

Additional limb (active)

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

A fighter using Additional limb swaps his ATT and DEF for the duration of the combat being played.

*Alliance/X (passive)

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

Ambidextrous (passive)

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

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

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

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

Note: This V. 3.5 Errata text replaces that of the text in the rulebook.

*Artefact/X (Passive)

A fighter with this ability can be given X artefacts. The X value replaces the number of artefacts the fighter normally can carry (depending on his rank and status).

Assassin (passive)

When an assassin charges during the activation phase, the first Damage roll he causes in the first combat he is involved in is resolved by rolling 3d6. The player controlling the Assassin then keeps the two results of his choice to determine the roll's consequences using the Wound Table.

This bonus is acquired even if the fighter is separated from the target of his charge after fray splitting and even if he hasn't inflicted a charge penalty.

*Assault fire (active)

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

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

Authority (passive)

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

- When the player has just had the lead, he can use one of these counters to immediately get it again. Example pg. 132
- A player can use one of these counters to pass his turn when he has the lead.
- A player can use an Authority counter to prevent his opponent from passing his turn. The opponent is then forced to play immediately and loses one of his "refusals." Example pg. 132
- A player can use such a counter to cancel one of his opponent's Authority counters as soon as it is used.

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

Bane/X (passive)

X indicates a Character, a type of fighter, a people, an ability, a Rank, a certain status, etc. (Examples: Bane/Acheron, Bane/Elite or Bane/Faithful.) A fighter with Bane/Marksman, for example, benefits from this ability against all opponents with AIM.

When a fighter with this ability makes a Damage roll against an opponent designated by Bane, then the damage is read one line lower in the Wound Table. It is not possible to go lower than the last line in this way.

If the targeted fighter is Hard-boiled, then the effects of these two abilities on the Damage roll cancel each other out.

A fighter can use assault fire only once, no matter how many shots his abilities and his equipment give him the right to.

If his target is eliminated by this shot, then the fighter can redirect his assault towards a different target, but he cannot use assault fire again. In this case the same rules are used as when a fear inspiring fighter redirects his assault after having brought his opponent to flee.

If several fighters simultaneously use assault fire against the same target, then all their shots must be resolved before the miniatures are moved. If the target is eliminated by a different shot before his is resolved, then the fighter who hasn't shot yet can redirect his assault, but his shot is lost.

Note: In V. 3.5 Errata, all marksmen (except artillery) are now endowed with the Assault fire ability for free. For marksmen with this ability on their reference card and Character marksmen, the difficulty of an Assault fire is fixed at 4 (instead of 7).

Beings of

*Being of Darkness/X

Beings of Darkness are bound to the Meanders of Darkness. They have the <<Immunity/Fear>> ability, yet they are nevertheless affected by the Hyperians' FEAR. Moreover, all fighters consider Beings of Darkness to be fear-inducing opponents, even if they have higher FEAR. The rules on fear then apply in the usual way. Finally, a Being of Darkness cannot come under the enemy's control.

*Being of Destiny/X

Beings of Destiny are bound to the Paths of Destiny and are endowed with the "Consciousness" ability.

*Being of Light/X

Beings of Light are bound to the Ways of Light and are endowed with the "Righteous" Ability.



*Blood brother/X (passive)

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


Born Killer (passive)

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

Bravery (passive)

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

Brutal (passive)

A  gotten on the fighter's Attack tests can be rolled again. When a fighter with this ability charges, his force is increased by one point for this action.


Brutish charge (passive)

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

*Bull's-eye (active)

Fighters with this ability can decide to use it once per round before making an Aim test. To be able to use Bull's-eye, the fighter must carry out no other action but firing during his activation, not even a reorientation.

If the Aim test is successfully passed, then the difference between the test's difficulty and its final result is added to the ensuing Damage roll's STR. This ability does not apply to shots made as a servant or substitute of a war machine.

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

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

Note: In V. 3.5 Errata, all marksmen (except artillery) are now endowed with the Bull's Eye ability for free. For marksmen with this ability on their reference card and Character marksmen, it is not necessary to give up all other actions to use this ability. Bull's eye cannot be used while assault firing.

*Charging Strength/X (passive)

When a fighter with this ability charges, his STR is replaced by X. This modification applies until the end of the first combat in which the fighter takes part during the turn. Possible modifiers to the STR of the fighter apply to this new STR value.

Charging Strength/X is not taken into account if a fighter deals a Master Strike.

Note: This V. 3.5 Errata text replaces that of the text in the rulebook.

*Colossal (passive)

A Colossal individual can endure two Wound levels more than a normal fighter. When such a fighter is Killed Outright for the first time, he is not considered to be a loss. Instead, two "Critical Wound" counters are placed on his base. If he is Killed Outright again, then a third counter is placed on his base. On the third Killed Outright the fighter is removed from the battlefield.

A Colossal fighter suffers Wound penalties in the usual way. No matter how many Critical Wounds he suffers, the Wound penalty is -3.

Concentration/X (active)

Certain characteristics of fighters endowed with this ability are printed in bold type on their reference card. X indicates the total number of points the player can distribute among these characteristics in each round. These bonuses can be given at any time and not necessarily all at the same time, yet while taking into account the following restrictions:

- The increase of a characteristic can never modify a test that has already been made. If, for example, a player increases the RES of one of his fighters after the latter suffers a Damage roll, then the RES before the increase is used to determine the fighter's new state of health.
- A fighter's DEF and ATT can be increased at the beginning of an exchange, but not during one.

These bonuses remain valid until the end of the round

Consciousness (passive)

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

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

*Construct (passive)

Constructs have the "Immunity/Fear" and "Immunity/Toxic" abilities. Furthermore, when a DIS test is to be made, then the value of this characteristic is considered to be 0.

Constructs cannot benefit from the advantages provided by the "Leadership/X" ability.

Counter-attack (active)

A fighter with the Counter-attack gains an additional attack die for each successful defense whose final result is at least two points higher than the final result of the attack avoided. This attack die is added to the fighter's reserve of attacks for the combat in progress. He can combine this die with other attack dice to carry out Master Strikes, if he is allowed to.

If the Attack test of the attacker is an automatic failure, the player controlling the fighter with Counter-attack must choose one of the following options:

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

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

Note: This V. 3.5 Errata text replaces that of the text in the rulebook.

*Cure/X (active)

During the maintenance phase a fighter with this ability can cure a friendly fighter in base-to-base contact with him (he can also cure himself). One d6 is rolled.

The targeted fighter is cured by one Wound degree if the result on the die is equal to or greater than the X value bound to this ability. A fighter can use or benefit from this ability only once per round. A fighter with the "Fierce" ability who was Killed Outright cannot be cured in this way during the same round.

This ability cannot be used on a target with structure points.

*Cursed (passive)

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

Desperate (passive)

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

Devotion/X (active)

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

This can be done before or after the magician has moved, disengaged or cast a spell, yet only during his activation. If the conditions are met, then the magician can add from 1 to X mana gems (at the player's choice) of one (and only one) of the Elements he masters.

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

If the fighter is eliminated by this Damage roll, then the magician gains another additional mana gem of the same Element.

The same magician can select only one fighter with Devotion/X per round.

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

Disengagement/X (passive)

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

Dodge (passive)

A \square gotten on the fighter's Defence tests can be rolled again.

*Dreadful (passive)

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

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

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

*Enormous (passive)

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

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

*Ephemeral/X (passive)

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

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

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

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

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

*Ethereal (passive)

Fighters endowed with this ability benefit from the following advantages:

- They have the "Immunity/Stunned" ability.
- All Wounds they are inflicted with are reduced by one degree: A Light Wound is ignored; a Serious Wound becomes a Light Wound, and a Critical Wound becomes a Serious one. Because Killed Outright is not considered to be a Wound, it is not affected by this ability.
- They never suffer charge penalties. They can, however, inflict them.
- They never suffer movement penalties caused by the nature of the ground.
- They automatically succeed all their disengagement rolls.
- They can pass through all obstacles, be they an element of the scenery or a miniature. Yet they cannot stop "in" an obstacle.

If a fear-inducing Ethereal fighter moves through an enemy fighter, then the latter must make a Courage roll if he is not immune to the Ethereal fighter's FEAR.

*Exalted (passive)

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

Fanaticism (passive)

When a fighter with this ability fails a Courage test and has to flee when he is assaulted by a fear-inspiring opponent, the player controlling him must make a Discipline test of the same difficulty as the failed Courage test.

If this test is also failed, then the fighter flees. On the other hand, if this test is successfully passed, then the fighter suffers the other effects of rout, but does not flee.

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

Feint (active)

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

Fencer (passive)

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

If the player uses it to defend himself, then this die is considered to be a defence die (if, for example, the opponent gets a \blacksquare on his Attack test, then the die is not lost and remains in defence).

If a fighter announces sustained defence and hasn't used the die that was set aside yet, then it is automatically placed in attack.

Fencer has no effect if the fighter is affected by an effect that forces him to place all his combat dice in attack or defence.

Ferocious (passive)

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

Fierce (passive)

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

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

Note: This V. 3.5 Errata text replaces that of the text in the rulebook.

Fine blade (passive)

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

Focus (passive)

A magician with this ability can re-roll a \blacksquare on his incantation rolls.

*Gigantic (passive)

A Gigantic fighter can endure three Wound levels more than a normal fighter. When such a fighter is Killed Outright for the first time, then he is not considered to be a loss. Instead, two “Critical Wound” counters are placed on his base, and then a third and a fourth one if he is Killed Outright a second and third time. On the fourth Killed Outright the fighter is finally removed from the battlefield.

A Gigantic fighter suffers Wound penalties in the normal way. Whatever the number of Critical Wound counters on his base, the maximum Wound penalty is -3.

Harassment (active)

A fighter with this ability can either:

- Fire and then run.
- Walk, fire, and then walk again.

On the other hand, he cannot fire after having run.

Revision corrects “walk, run, and then walk again”

Hard-boiled (passive)

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

Hardened (passive)

A \blacksquare gotten on all of the fighter's Initiative, Attack, Defence, Aim, Courage and Discipline tests can be rolled again.

*Hyperian (passive)

Hyperians benefit from the “Alliance/Cynwalls” and “Immunity/Fear” abilities. Moreover, all fighters from peoples of the Meanders of Darkness (even the Living-dead), as well as Elementals and Immortals of Darkness, consider Hyperians to be fear-inducing opponents, even if their FEAR is greater than the Hyperian's COU.

When facing a Hyperian, a fear-inducing fighter considers his Fear to be Courage and the Hyperian's Courage to be Fear. The rules on fear then apply in the usual way.

This faculty is not transmitted by leadership.

In no way can fighters from the Meanders of Darkness, as well as Elementals and Immortals of Darkness, benefit from the “Hyperian” ability.

Illuminated (passive)

A \square can be re-rolled on divination rolls made for fighters with this ability.

*Immortal (passive)

The gods themselves cannot manifest themselves on Aarklash, but the celestial and abyssal legions are here to prove that the legends really are true.
The Immortals are split into groups like the Alliances: The Ways of Light, the Paths of Destiny and the Meanders of Darkness. An Immortal belongs to the people mentioned in its rank. If no people is mentioned, it may join any army from its path of Alliance. (For example, see Errata 3.5) An Immortal can join an army in two ways:

- He is summoned before the battle: In this case the A.P. cost printed on his reference card is to be paid when the army is built.
- He is summoned during the battle by a faithful who has the appropriate miracle.

There are three circles that symbolise the power and the place of the Immortals in the divine hierarchy. The closer an Immortal's circle is to the heart of Creation, the harder it is to summon him. Each Immortal has one of the abilities below. For each one, X corresponds to the circle the fighter comes from.

The third circle includes minor beings, servants to the celestial or demonic powers.
The second circle is made up of fighters of the legions that would flood Aarklash if the gods should return among mortals. And finally, the first circle is made up of the most powerful and respected beings of the forbidden spheres. Their powers defy imagination...

All Immortals have the "Immunity/Toxic" ability.

*Immunity/X (passive)

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

Examples:

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

Implacable/X (active)

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

*Inalterable (passive)

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

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

Examples:

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

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

Infiltration/X (passive)

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

*Insensitive/X (passive)

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

Instinctive firing (passive)

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

This ability does not work when the fighter is acting as a war machine's substitute and his AIM is used to fire with the machine.

*Irrepressible (passive)

When an Irrepressible war machine moves a distance greater than its MOV (in cm) and it hasn't been brought to a standstill at the end of its movement, a counter is to be placed near its base to indicate that it has gathered speed.

This counter remains there from one round to the next and is removed only when the machine stops or moves a distance equal to its MOV or less.

A machine that has gathered speed cannot be assaulted from the sides or from behind except by opponents whose individual STR when making the assault is equal to or higher than the machine's RBS.
If the machine is charged from in front when it has gathered speed, it does not suffer any charge penalties.

If an Irrepressible war machine has a speed counter during its activation, then it can only be reoriented by making curves.
An Irrepressible war machine can come to a stop at any time during its activation. However, once it has stopped, it can no longer move during that same activation phase.

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

*Leadership/X (passive)

The role of commanders is explained on page 66. Moreover, when a player does his Tactical roll using a commander's DIS, he rolls 2d6 and keeps the result of his choice.

Reminder: Musicians and standard-bearers are not commanders.

1. Clearable height

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

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

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

2. Clearable distance

An obstacle can be leapt over in only two cases:

- The distance to be cleared by the leap over the obstacle is shorter than the MOV of the fighter who is leaping (MOV/2 when making a pursuit movement).

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

Leap (active)

A fighter endowed with this ability can make up to two leaps during any movement made in the activation phase.

Though it is an active ability, Leap can be used by a fighter in rout. A fighter can make a leap during a pursuit movement only if he hasn't already made two leaps in the round.

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

*Living-dead (passive)

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

When a test using a Living-dead fighter's DIS has to be made, then this value is considered to be equal to zero (DIS 0).

Apart from exceptions, a Living-dead fighter can only benefit from the advantages provided by the Leadership/X of other Living-dead fighters.

Loved by the gods (passive)

A \square , \boxtimes or \boxplus gotten on all of the fighter's Initiative, Attack, Defence, Aim, Courage and Discipline tests can be rolled again.

Luck (active)

The use of this ability can be announced once per round, right after an Initiative, Attack, Defence, Aim, Courage, Discipline, Power or divination test made with the fighter who has it. The test is then cancelled and rolled again.

All modifiers that affected the first roll also apply to the second one (number of dice rolled, bonuses, penalties, etc.).

It cannot be rolled again in any way, no matter the new result.

Martyr/X (active)

During his activation, a faithful can get T.F. points thanks to a Martyr in his camp. The latter must be within 10 cm or less of the faithful. No line of sight is required, but the faithful must be free of any opponents. This rite can be performed before or after the faithful has moved, disengaged or called a miracle, but only during his activation, not during the combat phase.

If all these conditions are met, then the faithful can receive from 1 to X T.F. points (at the player's choice and where X is equal to the value bound to the ability).

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

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

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

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

Master archer/crossbowman

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

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

Example: A Uren's son (Master strike/2) is in contact with two opponents and has three attack dice available. During an exchange he can make one normal attack against one of his opponents and group his two other dice together to do a master strike against the second one.

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

Example: A Uren's son (Master strike/2) is in contact with two opponents. He has two attack dice and one defence die. If he makes two normal attacks, he must make one against each of his two opponents. On the other hand, he is allowed to use his 2 attack dice for a master strike against just one of his two opponents.

Master strike/X (active)

If several of a fighter's combat dice are placed in attack, then some can be grouped together to strike a stronger blow. When it is this fighter's turn to attack, the player can sacrifice two attack dice to attempt only one (this counts as only one attack).

Only one die is rolled for this attack. If it is not parried, the STR of the Damage roll it causes is increased by a number of points equal to the ATT that the fighter has at the moment that the test is made. This bonus can be lower than the value printed on the reference card (for example when a fighter as a penalty on his ATT), but in no way can it be higher.

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

Example: Kahinir the Savage (ATT 4; STR 7; Master strike/5) is attempting a Master strike. For the Attack roll he benefits from a bonus of +2 in ATT thanks to a spell, thus making it become 6. The attack is successful and the player makes a Damage roll. Its STR is calculated in the following way: Kahinir's STR + Kahinir's ATT + the X value of the "Master strike/X" ability.

Because the bonus provided by ATT cannot be higher than its value printed on the reference card, it is only of 4 (even though Kahinir made his Attack test with an ATT value of 6). The total STR of the Damage roll is therefore 16 (7 + 4 + 5).

*Mastery of the arcana (active)

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

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

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

When this ability is active, it is impossible to improve the mastery of the incantation by spending mana. However, if the magician benefits from an effect that allows him to improve the mastery of the spell in another way, then it applies as usual. Only the gems needed to cast the spell can be acquired in this way. If additional gems can or must be used to increase the spell's effects, then they cannot be acquired by using Mastery of the arcana.

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

Example: Pg. 138

*Mechanic/X (passive)

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

*Mercenary (passive)

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

Minelayer (active)

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

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

If it is a decoy, nothing happens.

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

*Mowing/X (passive)

When a war machine with this ability moves, then every fighter (friend or foe) whose base is even partially touched by the blades represented on the machine's miniature must make an Initiative test with a difficulty of 6. This difficulty is equal to 8 for miniatures in contact with an opponent.

This test's difficulty is reduced by 2 points for fighters with the "Leap" ability. If the test is failed, then the fighter suffers a Damage roll whose STR is equal to the X value bound to this ability.

*Negation (passive)

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

Parade (passive)

A fighter with this ability does not consider a 1 to be an automatic failure on his Defence tests (even if this result is gotten after re-rolling the first one).

*Pariah (passive)

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

*Personal enemy/X (passive)

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

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

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

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

*Piety/X (active)

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

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

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

At the beginning of the second round's mystic phase, the faithful has four T.F. points in his reserve and keeps two of them for the third round. When calculating his T.F. he adds two to his reserve (and not four).

Possessed (passive)

A Possessed fighter considers the penalties bound to Wounds to be one degree lower. Thus, a Light Wound does not inflict him with a penalty, a Serious Wound inflicts him with the penalties of a Light Wound, and a Critical Wound inflicts him with those of a Serious Wound.

This ability does not affect the effects of the states of "Stunned" and "Killed Outright." A Possessed fighter who is both Stunned and with a Light Wound therefore suffers the penalties caused by the state of "Stunned."

Precision (passive)

A fighter with this ability can re-roll natural results of \square on his Aim tests.

*Predictable (passive)

The reference card of a fighter endowed with this ability is always placed with its face up in the activation sequence of the player controlling him, and not with its face hidden.

If this card is placed in reserve, then it must also remain with its face visible.

Rallying cry (active)

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

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

*Rampart/X (passive)

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

Rapidity (active)

A fighter with this ability can triple his MOV instead of doubling it when he charges, runs or flees.

Though it is an active ability, Rapidity can be used by a fighter in rout. The use of this ability is decided by the player controlling the miniature, even if it is fleeing.

*Recovery/X (passive)

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

Reflexes (passive)

A fighter with this ability can re-roll natural results of **2** on his Initiative tests.

Regeneration/X (passive)

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

Example: A Critical Wound becomes a Serious Wound.

If the test is successfully passed, then the fighter can immediately make another Regeneration/X test in the same conditions. However, whatever the result of this test, it does not cause a third attempt.

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

*Reinforcement (passive)

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

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

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

3 or **4**: No effect.

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

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

Reorientation (active)

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

Resolution/X (active)

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

Righteous (passive)

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

Rigour (passive)

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

*Ruthless (passive)

A fighter with this ability always inflicts charge penalties on his opponents, even after an engagement (including after a pursuit movement), and even if his force is lower than his opponent's.

This ability has no effect against opponents with the "Steadfast" ability.

*Sapper/X (active)

For every Sapper bound to a war machine, a barricade can be placed within 20 cm or less of the machine.

The barricade's dimensions are the same as those of a cavalry base and this object is considered to be an obstacle of Small Size (with a height of 2 cm). A barricade can be destroyed. It has a RES of 10 and the X value bound to this ability indicates its number of S.P.

Scout (passive)

During deployment, Scouts can be placed anywhere on the battlefield, even outside of their camp's deployment zone or in that of their opponents. Yet it is not permitted to deploy a Scout within less than 10 cm of an opponent. The opposite is, however, permitted, but it is forbidden to place a fighter directly into contact with a Scout.

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

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

- Assault
- Fire
- Cast a spell
- Call a miracle
- Use the "Rallying cry" ability

Leadership/X applies as usual, even if the fighter endowed with it is a hidden Scout.

*Selenite (passive)

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

- or ■ Lunar crescent: No modifier.
- ☾ or ☽ Half moon: +1 in INI.
- ☾ Gibbous moon: +1 in COU/FEAR and DIS.
- ☾ Full moon: "Possessed" or "Born killer" ability and +1 in POW or +1 in DIS.

Sequence/X (active)

A fighter with Sequence/X can acquire additional combat dice. This ability can be activated as soon as the player controlling the fighter places his combat dice. Each additional die thus acquired reduces the fighter's ATT and DEF by 1 point each. X determines the maximum number of additional combat dice that can be acquired thanks to this ability.

The modifications caused by this ability only last for the combat being fought. If he participates in another combat during the same round, then the fighter can use Sequence/X again.

Note: If no value is bound to this ability on the fighter's reference card, it is considered to be Sequence/1.

Note: V. 3.5 Errata adjusts the number of points reduced to 1 from what is written in the 3.0 book, 2.

Sharp shooter (passive)

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

*Spirit of X (passive)

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

Stateless (passive)

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

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

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

*Steadfast (passive)

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

Strategist (passive)

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

*Summoner/X (passive)

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

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

Survival instinct (passive)

Before every Damage roll inflicted on a fighter who has this ability, the player controlling him rolls 1d6. On a 1 the Damage roll is cancelled.

*Target/X (passive)

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

*Thaumaturgist (passive)

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

Vivacity (passive)

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

*Vulnerable (passive)

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

War cry/X (passive)

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

- If the fighter with War cry/X has to make a Courage test (when facing an opponent with higher FEAR or a Living-dead fighter, for example), then he can use the X value instead of his COU.

- If the opponent being charged has a FEAR that is the same or lower than the charging fighter's, then the latter is made immune to this value as if he had just passed a Courage test of the same difficulty.

War fury (active)

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

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

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

*War-horse (passive)

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

*Warrior-mage (passive)

In addition to the special rules detailed in the chapters on Incantation and Building an Army, Warrior-mages benefit from the "Counter-attack" ability.

*Warrior-monk (passive)

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

*Wild/X (passive)

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

Toxic/X (Active)

1. Calculation of the number of Toxic/X dice

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

2. Assigning the Toxic/X dice

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

3. Effects of the Toxic/X dice

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

4. Limitations of the effects of Toxic/X

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

5. Duration of the effects of Toxic/X

A Toxic/X die's effects only apply to the first Damage roll caused by the chosen attack or shot. At the end of the round, during the time out phase, all unused Toxic/X dice are discarded.

All examples can be found on P. 142-143 of the 3.0 Rulebook.

4. Characteristics that can be increased & maximum bonus

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

5. Distribution of bonus points

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

- In no way can the increase of a characteristic modify a test that has already been made.
- A fighter's DEF and ATT can be increased before an exchange, but not during one.

5. Distribution of bonus points

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

- In no way can the increase of a characteristic modify a test that has already been made.
- A fighter's DEF and ATT can be increased before an exchange, but not during one.

6. Duration of the modifications

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

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

Mutagenic/X (Active)

1. Calculation of the number of Mutagenic/X dice

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

2. Assigning the Mutagenic/X dice

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

3. Determining the Mutagenic/X bonus

The dice thus assigned represent a potential bonus that can be added to certain characteristics of the fighters benefiting from them. From the moment that a Mutagenic/X die has been assigned to a fighter, the player can roll it at any time during the round being played to determine the bonus provided. To calculate this bonus the roll's natural result is modified by the X value bound to the fighter's "Mutagenic/X" ability.

Attention! When a Mutagenic/X die is rolled to determine the bonus, a ■ is considered to be an automatic failure, but a ■ cannot be rolled again.

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

*Flying (passive)

Flying Rules: P. 38 of 3.0 Rulebook

Hand-to-hand combat in the air

Fighters located at level 1 or 2 are simulated off the battlefield on another table. This allows hand-to-hand combat in the air to be visualised without disturbing the miniatures placed on the battlefield at level 0.

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

If hand-to-hand combat takes place at level 1 or 2, the fighters' flight MOV is used for pursuit movements. This is simulated using a counter "on the ground." A fighter cannot change levels when making a pursuit movement.

Dive attack

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

When a fighter does a dive attack he benefits from a +2 bonus on the final results of his Initiative, Attack and Damage tests in hand-to-hand combat. This bonus is acquired even if the fighter is separated from his target after fray splitting. Yet it is only valid during the first combat in which the fighter participates, and it no longer applies if the fighter makes a pursuit movement.

All shots, magic and faith targetting a fighter that is 1 altitude level different suffer from +2 difficulty. A fighter that is 2 altitude levels different cannot be targeted.

*Loyal/X (Passive)

If a Loyal fighter is within the aura of faith of an orthodox faithful in his camp, then he is not counted with the other believers. Instead, he directly increases the faithful's T.F. by a number of points equal to X. If this type of believer is present within the aura of faith of several faithful, then Loyal/X applies to all of them.

If a faithful himself has this ability, then the X value is not added to his T.F., but only to that of the orthodox faithful in his camp in whose aura of faith he is standing.

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

Note: Certain game effects allow the iconoclastic faithful to count the believers in their camp in the calculation of their T.F. In this case they benefit from the "Loyal/X" ability in the same way as the orthodox faithful.

*Iconoclast (Passive)

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

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

Note: Certain game effects allow the iconoclastic faithful to count the believers in their camp in the calculation of their T.F. In this case they benefit from the "Loyal/X" ability in the same way as the orthodox faithful.

*Impact/X (passive)

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

1. Calculation of the impact's STR

This STR is equal to the X value bound to the ability multiplied by the number of (even incomplete) segments of 10 cm moved by the machine. The distance to be taken into account is that between the machine's point of departure and the first miniature it hits.

If the war machine is Irrepressible and has a speed counter during its activation, then it is considered to have moved a distance equal to its MOV x 2 at the moment of impact.

2. Who suffers the impact?

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

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

3. Damage caused by the impact

The Damage rolls caused by the impact are made as soon as the machine comes into contact with its target. If the miniatures in contact with the front of the machine are Killed Outright or destroyed by the impact, then the war machine can choose to either continue its movement or to stop. If it continues its movement, then this does not count as a pursuit movement. If, when continuing its movement, it meets another miniature, then this miniature also suffers a Damage roll with the same STR as the first Impact.

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

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

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

Examples can be found on P. 145 of the 3.0 Rulebook.

*Transport/X (active)

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

1. Transport capacity

X specifies the number of fighters that have room in the vehicle.

This number can vary depending on the Size of the fighters.

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

2. Fighters embarked during deployment

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

3. Embarked fighters and the activation sequence

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

4. Embarking and disembarking

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

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

- If the vehicle is not moving when it is activated, the fighters can disembark before or after the machine moves.
- If the vehicle is moving when it is activated (thanks to the "Irrepressible" ability, for example), the fighters must wait for it to stop moving before disembarking. The machine can then no longer move until the end of the round.

The disembarked miniatures are placed in contact with the vehicle's access and can immediately be activated. Yet they are prohibited from doing the following actions until the end of the round:

- Charge
- Fire

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

5. Destruction of the vehicle

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

Examples can be found on P. 146 of the 3.0 Rulebook.