

RAG·NAROK

RULES SUMMARY

Even with the Summary, Due to it's complexity, it is still at times necessary to reference and become familiar with the Rag'Narok rulebook.

Frequent abbreviations used in this Summary:

CiC = Commander in Chief	Meaning
DF = Domination Factor	////////
C/F = (Courage or Fear)	//////
INI = Initiative	////
DIS = Discipline	//
C2* = Confrontation 2 (Check last page for Recap's)	
RS* = Reference Sheet (Information is also on RS)	
S# = Redirect to Summary Page.	

Reference Sheet:

The Reference Sheet provided with the Rag'Narok box set is very useful. There you will find Charts listing **Penalties, DF Calculation** and more for referencing during the game.

Formations of Units:

Close: Figures must be within 2.5cm of one another.
Scattered: Figures Must be between 2.5 & 5cm from one another.
- A unit in Scattered Formation has an easier time making **Maneuvers** and adds a +1 difficulty when shot at. They also have a special case during a **Fray Outcome**.
Units begin in either formation but can change formations throughout the game. (See **Dividing and Joining**)

Line of Sight:

LoS is a 90 degree angle from the front of the unit's face. See **Firing Orders***

LOS and Targetting: LoS for all miniatures in a unit is made using the members in the unit's front rank .
Close formation: First 2 rows can fire.
Scattered formation: First 3 rows can fire.

Tests

Besides DIS & COU, unless stated otherwise, a unit's tests are always made with the value of the **main troops profile forming the unit**.
If a unit is made up entirely of **Independents**, the lowest of their values is used.
As is normal 1's are always failures, and 6's can be rerolled for characteristic tests. P.16

ARMY BUILDING

An army must always have one **Commander in Chief**.
A unit with troops must consist of at least 50 AP in its troops. This includes the cost of **Leaders**.
There's no minimum or maximum # of fighters per unit.
A Detachment is a unit with less than 5 fighters.
A unit's rank is that of it's troops.

An Army can consist of up to:
50% it's AP value in Characters,
25% in Machines, and
25% in Allies whom follow the Paths of Alliance and Exceptions found on P. 32 of the EN Rulebook

Independents and Pairing

Warrior Characters, Musicians, Standard Bearers, Mystics and Warrior Mystics are all Independents.

Independents are the only members of a unit who can have different stats than those of the troops.

Characters and Non-Mystic Independents can pair with any unit of the same rank or lower.
Mystics can pair with any unit.

Leadership

Leadership is measured from the edge of a figures base, not the unit it is in.

Losing Leadership: If leadership is lost, all transfer capabilities and benefits of a complete war staff are lost.

Leaders & Commanders:

For **10 AP**, any figure among your units can become a Leader, except for a Standard Bearer or Musician.
They gain +1 DIS, +1 C/F and Leadership/0.

For **15 AP** a **Character** can become a Leader.
They gain Leadership/0, but no bonus in DIS or C/F.

Leaders must join a unit of troops who are of the same faction and **cannot leave their unit**.

If a unit **divides**, they must stay in one of the new units.

Troop Leaders can only lead a unit of the **same troop type**.

Warrior-Mystics can become the Leader of any Unit.

There can be several Leaders in the same Unit but their bonuses do not increase by this.

A Leader whose total value is 50 or more can make up a unit on his own.

All fighters with the Leadership/X ability, excepting musicians and standard-bearers, are referred to as **Commanders**.

Determining Ranks: P. 12

Cumulative Penalties

Cannot reduce a stat below 0.

Commander in Chief

Only a Character **Commander** can be a CiC.
The CiC can neither be an Ally or Mercenary (unless of the same people as the main army).

An Acheron **mage CiC** must master Necromancy or Circaeus magic.
A Cynwall **mage CiC** must master Solaris or Chronomancy magic.

The Commander in Chief, his unit, and any unit within his Leadership range have the privilege of rolling 2d6 for DIS & COU instead of 1. **However**, this bonus is never used for the **Approach** or any **Tactical Rolls** and is non existant if the CiC is in **Rout**.

The Approach and Tactical rolls are always done using the CiC's DIS + any bonus he may have from either a Musician or War Staff.

CiC Death and Successor

When the CiC is killed, you can choose a successor among your **Commanders**. However, the ability to roll and transfer rolling 2d6 for DIS & COU is lost and your army suffers -1 DIS for the remainder of the game.

When the Successor is killed, this DIS penalty does not worsen.

If no other **Commander** is left when a CiC dies, the fighter with the highest DIS takes on the responsibility. The penalty for the army's DIS **then** becomes -2 for the rest of the game.

Transferring (DIS/COU)

Commanders transfer their (DIS/COU) to other units within Leadership range as well as to their own unit.

Leaders (those with Leadership/0) only transfer to their own unit.

A unit with no transfer of Leadership present, uses the value of it's troops and not from any of its independents.

Difference in Rank: A Unit's bonus in DIS/C (or F) received from a War Staff or Commander of higher rank is -2 per rank difference.

Commander/CiC in Rout

While in Rout, a Commander transfers his C/F and DIS only to the unit he is a part of. Furthermore, Commanders as well as the CiC do not give further basic Orders until they have been **Rallied**.

Transfer of Fear:

Commanders, Musicians and Standard Bearers with fear can transfer their fear value to other fearful figures.
They can also transfer the value of their fear to non-fearful figures as a Courage value.

A War staff cannot transmit fear unless all of it's members have fear. On the other hand, a Courageous Commander can transfer their COU **as a COU value** to a fear-inspiring Unit.

War Staff

A War staff is the combination of a Commander with a Musician, Standard Bearer, or both.
They are created before the game but can be formed during the game.
War Staffs gives bonuses when they are part of a unit.
A War Staff including a:

1. Standard Bearer benefits from +1 in COU (or FEAR).
2. Musician benefits from +1 in DIS.
3. Standard Bearer & Musician benefits from +2 in COU (or F), **and** DIS.

All members of a War Staff must be of the same Rank and faction.

A War Staff does not transfer it's bonuses to higher ranks than its own.

There exist only 2 Living Legend Standard-bearers. One among Dirz and one among the Lion. These are referred to as the **Army Standard**.

Rules for their use can be found on P. 30.

Concept of Contact: Miniature bases do not need to be touching to be in contact. Instead, imagine they are enemies: if they are in a position to fight against each other, then they are considered to be in contact.



Fear Test, Outcomes and States

Failing a fear test, a **Courageous unit** enters the state of:

-**Rout** if it's $C < F & DF$ is ($<$ or $=$) the other unit's.

-**Control** if it's $C (> \text{ or } =) F$ or DF is ($>$ or $=$) other unit's.

-**Valour (Normal State)** if it's $C > F & DF$ is $>$ other unit's

Passing a fear test, a unit becomes immune to all unit's with the same fear or less than the value passed for the rest of the game.

As in C2 the fear level is only successful if the value is passed, not equalled.

Mixed Unit's & Domination Factor (RS*)

For a Courageous unit, $DF =$ The sum of all it's figures.

If a unit is made up of both courageous & fearful figures, only the concerned fearful fighters cause fear.

For figuring states of a C/F Unit entering contact with another unit, $DF =$ The sum of it's fear-inducing figures.

A mixed unit affecting another unit does not trigger a Courage Test if it's DF is inferior.

For a mixed C/F Unit being affected by the fear of another unit, $DF =$ The sum of it's figures as per usual.

A Terrible State

If during the same round, a Unit fails its Courage test when charging or engaging a fear-inducing Unit and is then charged or engaged by a **different** fear-inducing Unit, it must make another Courage test. If passed, it remains in the state it was in, but isn't made immune to the FEAR rate it just resisted. If it fails, a new state is applied if it is worse than the previous one.

If a Unit involved in a fray with a fearful Unit is charged or engaged by an opponent whose FEAR is even greater, a new Courage test must be resolved. The new result is applied only if it worse than the first one.

A tree diagram of all the possible fear outcomes can be found on P. 88 of the EN Rulebook.



A unit in the state of Control



1. **Doesn't Flee**, but suffers penalties bound to **Disorganization** for the round. (RS*)
2. Cannot charge or engage the same unit causing this state. Remains **immobile**.
3. Must make a Courage test if it is still in contact with a fearful unit (the same or different) the following round.

A unit in the state of Rout



1. Suffers Rout Penalties. (RS*)
2. Must attempt a DIS 6 **Rallying test** every rallying phase. Success --> **Disorganized**.
3. Must make a Courage test if it is still in contact with a fearful unit (the same or different) the following round.
4. Attempts to **flee** when possible. See **Fleeing Rules***
5. If in a fray at the start of the round, Receives a **free** Disengage Order. See **Fleeing while in Rout***
6. Can't attack, even with counter attack abilities.
7. Mystics can incant, call, or participate in Rituals/Com-munions, Counter Magic or Censure unless having done a MOV x2 due to the effects of Rout.

Note: A unit cannot be both in Rout and Disorganized.

Disorganization



A Disorganized unit suffers Penalties (RS*). They can still receive orders, but must pass a DIS 6 test **Reorganization Roll** when activated, if the unit:

- Fails: Orders are lost.
 - Succeeds: They regain the state of **Valour** and can carry out any of their orders.
- Either way, they can still fight and use magic or faith.

Fleeing Rules

There are three situations in which a Unit can flee.

1. The Unit is in Rout from a failed Courage test caused by an enemy fear-inducing Unit. If it hasn't already carried out an order, it must move its MOV x2 in the direction opposite the one any fear-inducing Unit is coming from. A Unit that just failed a Courage test during **it's** charge or engagement does not Flee yet. They are in Rout.
2. Carrying out a "Flee" Order, the Unit moves its MOV x2 in the opposite direction of the Unit causing the reaction.
3. If a Unit failed it's combat outcome Courage test and was not rallied and is then free of contact the following round, it flees towards the nearest edge it's MOV x2.

Fleeing while in Rout

A unit forced to disengage due to **Rout** must disengage by evasion if it's troops' INI is $>$ or $=$ their STR.

If their INI is less than their STR, they must disengage by force if possible.

A unit in Rout that succeeds a disengagement marches MOV x1 towards the nearest edge. If a unit is free and in Rout when activated it flees MOV x2 toward the nearest tabletop edge, avoiding all obstacles. It nevertheless remains in the same formation and organisation as the moment it was put into **Rout**.

Any miniatures lagging behind are placed in formation distance of their unit.

MANOEUVERS

Some maneuvers count as move penalties.

Reorientation:

* = No test required for Detachment or Scattered Formation.

*Quarter Turn:

Reorient by 90 degrees or less.

Can be made freely **before or after** an Order.

*Half Turn (Any turn more than a Quarter)(DIS 5):

Must be made before an Order.

A Half Turn **cannot be used with a Charge**.

When used with a March or Run Order, the Unit suffers -2.5 in it's MOV rate.

*Backwards Movement (DIS 6):

Can only be made with March, Run or Move & Fire Orders.

The Unit moves backwards without changing its front face direction, up to a maximum of it's MOV x1.

1. Width of a Unit's front can be changed.
2. Firing difficulty +3 instead of +1 when Moving & Firing.

*Sideways Movement (DIS 7):

Can only use alongside a March or Run Order.

The Unit moves towards its left or right without changing its front face direction. Nevertheless suffers -2.5 in it's MOV.

Reorientation cannot occur during Counter Orders or a Rapid Fire Orders.

Reformation:

Unit attempts to change formation from either Close or Scattered. There are 2 methods to reform:

Automatic reformation: Automatic without test, but must have an Immobile order.

Rapid reformation (DIS 7): Changes formation with a -2.5 movement penalty.

A Scattered unit automatically reforms when coming into contact with an enemy unit but still suffers Scattered Penalties if having been in Scattered Formation. Reformation can still however be attempted before resolving the Unit's order.

A unit involved in a fray can never attempt a reformation.

Spacing restrictions are no longer taken into account once a unit is involved in a fray when making thrust movements.

Courage Test from Magic/Shooting Losses

If a unit drops below half its original members during a firing / Incantation Phase (1st or 2nd) **and is free of opponent contact**, then before it's activation a Courage test is required equal to the number of fighters lost. This even includes Livind-dead and Constructs, who would use their Fear as a Courage value. Failure = **Rout**.

Regrouping

Only units of the same troop type, or Independants, can **Regroup**.

When one of 2 units receives an immobile order and the other either a March or Run order, they can merge into 1 unit.

Units joined following a Charge or Engagement can Regroup.

A unit in Rout cannot fuse with another unit.

Dividing and Joining

A unit can divide into smaller units as long as they each consist of a 50ap minimum.

Dividing during the movement phase: (DIS 5)

Can be attempted during a Charge, Immobile, Run, Move and Fire or Fire order.

With success, all created units must follow the original unit's same order.

Dividing during a thrust movement: (DIS 7)

Can be made even if the Unit already made a manoeuvre during the movement phase.

After all thrust movements in a combat, fighters no longer in contact with an enemy can attempt to form a new unit.

End of Manouvers

Acting Independent-ly

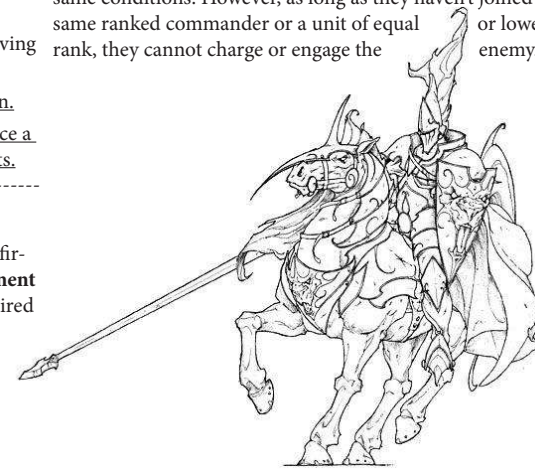
Characters & Warrior-Mystics **not in rout** can freely join and leave units **not in rout** during Immobile, March, Run, Charge and Counter-Charge orders.

Instead of whichever of these Orders are on their unit, they can make any of them on their own. Such a choice implies leaving their unit and becoming a unit of their own. If their unit is in a fray, they must make a separate disengagement.

This applies to all Independents.

A unit they join cannot make further movements during the round.

Standard Bearers & Musicians can leave a unit under the same conditions. However, as long as they haven't joined a same ranked commander or a unit of equal or lower rank, they cannot charge or engage the enemy.



ORDERS (Action Orders - Red)

The use of all Orders occurs during the **Movement Phase**. "Fire" and "Rapid Fire" are an exception. Orders are placed face down during the Order Attribution Phase.

Basic Orders

Leaders & Commanders give up to 1 basic order to their own unit and to any within their leadership range.

Additional Orders

A Commander in Chief generates a # of additional orders based on the result of his tactical roll (RS*), which can be given to any unit in your army across the board. Even including units of Allies, Mercenaries, Constructs and the Living-Dead.

A Unit can be given up to 2 orders, which allow choosing between the two or in some cases combining them.

If a unit has no orders, they are automatically given a **face up** "immobile" order.

Some orders require a test to perform. Orders must be carried out if possible, however an order can be cancelled with a **DIS 10 test**. (RS*)

If no order can be resolved, for instance if a unit is involved in a fray with a Charge order, then no order is (not even Immobile.)

Orders while in Fray

A unit in a Fray can either remain immobile or disengage. They can also act on a Pursuit Order.

Allies & Mercenaries do not benefit from the Leadership of the army they are allied to, nor do they receive **Basic Orders** from them, unless they are of the same people in the case of Mercenaries. Inversely your main faction of fighters cannot benefit from the other in this way.

Constructs and the Living Dead do not benefit from **Basic Orders** or Leadership except by a likewise Construct or Living Dead Leader. See **Strangleholds**.



Moving: A Unit always moves with the speed of it's **slowest member**. However, if a fighter is being slowed down by any effect (capacity, artifact, miracle, spell, etc), they may be left behind by the Unit at large. If they are an Independent, they become their own Unit. If they are not, the fighter tries to rejoin the Unit as quickly as possible. He receives no Orders and is always Running (No test required). If he is charged or engaged, he is considered his own Unit until free again. While separated, the fighter and main Unit's DF are calculated independently. When the fighter manages to return to his Unit, he rejoins automatically.

Ignoring obstacles

A Unit can move **around** obstacles if they are no more than 5 cm wide.

Detachments or **Scattered Formation Units** ignore them.

Moving through a Unit

It is impossible to charge through any unit except for a **Detachment**. A **Detachment** can also be ignored during a unit's "Counter-Charge" or "Run" Order. However, possible courage tests are taken into account depending on the units Courage or Fear. If any members of an enemy detachment being moved through are in contact with the charging unit at the end of it's charge, they are considered engaged, but are counted towards the charged unit's DF.

Friendly Detachments and friendly Units in Scattered Formation can move through each other freely, but only Detachments when charging.

A unit involved in a fray can never be moved through. Ignoring enemy detachment example P. 74.



- Immobile:** Remains in position but can maneuver.
- March:** Can move up to MOV x1, but must move at least MOV x1/2.
- Run (DIS 4):** Can move up to MOVx2, possibly engaging, but must move at least MOV x1 and must move only MOVx1 if DIS test is failed. A **Detachment** does not need to make this DIS test.

Charge: Target must be within 90 degree LOS, but the unit can **reorient** before charging.

A charged unit loses all its orders except reactions. A unit is not inflicted with a charge penalty unless the charging unit has a higher DF.

If a unit hits an obstacle wider than 5cm or fails to reach its target (even due to causing a unit to **flee**), it still moves but becomes **disorganized**.

Exception: If a charged unit **flees**, the charging unit **does not** become Disorganized and a Scattered unit or Detachment can then redirect it's Charge **once**, within its LoS.

A Unit can only charge two units simultaneously if both units are involved in the same fray.



Disengage: Unit attempts a disengagement test of 4+1 per figure engaged to. This test can either be made with the Unit's INI **or** the difference between its STR and the highest RES in the unit it is engaged with, so long as all the disengaging units figures involved in the fray are of larger size. See also **Disengaging the Fray -S4***

A **failed** disengagement results in the usual consequences. Forced to defend for the round, but can still counter attack, etc unless in **Rout**.

A **successful** Disengage allows an immediate march as if it had been given an order to do so. This move can be made in any direction as long as it doesn't end in contact with the Unit it Disengaged. It can enter contact with a different Unit. A fighter who is surrounded can even move "through" the very Unit he disengages from. The movement must be made in such a way as to avoid crossing the enemy's ranks as much as possible. A Disengage is automatically successful if the unit is no longer in contact with any opponents.

A Disengage counter can be combined with other orders* Example: A Unit can Disengage & Fire in the Second Firing Phase if both a **Disengage** and a **'Move & Fire'** order are revealed.

Firing Orders

Firing normally occurs during the second firing phase. Firing Orders can be cancelled without a test. Firing Orders are announced/revealed in increasing INI order. Targets are then chosen in order of lowest to highest INI and then shots resolved in reverse order.

In the case of any ties in INI, the Tactical Roll winner can choose the outcome in their favor.

LOS and Targetting: LoS for all miniatures in a unit is made using the members in the unit's front rank .

Close formation: First 2 rows can fire.

Scattered formation: First 3 rows can fire.

Shots can be chosen to be divided between troops and Independents.

Shots must target the front figures in a unit if they are the same size as the shooters. Larger targets can be singled out and figures can be obstacles. Examples: pg. 18

Errata: A sniper unit may reorient a quarter turn before firing, unless it performs a Rapid Fire .



- Fire:** Unit remains in position but can maneuver before firing at an enemy unit.
- Move & Fire:** Unit moves up to MOV x1, possibly while making a maneuver, then fires.
- Rapid Fire:** Allows firing during the first firing phase. Consequentially cannot move and the difficulty for aim tests is +2. Also cannot participate in hand to hand combat for the remainder of the round (even with counter attacks, etc), The Tactical Roll loser must reveal their Rapid Fire Order's First.

Reaction Orders (Blue)

Reaction Orders can be revealed as a reaction to an action as well as a normal order reveal in which case the order remains active and the unit is considered immobile for the round.

Retreat (DIS 6):

Must be facing a charging unit (90 degrees). Unit moves back away from the enemy charge a distance of MOV 1/2 without Reorienting. Remains Immobile if test is failed. Remains **Immobile** if failed.

Flee:

Turns on it's heels and runs its max MOV x2 as a reaction to a charge or engagement. Enters and remains in **Rout** until rallied. See **Fleeing Rules and Fleeing while in Rout -S2***

Pursuit (INI 4):

Activates only when a unit that was in contact manages to **disengage**. The Unit can then **March** and engage any enemy unit, even the one that just disengaged. Remains **Immobile** if failed.

Charge Reception (DIS 6):

When charged or engaged. Once charged, the Unit's figures can move MOV x1 if not already in contact to come into contact as far as contact is possible. Figures moved in this way still suffer charge penalties.

Counter Charge (INI 6):

Must be facing the charging unit (90 degrees). See also **Positioning of miniatures in a fray -S4***

Successful Counter Charge: Neither unit takes penalties, no matter the two unit's DF's.

A Counter Charge order must be revealed before the distance of charge is measured. If necessary, a Fear test is then made by the charging unit. If failed, the Counter Charge does not occur.

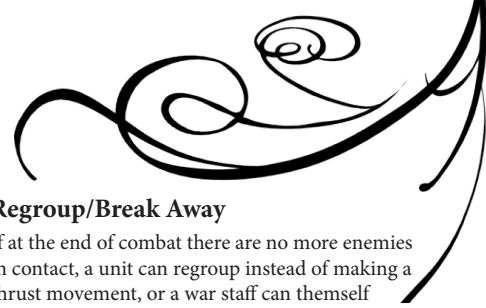
Counter Engage

If the opponent is only **engaging**, an additional test to force the enemy to come within distance is made. INI vs INI.

If the engaging Unit loses the test, they stop once they reach 5cm of the charged target (if they can move that far). The counter charging unit then moves as if they had just made a charge.

If the counter charging Unit cannot reach the charging Unit, in the case that it is way too far to begin with, then it enters a **disorganized state**. See **Fear and States***

A Counter Charge cannot be performed on a unit that began it's move at a **different altitude**.



Positioning of Miniatures in a Fray P. 83

Miniatures charging or engaging must position the front of their base with the figure (or one of the figures) it enters contact with as much as possible.

When charging or engaging, all fighters that can be, must be placed into contact with an enemy fighter.

This obligation does not apply to Independents.

If a charged or engaged unit's fighters are too far apart from each other, they must always be placed in close formation **before** coming into contact, **yet the unit is still considered to be in scattered formation.**

Furthermore all of a charging/engaging unit's fighters must end their movement within less than 2.5 cm of each other. However, this does not apply if an obstacle forces the Unit to split or if leaving a space allows its members to come into contact with more opponents.

Cavalry must always charge using the front of their base, however they can engage up to 2 infantry based fighters on their sides. Only one side initially.

Large fighters must always engage 2 smaller fighters on their front, excepting a corner involved fighter.

A counter-charge unit on an engaging unit can be placed as the player wishes. With a counter-charge against a charging unit, the INI winner positions as if they had just charged.

Combat And the Damage System

Every fighter has a set # of wound levels and combat dice reserved to them during each combat phase, depending on their cost, size and type. (RS*)

Fray Splitting

The winner of the tactical roll splits the frays, deciding who will be in combat with who for every fray.

The split fray's within a fray are referred to as Combats. It is certainly possible for many units to be involved in the same fray.

When splitting the frays, every fighter who is engaged must be designated to a combat against 1 other fighter. In some cases multiple. Examples P. 89

Choice of Combats

Combats are then resolved for every profile type of fighter involved in the fray. The Tactical Roll winner selects a profile or Independent among his miniatures then also selects a profile or Independent in contact with the ones he selected among his own fighters.

The term "combat" involves one fighter profile against another profile. It can never involve differing

fighter profiles of the same camp.

Any fighters under the effect of a spell, miracle, object, ability or capacity must also be made into separate combats, like Independents.

Rolls, Wounds & Losses:

The winner of an initiative test in a combat attacks first. Their opponent must set their dice in attack, defense or both.

A leader with the same profile as it's troops can be differentiated by using different dice.

Once the winner of the Initiative test has attacked, it is the loser's turn to attack if he has attack dice left.

Attacking: As in C2*, a difficulty to pass must be set for attacks. ATT + 1d6 must be > or = Set Difficulty.

"The Level of this test does not have to be a minimum of the defenders Defense value like in Confrontation 2"

Defending: If at least one of the attacks are successful, the defender can use all or part of the dice they have placed in defense in an attempt to parry. The defender/s must equal or surpass the attack tests level of difficulty.

Damage roll: If the attack is a success, 1d6 is rolled for a damage roll for every hit. The result is compared with the difference between the attack's STR and the defender's RES and referred to on the Wound Table. (RS*) The result reveals the # of wounds.

A "1" on a damage test is **not** an automatic failure, but simply reads in the line "1" column of the Rag'Narok Wound table. 6's can be rolled again, but a "1" that follows is still read in the "1" column.

The attacker chooses which figures of a single profile receive wounds when damaged.

A single attack can only ever eliminate one figure.

Losses: The choice of miniatures removed among those in base-to-base contact of the attacker is left to the attacking player. Losses are immediate and go with their dice.

A camp can never have more dice reserved to them than the number of their fighters are allowed.

Devastating Wounds (Successive blows)

A hand to hand attack (from a single die) which kills an opponent with excess wounds provides a Devastating Attack : an attack that is resolved immediately in **the same** combat if there are any opponents left. These attacks may continue until there are no more excess wounds from kills.

Ranged Shots: A shooting test is made for every shot depending on the range and weapon used.

1d6 damage roll is made for every hit depending on the ranged weapons STR. Inflicted shot wounds on Large or Very Large figures may be distributed among the targets available as the shooter wishes.

Only figures in line of sight and as many figures as shots were fired can be removed as losses.

Character abilities: See C2* Recap. S6*

Multi Profile Combat

When a single fighter is up against multiple profiles, the by the tactical roll winner decides which fighters will fight first. One before the next

The highest initiative between the different profiles is used. The single fighter decides which dice to devote to the first fight. Any unused dice in a former combat can then be used in a following one against a different profile.

Combat Outcome

After all Combat in a fray is resolved, a Courage test is made by a unit if they suffered more wounds and also have a lower **Domination Factor** than their opponent. Only the wounds needed to kill a fighter are counted. All units involved in the fray are counted.

The Combat Outcome Courage test is 6, or 8 if the DF difference is 10 or more. +1 difficulty if in **Scattered Formation, Disorganized or Control** state. (RS*)

Unit goes into **Rout** if failed and cannot make a **thrust movement**.

Thrust Movement

The victor of the Combat Outcome **or** the Tactical Roll winner (if the Outcome was equal) decides who can make a thrust movement first. Any fighter who is not in contact who was in the fray can move a distance of MOV x1 into contact with the enemy.

Thrusted into fighters must be of the **same fray**.

During a thrust movement, fighters must move forwards. They cannot move backwards unless it allows them to engage an enemy in their fray or instead **regroups**.

Special Cases

If fighters involved in a different fray impede movement, a fighter must go around them.

If fighters not involved in a different fray impede movement, they must be moved in such a way as to leave a passage.

If two units in a fray against each other are in Rout, neither unit makes a thrust movement.

Unused dice cannot be used after a Thrust Movement.

Firing into fray & wounding friendly troops

When shooting into a fray, any 1's rolled are hits on your own or friendly fighters. The Shots Difficulty however, is also one degree higher:

Short -> Medium. Medium -> Long. Long -> Impossible

If several friendly figures are involved, determine which is hit randomly.

Universal Rule: 6's must be rerolled any time damage is done to a fighter of your own camp.

Regroup/Break Away

If at the end of combat there are no more enemies in contact, a unit can regroup instead of making a thrust movement, or a war staff can themselves divide and move x1 (break away).

To regroup, one figure is chosen to which all fighters reform to. **See Reformation S2***

If a Character, war-staff or Warrior-mystic who is part of a unit finds himself not in contact with an opponent after a hand-to-hand combat phase, he can leave his Unit at the player's choosing. He's considered a new Unit entering the following round.

Stragglers

As long as miniatures are in contact with an opponent, they are all still considered to be a part of their Unit no matter how far they have become from it. Nevertheless, at the end of the hand-to-hand combat phase, once thrust movements have been made, a miniature without an opponent absolutely must be within 2.5 cm or less of the rest of its Unit. This can cause an exceptional and free movement to bring the fighter closer to his Unit. Such a move cannot allow the fighter to reenter combat.

Living-Dead & Constructs never make Courage tests during combat outcome. When they lose combat outcome, they cannot make a thrust if their camp's DF is lower than the opposing Camp. An Independent accompanying such a unit is subject to the same rule.

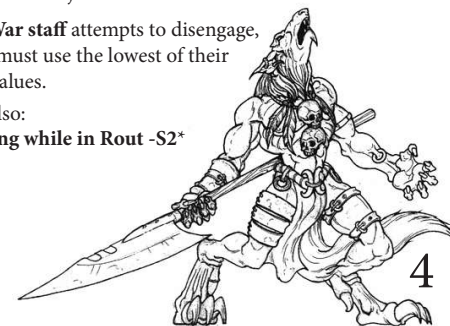
Disengaging the Fray

An **Independent** can disengage while leaving the rest of their unit in a fray. The unit must still have received a Disengage Order. When resolving this Order, the player must simply announce that only the Independent will be attempting the action. If succeeded, the Independent is no longer a part of his Unit and can join a new one in the usual conditions.

If a **War staff** attempts to disengage, they must use the lowest of their INI values.

See also:

Fleeing while in Rout -S2*



Situational/Optional Rules

Tactics Cards

Tactic cards bring a strategic element to using your forces. They allow manipulating & modifying a Unit's combat stats for better at a cost.

Condition: When the condition of a tactic card is met, (when to adopt order) it may be used.

If a unit that has adopted a Tactic is under a **State** such as **Disorganized**, **Control** or **Rout**, then the effect no longer applies.

However **Valour** does not cancel any effects. See Fear and States S2*

A Tactic card is always played face down on the table next to the unit attempting to use it. Up to 1 per unit. War machines cannot use tactics.*

Once they are all placed, they are revealed and activated 1 by 1 in any order. Once placed, a tactic card **must** be used and attempted.

Tactic cards only apply to the round used and cannot be used if it causes a characteristic to fall below 0.

To preserve balance, every player should have a copy of the Tactic cards.

There are 3 different ways that can be agreed on to use the Tactic cards:

- Cards won't be used in the game.
- Cards are freely distributed before the game or the beginning of every round.
- Cards are distributed randomly before the game or the beginning of every round.

Flying (Relatively the same as C2/C3)

-5 Movement to currently used value when changing altitudes.

+2 INI, ATT & STR when performing a Dive Attack - Flying equivalent of a charge going from altitude 1 to 0.

Leadership is only transferred to the same altitude.

A unit at a different altitude is represented by a single marker on the battlefield. Units in combat at a different altitude are played on a separate surface.

The Difficulty of shooting, casting and incantation is +2 when a target is at a different altitude level.

If the altitude level difference is 2 levels, the targeting is impossible.

More on moving flying units P. 61
Deploying flying units P. 35

Strangleholds: Dark & Luminous

To compensate for Constructs & Living Dead's lack of DIS they are instead able to be given DIS and Orders by spending light or dark gems in the Cynwall and Acheron armies. There are artifacts presented for each to allow non-mystic characters to generate mana. Orb of Obscurity & Clarity*

More information can be found on page 126-127 in the Rulebook and on the Orb Artifact cards.

Abilities

Abilities in Rag'Narok function differently than in Confrontation, so it is necessary to learn new abilities for your army, found on P. 128.

The transition from version 2 to 3 of Confrontation brought new abilities. To remain compatible with Rag'Narok, the Rag'Narok versions of these abilities can be found in Cry Havoc #8. P. 76. Along with a few optional systematic updates.

Noteworthy Pages

Range Modifying Weather Rules: P. 45

Familiars & Summoning Rules: P. 58-59

War Machines & Artillery Rules: P. 102-107

Appendix & Card Overview: P. 109

Differences of Recurrent effects: P. 114

Unusable Cards: P. 125

Acting as a Mystic

Mystics (Faithful and Mages) are subjected to the same orders as their unit but can cast or call independant of it. Magicians can still use magic if in Rout, except if they have fled, having moved x2. Warrior-Mages are an exception.

A Mystic in Hand to Hand

A Mage who is engaged suffers from -1 to their roll on Incantation tests and Mana Regeneration tests.

This Penalty does not affect Hermetic or Necromancer mages as well as Warrior-Mages.

Only Warrior-monks can call when in hand to hand. Faithful cannot.

Casts/Calls allowed per turn

Mages can cast a set # of spells depending on their rank. RS*. A Miracle normally can only be cast once per round unless stated otherwise.

As in C2, if a figure's resilience is brought below 0 by mysticism, they are immediately removed as a loss.

Magic/Faith

Casting / Calling Spells, Miracles, Rituals and Communion are made in order of the highest:

Casting: **INI** / Calling: **DIS**

In any case of a tie, the Tactical Roll winner chooses.

Spell/Miracle Acquisition Limit (C2*)

Mage: Up to POW x2 in Intensity

Warrior Mage: Up to POW x1 in Intensity

Faithful: Unlimited

Warrior Monk: A single Miracle

Different types of Incantation

Rapid Incantation: Announced at the beginning of 1st Firing/Incantation phase. Can then cast during it with a +1 difficulty.

Loses the ability to Run, Charge or Counter Charge during Round.

Prolonged Incantation: Announced at the beginning of the 2nd Firing/Incantation phase.

Init -2 & Difficulty -1

All Divination is called during the Divination phase.

Incantation/Divination Rolls

Incantation Tests, Improving Mastery and Strengthening the Bond all occur in the usual way. C2*

6's can be rerolled. 1's are failures.

An Incantation Roll is made using the Faithful's T.F. **value at the moment of calling.**

Griffins and Mid-Nor Faithful can reroll 5's like 6's.

Counter magic & Censure

Must be in range and have LOS on source of cast.

There are 2 ways to prevent a spell just the same as C2/3.

Counter: A Mage spends 1 gem of any kind and makes an incantation test against the opponents result.

If failed, can still use Absorption.

Absorption: A Mage spends an equal # of opposite gems.

Censure: Faithful can spend T.F. to reduce the callers T.F. at an equal trade.

Thus calling cannot occur or Strengthening of the Bond be made when T.F. is brought low enough.

Mana Regen / T.F. Calculation

Mana and T.F. are calculated using C2* rules.

See Reference Sheet for Charts.

T.F. is calculated at the beginning of the Divination Phase and Mana during the Mana Recovery Phase.

Mages can use Trance. (C2*)

Rituals / Communion:

Rituals & Communion are **Spells & Miracles.**

Any Magister / Eminence bound to a Council / Conclave can hold a # of Rituals / Communion = their Rank. Magisters, Eminence, Acolytes & Disciples can only be part of one Council / Conclave at a time.

Rituals require at least 1 **Acolyte** (any mage who masters an element of the Ritual or any mage at all if neutral gems are required) to be within 10cm of the **Magister.**

Communion require at least 1 **Disciple** (of the same Cult) to be within 10cm of the **Eminence.**

Annunciation / Initiation

Rituals are announced during the First Incantation Phase and performed during the second.

At this point, the Target must also be announced (even if not within range) and must be within sight of any council member, but when cast must be within sight **and** range. When a Ritual is announced, all Orders on the Magister (if he is alone) are cancelled. If a unit accompanies him, he is no longer a part of it. Same for Acolytes which can only join a ritual when announced.

Communion are initiated at any time during the Divination Phase at which point all chosen members join.

The Sum of all Conclave members' aspects must equal or surpass the Communion to attempt it.

Allowed action:

Only counter magic and mana recovery can be performed by ritual members while a ritual is in cycle.

Only action of censure can be performed by members during an active communion.

Final Test:

Ritual: The Magister uses his own POW for the Ritual test. Only the Magister can improve mastery, but all of the council members can contribute gems to perform the ritual.

When the gems needed vary depending on the target's DE, they are spent at the moment of the ritual incantation rather than when initiated.

If the target divides, you can choose either division, or a newly joined unit if it joins one.

A ritual's effect dissipates if a unit under it's effect divides.

Communion: The Eminence uses their current T.F. + that of each disciples' for the Communion test
Only the Eminence can strengthen the bond, though doing so may reduce the chance of the tests success consequentially.

LOS and the Communion range can be measured from any of the conclave members.

Each member pays the Communion's fervour cost.

Normally Communion are only usable once per round.

Final Preparations

Each player makes a pack of cards with every profile of characteristics present in their army.

A unit is represented by one card for every profile type
Ex. Abel + Banner + Musician + Spearmen = 4 Cards.
Cards are therefore added or removed depending on division or grouping of units.

Artefacts, miracles & spells are mentioned in the army list but the cards are not put in the unit card pile.

It helps to make an army sheet using the **army sheet template** provided in the Rulebook that lays out all your team's information in one place. Example: Pg. 15

The Tactical Roll

Outside of the many benefits mentioned, the Tactical Roll functions much the same during the **Approach** with **Deployments** as during the **Movement Phase** with **Order Activation**.

The winner of the Tactical Roll gets **the lead**. The person with the lead can decide to deploy a unit/activate an order or ask their opponent to do the so. The player with fewer units in their army (including scouts or reserves) may make as many refusals to act when their opponent asks them to as their opponent has more units than them.

Reserves*

During the deployment phase, up to 20% of your army's A.P. value can be kept in Reserve to enter the game at a strategic moment. Any unit but the CiC's and the **army standard's** (See War Staff's S1*) can be placed in reserve. A Reserved unit can be deployed during any "Entry of Reserves" phase following the first round in a deployment zone (red or yellow) designated by the **Battlefield chosen and Round**. (P. 38 of EN Rulebook)
The unit must pass a DIS 7 test to join the battle. Any miniature's DIS in the unit can be used, whose profile must be revealed.

Failure: Can be attempted again next round with -1 Difficulty. This reduction of difficulty is accumulative with each failure, but 1's are still failures.

Success: Can be deployed on tables edge with no member any more than 10cm from the edge and not in contact with an enemy unit.
If several reserved units are deployed, they may deploy on different edges.

If both players wish to deploy reserved units at the same time, they must do so in the same way as the deployment with the Tactical Roll winner starting with the lead and the player with less units able to use refusals.

Units in Reserve cannot be divided or regrouped before deploying them, and can only be deployed if at least 1 fighter of their camp is on the battlefield.

Magicians and Faithful in Reserve cannot act or regenerate mana.

Scout Reserves: P. 37.

Pre Game Actions

Build Army:

Army's are put together using an Army Sheet, following percentage limitation, unit composition, and choosing a Commander in Chief as well as any Leaders or Commanders.

Choose Battlefield:

A selection of Battlefields can be found on P. 34 of the Rulebook: Battle, Interception, Ambush and Entrenchment.

Choose Scenario:

A Selection of basic Scenarios can be found on Pg. 108 of the Rulebook, And more tournament scenarios on the Confrontation Wiki.

There are also several in depth scenarios in the Cry Havoc 1-6 battle reports. These serve as great examples for coming up with your own Scenarios.

Beginning the Game

Always Begin with a Tactical Roll

Deployment: Decide the placement of your army in the following 3 phases.

Approach: Players take turns placing one unit representing pack of cards onto the battlefield faced down where they will be deployed with the option of Refusing or Reserving.

It is prohibited to deploy within an enemy units charge range (MOV x2), considering the highest MOV value in any unit.

After all cards are placed, the same process occurs for the placing of units.

Scout Deployment:

Scout Deployment comes last in any deployment order. If both camps have scouts, they are revealed in continued order from the unit deployment. A player who hasn't used up their refusals can do so now.
Scout units can be placed anywhere.

Reserve Deployment

The Game Round

Rallying Phase:

Players make a Tactical Roll, using the Discipline value of their Commander in Chief + any bonuses.

Units in **Rout** attempt to rally. (DIS 6)

Success = **Disorganized State**

Reserve Entry Phase:

Units in reserve can attempt to enter the game after round 1 in a deployment zone designated by the Battlefield. Reinforcement rolls are made. See **Reserves***

Attribution of Order Markers:

Basic Orders are given to all units with a commander or within their leadership range. Then, a number of Additional Orders can be assigned to units, depending on an **Additional Orders** roll. (S3*)

Certain **Tactical cards** can be attributed at this time. S5*

1st Firing and Incantation Phase:

Magic can be done with Rapid incantation and Marksman can shoot with Rapid fire Orders during this phase.

Targets of shots are assigned in order of INI values and carried out in reverse order.

Rapid Incantations are played in the same way, yet magic can be absorbed or countered.

Rituals can be initiated.

Movement Phase:

Units carry out Orders given and are moved.

Players take turns revealing the remaining Orders. (Refusals can disrupt the course of this phase)

Manoeuvres can be announced one an Order is revealed for an activated Unit.

"Independents" can then leave their Unit to carry out an Immobile, March, Run, Charge or Counter-charge Order. (Magicians for example can go into **trance**.)

Disorganised Units must be reorganised.

Certain Tactical cards can then be played.

Courage Rolls are made if there are fear-inspiring enemies, before any miniatures are moved.

Fighters with "Harassment" can fire during this phase if they were given a "Move and fire" or "Run" Order.

Divination Phase: Faithful can call on miracles or proceed with communions.

Their temporary Faith is determined at the beginning of this phase. Then players announce any miracles and communions in the increasing order of their faithful's DIS rates. Once calls are made, the enemy faithful can attempt to censure (before Divination rolls are made). Communions can be played after miracles have been.

Second Firing and Incantation Phase:

Shots and Magic occurring during this phase do not suffer from Rapid penalties.

Rituals that began during the first Incantation phase can proceed.

Marksman who have not yet carried out "Firing" Orders must resolve them now.

Hand-to-Hand Combat Phase:

Units involved in a fray resolve combats.

Frays are chosen by Tactical roll Winner who also chooses the order they are resolved if there are several.

Mana Recovery Phase:

Magicians renew their magic potential with Mana Recovery Rolls.

Units in a state of *Control* return to a state of *Valour*.

A C2 Recap

Attack difficulty: When an attack is made, rather than simply adding the die roll to the value, a difficulty must be set to pass. Any rolls equal to or beyond the set difficulty are a success. Defense tests take only the set difficulty into account when parrying successful attacks.

Character Abilities

Sequence 1 (+ X): Sacrificing 2 attack & defense gains 1 die in combat. Can be done once for each value of sequence X.

Counter Attack: Must be announced before making a defence test. The tests difficulty is then +2.

A success earns 1 attack die.

Master Strike: Uses all attack dice if the character has at least 2 in attack to perform a single Attack Roll. The chosen attack test difficulty is added to the blows strength if successful. Any X value is also added to the blows Strength.

The rules for Master Strike differ for Non-Characters with this ability*. (See P. 133)

Fear: For Courage tests, the fear value must be surpassed, not equalled, at a minimum.

Mystic Fees: If you are coming from C3.5, remember there is an AP cost for Spells and Miracles. This includes Communion and Rituals.

T.F. Calculation:

Only the total # of believers in the faithful's aura, including themselves are counted towards calculation. (no sum of aspects). Example: 5 believers (4 + self) for a devout generates 2 T.F.

Figures without DIS or with artificial DIS doesn't count towards Temporary Faith Calculation.

Neither do Mercenaries unless they are of the same people. Allies & Stateless never count.

Mana Regeneration:

The # of gems held in the Magician's Reserve is subtracted from the total result made for their mana recovery roll.

Subtraction is doubled if a Mage is in hand to hand combat

Exception: warrior-mages, necromancers and hermetics.

A 1 on a mana recovery roll is not a failure for Bran-O-Kor.

Trance: Can be announced during the movement phase. (When Order is revealed or announced)

Magician cannot make any action for the round and as long as nothing happens to the mage, he can the # of gems in his mana reserve is not subtracted from the result of his Mana Recovery Roll. Warrior Mages cannot enter a Trance.

Cannot be cancelled unless charged, engaged or wounded.