after the combat separation for use on the terrain element.

When both players engage a terrain element, the player that won the tactical roll for the turn decides the order for the attacks against the terrain piece.

#### 8.1.1 **Light Terrain**

This terrain feature consists of scattered stones  $\geq 5$  cm in all dimensions or small scrub bushes. This feature does not affect movement or block line of sight. This terrain feature only adds visual enhancement to the battlefield.

#### 8.1.2 **Forest**

There are two types of forest: dense and light. The tournament organization announces the type of forest for play on the day of the tournament before the beginning of the first round. All forests are of this type for the duration of the tournament.

All forests are considered indestructible.

##### Movement Effects

It is impossible to cross a dense forest.

A detachment, or a unit of more than 4 figures in open formation may cross a light forest. A light forest is considered encumbered ground and doubles the movement cost.

##### Shooting Effects

A forest, both dense and light, blocks line of sight through it as if it were a large sized model.

A line of sight exists to models inside a light forest.

#### 8.1.3 **Hills and Mountains**

Hills and mountains are indestructible.

A model whose base is entirely on a hill is considered as being a size larger than its normal size to determine line of sight.

A model on a hill may see figures behind a light forest, but not a dense forest.

A missile firing model on a hill does not incur a penalty when firing at models flying at stage one, and may even fire if placed in the third row of his unit.



### **8.1.4 Buildings**

Buildings are indestructible.

Buildings block all lights of sight below flying stage 2.

Buildings may not be entered no may models be deployed inside or upon a building.

Models flying at stage 1 must move around buildings.

### **8.1.5 Ruins**

Ruins are indestructible.

The intact parts of ruins block line of sight.

Ruins may be cross and are considered difficult or very difficult ground. The tournament organizer determines the type of ground.

If the ruin is large enough, a regiment in tight formation or a detachment may move through the ruin. Otherwise, a ruin is impassible (unless ruled passable by the tournament organizer).

Models flying at stage 1 must move around the intact parts of a ruin.

## **8.2 Scenario Special Abilities**

These special abilities are to be used only if specified by the scenario.

### **8.2.1 Transporting an Object**

A unit or detachment may carry an object the size of a create base (40 cm x 40 cm) if there are 4 Large sized models or 8 Normal/Small sized models to carry it. An object may have weight that may penalize a unit carrying it.

Any movement penalty is based on the number of carriers that are in contact with it at the beginning of its movement. This penalty also applies to models with the Inalterable ability.

An object may be transferred from one unit to another. However, the object may only be moved once during a turn.

A unit may release the object at any time during the movement of the object. If an object is released at the beginning of a unit's move, the unit suffers no movement penalties. If the object is released at another time, the unit still suffers the movement penalties.

Flying units carrying an object may not leave stage 0. Also a unit may not use any special movement ability while moving an object.

No artifact, ability (such as mutagen), spell or miracle can be used to transport the object beyond twice the movement characteristic written on the card of the models carrying the object. However, these additions can be used to reduce any penalties imposed on movement by the object.

As long as a unit transports an object, it is subject to the same rules models associated with an artillery piece.



A unit of 3 Thermo-Priests on Razorback (Movement 15) transports an object (idol) of weight 10. All the warriors are in contact with the idol and suffer a 6 cm movement penalty, resulting in a 9 cm movement for the turn.

The Unit makes a pressure roll and adds 4 to its movement characteristic; therefore its movement is now 13 cm (15 cm base – 6 cm for the object's weight + 4 for the pressure roll). The unit may now run 26 cm (modified move of 13 cm doubled).

If the same unit has the Caduceus, it gains a bonus of 10 cm to its movement, which gives it 19 cm (15 cm base – 6 cm for the object's weight + 10 for the Caduceus). It may move 19 cm or run 30 cm. The maximum distance moved may not be greater than the twice the movement characteristic on the units' card.



## 9 Specific Limitations

This appendix covers limitations and modifications for tournament forces.

### 9.1 *Artifact Limitations*

Name	# Allowed	Additional Modifications
Mystery Devil	0	
Cullinahn	0	
Headstock of constraint	0	
Headstock of the famished ones	0	
Bag of Bones	0	
Sentence of Núhl	0	
Value of Endimyon	0	
Ring of clearness	1	The effect does not apply at the time of a Spell or a Miracle.
Scratch of Titan	1	Affiliated with the clan of Sessairs
Eye of the Reaper	1	The bonus can only be acquired ones per turn no mater the number of losses inflicted
Némésis Treatment	1	
Black d\Diamond	4	
Pierre of Lightness	4	
Seal of the Temple	5	
Minor Awakened Weapon	20	
Tattooing of the unconscious one	20	

### 9.2 *Miracles and Communions*

Name	# Allowed	Additional Modifications
Perseverance	0	
Occult Dubbing	1	A player may call Occult Dubbing once per turn per effect for all the target models.
Mystic Desincarnation	2	Use 2 times per turn.
Fogs of Paddle	1	Twice per turn
Replacement of the Imposters	1	Twice per turn
Indefectible Rampart	1	Once per turn
Invocation of the Harvester	4	The maximum number of Harvesters called per invocation depends on the rank of the Faithful (1: Devout, 2: Zealot, 3: Deacon, 4 : Avatar).





### 9.3 *Spells and Rituals*

Name	Element	# Allowed	Additional Modifications
Viel of Mist	Water	0	
Volcanism	Fire	0	
Peace of the Hearts	Light	0	
Gift of the Mirage	Neutral	0	
Rejection	Neutral	0	
Emphysema	Air	1	
Carrying Wind	Air	1	
Provocation	Air & Fire	1	Frequency 1
Nymph	Water	1	Frequency 1
Perl of Purification	Water	1	Frequency: 2
Swell of Fire	Fire	1	Frequency 2
Burning Breath	Fire	1	
Celestial Plague	Light	1	
Chimerical Sword	Light	1	
Cloud of Vultures	Neutral	1	Frequency: 1
Duration: until the end of the following turn			
Chaos Interior	Darkness	1	Frequency:2
Star of the Abyss	Darkness	1	
Fate	Darkness	1	Frequency: 2
Thousand Lacerations	Darkness		Remove the RES test
Shadow of Death	Darkness	1	
Putrescence	Darkness		
Chitonious Eruption	Earth	1	
Telluric Slide	arth	1	
Anger of Earth	Earth	1	Frequency: 1
Earth Wall	Earth	1	Frequency: 1
Manipulation	Darkness		May be cast twice per turn on a figure no mater how may copies of this spell are in the army list.

### 9.4 *Army Packs*

Name	Force	Specification
Coil Dreams	Wolfen	This pack is not authorized for tournament play.



### 9.5 **Combinations**

<b>Combination</b>	<b>Specification</b>
Hellions of the Ghost and Flesh of the Hydra	The effect of Flesh of the Hydra is applied after the effect of Hellions of the Ghost.

### 9.6 **Figure Card Profiles**

<b>Name</b>	<b>Specification</b>
Master of Carnage	Fury Points; The bonus affects the STR instead of the roll to wound.
Viraë, Queen of Fiannas	When it obtains IdS, Viraë may not modify or reroll related to this ability.
Viraë, Queen of Fiannas	The Fiannas that return due to Reinforcement may (not must) be deployed within the Queen's aura of faith.
Expert Sapper Orc	Not authorized for Tournament play.
Wolfen Hunter Apprentice	Wolfen Hunter that is apprenticed to a Wolfen Prowler is considered to have a rank of special.



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