


DIRTY HAVOC!

THE CHRONICLES OF THE WORLD OF RACKHAM



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I. PROJECT HYB58

LABORATORY SO56, LEVEL 1

No one knows exactly how many experiments were carried out and how many prototypes of clones were secretly created in these clandestine laboratories. Some projects that were too ambitious for the time and abandoned now hold a whole new interest for Shamir. This is the case of Project HYB58, whose experimental being and its genetic code have caught the attention of many neuromancers. Among these is Athan Zakhil who has decided to send his most faithful ally, Ysis the Viper.

OBJECTIVES

The two camps have the same objective: to recover at least 3 of the 5 parts of the genetic code of Project HYB58's experimental being.

INSTRUCTIONS

At the beginning of the game the technomancers' envoy is already searching the laboratory (place him in the green zone on the mission map on the next page) when a troop of clones also enters to help him. Yet the envoy's task becomes a bit more complicated, for this troop has been followed since dawn by a Griffin detachment, which enters through a different entrance...

At the beginning of the second game round the player who won the Activation Roll randomly draws where the Objective counter 1 (the first code) appears in the laboratory. As soon as a miniature manages to recover this code, the player controlling it randomly draws where Objective counter 2 appears. This is repeated for Objective counters 3, 4 and 5.

SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
Rank total	9	8
No. of warriors	6	7

TRAPS

Include one Trap counter among the Event counters used for this mission.



SPECIAL RULES

To randomly draw where the code is located, roll 1d10 to determine the game tile it is to be placed on (refer to the tiles' numbers on the mission map). The Objective counter is then placed on the square indicated by ● on the map..



If the code appears on a miniature, then this miniature automatically recovers it but cannot move during this round and is automatically put into Defensive Combat mode.

If Ysis is being played in the game, then no Dirz creature of Rank superior to hers may be used. She is also considered to be the chief of the group.

II. CONFIDENTIAL DATA

LABORATORY SO56, LEVEL 2

Once laboratory SO56 seemed to have been neutralised, the Akkylannians discovered a passage leading to a second part of the complex. This is where important information is kept, such as the locations of two other laboratories. This data is crucial to the Griffins. The Scorpions must therefore destroy this data in order to protect the Hybrid Project.

OBJECTIVES

This laboratory contains two interconnected control panels that give access to the data or allow it to be forever destroyed.

The Dirz player must deactivate the two panels. The Griffin player, on the other hand, must activate these panels in order to carry on with his mission: the total destruction of the Hybrid Project's laboratories.

INSTRUCTIONS

To activate or deactivate the interconnected panels a miniature must be standing on either Objective counter 1 or 2. If it remains there for 2 consecutive rounds (including the round in which it moved onto it) without being in base-to-base contact with an enemy, then the panel is either deactivated (for the Scorpions) or activated (for the Griffins).

The game ends as soon as one of the miniatures has managed to activate or deactivate one of the two panels.

SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
Rank total	6	6
No. of warriors	6	6

TRAPS

Include two Trap counters among the Event counters used for this mission.

SPECIAL RULES

This mission doesn't have any special rules.

GRIFFIN
Entry



DIRZ
Entry

III. THE TRAP

NEMESIS LABORATORY, LEVEL 2

Several Akkylannians have ventured into an unexplored sector of the laboratory where their footsteps should have never brought them. During their explorations they set off one of the security systems of the complex that has ever since been relentlessly generating more and more terrifying clones. Faced with the impossibility of exterminating all of these creatures the valiant Griffins have decided to forever seal off this portion of the Nemesis laboratory.

OBJECTIVES

The Griffin player must booby-trap the door leading to the exit and then have at least two of his fighters leave the laboratory.

The Scorpion player must eliminate enough Griffin fighters to prevent his opponent from being victorious, or he must activate the spread of a deadly gas in this portion of the Nemesis laboratory.

INSTRUCTIONS

Objective counter I frees a deadly gas. At the end of a round in which this counter was activated all Griffins still present on the game board are killed!

The game ends as soon as one of the players has managed to reach his objective.

SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
Rank total	7	SPECIAL
No. of warriors	6	SPECIAL

TRAPS

Include a "Firebomb" Trap counter among the four Event counters used in this mission.

SPECIAL RULES

The Scorpion player may never have more than 10 miniatures present on the game board at a time. At the beginning of each game round, right before making the Activation Roll, the Scorpion player can place miniatures for a total rank of 2 in his deployment zone. These fighters are included

in the activation sequence following the Activation Roll. If he only places one single miniature of rank 0, then it counts for 1 full rank.

The Scorpion player can place less ranks than he has the right to in order to transfer the unused value to the next round's total. For example, if he chooses to bring only one hybrid into play (rank 1) then in the following round he can place one or several miniatures (obviously Scorpions) for a total of 3 ranks.

To booby-trap the evacuation zone the Griffin player must place at least one of his miniatures in contact with the exit's door. At the beginning of his next activation, if this miniature is not touching an enemy fighter, it may attempt to booby-trap the door. In this case the Griffin player makes a non-modifiable natural roll using the NV printed on the profile card of the fighter attempting to set the trap. If this test is passed, then the door is booby-trapped and the zone must be evacuated. If it fails, then the Griffin player may attempt this test again at his next activation.

While attempting to booby-trap the door the fighter is considered to be in "Defensive Combat" mode and cannot move during this round.

The special rules for the "Omnimancer's Office" and the "Storage Tanks" do not apply in this scenario.



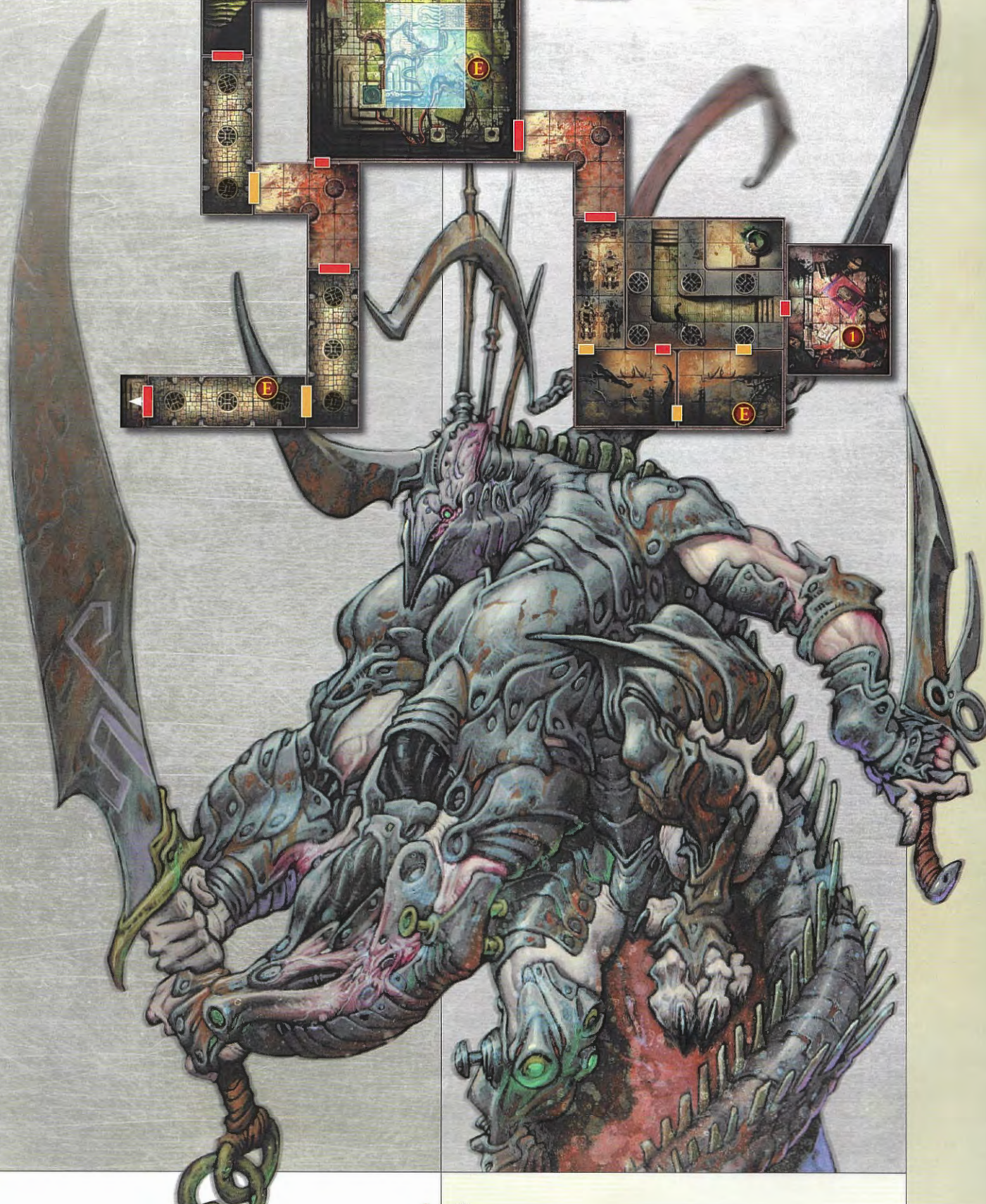
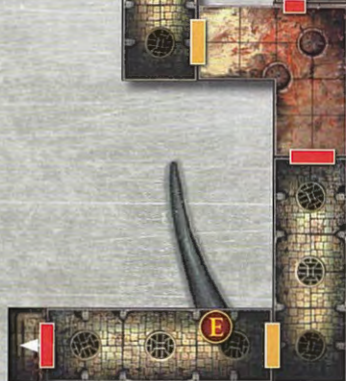
MISSION NEMESIS



Griffin deployment zone



Scorpion deployment zone

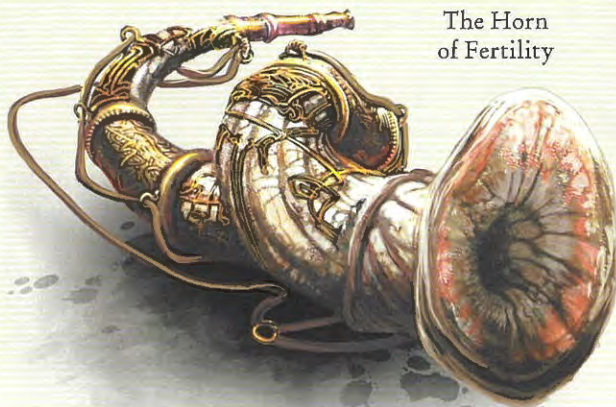


THE NIGHT OF THE HORN

This scenario, which is originally intended for a confrontation between the Drones and the Sessairs, can nevertheless be played using armies of other peoples in the same conditions. Since the minotaur has the "Mercenary" ability he can be associated with any people. He can, however, be replaced by a different creature of the same people as the defender as long as its cost is no greater than 90 A.P.

In these troubled times, while the Rag'narok has begun, it is more important than ever to gather the symbols to galvanise the warriors and lead them on the warpath.

Aware of this fact, the Wyrd lords of Drun Aeryth have decided to gather the artefacts that gave their lost king his greatness. Once these symbols have been reunited they would be able to confer a limitless determination to their hatred. To do so they must recover an object that they would have to snatch from the hands of their oldest and also fiercest enemies: their former brothers, the Sessairs.



The Horn of Fertility

The concerned artefact is an object kept by the Sessairs clan when the Kelt people was split into two groups over 900 years ago. It is an object of great value given by Danu to her beloved Cernunnos after the birth of their three daughters (Siobhan, Fiann and Neraidh): an imposing minotaur horn beautifully engraved with interlacing designs and patterns signifying Kern Imbolc, which literally means "horn of fertility." For the Kelts it is a symbol of wealth and abundance. This artefact's origins are lost in the inmost depths of Kelt legend. Nowadays only a couple of old, reclusive minotaurs know its history.

Carefully preserved in a small village at the edge of a deep forest in the vicinity of Dun Scaith, the relic has remained hidden from all eyes, kept by an imposing guardian for almost a thousand years... until this night in which the followers of the Horned-One have decided to claim the artefact that is rightfully theirs.

Number of rounds: 7

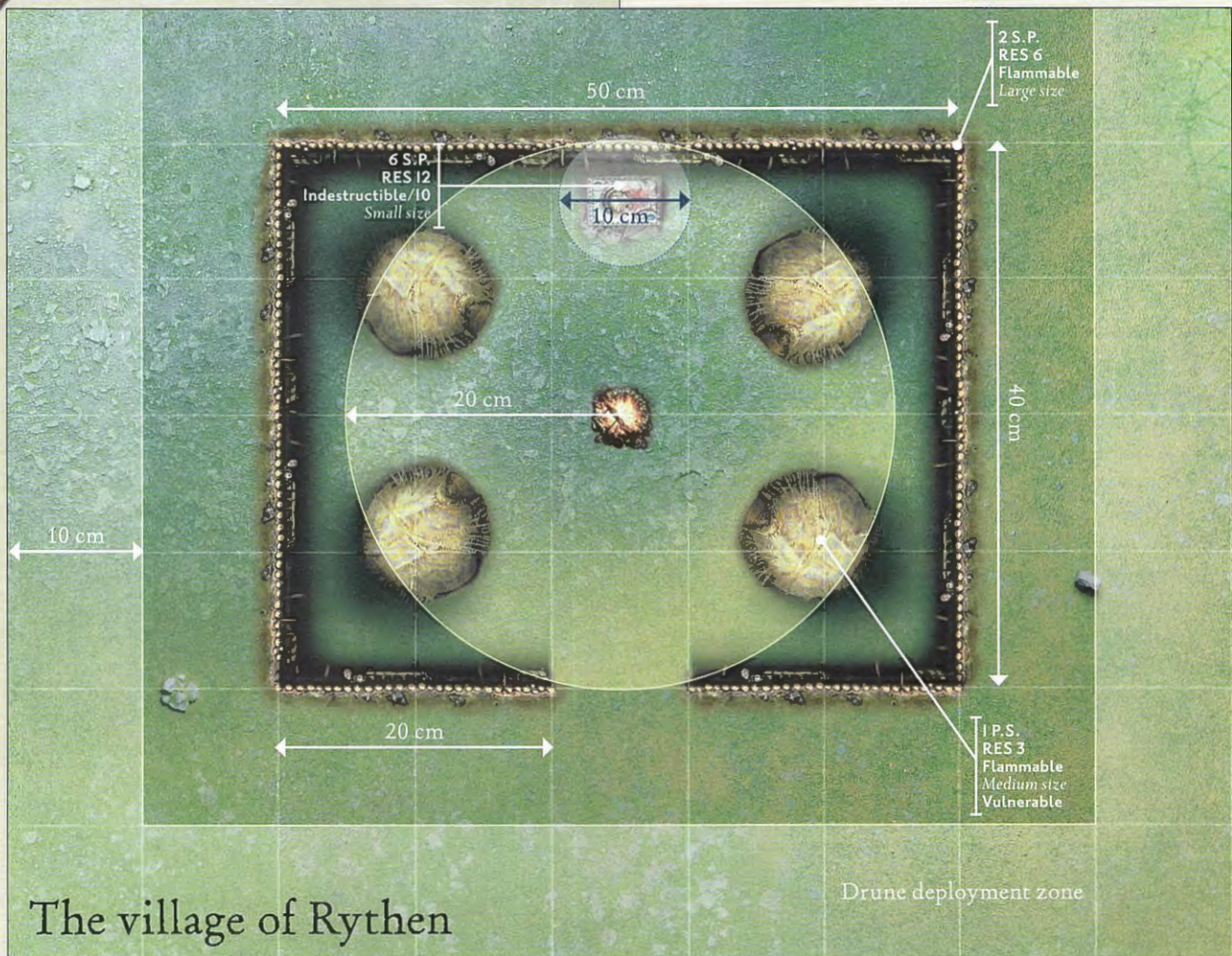


SCENERY: A Sessairs village as indicated in the diagram (50 x 40 cm) with an outside palisade (it is considered to be of a height of 4 cm), four huts (of a diameter of about 10 cm each) and a campfire located at the exact middle. The altar's dimensions are 2.5 x 5 cm, which is equal to a "Cavalry" base or two "Infantry" bases next to each other. A gem placed in the middle of the altar represents the horn



The Bloody Altar

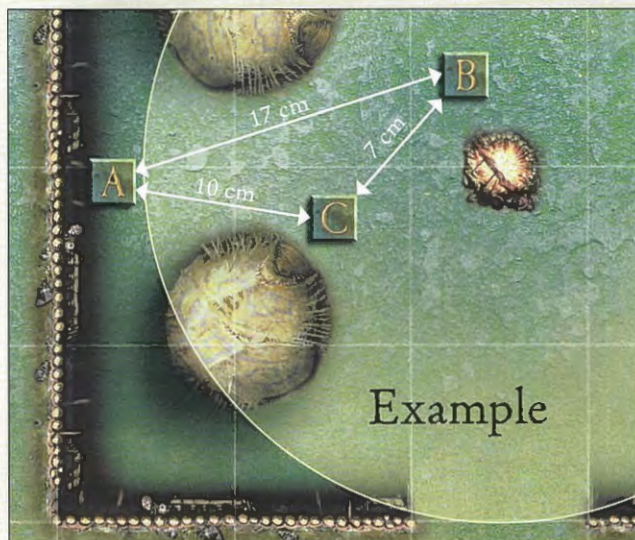
SCENARIO CONFRONTATION



The village of Rythen

SPECIAL:

- This scenario takes place at night. The line of sight of all miniatures is reduced to 10 cm. It is therefore impossible to charge or fire further than 10 cm! Yet miniatures with the "Consciousness" ability have a line of sight equal to twice their MOV rate as printed on their reference card.
- A **campfire** is burning in the centre of the village. Its light illuminates an area of a radius of 20 cm around it. All miniatures standing within this zone can be seen by all other fighters, even those outside of this zone.



REMINDER: A miniature's field of vision is of 180° in front of it. In this scenario this also applies to fighters with the "Consciousness" ability.

Example: In the example below left, miniature A has a line of sight on miniatures B and C since they are within the zone lit by the campfire. Miniature B has a line of sight on miniature C since it is in the lit zone, but not on miniature A, which is outside the lit zone and is further than 10 cm. Miniature C has a line of sight on miniature B since it is also in the lit zone and on miniature A which is within 10 cm.

- In order to recover the horn a fighter must end his movement in base-to-base contact with the altar. The counter representing this ancient artefact is then placed on the miniature's base. Carrying the horn doesn't cause any movement penalties. Any fighter can carry it. Yet it is impossible to leave the table with it. As long as the horn remains on the altar, neither Sessairs fighters nor the minotaur can take it. The horn's carrier can pass the precious cargo to another fighter when he is activated. In this case he gives the counter to a fighter in base-to-base contact with him, before or after having moved. This action can be carried out only once per round.

If a fighter is eliminated while carrying the horn, the "horn" counter is left where this fighter was killed. It can then be picked up by any fighter who ends his movement touching it.

THE SESSAIRS

The village of Rythen is rudimentary, but it isn't a village like any other. At the heart of this little hamlet inhabited by tough warriors lies an ancestral stone, the last relic of an age past, an age where Danu and Cernunnos watched over their people together. Since then this stele, stained red by the blood of battles, has become an altar, a symbol on which rests one of the last heritages of a life shared with the Drunes. No one has the right to touch the horn except the Ard Ri, the High King who will know to reunite all the Kelt tribes.

The horn's guardian is uncompromising. He is a powerful minotaur chained to the altar. The numerous trophies he wears are proof that he is totally devoted to his task.

COMPOSITION: In addition to its 300 A.P. the Sessairs army includes a minotaur or a minotaur of the plains (as chosen by the player). With the exception of this miniature, the army can only be made up of "Sessairs clan" troops.

DEPLOYMENT: The Sessairs are deployed first within their camp in the following way:

- A maximum of 100 A.P. of troops can be deployed outside of the huts. No Characters may be deployed outside. The minotaur is deployed touching the altar. He is considered to be a sentry.
- Scouts do not benefit from their special deployment. They are deployed like the other miniatures and are considered to be visible.
- The remainder of the fighters must be deployed inside the huts. At the beginning of the game the Sessairs player notes which miniatures are deployed in each hut. Each hut can hold the equivalent of 6 Size points of miniatures. The Sessairs player only reveals the number and the type of miniatures inside a hut if a Drune fighter enters it. These sleeping fighters cannot do anything (not even accumulate mana or Temporary Faith). They are nevertheless vulnerable to the events triggered by an external source, such as a Telluric Slide or a Damage Roll. If he is still alive after such an event, the fighter is automatically awakened (see below).

REMINDER : Miniatures of Small size count for 1 Size point, those of Normal size count for 2 and those of Large size count for 3.

SPECIAL RULES:

- The minotaur is the guardian of the horn. He is chained to the altar and in no way can he move further than 5 cm from it, even due to outside influence such as a Telluric Slide.
- The sentries are at their posts and don't move. All a sentry can do during his activation is change the direction he is facing. A sentry can detect an intruder if he is within his field of vision and can then sound the alarm.
- The cards of the fighters sleeping in the huts are not included in the deck at the beginning of the game. This will be done only once the fighters they represent have been woken (see below).
- If a reference card represents several fighters who are split among the sentries and the sleeping warriors, then it is nevertheless added to the deck. At first it represents the fighters who are sentries and then also those who are later awakened.

- **A sentry sounds the alarm if:** he has a line of sight on an enemy at the end of a movement phase; he has survived a Damage Roll caused by an enemy shot, spell or miracle; an opponent is in base-to-base contact with him at the end of a round; or a Drune fighter uses the "War cry" ability. The alarm can be sounded only once per game. Once the alarm has been sounded the sentries and the minotaur are alert. They can no longer be taken by surprise by the Drunes and can act in the normal way.

The minotaur sounds the alarm as soon as an enemy fighter touches the altar. This rule only applies if the minotaur was attacked or if an intruder has touched the altar, and not if he was alerted by another sentry. If it is the minotaur who sounds the alarm, then its deafening roar wakens everyone in the camp, including the fighters sleeping in the huts. In this case the following rules are to be ignored.



1. Once the alarm has been sounded, it is possible that some of the huts' occupants "wake up." Beginning in the round following the alarm, before the Tactical Roll is made, the Sessairs player selects a miniature in each hut and rolls a d6. On a "4" or more the fighter wakes up. He then has two choices: either he leaves the hut, in which case he can act normally starting in the round being played, or he wakes his hut's other occupants. A whole round is needed spent in the hut to awaken his sleeping companions, who can then all act normally as of the following round.

2. A sentry can enter a hut and end his movement there in order to automatically awaken all its occupants. They can then act normally as of the following round.

If, at the end of a hand-to-hand combat phase, there are still living occupants in a hut after the Drunes have entered it during the round, then they all automatically wake up (even if they weren't attacked during the round). If needed, their card is added to the deck in the next round.

THE DRUNES

After having left the Black Woods under cover of the night and having travelled the distance separating them from their goal, the Drones have patiently awaited the right opportunity for many long days. They are finally ready to carry out their plan. With their battle-stained weapons ready, they come out of the forest. The face of Yllia, the Moon, has covered itself so as not to see the shapes of these dark-skinned assassins...

This will be the final hour for the inhabitants of Rythen, but it will also be the first step of the Clairvoyants in their quest: to get back the fiery apparel of their king after so many centuries of humiliation... For the Drones, this night shall ring the beginning of the Rag'narok.



COMPOSITION : The Drone player can build his army as he wishes. As usual, Kelt mercenaries can fight on the Drones' side as if they were part of their clan.

DEPLOYMENT : The Drones are deployed after the Sessairs at a distance of 10 cm or more from the camp (see diagram). Scouts do not benefit from their special deployment and are deployed like the other miniatures.

SPECIAL RULES:

- The Drones don't suffer any penalties due to darkness.
- **As long as the alarm hasn't been sounded**, any Drone fighter who comes into base-to-base contact with a Sessairs after a charge or an engagement benefits from the effects of the "Assassin" ability. This rule represents the surprise effect and does not apply to pursuit movements.
- As soon as one or several Drones enter a hut, the Sessairs player reveals the nature of its occupants and places their miniatures. If all the occupants are still asleep, then every Drone who enters the hut can make one and only one Damage Roll against an enemy fighter present inside the hut without having to make an Attack Roll. The selected Sessairs cannot defend himself and can be the victim of this effect more than once if several Drones attack him by surprise while he's asleep. This Damage Roll benefits from the effects of the previous special rule. Thus the Drone player can roll three dice and choose the two results that suit him. This Damage Roll replaces the hand-to-hand combat phase, is not resolved like a combat, and the fighters don't have to be in base-to-base contact. No pursuit movement can be made, even if the Damage Roll has caused a Killed Outright.

CONDITIONS OF VICTORY

The Drones are automatically victorious if, at the end of the last round, one of their fighters is carrying the horn and outside of the camp's limits. In any other case the total of the A.P. value of each camp's surviving fighters is added up. The minotaur is counted in the Sessairs' total A.P.

If the Sessairs have the higher total value in A.P.:

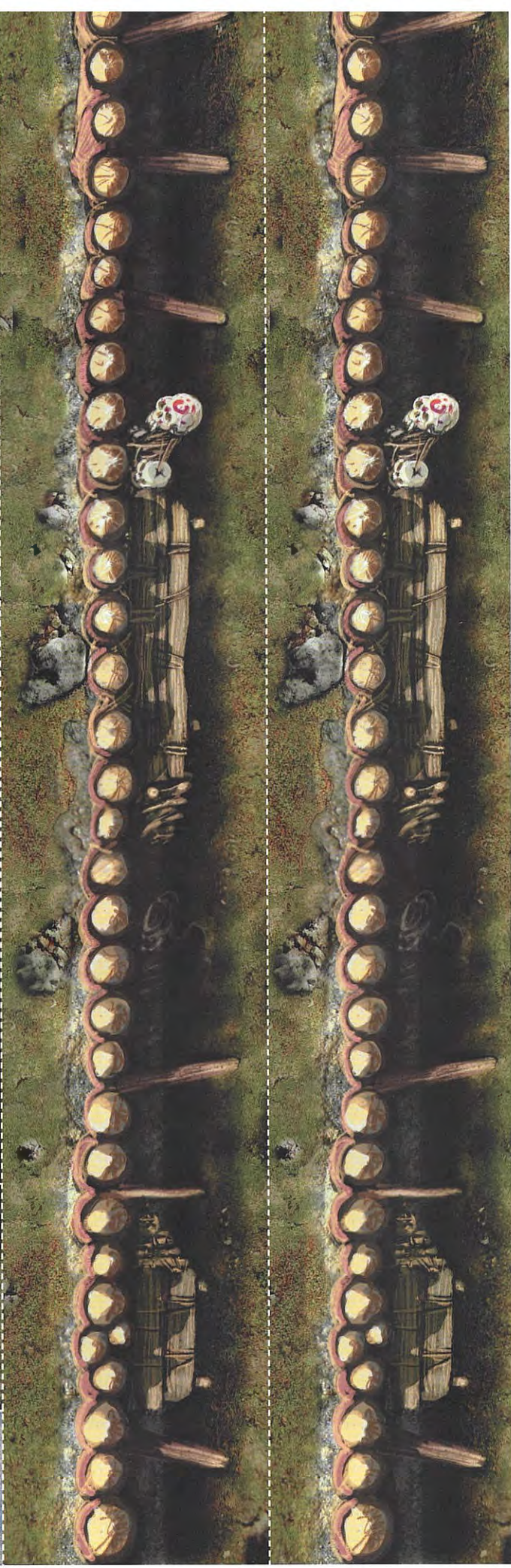
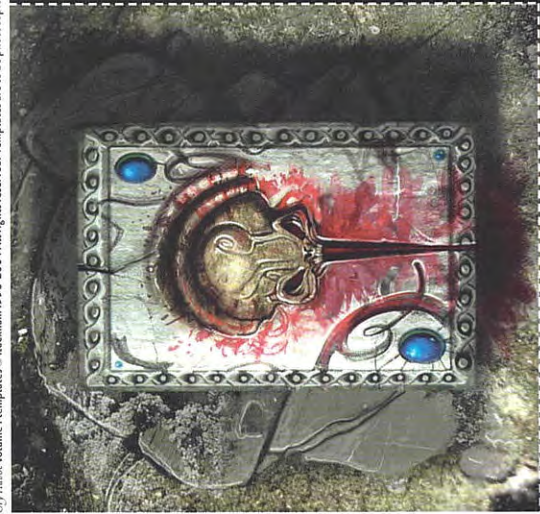
- If the horn is within the camp's limits, even if it is held by a Drone: Sessairs victory.
- If the horn is outside of the camp's limits, even if it is held by a Sessairs: tie.

If the Drones have the higher total value in A.P.:

- If the horn is inside the camp's limits, even if it is held by a Drone: tie.
- If the horn is outside the camp's limits, even if it is held by a Sessairs: Drone victory.

The confrontation was quick, bloody and full of all the ancestral hatred that binds the two peoples. Never had the Temple's scout seen such fierce combat, be it waged by the warriors of one camp of the other... He hadn't understood right away what the Drones were doing so far from the Black Woods, but the battle between the two Kelt clans gave him the answer: a horn... The Drones had journeyed so far just for a horn. And seeing with what rage the two clans fought for its possession, there was no doubt that it must enclose some powerful Kelt magic. If this weren't so, then why would the enormous minotaur have been guarding it? However it may be, he had to get on his way. This information would surely be of great interest to the legate.

The Akkylannian put his spyglass away into his pouch, readjusted his cartridge belt and made sure that he hadn't left anything behind. He threw a glance around himself, checking if any barbarians had noticed him, and then made his way back to the commandery. His figure vanished quickly into the darkness of the forest.



THE NEXUS

A PLACE OF POWER

Until now the scenery was often considered to be an aesthetic element of the game: its strategic uses were limited to giving cover and affecting movement. Tombstones were useful as protection from shots and a well-placed gorge could slow an enemy down significantly...

The rules concerning physical feats and flight opened the game to new perspectives in the sense that they have made the role played by the scenery more important. This article explains how the scenery can actively influence the battles of the Rag'narok.

WHAT IS A NEXUS?

A nexus is an element of the scenery that can actively influence the course of a game, for it is endowed with great powers. Indeed, nexuses are places or massive objects where the supernatural manifests itself. Examples of nexuses are legion: an altar dedicated to a particular god, a fountain of youth, a Kelt burial mound, a garden of flesh-eating plants, a stone circle, etc. Even a cemetery is a nexus: being blessed by a divinity's power, it ensures that the dead rest in peace and prevents evil spirits from possessing the corpses.

Nexuses are often unique. They have numerous powers that the heroes of the Rag'narok can unleash on the battlefields or in the smallest of skirmishes.

An element of the scenery that is not a nexus is said to be "neutral." Nexuses differ from neutral elements of the scenery, for they are not placed on the battlefield at the same time.

THE NEXUS CARDS

Nexuses can be represented on the battlefield in thousands of different ways. Some aren't any bigger than a counter while others can be the size of a mountain... to scale of course. Whatever it may be, nexuses have one or several reference cards that gather their characteristics and powers. The indications printed on their cards are the following:

NAME OF THE NEXUS	DESCRIPTION OF THE GAME EFFECTS	QUANTITY	VALUE IN A.P.
THE GUARDIAN OF ETERNITY Allegiance: Destiny, Faithful Title: Divination 6 Access: 10 cm Sacrifice: 1 Temporary Faith Duration: Until end of round Area of effect: 10 x 20 cm Loads: 3/2 Base: 2.5 x 2.5 Resilience: 4 Structure: 4 They say that to the north of the Plain of Tears lived a man who feared death more than anything else. His obsession was such that he had blessed statues raised all over his domain that had the power to attract evil to them. According to this legend they were so furious at being enslaved that they imprisoned the lord's soul in their bodies of stone for all eternity. If the Guardian of Eternity is activated successfully, the player controlling the catalyst selects a friendly figure located within the area of effect (or the catalyst if he wishes). Until the end of the round, roll 1d6, whenever the target is inflicted with a Damage Roll. On a 4 or more the Damage Roll is cancelled and the Guardian of Eternity loses 1 Structure Point. A same fighter can be protected by only one Guardian of Eternity at a time. Abilities: Reparation / 5, Normal size.		300	18

Allegiance

The "catalyst" is the fighter who activates the nexus. Some nexuses can only be activated by catalysts with specific attributes.

The allegiance indicates the people or the alliance (Light, Darkness and Destiny) from which the catalyst must come. "Universal" means that fighters of all peoples can use the nexus.

Other restrictions can apply to nexuses. Some can only be activated by fighters of a certain type or with a minimum value in a certain characteristic or even with a specific ability. Some nexuses have a restrictive allegiance: an allegiance of "MOV 10 -" means that the nexus can only be activated by fighters with a MOV rate of 10 or less.

Example: A nexus has an allegiance of "Darkness, Character, FEAR 6 +." This means that only a Character following the Meanders of Darkness with a FEAR of 6 or higher printed on his reference card can activate it.



Trial

Most nexuses need a test to be passed in order to be activated. The concerned characteristic as well as the test's difficulty are indicated in this section. A fighter who doesn't have the required characteristic cannot pass the trial and therefore cannot activate the nexus.

If the trial requires a Power or Divination test to be made, then it isn't possible to strengthen the Mastery or the Bond for this roll. Also, the rules of rapid and prolonged incantation as well as the "Spirit of X" ability do not apply for this test.

If the test is failed, then the nexus is not activated.

Sacrifice

For them to grant their favours, certain nexuses claim a due of the catalyst. This can be the loss of a specific element such as a mana gem or a point of T.F. If the catalyst doesn't have the required object, then he cannot activate the nexus.

This can also be a penalty inflicted on a characteristic. This penalty must then be applied until the end of the round. However, the nexus cannot be activated if the sacrifice's penalty reduces the concerned characteristic to less than 0.

Some sacrifices name a characteristic. This means that until the end of the round the concerned value falls to 0 and that all rolls bound to this characteristic are now failed. Similarly, a nexus can demand that an ability be lost. (The catalyst must obviously have it in order to lose it.) Once the ability has been sacrificed, the catalyst can no longer use it or acquire it until the end of the round.

The sacrifice can also demand that a Damage Roll or even a Killed Outright be inflicted on the user. The nexus is then activated whether the catalyst survives the sacrifice or not.

The sacrifice is made after the trial, whether it was successfully passed or not. Unless noted otherwise, a sacrifice's negative effects cannot be avoided.

Area of effect

This indication defines the zone in which the nexus is active. It can be the catalyst himself, a fighter selected by a player, etc. The nexus can also influence a certain area around its base: in this case a distance in centimetres indicates the radius of the area in which the power has an effect.

Example: *"Area of effect: 15 cm" means that the nexus's power is active within a radius of 15 cm around its base.*

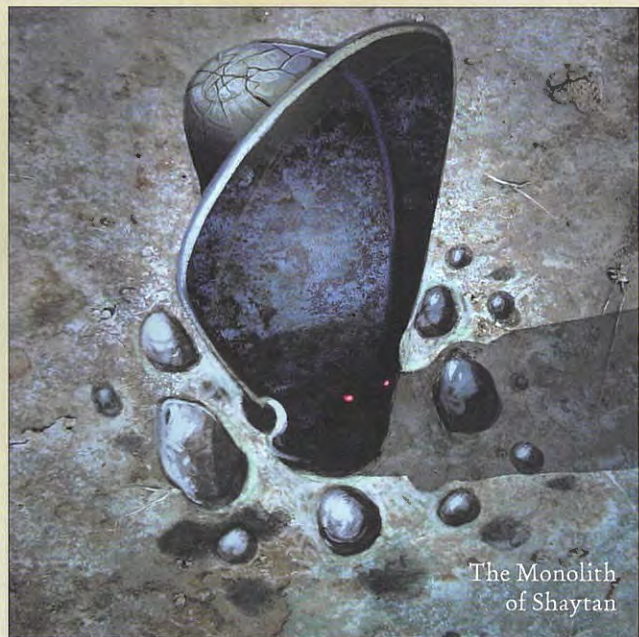
This distance can be bound to a roll of the die. In this case the die or dice are rolled and their total result is added to the value (in cm) of the area of effect. On this roll a "1" is not an automatic failure and a "6" cannot be rolled again. This roll must be made after the catalyst's player has announced the nexus's activation by the latter. Whatever the result, the catalyst must then proceed with the activation.

If the nexus is activated several times in the same round, its area of effect must be recalculated for every activation.

In RAG'NAROK, a nexus with an area of effect is subject to the rules on generic effects with an area of effect (cf. Appendix IV).

Access

A nexus can sometimes be activated from a certain distance. The access indicates the maximum distance (in cm) that can separate the catalyst from the base of the nexus. If "Contact" is indicated, then the catalyst's base must be touching that of the nexus for it to be activated.



The Monolith of Shaytan

REMINDER: Distances are measured from edge of base to edge of base.

Examples:

- *A Spiral of Disintegration has an Access of 10 cm. The catalyst must therefore be within 10 cm or less of its base for him to be able to activate it.*
- *A Monolith of Shaytan has an Access of "Contact." Only fighters touching it or even on top of it can activate it!*

Duration

This indication defines the lapse of time during which the nexus's powers are active. This can be "Instantaneous" or last several rounds. The most powerful effects can last until the end of the game!

Load

The powers a nexus has are rarely unlimited. This indication is split in two. The first value indicates the number of times a nexus can free its powers before being emptied. The second one indicates how often its powers can be used in a round.

A nexus with a Load that is "Unique" can be used only once during the game.

A nexus loses a Load only when it is successfully activated.

Example: *A Guardian of Eternity has a Load of "5 / 2" meaning its power can be liberated up to five times during a game with a maximum of twice per round.*

RULES NEXUS

Counters or dice are used to symbolise the number of loads left in a nexus.
Nexuses can be reloaded during the game, for example by using spells or miracles, except those whose Load is "Unique."

Quantity

Quantity indicates the maximum number of nexuses of this type that can be acquired by a camp depending on the army's total value. The values mentioned in this field indicate the number of nexuses of the same type that a player can acquire for every X A.P. in his army, where X is variable.

Example: "Quantity: 300" means that the army can have one nexus of this type for every complete 300 A.P. in it.

Structure Points

The Structure Points (S.P.) indicate the nexus's mass, the total amount of damage one must inflict it with in order to demolish it. Like its Resilience represents its solidity, its structure represents its integrity: the more Structure Points it has, the more damage the nexus can endure.

Some nexuses are immaterial and don't have S.P. ("-"): unless noted otherwise, these cannot be removed from the game or destroyed.

Army Points

Every nexus has a cost in A.P., which is added to the total value of the army deploying it within its ranks.

HOW ARE NEXUSES PLAYED ?

Acquisition

A nexus can be acquired in the following ways.

With the rest of your army

One just has to pay the cost in A.P. printed on its reference card when raising one's army, in the same way as for a spell, a miracle or an artefact. A nexus acquired in this way can only be activated by a catalyst of the camp that paid its cost in A.P.

An army can devote a maximum of 25% of its total value in A.P. to the acquisition of nexuses.

As a battle objective

A nexus can be deployed as a battle objective in particular scenarios and with the approval of all players concerned. Any catalyst meeting the requirements, no matter which camp he is in, can then activate it.

Through an invocation

Some spells and miracles let a nexus be summoned onto the battlefield. In this case only the cost in A.P. of the spell or miracle is counted when raising an army.

Summoning a nexus does not follow the fighter invocation rules in RAG'NAROK: it is placed on the battlefield according to the instructions given on its reference card.

Deployment

The nexuses of the armies being played are deployed during the nexus deployment phase, which takes place right before the Approach, but after having placed the other so-called "neutral" elements of the scenery.

In CONFRONTATION a separate pile is made with all the players' nexus cards.

Nexuses are deployed in the same way as miniatures. The rules concerning the Reserve, as they are described in the Confrontation rule booklet, apply in the same way to the nexus deck.

Game effects that affect the cards in a pile, cannot designate a nexus.

Example: *The Scourges of Mid-Nor aptitude or the "Immobilization" spell.*

GAME EFFECTS

Some nexuses have inherent special capacities. The descriptions of the various abilities bound to the nexuses are described below in the "Abilities" section.

Most nexuses have no ability at all. In this case this section is not present on their reference card.

Base

Base indicates the nexus's surface area on the ground.

These dimensions are in centimetres. The distances bound to the nexus's area of effect as well as its access must be measured from one of the edges of its base. A nexus must be placed on the battlefield with its whole base touching the ground.

Resilience

A nexus can be destroyed by an enemy assault or by a clumsy catalyst.

Resilience corresponds to the nexus's solidity. The higher it is, the harder it is to break the nexus.

Some nexuses don't have a Resilience: a dash "-" replaces the number. These cannot be destroyed, yet they can still be removed from the battlefield by certain game effects.



In *RAG'NAROK*, the nexuses are deployed as if each one of them were a Unit, no matter its cost in A.P. A player cannot refuse to deploy a nexus or place it in reserve. The nexus deployment phase being before that of the fighters, they are not taken into account when calculating the number of refusals the army with less Units has the right to.

Unless noted otherwise, a nexus can be deployed anywhere on the battlefield, even in the opponent's deployment zone, while nevertheless taking into account the following restrictions.

- A nexus cannot be deployed within less than 20 cm of another nexus. It cannot either be placed in such a way as to block a passage, for example the entry of a bridge; fighters must always be able to move around it without hindrance.
- A nexus is considered to be an element of the scenery in all matters concerning army deployment: positioning of Scouts, lines of sight, etc.

NEXUSES AT THE HEART OF THE BATTLE

Activating a nexus

Unless noted otherwise, activating a nexus is done during the movement phase, as soon as the catalyst's card is played or his Order is carried out.

Only a catalyst of the same camp as the nexus can activate it. The catalyst must begin or end his movement within the nexus's access in order to activate it. He must also meet the conditions of allegiance and have a line of sight onto it.

Once the nexus's activation has been announced, the catalyst must see it all the way through: it is impossible to interrupt an activation.

The catalyst must first undergo the trial. If he is successful or not, he must then proceed with the sacrifice if the activation requires one. And finally, if the trial was passed successfully and whatever the sacrifice's consequences, then the effects of the nexus are applied.

If the nexus has a limited number of loads, then one of them is removed.

Even though some nexuses can be activated several times per round, a same fighter cannot activate more than one per round.

Unless noted otherwise, a fighter cannot be the designated target of a same type of nexus more than once per round, even if several nexuses of the same type are present on the battlefield.

A nexus can be activated even if enemy miniatures are touching its base.

Forcing a nexus

Under certain conditions it can happen that a nexus can be activated by an enemy catalyst. To do so the catalyst must meet all the conditions needed to activate the nexus. This is carried out in the exact same way as a regular activation with just one exception: the catalyst must force the nexus. This means that the trial's difficulty is increased by 2 points. If the nexus is successfully forced, then the catalyst can trigger its power as if he were in its camp.

It is impossible to force a nexus if it is completely unloaded or if it has already been activated the maximum number of times allowed in the round being played.

Even if it has already been forced, a nexus is still considered to be part of its original camp. Every time an enemy catalyst attempts to activate it to his advantage, the nexus must be forced again.

However, the enemy cannot use a nexus that doesn't need a trial to be passed for its activation.

Influence of the nexuses

Some nexuses have an instant effect while others spread their influence during a certain lapse of time. If a nexus's powers apply for a round or longer, then the affected miniatures continue being so even if they are no longer in its area of effect for any reason whatsoever. If, however, the nexus is destroyed, then all its effects that are still active are immediately dissipated.

Assaulting a nexus

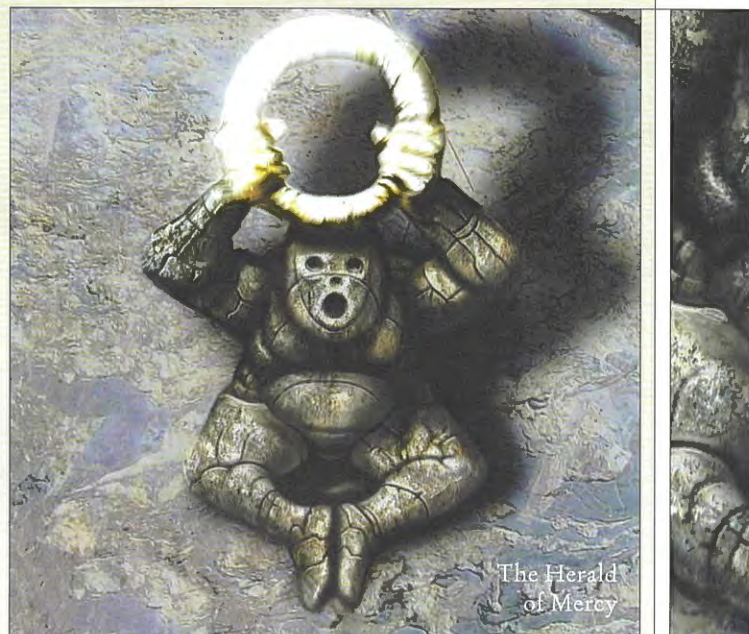
Most nexuses have a physical form on Aarklash: ancient tree, statue or mystical source are only some of the shapes they can take. As such it is possible to destroy them.

When a nexus is the target of an attack in hand-to-hand combat, it has no way of defending itself unless noted otherwise. The attacker must nevertheless make his Attack Rolls on which a result of "1" remains an automatic failure.

- In *CONFRONTATION*, when a nexus is hit by an attack, a shot or any other effect that can cause damage, a Damage Roll is made (see table).
- In *RAG'NAROK*, each Wound suffered by a nexus makes it lose 1 S.P.

NOTE: Magic weapons or weapons endowed with special powers (such as Sword-Axes and Sacred Weapons) have no effect on nexuses. They only inflict regular damage. One must distinguish between artefacts that have an effect on their bearer and those that affect the target. For example, a magic weapon that increases its bearer's STR continues to work, even against a nexus. Yet an artefact that increases the Damage Roll's STR has no effect on a nexus.

A nexus whose S.P. are reduced to 0 or less is destroyed. It isn't removed from the battlefield: it is now a neutral element of the scenery.



The Herald of Mercy

REMINDER: Nexuses that don't have RES or structure cannot be inflicted with damage.

Neutralising the effects of a nexus

There are two ways to resist the undesired effects of a nexus's powers: sacrifice and trial.



The Guardian of Eternity

Sacrifice

Only nexuses that need a sacrifice to be made can be neutralised in this way. To do so the fighters attempting such an action must meet the nexus's conditions of allegiance. He must also be in its access and have a line of sight onto it.

If the nexus is successfully activated, then he can announce its neutralisation. To do so he must also make the sacrifice (after the catalyst has made it). This type of neutralisation doesn't require any kind of die roll and simply causes the activation to be cancelled. The nexus is not considered to have been activated and therefore doesn't spend a load and the number of times it can be activated remains unaffected. If a different catalyst is present, then the nexus that has been neutralised in this way can be activated anew.

A same fighter can proceed with only one neutralisation by sacrifice per round.

Trial

Only nexuses that need a trial to be passed can be neutralised in this way. Such an action does not cause the activation to be cancelled (such as by sacrifice), but it lets a fighter resist the nexus's effects. When a fighter is affected by a nexus, he can attempt to avoid its effects by passing the trial bound to it. To do so he must get a result greater than or equal to the one gotten by the catalyst. If he manages to do so, then he is not affected by the nexus's powers. If the effect affects several targets, then each one can try to pass the trial in order to resist the nexus's power

It isn't necessary to be in the nexus's access, to meet its conditions of allegiance or to have a line of sight onto it in order to attempt to neutralise its effects in this way. One only has to be affected by it.

A fighter who doesn't have the characteristic required to pass the trial cannot resist the nexus's effects.

Unless noted otherwise, a nexus that doesn't need a sacrifice or trial to be made cannot be neutralised.

SPECIAL CASES AND RECOMMENDATIONS

Some questions may arise concerning certain game effects. Here are answers to help clear up certain particular cases.

ELEMENTS OF THE SCENERY: Nexuses are above all elements of the scenery. They are considered to have the "Inalterable" ability. Unless noted otherwise, an Inalterable structure is immune to all game effects other than shots and hand-to-hand combat attacks. If an attack or a shot causes a different effect than the loss of Structure Points, then this effect is ignored and replaced by a normal Damage Roll. An Inalterable structure is therefore immune to the effects of spells and miracles.

When a nexus has lost all its S.P. it isn't considered to be Killed Outright but rather to be Destroyed. This distinction is important in regard to certain game effects that depend on a result of Killed Outright.

Furthermore, nexuses are unaffected by Fear and don't suffer Wound penalties. An element of the game that doesn't have an influence on constructs or the living-dead also has no influence on nexuses.

Unless noted otherwise, a nexus is not counted in a faithful's aura of faith.

A nexus is not considered to be a fighter. This being so, it doesn't give a bonus in Initiative to its camp in a fray, and it doesn't allow an opponent to get an additional combat die. An opponent who is engaged against a nexus without being in base-to-base contact with an enemy has two combat dice.

LOCALISED EFFECTS: Effects bound to a Wound located on a specific spot have no power over a nexus.

Examples: *Baal's vorpal axe, the "Tenebrous Swelling" spell, the Life Stealers' special capacity.*

MODIFICATIONS OF THE GROUND: Some game effects affect miniatures by supernaturally modifying the ground they are standing on. A nexus cannot be moved or destroyed in this way.

Furthermore, a nexus cannot be deployed or summoned onto a mobile element of the scenery that can be destroyed or moved by fighters (such as a tower, a drawbridge or a ship's deck...).

DAMAGE TABLE

In CONFRONTATION, when a nexus is inflicted with damage, the Damage Table below is consulted after rolling 2d6. The lower of the two results lets the Damage be localised.

REMINDER: On Damage Rolls a "6" is not rolled again and a result of "1" is not an automatic failure.

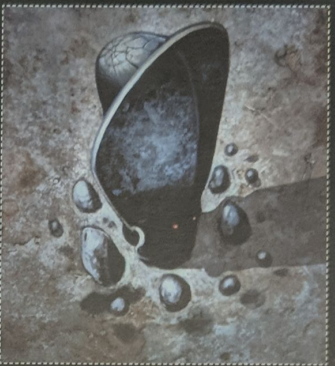
The sum of the 2d6 + the attacker's STR - the nexus's RES indicates the level of damage in the first column. The junction between the corresponding line and the nexus type indicates the amount of S.P. lost.

DAMAGE TABLE				
Damage	Aura/1	Material/2	Source/3	Heart/4-6
0 or -	0	0	1	1
1 to 5	0	1	1	2
6 to 10	1	1	2	3
11 to 15	1	2	3	4
16 to 20	2	3	4	4
21 to +	3	3	4	4

EXCEPTIONAL DAMAGE	
Double 1 :	No effect
Double 2 :	No effect
Double 3 :	-1 SP
Double 4 :	-2 SP
Double 5 :	-3 SP
Double 6 :	-4 SP

If the result is a double then the damage is exceptional. This type of damage doesn't take STR or RES into account and isn't subject to modifiers. All effects bound to exceptional wounds are applied in the normal way. Any double gotten using a sacred weapon inflicts normal damage.

The Bloody Totem



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ABILITIES

NEXUSES CAN SOMETIMES HAVE ABILITIES. THESE ARE DESCRIBED BELOW. THE EFFECTS OF SOME OF THEM ARE ALMOST IDENTICAL TO OTHER ABILITIES DEFINED IN THE SUPPLEMENTS OF THE RACKHAM RANGE OF GAMES. THEY HAVE BEEN GIVEN NEW NAMES TO MARK THE DIFFERENCE BETWEEN NEXUSES AND FIGHTERS AND THUS PREVENT CERTAIN GAME EFFECTS FROM APPLYING.

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

A same fighter can be bound to several nexuses and can activate as many as he wishes if he has the possibility to do so.

If the fighter making the Tactical Roll in your camp is eliminated, then his replacement benefits from this ability's effects.

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

DEPLOYMENT/X: Certain nexuses can spontaneously appear or are hidden from the eye of the layman. X can be either "Approach" or "Scout." A nexus with this ability is not deployed during the nexus deployment phase.

- Nexuses with the "Deployment/Approach" ability are deployed after the troops and before the Scouts are placed onto the battlefield.

- Nexuses with the "Deployment/Scout" ability are placed onto the battlefield after the Scouts of both camps.

In either case these nexuses are deployed like normal nexuses. All other rules concerning the deployment of nexuses apply in the usual way.

EMBLEM/X: An Emblem inspires the loyalty and devotion of those who worship it. All friendly miniatures that comply with its allegiance and are located within a distance equal to or less than X cm can replace their "Courage/Fear" value with the nexus's "Structure" value as printed on its card for all tests related to this characteristic.

FAITH/X: Insignificant places have been blessed by the gods and contain an important source of spiritual energy. At any time a friendly faithful can use a nexus that has this ability. To do so he must comply with its allegiance and be within its access. The faithful immediately recovers X points of T.F. and the nexus is then considered to be destroyed.

A same faithful can sacrifice only one nexus with this ability per round. This action is not considered to be the activation of a nexus.

GUARD/X: A powerful spell or the benevolence of the Elements protects nexuses endowed with this ability. Before every Damage Roll made against it, roll 1d6: on a result of X or more the Damage Roll is ignored.

HOSTILE/X: The essence of Hostile nexuses makes them especially dangerous for certain types of creatures. When a Damage Roll caused by the activation of a nexus hits a fighter with the attribute defined by X, then the damage is read one line lower in the Wound Table. It is not possible to go further than the lowest line in the table.

Hostile intervenes before the "Hard-boiled" ability is applied.

ICON/X: A nexus can take on various shapes. Some are pagan idols; others are hidden in the most sacred places of civilisation... At the beginning of the Divination phase a nexus with this ability automatically gives X points of T.F. to all friendly faithful complying with its allegiance. It must, however, be within their aura of faith.

INVIOLENT: Placed under the protection of powerful charms, a nexus with this ability cannot be Forced by an adverse catalyst.

MANA/X: Certain nexuses hold an incredible quantity of magic essence. At any time a friendly magician can decide to use a nexus that has this ability. To do so he must comply with its allegiance and be within its access. The magician immediately recovers X mana gems of his choice and the nexus is then considered to be destroyed.

A same magician can sacrifice only one nexus with this ability per round. This action is not considered to be the activation of a nexus.

REPARATION/X: The most saintly and the most abject nexuses transcend the laws of matter to reshape their own structure and survive the wars of mortals. At the end of every round, during the Mana Recovery phase, roll 1d6 for every nexus with this ability. On a result of X or more the nexus recovers 1 S.P. This does not allow it to have more S.P. than printed on its reference card. The Reparation die is rolled again as long as it is successful. A nexus can be fully repaired in this way! A destroyed nexus cannot repair itself.

RESOURCE/X: A nexus can take years to recover the full range of its powers. Those that have this ability do so within seconds. Roll 1d6 at the end of each round during the Mana Recovery phase for each nexus endowed with the "Resource" ability. On a result of X or more the nexus recovers a load. This does not let it have more loads than printed on its reference card.

RUIN/X: Very few things can resist the ravages of time. A nexus endowed with this ability crumbles visibly or seems as fragile as crystal... Roll 1d6 at the end of each round during the Mana Recovery phase for each nexus afflicted with this ability. On a result of X or more the nexus loses 1 S.P.

SANCTUARY/X: Certain places protect those who find refuge in them. Once a nexus with this ability has been deployed, no Scout or enemy nexus can then be deployed within X cm or less of it. Scouts and nexuses deployed before the Sanctuary nexus are not subject to this rule.

If a nexus has the "Sanctuary" and "Hostile" abilities on its reference card, then all fighters affected by the nexus's "Hostile" ability suffer a -1 on all their INI, ATT, DEF and AIM rolls as soon as they are within X cm or less of the nexus. This penalty is cumulative with other penalties the victims may be subject to. It applies as long as the victim remains in the area of effect or until the nexus is destroyed.

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

A WAR OF MOVEMENT

Heroism has an important part to play during the movement phase. Yet the sometimes rather disorderly spontaneity of skirmishes can leave the finest strategists hungering for more... So here are three alternative rules to enrich this important phase. Choose the one that best suits you depending on its complexity or on your style of play, and discover skirmishes under a different light...

Some aspects of these rules strongly resemble those of the game of RAG'NAROK. Being so, you can use them to make an easier transition from the game of skirmishes to the game of battles.

PREAMBLE

The three rules presented below bring several changes to the way in which certain game effects work, especially spells and miracles that affect the drawing of cards from the deck. If the use of a game effect seems ambiguous to you in regard to the rules below, we suggest that you agree with your playing partner on how it is applied before beginning the game. If this effect seems completely incompatible or if no compromise can be found, then the effect cannot be used.

Some terms are often used in the rules below. These are their definitions:

COMMANDER-IN-CHIEF: The fighter whose Discipline is used for the Tactical Roll at the beginning of each round. The Commander-in-Chief can change from one round to the next if the previous one has been eliminated, if several fighters have the same Discipline rate, or if the player of the concerned camp wishes so.

COMMANDER: A fighter who has the "Leadership" ability.

HAND: This term defines the set of cards a player is holding in the "The Hand of Fate" rule.

STRATEGIC DECK

Sitting on a rock at the top of a hill, Vargas Metatron was waiting for the horizon to reveal the future to him. His warriors were waiting further below, protected from Lahn's bite by the shadow of the canyons of Bran-Ô-Kor.

The horizon delivered its prophecy when a cloud of smoke disturbed its calm and its endlessness. The orcs had just come to quench their thirst at a nearby well. Vargas got down from his observatory and gathered his warriors.

"We will only have one chance to surprise them. Listen carefully to my instructions ..."

The armies are raised and deployed according to the Confrontation rules. Each camp counts the number of reference cards it has before the Approach Roll and each of the Tactical Rolls.

Each camp then makes a deck with its reference cards, putting them into the order it prefers. These decks are then placed face down. Unless

specified otherwise (spell, etc.) the order the cards are in can then no longer be modified before the end of the movement phase.

It is only once all decks have been made that the Tactical Roll is made.



Example: A Scorpion player has five cards. These are: Vargas Metatron, Keratis warrior, tiger of Dirz and two Dirz halberdier cards. For this round he decides to organise his deck of cards so as to draw his troops in the following order: Dirz halberdier (1st card), Keratis warrior, Dirz halberdier (2nd card), Vargas Metatron and tiger of Dirz.

The cards are activated one after the other and taking turns, beginning with the deck of the camp that won the Tactical Roll. The player who has fewer cards when the Tactical Roll is made has the right to a refusal: he can skip his turn when he should activate a card. His right to refusal can be used as often as his opponent has more cards in his deck. The rules concerning the Reserve are identical to those in CONFRONTATION

COMBAT GROUPS

Example: An orc player is faced with the Scorpion player of the previous example. He has three cards organised in the deck as follows: warrior (1), warrior (2), Umran Kal. Since his opponent has five cards he can use his right to refusal up to two times ($5-3=2$).

The orcs lost the Tactical Roll so the Scorpions activate their first Dirz halberdier card. Expecting some baseness from the Syhars, the orc player decides to have his warriors wait by skipping his turn for a first time. So the Scorpion player must draw his second card...

If more than two armies are present in the two opposing camps (an alliance of Lions and Griffins against the living-dead of Acheron, for example), then only one deck is made for each camp.

THE HAND OF FATE

Misan was finishing the scientific calculations while the Master Reaper impatiently looked on. The Clairvoyant's concentrated look on his face suddenly gave way to one of satisfaction.

"The heavens are favourable today. Fate and chance should smile upon us, Dekkar!"

"Normally I'm not superstitious, but very well. You will accompany me during this battle and we shall see if your science holds true."

The armies are raised according to the Confrontation rules.

The consecutive Approach and Tactical Rolls are made before the deck is made. Once the Discipline Roll has been made each player may keep one of his reference cards and put it aside. The one who won the Tactical Roll may keep one additional card. This rule replaces the reserve in Confrontation.

The remaining cards are then placed into a common deck, which is then shuffled and dealt among the players. Each player thus has a "hand" of cards made up of the various armies present.

Example: A goblin player has won the Tactical Roll. Since he has grand designs for the Babayagob he decides to place her aside with another card: goblin with ball and chains. After the cards are dealt he realises that most of his army is in the other players' hands... The Sorceress will nevertheless remain mistress of her destiny!

The cards are then played one after the other and taking turns, beginning with the player who has the highest number of cards in his hand. In case of a tie the player who won the Tactical Roll acts first. The players are free to look at the cards they have been dealt and to choose the ones they activate. Thus they can activate their own troops or force an opponent to put his into play.

The cards placed aside at the beginning of the round can be activated instead of a card in one's hand or even at the same time as a card that belongs to the player. It is impossible to activate a card set aside at the same time as an opponent's card.

Example: Our goblin player had to make the best of a tricky situation. His opponents teamed up and forced him to move his whole army before theirs. At the last moment he gets a "Ströhm knights" card and activates the two cards he set aside at the same time! The combined movement of the three types of fighters causes a devastating Charge that the Babayagob's fiery magic brings to perfection...

Hidden in the tall ferns of the Forest of Diisha, Ophyr observed the column of Ströhm warriors advancing to take over his territory. Among the troops a sorcerer perched on a troll seemed to be discussing tactics with a goblin officer.

The Guardian addressed his brothers in the sign language of the Sons of Yllia. The crossbowman's shot at the officer would be the signal to attack. The predator would take care of the troll and then of the rest of the war-staff. As for Ophyr, he reserved the sorcerer for himself... And finally the warriors would finish their masterpiece by sowing panic among the ranks of the god Rat. After that all they had to do was catch the runaways!

The combat group rules modify the movement phase by affecting the way the armies are deployed and moved. Each camp is divided into varied squads placed under the command of a "leader."

The combat group rules are a bit more complex than the two previous options. However, the strategic possibilities they give are many, especially if you play in an urban setting or if you enjoy coordinated strikes...

THE COMBAT GROUP

A combat group is made up of two or more miniatures. These fighters can be of different types. Each of these groups must nevertheless include a leader whose rank sets the maximum number of fighters in the combat group he leads.

When building your armies the various combat groups and their compositions are noted on a piece of paper.

Leaders and numbers

Any fighter with a DIS equal to or greater than 1, except those of "Irregular" or "Creature" rank, can be selected to be leader of a combat group. This affects neither his characteristics nor his A.P. value. However, the leader's DIS must be equal to or higher than the one of the members of his group.

The maximum number of fighters in a combat group depends on its leader's rank.

- **IRREGULAR/CREATURE^(*):**
- **REGULAR:2**
- **VETERAN/INITIATE/DEVOUT: 4**
- **SPECIAL/ELITE/ADEPT/ZEALOT: 6**
- **LIVING LEGEND/MASTER/DEAN: 8**
- **MAJOR ALLY/VIRTUOSO/AVATAR: 10**

^(*): An Irregular or a Creature cannot be a leader.

A combat group can have only one leader.

Special cases

Magicians and faithful

Whatever their DIS rate, even if they don't have any, magicians and faithful can become leaders.

Leadership

If a group's leader has the "Leadership" ability, the maximum number of fighters his combat group can include is increased by a number of points equal to his DIS rate.

If such a leader does not have a DIS rate, then the maximum number of fighters in his combat group is increased by a number of points equal to his Power if he is a magician or to the sum of his Aspects if he is a faithful. If he is neither a magician nor a faithful, then the maximum number of fighters is increased by a number of points equal to half his Courage or Fear rate, rounded up to the nearest integer.

Modification of the DIS rate during the game

If the leader's DIS rate should happen to be modified (spell, etc.) then the maximum number of fighters in his group remains the same.

Example: During a confrontation Hogarth suffers the effects of the "Cerebral Atrophy" spell. His DIS is reduced to 0. All his men remain under his command and his combat group doesn't change.

Independent fighters

Fighters who aren't in any combat group are called "independent fighters." They cannot be leaders but they can join various combat groups during the game (see section on "Modification of combat groups").

Making the deck

Each combat group depends on its leader's reference card for its movements. The deck is therefore made up only of the leaders' and independent fighters' reference cards.

Example: Hogarth the Colossus is a Regular with a DIS of 3 and the "Leadership" ability. His combat group can thus be made up of a maximum of six miniatures including him. The Colossus chooses to be accompanied by three Kelt warriors, a minotaur and a Kelt druid. The six miniatures move when Hogarth's card is activated.

His army also includes a Fianna musician and a Fianna totem-bearer. The musician is accompanied by three Fiannas, and the totem-bearer has been joined by two fury warriors. Hence the whole army includes 13 miniatures distributed among three cards.

Deploying combat groups

During the Approach, each member of a combat group must be within 10 cm or less of its leader.

Disappearance of the leader

If the leader of a combat group should happen to disappear during the game, then his group is dissolved and all its members become independent fighters. During the following movement phase their reference cards must be added to the deck, unless they manage to join a different group.

Modification of combat groups

Before each Tactical Roll the players can try to modify the composition of their combat groups.

Joining a combat group

Any fighter may try to join a combat group as long as his DIS rate isn't greater than that of the leader of the group he wishes to join and that its maximum number of fighters hasn't already been reached.

A Discipline test is made for the fighter attempting to join the combat group. Its difficulty is equal to half the distance (rounded up to the higher integer) between the fighter and the leader of the group he wishes to join. If they are in base-to-base contact with each other then the test is automatically passed.

If the test is passed then the fighter is considered to be part of his new group.

If it fails, he remains bound to his old group or keeps his status of independent fighter if this is the case.

Example: The Sessairs player decides to try to rally a Fianna to Hogarth's combat group. One of the Kelt warriors who was part of the group having been killed, the group's maximum number of fighters hasn't been reached. This act is allowed since the Fianna's DIS is lower than Hogarth's. Because the Fianna is standing 13 cm from Hogarth she must make a Discipline test with a difficulty of 7.

Leaving a combat group

Any fighter, except leaders, can freely leave his combat group. No test is required. His reference card is then added to the deck.

Deploying fighters during the game

Fighters deployed on the battlefield during the course of a game due to an invocation, a resurrection or a game effect such as the "Reinforcement" ability are considered to be independent fighters.

These rules can be combined together. For example, having a "strategic deck" made up of "combat groups" would simulate the dilemmas illustrious generals are faced with when watching their troops from the top of a distant hill...



ASSAULTING

THE SCENERY

Who has never dreamt of shattering hills using the mountain-breaker? Of burning down the forests of the elves? Of entering the inn by smashing the window instead of using the door? Here is a proposal of rules that define the “solidity” of an element of the scenery in the world of *CONFRONTATION* and *RAG’NAROK*.

The element represented by the scenery is defined by two things: the material it is made of and its mass. It is easier to break a wooden door than a door of metal, for metal is usually more solid than wood. Similarly, it takes less time to crack a small stone than to saw through the trunk of a huge tree, for the volume of the wood is much greater.

- The material the element of the scenery is supposed to be made of defines its **Resilience/RES**.
- Its mass is represented by a certain number of **Structure Points/S.P.**

The combination of these two factors defines the element of the scenery’s magnitude when it is targeted by a game effect.

Unless noted otherwise in the material’s or the structure’s description, all elements of the scenery have the “Inalterable” ability (see below).

RESILIENCE

This characteristic of an element of the scenery is used in the same way as in *CONFRONTATION* and *RAG’NAROK*. Its value is subtracted from the result of the Damage Rolls it is inflicted with.

The material an element is made of also gives it certain properties (see Abilities).

Fragile as glass

Windows, stained glass, porcelain and certain minerals (crystal, quartz, etc.) are as fragile as glass. They are therefore assimilated with this material.

MATERIAL	RES
Crystal	0
Thin glass	1
Thick or reinforced glass	2
Glass and bars	3
Thick glass and bars	4

ABILITIES: Breakable. Vulnerable. Glass can also have the “Transparent” ability if it is an element made to let light come through.

Leather and bone

Leather and bone also includes hides that cover barbarian huts, hangings, or even the abominable walls of flesh of the halls of Darkness.

MATERIAL	RES
Fine leather, very light hut	1
Tanned leather, fragile bone, marauder’s hut	2
Strengthened leather, normal bone, sedentary hut	3
Brontops hide, thick bone, chief’s hut	4
Morbid constructions	5 to 7

ABILITIES: Vulnerable. Flammable. (Elements made only of bone are not “Flammable.”)

Walls

Wood, cob and brick are used to make walls.

These elements exist in countless sizes and compositions.

MATERIAL	RES
Loose earth	0
Earth	1
Frozen or rocky earth	2
Small tree or bale of hay	2
Grown tree or brittle brick	3
Venerable tree, brick of low quality	4
Badly maintained wooden palisade, wall of regular brick	5
Wooden palisade of fortified farm	6
Wooden stockade of small fort, thick brick wall of good quality	7
Thick, tarred wooden stockade of a fortress of the dwarves of the plains of Naël-Tarn	8

ABILITIES: Flammable if it is an element made of untransformed wood or other material (simple tree, roof of straw, etc.).

Elements made of strengthened wood are usually treated against incendiary attacks. They are not subject to this ability unless the incendiary attack’s STR is greater than or equal to twice their RES.

Example : *The Babayagob and her goblin warriors are attacking a small Sessairs fort. It is surrounded by a wooden palisade whose RES value is equal to 6. The Babayagob throws a fireball (STR 15) at the barricade. The fireball’s STR being greater than twice the barricade’s RES (2 x 6 = 12), there is a chance that it starts burning.*

Metal and stone

Elements of the scenery made of huge rocks or of metal plates are by far the most difficult to destroy. Each level of RES of such elements has its own value in its "Indestructible" ability.

MATERIAL	RES	ABILITY
Stone wall of a house	9-12	Indestructible/10
Wall of steel	13-16	Indestructible/10
Wall of a fortress	17-20	Indestructible/12
Wall of pure Alphax	30	Indestructible/18

STRUCTURE

At first it seems surprising that a simple warrior should be able to destroy a low wall or chop down a tree with a single lucky blow.

To convince oneself that such a manoeuvre is possible, one must know that a roll of the die can represent a whole sequence of blows. The element of the scenery can also have been badly built or have been damaged in the past, and the impact's force brings this weakness to light in a spectacular way. And the strongest of doors easily gives way if it is violently unhinged.

Seeing that there is an infinite number of elements of the scenery, the number of S.P. they are given is most often up to the players. Criteria such as its height, its width and its thickness, in other words its mass, are obviously primordial. An element of the scenery representing an old building that is worn by vegetation and time will give in to attacks much easier than a new one built with revolutionary materials.

Because the creative possibilities of making elements of the scenery are limitless, it is strongly suggested that before game begin all players agree on the RES and S.P. values of the elements present on the battlefield that can be destroyed.

In order to establish a base for comparison, a human warrior in Confrontation has 4 "Structure Points" represented by his Wound degrees (Light Wound, Serious Wound, Critical Wound and Killed Outright). A dwarven chariot or a goblin mountain-breaker has 8 S.P.

The RACKHAM range of products offers a wide choice of columns, doors and other items made to decorate your settings and dioramas. Here are examples of their RES and S.P. These values can change depending on how these items are represented on the battlefield.



COLUMNS



MATERIAL: Stone/RES II
ABILITY: Indestructible/10
5 S.P.

COLUMNS OF SILENCE



MATERIAL: Stone/RES II
ABILITY: Indestructible/10
5 S.P.

Column of the Damned



Pillar of Skulls

Spiral of Flesh

Pillar of Skulls / MATERIAL: Thick bone/RES 4

ABILITY: Vulnerable

5 S.P.

Spiral of Flesh / MATERIAL: Flesh of the damned/RES 3

ABILITY: Vulnerable. Flammable.

6 S.P.

Doors



Manor Door

Big Door

Manor Door / MATERIAL: Finely crafted wood/RES 6

ABILITIES: Breakable. Flammable. Vulnerable.

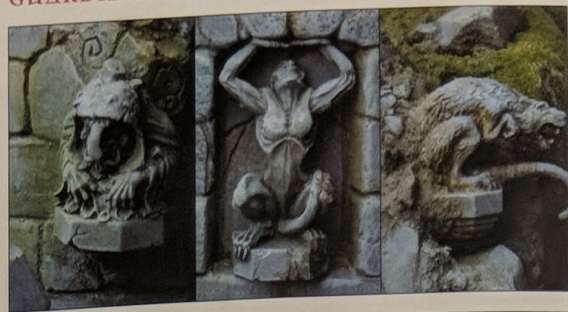
2 S.P.

Big Door / MATERIAL: Thick wood/RES 7

ABILITIES: Breakable. Flammable. Vulnerable.

3 S.P.

Guardian of Eternity



MATERIAL: Stone/RES 11

ABILITY: Indestructible/10

3 S.P.

Destruction of the Scenery

An element of the scenery can be made up of one or several objects. An item representing a house, for example, can be made of a single piece of plaster or resin. It can also be an assembly of several removable parts: walls, doors, windows, etc.

Each element of a setting has its own RES and S.P. values and is removed from the battlefield when it has lost its last S.P.

In this case an item made of a single piece of plaster or resin is removed at once while an assembly can be taken apart piece by piece.

These two rules may seem abrupt and fairly unrealistic when one has to remove an altar, a barricade or a huge structure at once. Yet it would be a bit awkward to pretend, for example, that a wing of a castle has crumbled and that the fighters can pass through it while the object representing the castle is made up of a single block of plastic and is therefore still standing on the battlefield.

In this case the solution would be to have adjustable elements of the scenery made up of removable parts (doors, windows, walls, etc.). The protagonists can then have fun assaulting the scenery...

And *Hybrid* players can equip themselves with several Fallen Rocks counters, which can always come in handy.

Load-bearing structures

Constructions often have elements that support their higher parts, such as the roof of a tavern that is held up by its walls.

To represent this a skilled player can destroy an element of the scenery by attacking its load-bearing structure. These must be defined by all players before starting the game.

As soon as half of the load-bearing structures (rounded down to the lower integer) have been destroyed, the element of the scenery is completely demolished.

Collapse

An element of the scenery that has 15 S.P. or more is qualified as being massive. It truly comes crashing down when it is destroyed.

If this happens to an area covered by a roof, such as a house or a temple, then all fighters located inside it and more than 5 cm from an exit when it is destroyed are removed from the battlefield. They are considered losses, buried beneath the rubble until the end of the battle or even for all eternity.

If Incarnation or a similar game mode is being played, then 1d6 is rolled for every buried fighter. On a result of "1" or "2" the warrior is Killed Outright. On any other result he survives the structure's collapse and can therefore continue on with his adventures during the next game.

Fighters located on or inside (within 5 cm or less of an exit) a massive element of the scenery that collapses, as well as fighters standing within 5 cm around it, suffer a Damage Roll of a STR equal to the highest RES of the destroyed element of the scenery.

In any case these fighters automatically fail their Attack, Aim, Power or Divination tests until the end of the round.

Surviving miniatures that were standing inside are randomly placed within 5 cm or less of the nearest exit by the player controlling them. If they were standing on it, they are placed within 5 cm or less of the closest edge of the element of the scenery by the player controlling them. They cannot be placed directly into base-to-base contact with another miniature.

ABILITIES OF THE SCENERY

BREAKABLE: A fighter can attempt to pass through a Breakable element of the scenery at his activation during the movement phase. To do so he must announce a charge against a target located behind the obstacle or against the obstacle itself. When he comes into contact with the element of the scenery, the fighter inflicts it with a Damage Roll. If he has equipment that gives him a bonus in STR when charging, then he benefits from it. If he also has the "Brutish charge" ability, then make two Damage Rolls instead of one.

If the element of the scenery is destroyed, the fighter can finish his movement. He must nevertheless be able to move through the opening thus created. If he can't, then his movement is over.

If he passes through or not, the broken element may cause the fighter some discomfort (shards of glass, etc.). Roll 1d6. On a result of "1" to "3" nothing happens. On a result of "4" to "6" the fighter suffers a -1 penalty in INI, ATT and DEF until the end of the round.

If the element of the scenery is not broken by the fighter's impetuous assault, he is destabilised and covered in ridicule. He suffers a -1 penalty in INI, ATT and DEF until the end of the round. These penalties are cumulative with other penalties affecting him. They cannot lower a characteristic below 0.

INALTERABLE: Unless noted otherwise, an Inalterable structure is immune to all game effects other than shots and attacks in hand-to-hand combat. If an attack or a shot causes a different effect than the loss of S.P., then this effect is ignored and the Damage Roll is resolved in the usual way.

When its S.P. reach 0 or less, an "Inalterable" structure is not considered to be Killed Outright, but rather is Destroyed. This difference is important in regard to certain effects that depend on a result of Killed Outright (the spectres of Acheron's Heartrender, the Dirz biopsists' special capacity, etc.).

INDESTRUCTIBLE/X: Only titans can demolish high walls. Elements of the scenery endowed with this ability are immune to Damage Rolls whose STR is less than or equal to X. This does not mean that they cannot be destroyed: it only takes much longer than a single battle to bring them down.

FLAMMABLE: Flammable elements of the scenery can catch fire if they suffer a Damage Roll caused by a spell made even partially of Fire or by a flaming weapon (Judgement Blade enchanted by the "Incandescent Chastisement" spell, etc.). Roll 1d6. On a result of "3" or more the scenery catches fire. A "Gem of Fire" counter is then placed on the element of the scenery; an additional counter is added after each following Tactical Roll.

The element of the scenery automatically loses as many S.P. as there are counters before each Tactical Roll. If, after having lost these S.P., the element has less than 10 S.P. left, the fire is at its strongest. 1d6 must then be rolled for every fighter standing within 2.5 cm or less of one of its sides (at altitude Levels 0 and 1). One point is subtracted from the result for every S.P. the element of the scenery still has. If the result on the die is a "1" or if the final result is less than or equal to 1, the fighter suffers a Damage Roll (STR 8).

The fire can spread if another "Flammable" element of the scenery (which doesn't already have a "Gem of Fire" counter) is nearby. After each Tactical Roll 1d6 is rolled for every "Flammable" element that has so far been spared by the flames within 10 cm or less of an element of the scenery on which one or more "Gem of Fire" counters have been placed. On a result of "5" or "6" it also starts burning. A "Gem of Fire" counter is then placed on it. An element of the scenery can be subject to several consecutive tests if it is within 10 cm or less of several elements in flames.

TRANSPARENT: If it is a window or a similar object, a "Transparent" element does not block the lines of sight of fighters standing within 15 cm or less of it. Beyond this distance the reflections prevent fighters from correctly seeing through it. Projectiles and fighters cannot pass through it without it being broken. It is possible to cast a miracle through it. This also counts for spells as long as they don't inflict Damage Rolls on their target.

VULNERABLE: Vulnerable elements of the scenery are affected in the normal way by all game effects that cause a Damage Roll (spells, miracles, etc.). If these same game effects have other consequences (such as penalties), these do not apply.

COLUMNS



MATERIAL: Stone/RES II

ABILITY: Indestructible/10

4 S.P.

EQUIPMENT AND SPECIAL RULES

LANDSCAPES: Some elements of the scenery represent landscapes (hills, mounds, etc.). These can only be destroyed by a single blow. If they don't lose all their S.P. after a single attack (no matter how many Damage Rolls it causes), they don't lose any S.P.

ARTILLERY: If an element of the scenery suffers a Damage Roll caused by an item with the "Light artillery" or "Heavy artillery" ability, then multiply the loss of S.P. by 4. This is also valid for Artillery with zone effect.

INCENDIARY EQUIPMENT: A fighter can be given incendiary equipment for 3 A.P. This can be a secondary hand-to-hand combat weapon (torch, jar of Greek fire, etc.) or his projectile weapon if he has one (burning arrows, etc.). If he wishes to equip himself with both, this would cost him 6 A.P. This equipment lets the fighter try to set "Flammable" elements of the scenery ablaze.

EXTINGUISHING A FIRE: There are two ways to put out a fire.

- By calling on a magician. A magician standing within a radius of 10 cm around an "element in flames" may try to put it out. To do so, before the Tactical Roll he must spend as many Gems of Water as there are "Gem of Fire" counters on the element on fire and remove the corresponding number of counters, over a span of several rounds if needed. He can also proceed by spending Gems of Air or Darkness. In this case every two Gems of Air or of Darkness (or one of each) he spends lets one "Gem of Fire" counter be removed.
- By spending some of one's army points on a fire extinguishing corps when building one's army. This corps can take on various shapes: a sudden downpour, villagers ready to intervene, etc. This is not represented on the battlefield. Its efficiency, represented by X, is proportional to the number of army points invested.

1% OF THE ARMY'S TOTAL VALUE: X = 6

3% OF THE ARMY'S TOTAL VALUE: X = 5

5% OF THE ARMY'S TOTAL VALUE: X = 4

At the end of a round 1d6 is rolled for every "burning element of the scenery." If the roll's result is less than "X", nothing happens. If the result is greater than or equal to "X", a "Gem of Fire" counter is removed from the blazing element and this test is made again. If there are no more "Gem of Fire" counters left on the element, then the fire has been extinguished.



SOME EXAMPLES

Splitting mountains

A player has deployed a Mountain-breaker in her goblin army and wants to pulverise a small hill on which her opponent's two dwarf bombardiers are standing.

The hill represented by the element of the scenery is out of earth (RES 0) and has 18 S.P. It is therefore considered to be massive. Since it is a form of the landscape it can only be destroyed by a single attack.

The Aim Roll is resolved and the hill is hit. The Mountain-breaker shoots a "shell" that causes three Damage Rolls. This is nevertheless a single attack.

In all, the three Damage Rolls have inflicted the hill with a loss of 6 S.P. The Mountain-breaker being an artillery machine, this amount is multiplied by 4, thus making a total loss of 24 S.P. The hill is disintegrated in a monumental explosion.

Since it is a massive element of the scenery and they were on top of it, the bombardiers suffer a Damage Roll of STR 0 (the hill's RES) representing their promontory's collapse in addition to the damage caused by the "shell's" explosion.

The dwarves are placed within a radius of 5 cm from the closest edge of the hill and facing the direction chosen by the player controlling them. Their Attack and Aim tests fail automatically until the end of the round.

The hill is then removed from the battlefield.

Starting forest fires

The Gorgon, a necromancer of Acheron, is fighting a pack of Wolfen entrenched in a forest. She would rather force them to come out than confront them on their hunting grounds.

In the Wolfen army's deployment zone there are eight equally sized templates placed 10 cm from each other. Each of these templates symbolises an area where trees of respectable height are planted and the vegetation is thick. Each one has a RES of 3 and 6 S.P.

The Gorgon uses the "Arrows of Hecate" spell during the magic phase. She sends two flaming projectiles flying towards two different groups of trees. The two templates each lose 1 S.P. due to the spell's impact.

The vegetation represented on the templates can catch fire on a result of "3" or more on a roll of 1d6. One of the templates is set ablaze: a "Gem of Fire" counter is placed on it.

Before the next Tactical Roll the burning template loses as many S.P. as there are "Gem of Fire" counters on it, meaning 1. Its S.P. value is reduced to 4: the fire is at its height and risks burning those who get too near. A Wolfen crossbowman is hidden behind one of the bushes. 1d6 is rolled and the result is "3." The amount of S.P. the template still has, which is "4" in this case, is subtracted from this result. The final result is thus -1: the crossbowman is burnt and suffers a Damage Roll (STR 8).

Once the loss of S.P. and any Wounds caused by the fire have been resolved, each player makes his Tactical Roll.

Immediately after this an additional "Gem of Fire" counter is placed on the blazing template.

A new test is then made to know if the fire spreads to the "Flammable" templates located within 10 cm of the burning one that have been spared so far. 1d6 is rolled for each of the three concerned templates: they catch fire on a result of "5" or "6." The results on the dice are "2," "6" and "6." So the fire spreads to the two templates selected last and a "Gem of Fire" counter is placed on each one of them.

FLYING FIGHTERS

These rules replace those described in *Incarnation* for *CONFRONTATION* and in *RAG'NAROK*.

ALTITUDE LEVELS

Three altitude levels are used to represent the fighters' position on the battlefield and in the air.

LEVEL 0: All miniatures touching the ground are at level 0 even if they are standing high on an element of the scenery. Elements of the scenery placed on the battlefield are also considered to be at level 0. This level is therefore not the surface of the tabletop, but rather the surface of the elements placed onto it.

LEVEL 1: This level represents the low altitude flight zone.

LEVEL 2: This level represents the high altitude flight zone.

DEPLOYMENT

Miniatures with the "Flight" ability must be deployed at level 0 unless specified otherwise in the scenario.

PLACING THE MINIATURES

When two miniatures or two Units are at the same position on the battlefield but at different altitude levels, placing them can become quite tricky. To solve this problem the following rules must be applied. As soon as a fighter takes off and is at level 1 or 2 replace his miniature with an Altitude counter (supplied with *RAG'NAROK*). Mark one side of the counter to symbolise its front in order to be able to determine the represented miniature's field of vision.

In *RAG'NAROK* a whole Unit is represented by a single counter, no matter the number of fighters it is made up of. The counter is placed at the middle of the Unit's first rank. This Unit's miniatures are placed off the battlefield on a separate surface. All combat that takes place at levels 1 and 2 is simulated on this other surface.

As long as a fighter or Unit remains at level 1 or 2, all its movements are made using the counter representing him or it.

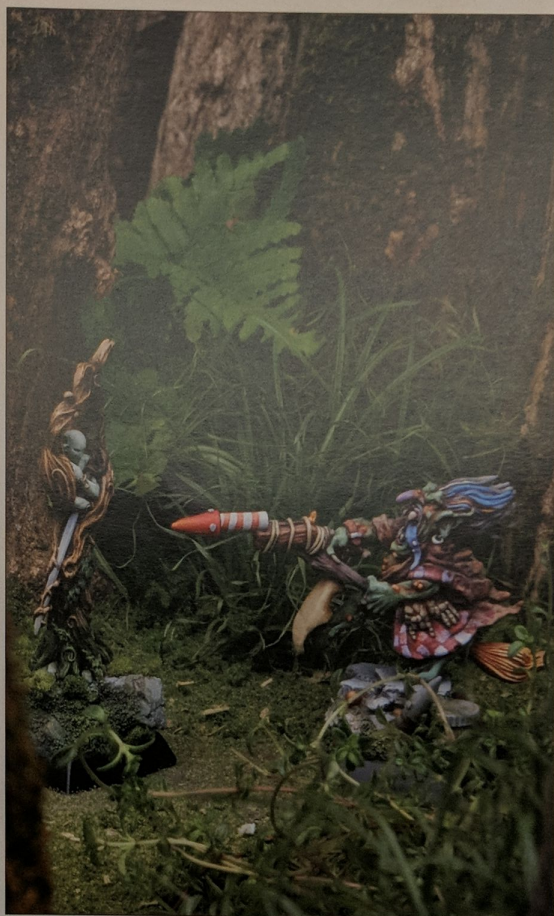
MOVING ON THE GROUND AND IN THE AIR

Miniatures with the "Flight" ability have two MOV rates. The first one represents their movement on the ground and the second one when flying.

A fighter who is moving at level 1 or 2 or who takes off from level 0 uses his second rate (meaning his "flight speed").

Movement when flying follows the same rules as moving on the ground with a few exceptions.

- In *RAG'NAROK* a Unit in flight moves as if it were a single miniature when it comes to movement restrictions.
- Only the counter is moved. The sizes of the miniatures' bases as well as the number of fighters in a Unit are not taken into account: the counters can move around each other freely. This represents the extreme mobility of troops flying in the air.



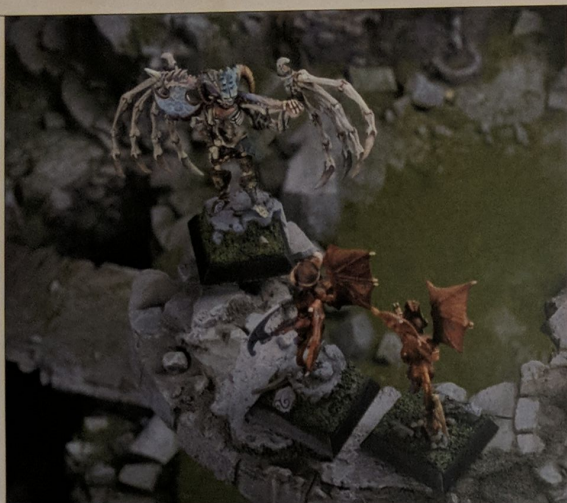
- When a flying miniature or Unit charges or engages another one, measure the distance between the counter representing it and the target. In *RAG'NAROK* it is measured as if all miniatures of the flying Unit were located at the exact point where the counter is located. This means that if a flying Unit charges or engages another flying Unit, then all miniatures of the Unit that is charging can be placed in base-to-base contact with any miniature in the Unit that was charged (providing there is enough space to position the attacking miniature with their bases touching), yet the formation distances must still be respected.

Changing altitude levels

Moving from one level to the other reduces the flight MOV rate the miniature uses by 5. In a same movement phase a miniature can change levels only once, no matter in which direction it changes levels.

Example 1: A morbid angel located at level 2 "descends" to level 1. Its flight Movement rate being 17.5, it becomes 12.5. Hence the morbid angel moves to level 1 and can still move a maximum distance of 25 cm.

Example 2: A reaper of Mid-Nor located at level 0 changes level to fly off at level 1. His flight Movement rate being 15, it becomes 10. Hence the reaper moves to level 1 and can still move a maximum distance of 20 cm.



Moving at level 1

At level 1 the fighters ignore movement penalties bound to the various types of ground, but they must move around obstacles that are higher than 15 cm.

Moving at level 2

At level 2 the fighters ignore all obstacles (except other creatures located at level 2) and movement penalties bound to the various types of ground.

Landing

Once a flying fighter has landed at level 0 he can no longer use his ground or flight MOV to move during the movement phase being played. He can, however, fire or attack in the usual conditions. He can also make a pursuit movement (in CONFRONTATION) or a thrust movement (in RAG'NAROK) during the hand-to-hand combat phase, in which case his ground Movement rate is used. A fighter cannot change levels during a pursuit or thrust movement.

Firing and flight

A fighter can fire at a target located at a level directly above or below the one he is at. It is impossible to fire at the ground from level 2 and vice versa. The distance between the marksman and his target is measured on the ground from the marksman's base (or the counter representing him) to the target's base (or the counter representing it).

When a fighter targets a miniature located at a level different than his, the aim's difficulty is increased by 2 points.

Spells and miracles are also subject to this rule.

A flying fighter never hides another flying fighter and a fighter on the ground never hides another fighter on the ground if the shot is coming from level 1.

In RAG'NAROK all miniatures in a flying Unit may fire, whatever their position in the Unit and the level their target is at (as long as this target is at the same or an adjacent level).

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

Hand-to-hand combat and flight

Combat that takes place at level 1 or 2 is simulated outside of the battlefield on another table. This allows hand-to-hand combat while flying to be visualised without disturbing the movement of miniatures at level 0.

Two miniatures can only be considered to be in contact with each other if they both are at the same altitude level.

Hand-to-hand combat while flying

If hand-to-hand combat takes place at level 1 or 2, then it is the fighters' flight Movement rate that is used for pursuit or thrust movements. A fighter cannot change levels during a pursuit or thrust movement.

In CONFRONTATION the counter "on the ground" of the battlefield is used to simulate pursuit movements.

In RAG'NAROK thrust movements are played as usual by moving the miniatures on the table where the aerial combats are simulated. However, if the Unit disengages or uses its thrust movement to regroup, then this movement is simulated using the counter on the battlefield.

Dive attacking

A fighter located at level 1 or 2 can dive attack an opponent located at the level directly below his. This attack is subject to the same rules as a normal charge.

When a fighter makes a dive attack he gets a +2 bonus in INI, ATT and STR.

In CONFRONTATION this bonus is only valid against the miniature being charged.

In RAG'NAROK this bonus is only valid against miniatures in the Unit being charged.

If, at the end of fray splitting, the charged miniature is no longer involved in the same combat as the fighter who made the dive attack, then the latter's bonus is cancelled.

In CONFRONTATION, if after a pursuit movement made during the same round this same miniature returns to fight against the fighter who made the dive attack, the bonus given by the dive attack does not apply. Whatever happens, this bonus disappears at the end of the round.

PLAYING THE PACK OF THE MOANING MOON

Before the game begins, the Wolfen player can choose to deploy the pack of the Moaning Moon. It is then considered that the "Moaning Moon" attribute is indicated on all of this army's reference cards in order to conform to the following rules.

Fighters who already belong to a pack such as the "Red Oaks" or the "Howling Pack" can ally themselves with the pack of the Moaning Moon, but they do not benefit from any of the advantages bound to this pack and must subject themselves to the rule of Ostracism.

Before the game the Wolfen player can also choose to rally his miniatures to the pack of the Moaning Moon. In this case it is considered that their original pack as printed on their reference cards is replaced by "Moaning Moon." These Wolfen lose the capacities bound to their former pack. (Thus, a Predator of Blood can no longer fuse with a Sylvan Animae to become an Ultimate Predator.)

In the case of Characters, one considers that he is a different fighter but endowed with the same characteristics and abilities as the selected Character. He cannot, however, use the magic objects, capacities, experience cards, spells or miracles reserved to this Character.

In no way can an army include a Character and his double bound to the pack of the Moaning Moon.

In no way can a Pariah be part of the pack of the Moaning Moon, though he can ally himself with it following the "Ostracism" rule.

Ostracism: The Wolfen of the Moaning Moon are hostile towards strangers. They are loath to fighting alongside Lone-wolves or Repentants. And they never call on Mercenaries or Allies to help them. Miniatures with the "Pariah" ability as well as those that belong to a different pack cannot be more than 30% of the army's strength in A.P. They aren't part of the pack of the Moaning Moon and therefore cannot benefit from any of its advantages.

Miniatures bound to a different pack are considered to be Pariahs within the pack of the Moaning Moon.

The Enchained: Ellis's followers will be the first ones to hear the truth proclaimed by Vile-Tis, thus becoming the Devourers. This being so, the way of life and rites of the warriors of the Beast owe a lot to this pack. To symbolise this heritage, a player deploying the pack of the Moaning Moon can recruit miniatures from the army of Devourers. They are then no longer considered to be Devourers but rather to be Wolfen, and they get the "Moaning Moon" attribute. Only Large sized fighters of "Regular," "Irregular" and "Veteran" rank with the "Born killer" ability can join this pack. No Character or fighter with a "Power" rate or a Spiral of Faith on his reference card can join this pack.



The smiths of Yllia: The craftsmen of the Moaning Moon have developed techniques in the art of the forge that have no reason to be envious of the dwarves' know-how. Their equipment is scientifically crafted and plunged into the strange waters of the Lake of Apparitions.

Characters, warrior-mages and warrior-monks of the Moaning Moon can become smiths of Yllia for +5 A.P. (or +10 A.P. for Characters). This additional cost is not taken into account in RAG'NAROK when calculating the number of life points and combat dice. The smiths of Yllia are the first ones to benefit from their crafting of metal: STR +1 and RES +1.

For every smith of Yllia present in one's army, the player can choose one of the pieces of equipment described below and equip the miniatures of his choice that are part of the pack of the Moaning Moon. The cost of such equipment is added to the fighter's value in A.P., but doesn't change the number of wound levels and combat dice he has available in RAG'NAROK. A miniature can benefit from only one single piece of this equipment, whichever it may be. In RAG'NAROK all fighters of a same Unit must be equipped in the same way.

These pieces of equipment are not artefacts but are rather considered to be printed on the fighters' reference cards. The cost of each piece of equipment is 10 A.P. for regular troops and 15 A.P. for Characters.

- **PROTECTION OF THE GODDESS:** DEF +1 and RES +1.
- **WEAPONS OF SEVERANCE:** + Assassin.
- **TALISMAN OF THE MOON:** + Vivacity.
- **CHAINS OF ABANDON:** + Possessed.
- **CHAINS OF DEVASTATION:** + War fury.
- **CHAINS OF RETALIATION:** + Counter-Attack.

Soldiers of the mists: Living from pillage and plunder, the hunters of the Moaning Moon are able to profit from cover and the terrain to get as near as possible to the enemy lines, mete out death and then disappear.

Every fighter belonging to the pack of the Moaning Moon whose RES is of 7 or less can master lightning strike techniques. This costs him an additional 5 A.P. for a regular trooper or 10 A.P. for a Character. In RAG'NAROK this additional cost doesn't change the number of Wounds a fighter can endure.

The miniature can then be deployed in the same way as a Scout but is visible right from the start of the game.

RITE OF THE WATERS OF APPARITIONS:

PATHS: Whispers, Lamentations.

RANGE: 20 cm.

DIFFICULTY: 6

DURATION: Instantaneous.

TARGET: A Wolfen of the Moaning Moon.

FREQUENCY: Unlimited.

GEMS: 1 WATER.

INTENSITY: 1.

COST: 4 A.P.

The Lake of Apparitions around which the Wolfen of the Moaning Moon have settled was a true sanctuary. Bathed in mist and wind, the Ancients whispered that spirits and elemental creatures slept in these waters. This supernatural presence gave the waves fabulous powers that the shamans have channelled using the Rite of the Waters of Apparitions.

Nowadays this place is nothing but death and desolation. In their madness, those who became the Devourers have soiled this sacred place. The spirits died or disappeared. The stones raised in Yllia's honour uprooted themselves to try and flee this sacrilegious place, but the profaners have set them in chains to hold them back as a sign of provocation towards their hated mother, Yllia.

Who knows, maybe one day a Wolfen will find the strength and the will to give this place its sacred character back...

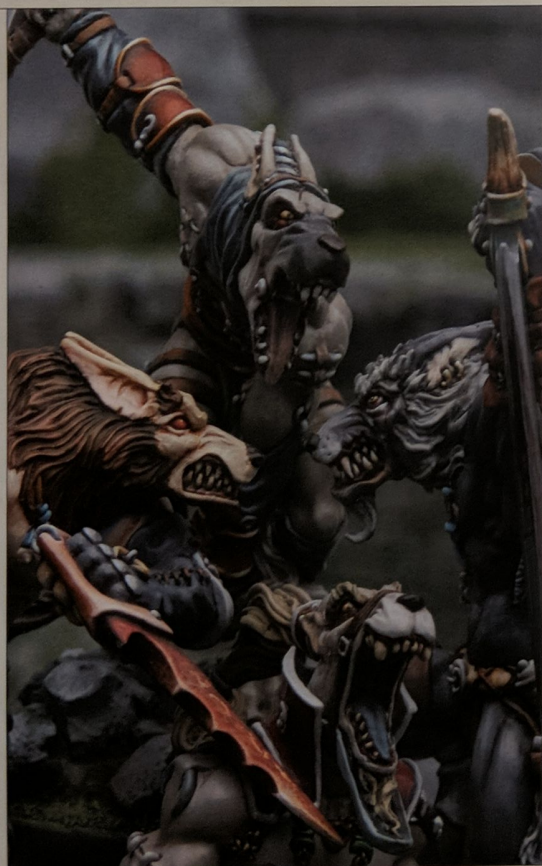
Only the Wolfen of the pack of the Moaning Moon can take part in the Rite of the Waters of Apparitions. Before the game begins, a fighter can join this rite and drink the lake's enchanted water at a cost of 4 A.P. Right after the deployment phase the concerned Wolfen are marked with a counter. In RAG'NAROK the cost of this rite changes neither the number of Wounds the Wolfen can endure nor the number of combat dice he can use. All miniatures of a same Unit must take part in the rite. A Wolfen can have taken part in only one rite.

When he is activated, a magician can cast this spell on a Wolfen who took part in this rite.

If the Incantation is successful, the chosen Wolfen can charge an enemy fighter who he couldn't see at the beginning of the round.

When cast on a faithful or a magician, he can aim at ONE target in this round onto which he doesn't have a line of sight, but he cannot curse or use Countermagic if he isn't the target of the concerned spell.

A magician cannot cast this spell onto himself.



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