

FAQ RAG'NAROK

12/03/04

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I. INTRODUCTION A LA METHODE

This document is presented both in the form of a rule summary and a classic FAQ.

Each of the following chapters deals with one of the essential aspects of Rag'Narok®: Orders, movement, shooting, hand-to-hand combat, magic, etc.

These sections always begin with clarifications of the rules, the need for which was highlighted by the questions that were asked of us. These clarifications are sometimes followed by an FAQ section which brings together questions relating to specific game situations.

Finally, the last chapters are devoted to the FAQ concerning spells, miracles, artefacts, etc. In short, all special game effects.

We hope that this document will help you answer all your questions about Rag'Narok®.

II. COMPOSITION DES ARMEES

1 . Limitations

Limitation of Characters and War Machines Characters with "Artillery" in their Rank, such as Lor-Arkhon and Golborak, must be counted in both the 50% Characters and the 25% War Machines.

2 . Formation of Units

Units, Allies and Mercenaries.

All members of the same Unit must be from the same people.

Leader and Unit Building

The rule on the constitution of Units implies that a troop of 50 AP or more can constitute a Unit on its own. The cost of the Leaders is also included in this limitation, so if the total cost of a Leader is greater than or equal to 50 AP, he can constitute a Unit on his own.

A Gravekeeper Leader is therefore not required to join another Gravekeeper.

3 . Fighter Wound Racks

warrior-mages and warrior-monk

The Warrior-Mage and Warrior-Monk skills also allow Characters to sustain 1 more Wound. To kill a Large Size warrior-mage Character, you must therefore inflict 5 Wounds on it.

However, the combination of these two skills does not allow the same Character to benefit from 2 additional wound levels. A Character who is both a monk-warrior and a warrior-mage therefore only benefits from one additional wound level for these two skills.

III. FIGHTER SIZE

There are four different Sizes for miniatures and terrain elements. These can in particular have an influence on the shots.

• **Small Size:** Goblin, Dwarf, Baron Samedi, Dwarven Bomber, Battle Toad, Familiar, No-Dan-Kar Ridgebearer. • **Normal size:** Human, Giant Barbarian, Executioner, Melmoth, Alderan, Sasia Samaris, Ghost, Minion Formor. • **Large Size:** Wolfen, Centaur, Elemental, Son of Uren, Great Skull, Minotaur, Goreth the Massive, Sophet Drahas, Tiger of Dirz, Troll. Any cavalry model is considered Large, unless the mount itself is Very Large. • **Very Large Size:** Belial, Dragon.

The Size of some War Machines is specified on their reference card. Otherwise, it is the Size of the servants of the machine that serves as a reference.

F.A.Q.

Q: How tall is Elghir on his cauldron?

A: Even though he is mounted on his cauldron, Elghir is of Small Size.

Q: How tall is Golborak in his armor?

A: Despite his imposing Golgoth armor, Golborak is Small in Size.

Q: How big are Formor minions?

A: Average size.

IV. LINE OF SIGHT

Contrary to *Confrontation*® where the line of sight of a miniature is 180°, the line of sight of a Unit in *Rag'Narok*® is calculated according to an angle of 90° in relation to the front of its miniatures.

However, a miniature is considered to have a line of sight on any miniature in contact with its base.

Note: a point on the base can designate the front face of the base to be taken into account for lines of sight when the position of the miniature on the base is not explicit.

Inside a Unit in close formation, the second Rank miniatures are considered to have the same line of sight as those of the first Rank.

If the Unit is in dispersed formation, the figures of the third Rank also have the same line of sight as those of the first and second Rank.

The troops that make up these rear ranks also use the same angle of view as those in the first rank. The Independents use their own point of view.

1 . Line of Sight Obstacles

Certain obstacles can block the fighters' line of sight.

To determine whether or not an obstacle prevents a model from seeing its target, three parameters must be taken into account: • the Size of the "source" (the fighter trying to see over the obstacle). • the Size of the obstacle itself.

• the Size of the "target" (the piece of scenery or the figurine that the source is trying to see).

If the "source" or the "target" is of a larger Size than the obstacle, then the "source" can see the "target".

Example: *A Griffon Fusilier (Normal Size) wants to shoot at a Minotaur (Large Size), but a Fianna (Normal Size) is in the way. The target (the Minotaur) being of a greater Size than the obstacle (the Fianna), the source (the Fusilier) can therefore shoot at it. The Minotaur will still be considered partially visible and the Rifleman will suffer a penalty on his Shooting roll.*

The fighters, whatever the position of the miniature, are associated with Size categories.

Regarding the decorative elements, refer to the following data: • less than 1 cm: ignore the obstacle • From 1 to 3 cm: Small Size

- From 3 to 6 cm: Normal size
- From 6 to 8 cm: Large Size • From 8 to 10 cm: Extra Large Size/Huge
- From 10 to 14 cm: Very Large Size/Colossal
- Greater than 14 cm: Very Large Size/Gigantic

If the obstacle is slightly offset from the trajectory between the source and the target draw an imaginary line between the middle of the base of the source and

that of the target. If the line is not cut by then the target is considered to be partially visible.

2 . Line of sight in melee

In the heart of the fray, the rules on lines of sight are the same. A miniature engaged by the four sides of its base therefore remains visible to any miniature situated on one of the diagonals defined by the angles of its base. However, it is considered to be only partially visible.

V. FORMATIONS

1 . Concept of contact

To determine if two miniatures, friendly or enemy, are in contact imagine that they are enemies: if they are in a position to fight against each other, then they are considered to be in contact.

contact.

VI. COMMANDERS AND LEADERS

1 . Commander

Commander in disarray

A routed Commander no longer generates a basic Order until it has been rallied. However, his Discipline is still used for the Tactics roll and he continues to generate additional Orders.

Death of the Commander

On the death of the Commander, the player must designate another Commander whose Discipline will be used for the Tactical rolls. An Allied Commander or Mercenary cannot replace the Commander (unless it is a Mercenary of the same people as the Commander). **Nor can a Standard Bearer or a Musician take over from the Commander.**

2 . Transfer of Command

A Commander Character only transmits his Courage or Fear and Discipline values to Units that are at the same level as him.

3 . Commander in disarray

A Routed Commander, including the Army Commander, no longer generates Basic Orders until rallied.

4 . Musicians and Standard Bearers in a Unit

A Musician brings a +1 in Discipline to the Unit he accompanies, **whether it is a scary or a brave Unit.**

A Standard Bearer brings a +1 in Courage or Fear to the Unit he accompanies. **A Standard Bearer only provides this bonus to fighters of the same standard with the same type of value (Courage or Fear) as him.**

A General Staff makes it possible to transmit the values of Courage or Fear and Discipline of the Commander through the Musician and the Standard Bearer.

To do this, the figure serving as a relay must be **within its own Command range of at least one other member of the General Staff.**

Staffs are created before the game, but they can be changed during the game.

During the game, the Staffs must be defined just before each Tactical roll. All members of a Staff must be of the appropriate Rank and Type and must belong to the same Unit. A General Staff cannot be formed during the movement phase.

Once the General Staff is formed, the Commander who is part of it cannot pass on his Command through another Musician or Standard Bearer than those who form his General Staff.

5 . Staffs A Staff

consists of a Commander accompanied by a Musician or a Standard Bearer or both. All must be of the same Rank category **and must all have the same value type (Courage or Fear).**

6 . Restrictions

Standard Bearers, Musicians, Constructs, Wizards (except Warrior-Mages), and Faithful (except Warrior-Monks) cannot become Leaders.

Undead cannot become Leaders either, except for those with a Power or Faith value. This point takes precedence over the rule that prohibits a magician or a faithful from becoming a Leader: a magician (warrior-mage or not) or a faithful (monk-warrior or not) who has the "Undead" skill can become a Leader of an Undead Unit.

For example, Sophet Drahas can become the Leader of a Unit of Morbid Puppets.

7 . Rank Category Difference

Warrior-mages and warrior-monks can become Leaders of any Unit of their people, regardless of their Rank category.

As a result, it may happen that a Leader is of a lower Rank category than that of the Unit he leads. In this case, he transmits his Courage and Discipline values to his Unit without any penalty.

REMINDER: If the Courage or the Discipline of a Commander is lower than that of the troops of the Unit, it is the values of the troops which must be used for the tests relating to these characteristics.

F.A.Q.

Q: It is specified in the rulebook that a warrior-mage or a warrior-monk can become Leader of any Unit, regardless of its Rank.

Does this mean that Rank category difference penalties don't apply to warrior-mages and warrior-monks?

For example, can Sered command Conscripts without penalties?

A: No, this clarification simply indicates that, unlike normal Characters and Leaders who can only accompany Units of a Rank category equal to or lower than their own, warrior-mages and warrior-monks can become Leader of n any Unit of their people, even if it is of a higher Rank category than theirs. But if they are accompanying a Unit of a lower Rank category than their own, the Discipline and Courage penalties apply as normal.

8 . Leaders and Units

The number of Leaders per Unit is not limited.

A Leader can constitute a Unit on his own if he is worth at least 50 AP

A Unit can be made up exclusively of Leaders.

During battles, all identical Leaders of the same Unit are played together.

VII. MOVEMENTS

The rule that allows a charging Unit to go around an obstacle whose base on the ground does not exceed 5 cm in diameter also applies to all other types of movement. Thus, a Unit is not obliged to maneuver to circumvent a tree or a small rock, it can advance straight without taking into account the presence of such an obstacle.

F.A.Q.

Q: A Unit can only move in a straight line and is only allowed one reorientation per turn. These reorientations occurring before or after the movement, how to manage the movement of the Units on a congested ground?

A: It is highly recommended to avoid playing on a crowded field. The presence of obstacles is important and offers a certain strategic interest, but too many decorative elements affect the fluidity of the game.

A. Flight: New rules These rules replace those described in *Incarnation for Confrontation*® and in *Rag'Narok*®.

1 . altitude stops

Three altitude steps are used to represent the position of the fighters on the battlefield and in the air.

level 0: All the figurines in contact with the ground are at level 0, even if they are on a high level piece of scenery. The decorative elements placed on the battlefield are also considered to be at level 0. The latter is therefore not located on the level of the game table, but of course the relief of the elements arranged on it. .

Level 1: This level represents the low altitude flight zone. **Level 2:** This level represents the high altitude flight zone.

Deployment 2

have the "Flight" ability must be deployed at level 0, unless a scenario requires another initial situation.

3 . Placing miniatures

When two miniatures or two Units are vertical to the same point on the ground but at two different levels of altitude, placing them relative to each other becomes tricky. To remedy this situation, the following rules must be applied. As soon as a fighter takes off and finds himself at level 1 or 2, his figurine is replaced by an Altitude token (supplied with *Rag'Narok*®). Also make a mark on one of the sides of the marker to symbolize the front of it in order to be able to determine the field of vision of the miniatures represented.

In *Rag'Narok*®, an entire Unit is represented by a single pawn, regardless of the number of fighters composing it. The counter is placed in the middle of the first Rank of the Unit. The miniatures of this Unit are placed outside

of the battlefield, on a separate support. All fights taking place at levels 1 and 2 will be simulated on this other medium.

As long as the fighter or the Unit remains at level 1 or 2, all his movements are carried out using the counter that represents him.

4 . Movement on the ground and in the air

Miniatures with the "Flight" skill have two MOV values. The first represents their movement on the ground and the second that in flight.

A fighter who performs his movement at levels 1 or 2 or who takes off from level 0 uses his second level (ie his flight "speed").

Movement in the air follows the same rules as movement on the ground, with a few exceptions.

- In *Rag'Narok*®, a Unit in flight moves as if it were a single miniature for all matters related to movement constraints.
- Only the pawn is moved. The size of the bases of the miniatures as well as the number of fighters in a Unit are not taken into account: the pawns can "go around" freely. This represents the extreme mobility of troops moving through the air.
- When a miniature/Unit in flight charges or engages another, the distance between the token representing it and the target of the charge is measured. To *Rag'Narok*®, it is as if all the miniatures of the Unit in flight were at the exact place where the pawn is. This means that if a flying Unit charges or engages another flying Unit, all miniatures of the charging Unit can be placed in contact with any miniature of the charging Unit (provided there is the instead of positioning the attacking figure in contact with its base), while respecting the formation distances.

Change of level Changing

level reduces the MOV (in flight) used for the model's movement by 5. During the same movement phase, a figurine is only entitled to one change of level, regardless of the direction of this change of level.

Example 1: *A morbid angel located at level 2 "descends" to level 1. Its Flying Movement value being 17.5, it becomes 12.5. The morbid angel therefore goes to level 1 and can still move a maximum distance of 2 5 cm*

Example 2: *A harvester in Mid-Nor at tier 0 changes tier to fly at tier 1. Its Movement in flight being 15, it changes to 10. The*

harvester therefore goes to level 1 and can still move a maximum distance of 20 cm

Move to landing 1

At level 1, the fighters ignore the movement penalties linked to the different types of terrain, but they must go around obstacles whose height exceeds 15 cm

Movement at level 2

At level 2, the fighters ignore all obstacles (except the other creatures located at level 2) and the movement penalties linked to the different types of terrain.

Landing

Once a flying fighter has landed at level 0, he can no longer use his MOU, on the ground or in the air, to move during the current movement phase. He can nevertheless shoot or attack under normal conditions. He can also carry out a pursuit movement (in *Confrontation®*) or a push movement (in *Rag'Narok®*) during the hand-to-hand combat phase. It is then his Movement on the ground that is taken into account. A fighter cannot change level during a pursuit or push movement.

5 . Tir wants you

A fighter can shoot at a target located at a level directly below or above his own. It is not possible to fire on the ground from level 2 and vice versa. The distance between the shooter and his target is measured on the ground, from the shooter's base (or the counter representing it) to the target's base (or the counter representing it).

When a fighter targets a figurine at a level different from his own, the difficulty of the shot is increased by 2 points.

Spells and miracles are also subject to the same rule.

A fighter in the air never hides another fighter in the air and a fighter on the ground never hides another fighter on the ground if the shot comes from level 1.

In *Rag'Narok®*, all the miniatures of a Unit in flight can shoot, regardless of their position in the Unit and the level at which their target is.

All the miniatures of a Unit in flight can be hit when it is targeted, even if the shooters are at a higher or lower level than theirs. Finally, all the miniatures of a Unit on the ground can be hit when it is targeted by shooters located at level 1

6 . Melee and flight

Fights at Tier 1 or 2 are simulated outside the battlefield, on another table. This allows melee to be viewed in flight without interfering with the placement of miniatures at level 0 Two miniatures can only be considered in contact with each other if they are both at the same altitude level.

Hand-to-hand combat in flight

If a hand-to-hand combat takes place at level 1 or 2, it is the movement in flight of the fighters which is used for pursuit or pushing movements.

A fighter cannot change level during a pursuit or push movement. In *Confrontation*®, the “on the ground” pawn is used to simulate pursuit movement. In *Rag'Narok*®, the pushing movement takes place normally, by moving the miniatures on the table where aerial combat is simulated. On the other hand, if the Unit disengages or uses its pushing movement to regroup, this movement is simulated using the counter on the ground.

dive charge

A fighter

located at level 1 or 2 can perform a dive charge on an opponent located at the level directly below his. This attack follows the same rules as a normal charge.

When a fighter performs a dive attack, he benefits from +2 in INI, ATT and STR.

In *Confrontation*®, this bonus is **only** valid against the charged figure. In *Rag'Narok*®, this bonus is **only** valid against a miniature belonging to the loaded Unit.

If, at the end of the separation from the melee, the charged miniature is not involved in the same combat as the fighter who performed the dive, the latter's bonus is cancelled.

In *Confrontation*®, if this same miniature returns to fight against the fighter who swooped following a pursuit movement during the same turn, the bonus generated by the swoop does not apply. Whatever happens, this bonus disappears at the end of the round.

VIII.COURAGE AND FEAR

1 . Mixed units: Courage and Fear.

If a Unit that has both brave and scary fighters is engaged or charged by a scary Unit, compare the Domination Factor/DF of brave fighters and scary fighters within that Unit.

• If the DF of brave fighters is greater than or equal to the DF of frightening fighters, then the whole Unit must make a Courage test and all its members will be subject to the State obtained. • If the DF of brave fighters is lower than the DF of fearsome fighters, then the Unit does not have to make a Courage test.

Example 1: *A Unit made up of 1 Provost of Uren (Courage) and 5 Thermo-warrior (Fear) is charged by a Unit of Wolfen (Fear).*

Within the Dwarf Unit, the DF of courageous fighters is 1 while that of fearsome fighters is 5. This Unit does not have to make a Courage test.

Example 2: *A Unit consisting of 1 Thermo-Priest on Razorback (Fear) and 2 Sons of Uren (Courage) is charged by a Wolfen Unit (Fear).*

Within the Dwarf Unit, the DF of courageous fighters is 4 while that of fearsome fighters is 2. The whole Unit must therefore make a Courage roll and will use its total Domination Factor, i.e. 6, to determine its reaction in the event of failure. Whatever state is obtained, the whole Unit will be subject to it.

IX. THE STATES

1 . Rout in the fray

A Unit routed while in melee does not immediately flee. She must first manage to Disengage.

During a forced disengagement, the type of disengagement, *in dodge* or *in Force* is not left to the choice of the player. If the troops' INI is greater than or equal to their STR, the Unit must attempt a dodging disengagement, otherwise it must attempt a force disengagement.

If the disengagement attempt fails, the Unit remains in the fray.

Its members suffer rout penalties and cannot perform any attack, not even through counterattack and Ambidextrous skills.

If the disengagement attempt is successful, the fighters march towards the nearest table edge. If certain miniatures, because of their position in the fray, are "behind", they must be replaced within formation distance of their Unit.

X. RESERVES

. Reserve entrance 1

A player only decides where his reserves will enter play after he has passed the required Discipline test.

XI. THE ORDERS

1 . Loss of Orders

A Unit that is engaged or charged in any way loses the Orders assigned to it, unless they are reaction Orders.

A Unit that has just been charged or engaged cannot resolve a Disengage or Pursuit Order in the same turn.

2 . charge

F.A.Q.

Q: What happens if a unit that has a Charge Order has absolutely no targets in its line of sight when the Unit activates (due to a blast, a veil of mist or anything else)?

A: In this case she can attempt to cancel the Order. If unsuccessful, it must load. If it still comes into contact with an opponent, the charge is considered an engagement. If it does not come into contact with any adversary, it is disorganized.

3 . rapid fire

Rapid Fire Orders are the only Orders to be revealed and resolved before the Movement Phase.

A Unit that has received a Rapid Fire Order reveals and executes that Order during the first Fire phase. If she received a second Order, then she chooses between this and the Rapid Fire Order.

If enemy Units reveal a Rapid Fire Order, the order of resolution does not follow the usual rule for activating Orders. All Units that are going to perform rapid fire must reveal their Orders at the same time, starting with those of the player who lost the Tactics roll. The Units then resolve their fires in descending order of INI. If opposing Units have equal Initiative values, those controlled by the winner of the tactics roll fire first.

4 . counter-charge

A counter-charge Order must be declared before the distance between the two Units has been measured.

If the charging or engaging Unit must make a Courage test, it must be made **after** the charged Unit has declared its counter-charge, **but** before it is activated. If the Courage test fails and results in the Rout or Control state, the counter-charge does not occur. In case of rout, the Unit flees. If the reaction is control, the Unit remains in place and its Orders are discarded.

5 . disengagement

Whatever the situation, the only type of movement that a fighter who has just disengaged can make is a march.

If no member of a Unit that has received a Disengagement Order is in contact with opponents, the disengagement is automatically successful.

Even surrounded, a Unit can still disengage. This therefore implies that the miniatures can "pass" through the opposing miniatures. This depicts the warriors jostling their opponents to clear their way. However, logic must still prevail in this case.

When a Unit disengages, the move must be made in such a way as to avoid crossing enemy Ranks as much as possible.

F.A.Q.

Q: It is possible to disengage followed by a shot. Are other combinations of this type, such as Pursuit and Shooting or Retreat and Shooting possible?

A: Not.

Q: Can fighters with the "Harassment" skill disengage and shoot during the first shooting phase?

A: Not.

XII. MANEUVERS

A Unit must announce that it is attempting a maneuver immediately after activating an Action Order (Immobile also counts as an Action Order). **If the maneuver requires a test, this must be done when the maneuver is announced.**

1 . Quarter turn

Such redirection can be done before the resolution of the Order or after it.

2 . U-turn

A U-turn can only be performed before the Order resolves.

3 . Lateral displacement

This maneuver can only be performed if the Unit has received a March or Run Order.

XIII.THE ACT

XIV. HAND-TO-HAND

1 . Separation of fights

F.A.Q.

Q: If a figurine finds itself after splitting the melee facing 2 different profiles, which player chooses which combat is resolved first? And when?

A: Progress of the fight:

1/ The winner of the Tactical roll separates the scrum.

2/The winner of the Tactical roll chooses a fight in this melee.

3/The winner of the Tactics roll chooses which fighters will fight first (for example, if Abel is in contact with a Skorize and a Keratis and the Griffon player has won the Tactics roll, he decides, by example, that Abel is going to fight the Skorize).

4/Both players proceed to the INI roll.

5/Once the INI roll has been made, the Griffon player must decide how many dice Abel will devote to the fight against the Skorize.

6/The fight between Abel and the Skorize is resolved.

7/If Abel is still alive, the fight against the Keratis is resolved. If Abel has kept the dice, the two players proceed to a new INI roll, otherwise the Keratis can immediately carry out its attack.

2 . Test d'Initiative**3 . Distribution of combat dice****4 . Acquisition of additional dice****5 . Resolution of attacks****6 . Resolution of Defenses****7 . counter attack****8 . injuries**

During a Wounds roll, a result of "1" on the die does not mean a automatic failure. The number of wounds inflicted should simply be read on line 1 of the table. Thus, if the Strength-Resistance difference is +9, the Wounds roll will inflict 1 wound on a result of "1"

If the Damage roll is re-rolled (if the first roll resulted in a "6" by example) and the second roll gives a result of "1", then the number of wounds inflicted should also be read on line 1

If the attacker benefits from a bonus to his Injury roll, a result of "1" is always read on row 1 of the table, even if it follows the relaunch of a "6" or if the fighter has an ability allowing him to modify the result of the roll (like the Scourge skill for example).

9 . Devastating Attack

For an attack to result in a Devastating Attack, the Damage roll generated by this attack must inflict more damage to the target than needed to kill him. In this case, it is the number of injury notches that remain at the target which must be taken into account.

Example 1: *A Minotaur fights a Wolfen warrior who has not yet suffered no injury. The Minotaur inflicts 2 wounds on the Wolfen on a single roll. of injuries. The Wolfen has 2 wound levels, these two wounds are enough to kill him but do not generate a Devastating Attack.*

Example 2: *A Minotaur fights a Wolfen warrior who has already suffered a wound. The Minotaur inflicts 2 wounds on the Wolfen on the same roll of Injuries. The Wolfen only having one injury notch left, these two wounds kill it and lead to a Devastating Attack for the Minotaur.*

F.A.Q.

Q: Is it possible to perform a devastating attack against a model that is in contact with the attacker, but which has been assigned to a combat other than this one at the end of the melee separation?

A: Not.

Q: If the model targeted by a devastating attack has not yet fought, can it use its combat dice to defend itself?

A: Yes.

Q: If the figure targeted by a devastating attack places one or more combat dice in defense but the devastating attack fails, can it then put those same dice back in attack?

A: No, in this case these dice can eventually be used to defend against another attack, but they cannot be used to attack (except through the counter-attack or the Ambidextrous skill).

10. Remove attack dice.

During a fight, if a side suffers losses before making its Attack rolls, it may happen that some of its attack dice must be discarded. The rule is as follows: In a combat, the number of attack dice from which one side benefits cannot exceed the number of combat dice available to the miniatures which can still attack (i.e. those which are still alive and who are in contact with an adversary involved in the fight in progress).

Example 1: 7 Alahan Guards fight 9 Morbid Puppets.

The Guards win the Initiative. The Puppets place 4 dice in defense and 5 in attack. The Guards place 2 dice in defense and 5 in attack.

The Guards successfully complete their 5 attacks. The Puppets make their 4 Defense rolls, but none succeed and the Guards kill 5 Puppets.

There are therefore 4 puppets left for 5 attack dice. As each puppet has only one combat die, these 4 puppets can only have a maximum of 4 attack dice. 1 attack die must therefore be discarded.

Example 2: 9 Griffin Duelists face 3 Vile-Tis Carnivores.

The Duelists win the Initiative. The predators place 2 dice in defense and 4 in attack. Duelists place 4 dice in defense and 5 in attack.

Duelists land 4 attacks. The Predators make their 2 Defense rolls and succeed in one. Despite this, the Duelists manage to kill a Carnivore.

There are therefore 2 predators left for 4 attack dice. Each predator having 2 combat dice, these 2 predators can have a maximum of 4 attack dice. No attack should be discarded in this case.

11. Pushing motion

During the pushing movement, the fighters must move forward, they cannot retreat, unless it allows them to engage an enemy in their melee or if the Unit uses its pushing movement to

gather.

In the latter case, one of the members of the Unit must be designated to be the regrouping point. This figure cannot move.

XV. DIVINATION

1 . General

To call a miracle, a faithful must have a line of sight on his target and the latter must be within range of the miracle.

2 . Calculation of Temporary Faith

Only miniatures on the same level as the faithful count in his aura of faith.

Temporary Faith is calculated at the start of the Divination phase of each turn. The points obtained are kept until the start of the next divination phase. Therefore, miracles called during the movement phase are called using the remaining Temporary Faith points from the previous turn.

Mercenaries and Temporary Faith

Mercenaries count only in the calculation of the Temporary Faith of the followers of their original people or of opposing Iconoclast followers.

If a Mercenary is not affiliated with any people, he counts in the calculation of the TF loyal friends of the same Alliance Path as him.

Allies, Stateless and Temporary Faith

Allies and Stateless do not count in the calculation of the TF of the faithful of their side.

F.A.Q.

Q: Are Reapers of Mid-Nor summoned during the game then counted in the aura of faith of the faithful?

A: Yes, they are counted from the divination phase following the one in which they were summoned.

3 . melee worshipers

With the exception of warrior monks, worshipers cannot call their melee miracles. However, some miracles are not subject to this rule and some artifacts or other effects also allow

get around.

F.A.Q.

Q: If multiple followers on the same side have the same miracle, can they all use it in the same turn, or can only one of them use it each turn?

A: Multiple followers can have the same miracle and use it each turn, regardless of whether or not other followers successfully called miracles. Unless of course the contrary is indicated on the map of this miracle.

4 . faithful and Few r

The faithful continue to be able to use their miracles and Censorship normally, even when in fear. A follower who has fled twice his Movement will not be able to call a miracle (unless he is a warrior monk).

5 . warrior-monks

Warrior-monks can initiate a Communion or participate in it as Acolytes even if they are in contact with an adversary.

F.A.Q.

Q: Can warrior monks acquire Communions?

A: Yes, Warrior Monks can master Communions. Refer to their Rank for this.

An Oracle of Danu can master up to 2 Communions (the limit on the number of miracles does not apply).

Q: Can warrior monks acquire Communions from their Covenant Path?

A: No. They can only use the communions of their cult or of the universal cult.

6 . Communions

Target and line of sight

At the time of initiating a Communion and at the time of its resolution, at least one member of the Conclave must have line of sight to the target.

Communion 's Final Call During the

final call, Communion's range can be measured from the Eminence or any of the Disciples as long as they have line of sight to the target. If no member of the Conclave sees the target or the target is out of range, Communion ends.

Number of communions per faithful

Communions do not count towards the maximum number of miracles that a faithful can master. The number of Communions a faithful can acquire depends solely on his Rank.

F.A.Q.

Q: Does the Eminence of a Communion have to be a character?

A: Not.

Q: Can a warrior monk initiate Communion while in close combat?

A: Yes.

Q: When can a Communion be broken?

A: The big advantage of a Communion over a Ritual is that it is extremely difficult to interrupt. The only way to interrupt a Communion lies in an effect, spell or miracle, which can be played by the adversary at the moment when a Communion is initiated.

Q: Can a Communion be broken by charging or tapping one of its members if that member is a warrior monk?

A: Yes. However, this must be charged or engaged during Communion, which is only possible through exceptional effects.

Q: Can a warrior monk run and then initiate a Communion or participate in it as an Acolyte?

A: Yes

Q: A non-warrior monk worshiper cannot move more than his Movement value and then call a miracle or initiate a Communion. But can he then participate in a Conclave as an Acolyte?

A: Yes.

Q: What is the effect of the virtue *Worship* on the Fervor of a Communion?

Does the Fervor decrease for all Conclave members without distinction, Disciple(s) and Eminence?

A: At the end of a Communion, all the faithful who participated in the Conclave must fulfill the Fervour. If some of them benefit from the "Reverence" virtue, they will lose one TF point less than the Fervor required.

Q: Many cards refer to Spells and Miracles. Do the effects that apply to these also apply to Rituals and Communion?

A: Yes, Communions are considered miracles and Rituals are considered spells.

XVI. INCANTATION

. General 1

As with all other characteristics, a result of "1" on a Power roll, whether to cast a spell, perform countermagic, determine a Familiar's reaction, or recover mana, is a failure. *automatique*.

Unless otherwise stated on the spell card, a magician must have line of sight to his target. This must also be within range of the spell.

2 . Allocation of spells

F.A.Q.

Q: What are the limits on the spells a magician can select? Can he acquire all the spells of the Elements and the Paths that he masters or must he limit himself to his Path of magic (such as Hermeticism or Shamanism)?

A: A magician can cast spells from the Paths of Magic to which he is affiliated, as well as Primagic and Elemental spells that he masters.
Before a battle, he can acquire spells of different Paths.

3 . Improved Spell Mastery.

F.A.Q.

Q: Can the same gem be used to both increase the effects of a spell and gain an additional mastery die?

For example, in the case of the Thousand Tears where the number of gems gives the Strength of the spell, can the latter (therefore the same ones) also be used as reroll dice for the success of this spell?

A: If a spell specifies that its effect is proportional to the number of gems invested for its Casting (as is the case for the Thousand Tears), then yes, these gems are used to increase both the mastery and the power of the spell. . On the other hand, some spells specify that gems must be spent in addition to those used for the Incantation to increase its effects.

4 . magicians in the fray A

magician in contact with one or more opponents can continue to cast spells and perform countermagic in the normal way. It is then considered that he has a line of sight on any miniature in contact with his base, even on the back and the sides.

A hand-to-hand magician can also cast spells on miniatures that are not in contact with his base, as long as he has a line of sight on them.

5 . range of spells *Spells*

with range "0" and "None".

All spells with a range of "0" and "None" are now considered to have a "Personal" range.

6 . frequency of spells Unless

otherwise indicated on the spell card, a magician cannot possess the same spell several times in order to increase its frequency.

7 . counter magic

To counter or absorb a spell, a magician must have line of sight to the caster of the spell and be within range of the spell.

Spells whose range is contact or personal can be Countered or Absorbed by a magician in contact with the caster's base.

A magician can perform countermagic even after Run, or charge.

F.A.Q.

Q: What happens if I cast an **area of effect spell**, such as Tornado, in melee? Who is affected?

A : Only miniatures covered by the card are affected.

Q: Can Darkness absorb Darkness?

A: Yes.

Q: When calculating the gems needed for an Absorption, should we take into account the gems used to Increase one's Mastery or the effects of the Spell?

A: Yes.

Q: Is it possible to spend additional gems to improve the chances of a successful Counter roll?

A: Not.

Q: Can a magician attempt to counter or absorb a spell if he is the target of it but cannot see where the incantation is coming from?

A: Not.

Q: Some spells have an explanation for the case where the Incantation is a failure (Brain Atrophy for example). Is it considered a failure if the spell is successfully countered or absorbed?

A: No, the effects of a failure only apply if the Casting roll is failed.

8 . mana pool

A magician's mana pool represents the maximum number of gems the magician can have "on him". However, if sources of mana other than his personal reserve are available to him (a Source of Fire, a Battle Toad, etc.), he can absolutely use these gems when casting a spell.

If the magician's reserve is full, he can still use other additional gems when performing the Incantation. On the other hand, always if his reserve is full, he cannot, for example, take gems from the Battle Toad, Move and then use them to cast a spell.

9 . warrior-mages Warrior-

mages can shoot and cast spells during the same magic phase. They can even do so after moving more than their Movement value or performing a physical feat. Unless otherwise specified, however, they cannot shoot while in close combat.

F.A.Q.

Q: Can warrior-mages acquire Rituals?

A: Yes, warrior-mages can master Rituals. Refer to their Rank for this.

A Questor of Acheron can master up to 2 Rituals (the Power limit does not apply).

Q: Can Orcs use Primagics?

A: Yes.

Q: Can Orc magicians such as Törk and Tamaor use the spells of Orc warrior-mages?

A: Yes, unless the spell is reserved for a specific caste of warrior-mages.

Q: Can a warrior-mage receive an artifact?

A: No, unless they are Characters or it is specified on the artifact card that it can be used by a non-Character. Warrior monks are subject to the same rule.

10. magicians and fear

Wizards continue to be able to use magic normally, even when in fear. Obviously, a magician who has fled twice his Movement will not be able to cast a spell (unless he is a warrior mage).

11. Pets and Wizards

A Familiar must always be part of the same Unit as the magician to which it is linked. He is then considered an Independent. If the Unit to which the magician belongs is in a dispersed formation, the Familiar can still remain in contact with the magician. The Unit will then still be considered to be in dispersed formation.

12. Rituals

Target and line of sight

At the time of the initiation of a Ritual and at the time of its resolution, at least one member of the Council must have a line of sight on the target. If at the time of the final Incantation no member of the Council has a line of sight on the target or if the latter is no longer within range, the Ritual is interrupted.

Target Unit Rituals and Division

If the Unit targeted by a Ritual divides during the Orders resolution phase, the Council must choose one of the new Units thus created as the target of the Ritual at the time of the final Incantation roll.

If the Unit targeted by a Ritual joins another during the Orders resolution phase, the new Unit thus formed becomes the target of the Ritual at the time of the final Incantation roll.

Normally, within the framework of a Ritual, the gems necessary for the incantation of the Ritual must be spent at the time of its initiation.

To deal with this scenario, when the cost in gems of a Ritual varies according to the number, the Domination Factor or the position of the targeted Unit, the gems must be spent at the time of the Final spell.

This cost will therefore be calculated based on the actual target. If such a Ritual is interrupted, the gem cost must still be spent according to the state of the targeted Unit at the time the Ritual is interrupted (even if the targeted Unit is no longer within range of the spell).

Finally, if a Unit that is under the effect of a Ritual or a Communion splits or joins another, this effect is immediately dissipated!

F.A.Q.

Q: Does the Magister of a Ritual have to be a character?

A: Not.

Q: Many cards refer to Spells and Miracles. Do the effects that apply to these also apply to Rituals and Communion?

A: Yes, Communions are considered miracles and Rituals are considered spells.

Q: Can warrior-mages move during the movement phase following the initiation of a Ritual in which they participate?

A: Not.

XVII. FORTIFICATION

1 . Artillery and Rank

On the reference card, when nothing is specified after the mention "Light Artillery" or "Heavy Artillery" it means armor-piercing artillery.

Accuracy/Area is added only to characterize the artillery with effect of zone.

2 . Area effect artillery

If an area effect artillery fire misses its target and deviates, no miniature can be considered as directly hit by the projectile, even if by chance the template finds itself exactly centered on a miniature at the end of the dispersion.

If after dispersion the initial target still finds itself under the template, the chances of it being hit are exactly the same as those of the other miniatures. She will also suffer the same type of Wounds.

3 . War Machine skills

Unalterable A

fighter with this skill cannot be personally affected by game effects other than Melee Attacks or Shooting.

This means that spells and miracles or other abilities have no effect (positive or negative) on him. His characteristics cannot be modified unless he has special equipment mentioned **on his reference cards**. He cannot be endowed with any equipment or artefact other than those to which his reference cards give him access.

However, an Unalterable fighter is still affected by effects that modify his environment. Its line of sight can therefore be cut by a Veil of Mist or a Veil of Soot and it can be blocked by a Wall of Earth.

Unalterable and transport The

“Unalterable” skill does not apply to miniatures on board a war machine equipped with the “Transport” skill.

However, effects involving movement of these figures do not apply.

F.A.Q.

Q: Can the Dwarf Armored Tank be equipped with the Caduceus, Pressure Regulator or any other optional equipment?

A: Not.

Q: Can a Mechanical Familiar carried by the Dwarf Armored Tank or in contact with it allow it to re-roll its pressure rolls?

A: Not.

Q: Can spells and miracles that affect a Boiler target the Dwarf Armored Tank?

A: Not.

Q: Do the effects of the Awareness skill apply if the figure with it is inside the Dwarf Armored Tank?

A: The fighters embarked inside the Tank have no line of sight on the outside and the miniatures located outside have no line of sight on the embarked fighters. However, the Awareness skill applies in the normal way: a faithful or a magician aboard the Tank and possessing the "Awareness" skill can target a figurine located within its own charge range of the Tank's cockpit.

Conversely, a faithful or a magician outside the Chariot and possessing the Awareness skill can target a miniature inside the Chariot if he is within his own charge range of the cockpit.

Q: Does the effect of the Clairvoyant Familiar apply when Magnus the Mystic is in the Dwarf Chariot?

A: Yes, Magnus is then considered to have line of sight within 25cm of the tank cockpit.

Q: When a tank has the Impact skill and a speed counter thanks to the Irrepressible skill, the STR of the Impact is calculated as if the tank had traveled twice its Movement, which is, theoretically, its maximum Movement. But the Dwarf Armored Tank can increase its Movement through steam.

So, if the tank charges while it has a speed token and it has increased its Movement value thanks to steam, do we take into account its MOV x 2, or its (MOV + steam bonus) x 2?

A: In this specific case, the value to take into account to determine the Strength of the Impact is: (MOV of the Tank + steam bonus) x 2

XVIII. COMPETENCES

Assassin

If assassins from opposite sides are in the same fray, it is up to the winner of the tactics roll to activate his or hers first.

bestial charge

Despite the bonus granted by the bestial charge, a result of "1" during an Attack roll is still considered an automatic failure. Similarly, during a Damage roll, a result of "1" is always read on line 1 of the table, even if it follows the re-roll of a "6".

Whether it is an attack roll or a Wound roll, only a "6" obtained before adding the bonus can be re-rolled.

masterstroke

There are 2 definitions of masterstroke in the *Rag'Narok*® rulebook : The rule p. 92 describes the masterstroke special rule as it applies to all Characters.

The rule pp. 141-142 describes the Masterstroke skill and how non-Characters use it.

F.A.Q.

Q: What rule should be applied to a Character with the masterstroke/X skill?

A: In this case, it is the rule on the Character masterstroke that must be used. The STR of the Damage roll will still be increased by a number of points equal to X.

Q: Can a non-Character figure with the masterstroke/X skill perform multiple masterstrokes in a single turn if it has multiple attack dice (like Lion Knights)?

A: Yes, a non-Character fighter who has this skill can perform several masterstrokes if he has several combat dice.

Q: The Vengeance of the Temple miracle allows Templars to treat their Attack rolls as masterstrokes. Which rule applies?

That of the characters or that of the skill?

A: There is no difference to be made in this case. Thanks to this miracle, all of the target's attacks are considered masterstrokes. The difficulty announced by these attacks is therefore added to the Strength of the blows.

Q: A Lion Knight affected by the power of the Lion Banner is considered a Character. His master stroke then responds to what rule?

A: Since he becomes a Character, he follows the Character Masterstroke rules.

War cry

F.A.Q.

Q: If a Unit is made up of a commander with the Battlecry/8 skill and troops that have the Battlecry/3 skill.

Do the troops have a Fear of 8 at the time of the charge or do their fear values vary according to the difference in Rank like the normal transmission fear rules? And if so, do the staff bonuses count in the case where the standard bearer and/or the musician possesses the "War cry" skill?

A: In such a case, the commander transmits his Fear of 8 as it is, regardless of the difference in Rank with the troops. However, no staff bonus can increase this fear value.

Scout

F.A.Q.

Q: Either a Council is made up of Kayl Kartan in his Second Incarnation (equipped with the "Lightning from the Abyss" Ritual) and 2 Biopsists.

Assuming that no enemy detects the 2 Biopsists (invisible thanks to Scout), do they become visible once the Ritual has ended?

A: As long as they have not made a Power roll, Pathfinders remain invisible.

Undead

Undead ignore the effects of Fear and never make a Courage test, even if they are defeated at the end of combat.

Regeneration**F.A.Q.**

Q: If during one of the shooting/magic or divination phases, a Unit whose members have the "Regeneration" skill is totally destroyed (the most frequent case is the case of a single miniature) this latter only performs its Regeneration roll at the end of the hand-to-hand combat phase. But what is she allowed to do during the movement phase?

A: This Unit can do absolutely nothing. She is considered to have no Orders.

Born Killer

The "Born Killer" skill allows you to re-roll a failed Defense roll, even as part of a counter-attack attempt.

XIX. SPECIAL CASES**1 . Generic effects****Various effects on Fear.**

Spells, miracles or other effects that use Fear mechanisms cannot be used in *Rag'Narok*® if nothing in their description allows the Domination Factor (DF) to be calculated.

The Howling Toga (The Great Skull)

The Great Skull can trigger the power of the Howling Toga the moment he resolves an Order. An aura of terror then extends in a radius of 2 5 cm

around him. All enemy Units present within this perimeter must immediately make a Courage test with a difficulty of 12, unless they have already resisted an equivalent or greater Fear or if they are immune to the fear caused by the Undead.

For Units that fail this test, the Domination Factor to be taken into account is equal to that of the Great Skull, plus all the fighters with the "Undead" skill of his side present at 25 cm or less from him. .

Thereafter, this aura of terror persists as long as the Great Skull remains on the battlefield without moving (or even making a pushing movement). Any enemy Unit not immune to Fear of the Undead or to a Fear of 12 or more that attempts to enter within 25cm of the Great Skull must make a Courage Test. This roll is made as if the Unit were attempting to charge a Unit with a Fear of 12 and a Domination Factor equal to that of the Great Skull, plus any fighters with the "Undead" skill. of his camp present within 25 cm or less of him.

2 . spells

Storm Spirit Q: If this **(Shaman Animist on Brontops)**

spell is cast on a Brontops that forms a Unit with another Brontops, which Order resolves the untargeted one?

His Order or a Charge Order? Does it solve it at the same time as the other?

A: In Rag'Narok® if only one Brontops out of a Unit of two is targeted, it charges alone. The second Brontops resolves the Order it received at the same time as the first performs its charge.

Lamentations de Danu (Grimoire de Shamanism)

Q: It says for the "Lovers of the Earth" ability that during a Spasm of Fury test, if half the unit transforms, then the whole unit transforms into a Spasm Warrior.

If a magician casts the "Lamentations of Danu" spell on half a Unit of Danu warriors and the figures succeed on their transformation roll, does the entire Unit then transform?

A: No. However, this spell only costs one Earth gem and has an unlimited frequency so that it can target a large number of Danu warriors.

Thermo Compression and Thermo Acceleration (Thermo-Priests)

Q: It is specified that the whole Unit must be equipped with these modules to be effective. Since the area of effect of the spells is a boiler equipped with the module, one Thermopriest is required per troop, which makes these spells unusable on a large Unit.

Have the areas of effect of these spells been modified in Rag'Narok?

A: In the case of Thermo Acceleration, use in Rag'Narok is effectively limited to a small number of Razorbacks. The frequency of

spell being unlimited, the same Thermo-Priest on Razoback can cast it twice per turn.

For Thermo Compression, on the other hand, it suffices to cast this spell once on a Unit equipped with compressors. The whole Unit then benefits from the effect of the spell.

3 . Rituals

Column of Light (Rag'Narok®) and Transfiguration (Familiar of Light)

Q: A Unit includes both magicians and troops. Gems of Light are stored by the troops using the "Transfiguration " spell , then, on the next turn, the magicians perform the "Pillar of Light" Ritual.

Do stored Gems of Light count towards the Pillar of Light's Strength bonus or do magicians have to take them back before casting?

A: Only gems from the magicians' mana pool are taken into account for the "Pillar of Light" Ritual. The gems set aside thanks to the Transfiguration spell are therefore not counted in this case.

4 . Miracles

Occult dubbing (Universal Litany)

Q: The scope of the Occult Knighting miracle is "contact".

He can therefore target any miniature within 2.5 cm or less of the Rag'Narok® faithful.

If half a Unit is within 2.5cm of the faithful is the entire unit affected (like an area effect miracle) or just the target miniatures?

In the same spirit, is the die roll that cancels the effects of the miracle done for the whole Unit or only for the targeted miniatures?

A: Occult Knighting is not an area effect miracle. He can target any figurine located in contact with the faithful. Only one Divination roll must be made, but only the models that have been named and the difficulty has been determined against are affected. On the other hand, the roll to "maintain" the miracle must be made for each miniature.

Bewitchment of Salaüel (Le Croquemitaine)

Q: In *Confrontation*®, if the beneficiary of this miracle inflicts an exceptional wound, he is KILLED NET. How does this effect translate to Rag'Narok®?

A: If the beneficiary of the miracle obtains a result of "6", before applying any modifiers, during a wound roll, he is killed. The 6 can still be re-rolled in the normal way and the target takes the wound(s).

Odnir's Forge (Elghir the Resolute)

Q: What happens to the weapon and armor effects of the Forge of Odnir miracle in Rag'narok?

A: The Forge of Odnir miracle is not mentioned in Rag'Narok because it acts on parameters that do not exist in this game system (STUNN and KILLED OUTLET do not appear in the Rag' injury table Narok®). There is therefore no use for Rag'Narok®.

Vengeance of the Temple

Q: This miracle allows the Templars to consider their Attack rolls as masterstrokes. Which rule applies? That of the characters or that of the skill?

A: There is no difference to be made in this case. Thanks to this miracle, all of the target's attacks are considered masterstrokes. The difficulty announced by these attacks is therefore added to the Strength of the blows.

5 . Communions**6 . Special Abilities****Blazing Eruption (Fire Elemental)**

Q: How do I deal with Blazing Eruption when the targets of elemental projection are in a melee? Should we apply the usual shooting modifiers?

A: No, in this case the Elemental is not aiming, it is content to project the molten matter all around it. This is why its shooting value is reduced to 0. Make a shooting roll of difficulty 4 for all miniatures located 5 cm or less from the Elemental, then a roll of difficulty 7 for those located between 6 and 10 cm and finally a roll of difficulty 10 for those who are between 11 and 15 cm. Melee shooting rules do not apply to these die rolls.

The Pillars of Empire (Praetorian Guards)

Q: When a Praetorian Guard performs a masterstroke, their weapon becomes a holy weapon. But what happens if the masterstroke is not blocked but the final result is not 5 points higher than the announced threshold?

A: In this specific case, the attack made is not a masterstroke, so the Damage roll is resolved using the Praetorian Guard's normal Strength and his weapon is not considered sacred.

7 . Artefacts**Diamant Noir (Ejhin de Vanth)**

Q: Can a leader, other than the commander, use Black Diamond to issue an additional Order to the army?

A: The Black Diamond text says this: *The possessor of the Black Diamond can use Dark Grasp and generate Orders for the Undead even if he does not have the Undead skill himself.*

These are not additional Orders, but normal Orders that Commanders and Leaders issue to Units within their Command Range. This sentence simply states that a **non-Undead Commander or Leader**, such as a Gravedigger of Salaüel for example, can give an Order to an Undead Unit if it is equipped with the Black Diamond (whereas without this artifact, he is not allowed to do so since only an Undead Commander can issue an Order to an Undead Unit).

A non-living-dead Leader equipped with a Black Diamond does not, however, transmit its Fear value to the troops of its Unit.

Mask of High Works (the Executor)

Q: If the Executor equipped with the Mask of High Works charges or engages a Unit while he is out of his line of sight, does the Mask prevent the members of this Unit from coming into contact with the 'Executor following a charge reception?

A: No, members of the Unit resolving the Receive Charge Order can come into contact with the Executioner in the normal way.

XX. ERRATAS AND ADDITIONS

This section lists the corrections that must be made to the text of the first edition of Rag'Narok®.

1 . Errata

P. 25, chapter IV.6 Leaving a Unit A fighter cannot leave his Unit when it resolves a counter-charge order.

P. 78, chapter XVIII.2 Who can shoot?

The correct text is: “ *A sniper unit may reorient a quarter turn before firing, **unless it performs a Rapid Fire** .* »

and not: “ *A Unit of shooters can reorient itself a quarter of a turn before shooting, whether during the first or the second Shooting phase. »*

2 . Additions

Battle Toad The Battle

Toad is considered independent. Under no circumstances can he become a Leader.

Horns of Damnation Any

Skull Warrior can be equipped with Horns of Damnation at an additional cost of 17 AP.

Commander's Horns of Damnation: If the Commander of an Undead army is equipped with Horns of Damnation, he starts the game with 1D6 gems of Darkness in his Horns. A result of "1" is not considered a failure on this roll **and a 6 cannot be re-rolled.**

The effect of Dark Grasp applies in two different ways during the game turn.

Calculation of the number of additional Orders After

the Tactical roll and before the Orders are assigned, the Commander of an Undead army can, if he wishes, spend Gems of Darkness from his mana pool **or his Horns of Damnation** to acquire additional Orders. Each Order thus acquired costs him two gems of Darkness **and can be used to assign an Order to any Unit of his army – even Allies – whether it is made up of Undead or not.**

Lunatics and Wolfen

Lunatics Characters, such as Migail, are an exception to the Allied Character limitation: they can be played as an Ally of a Wolfen army, even if no Allied troops are present. They do, however, continue to count as Allied Characters for the calculation of the authorized proportion of other Allied contingents.

Hyperians and Cynwäll Elves

Hyperian Characters, such as Kelen the Thirteenth Voice and Deacon Tiberius, are an exception to the Allied Character limitation: they can be played as an Ally of a Cynwäll Elf army, even if no troop Ally is present. They do, however, continue to count as Allied Characters for the calculation of the authorized proportion of other Allied contingents.

Shadows

The Shadow profiles provided in the travel diaries and in certain clan boxes can be played at Rag'Narok® with your opponent's agreement. These profiles are not playable in tournaments.

The Thieves of Life (Specter of Acheron)

Q: The rule concerning the ethereal nature of Specters is not mentioned in the Rag'Narok® rulebook. Does this rule not apply to Rag'Narok®?

A: Since this rule is not different from the one applicable to Confrontation, it is not included in the chapter on special cases for Rag'Narok®. The

Specters therefore retain their ability to pass through miniatures and decor elements.

XXI. UNUSABLE EFFECTS IN RAG'NAROK

The cards mentioned here are in addition to the list provided in the rulebook de Rag'Narok®.

1 . Sorts

Spark of Life (Grimoire of Theurgy).