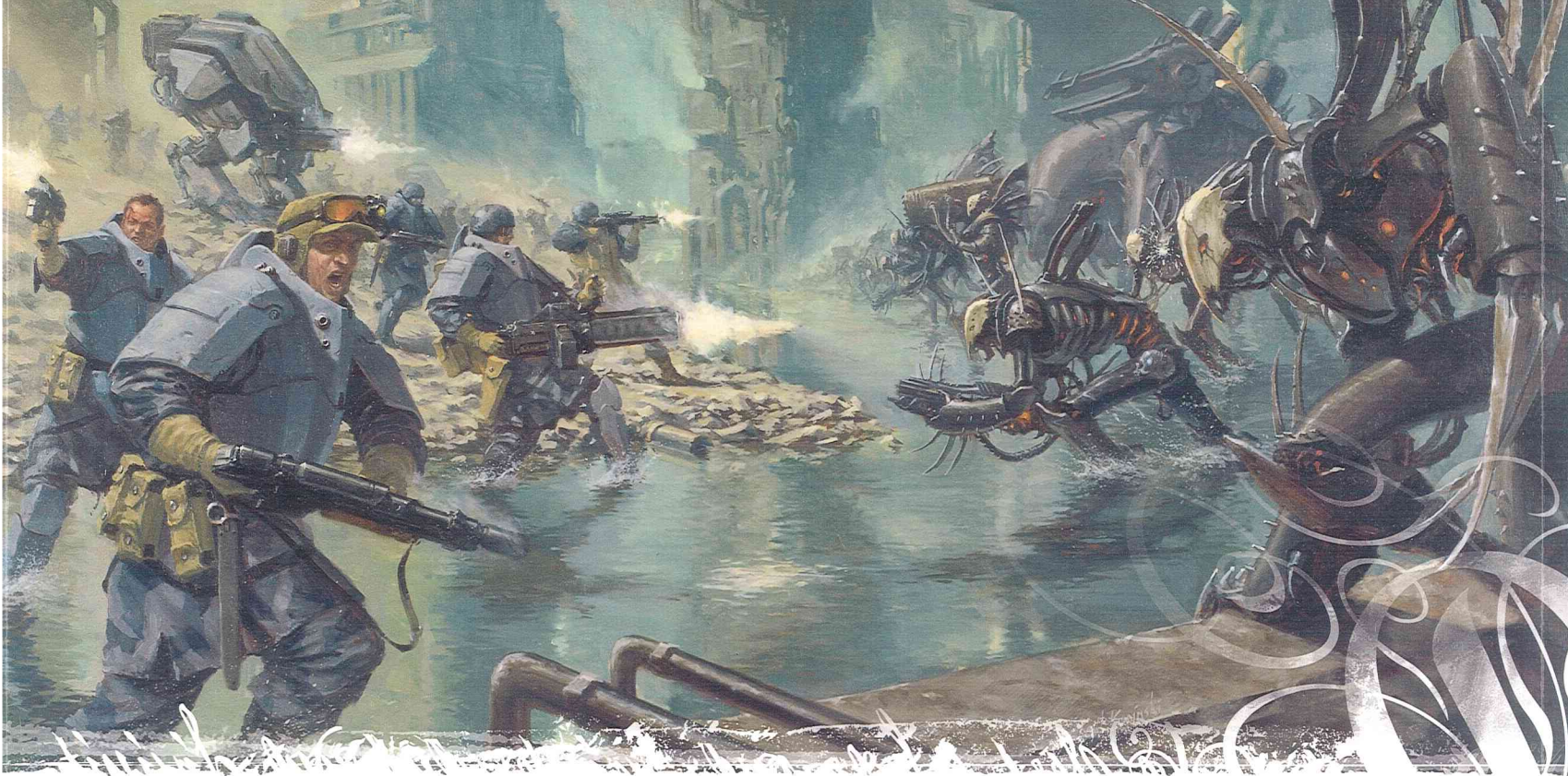


VOLUME 13
MARCH • APRIL 2007



WIRY HAYVIC!

THE CHRONICLES OF THE WORLD OF RACKHAM



AT-43

The news and previews
Exclusive missions

RAG'NAROK 2

The new rules!

CONFRONTATION

Army guide: the Cynwäll elves
The Fortresses of Tir-Nà-Bor

CADWALLON

Portrait: Irix, the vestal of Yllia
The guild of Cartomancers

WORSHOP

Fantastic architecture: before the doors of Cadwallon...

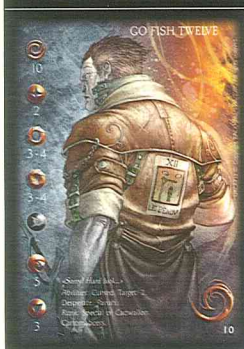
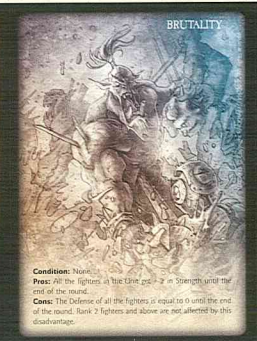
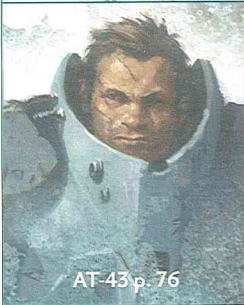
5 EXCLUSIVE CARDS



Nine thousand never trained White Stars veterans.
One thousand brand new combat striders.
Six thousand tons of fortifications.
One thousand supply containers.
Enough to lighten up the galaxy!

The mörghs have been warned:
Operation Damocles is about to begin!

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CARDS

- Go-fish-twelve (*The guild of Cartomancers*)
- Cartomancer agent (*The guild of Cartomancers*)
- Cartomancer mage (*The guild of Cartomancers*)
- Brutality (*Rag'Narok 2*)
- Unfailing wall (*Rag'Narok 2*)

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CAUTION!

Some articles in this issue mention accessories that must be handled extremely carefully: the modelling knife with which one can cut oneself, the cyanoacrylate glue that bonds very quickly... We recommend that the youngest players and collectors only do the following activities under adult supervision and always carefully read and follow the instructions supplied with this material.

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editorial

Diversity is what you'll find in this issue. Have a look at this: for starters, we offer *Confrontation* players a review of the Cynwall army in the "Strategy" section. We then go on to Cadwallon with the revelation of the guild of Cartomancers' secrets. The exploration of Darklash will end with the mysterious fortresses of Tir-Nâ-Bar. This thirteenth issue is also the opportunity to offer a new treatment to the portraits: more profound articles by the Studio's designers to give ever more information about our universes.

Hybrid is not forgotten, you will find no less than three new missions. As for *Rag'Narok*, the coming months will allow to fine tune the new version of the rules presented page 46.

Cry Havoc has not forgotten AT-43 either. The armies are now familiar to you. So you are now going to discover their richness with the release of new units and new armored fighting vehicles in the coming months. To help you, there are also two exclusive missions awaiting you in this issue.





NARG 07



FORGE GUARDIAN

3 MINIATURES AND 1 CARD FOR CONFRONTATION, RAG'NAROK AND CADWALLON.

RANK: DWARF REGULAR
15 A.P.



RECOMMENDED RETAIL PRICE: 10.00 €

The forge guardians have devoted their existence to the protection of the thermo-priests of Tir-Nâ-Bor and their fantastic designs. Chosen among the warriors, they go through a short training on the teachings of Uren and are given a brand new steam powered weapon to fulfill their office. With the Rag'narok, the forge guardians come charging into the battle in the name of the Republic and Uren, the god of forges.

The forge guardians are back with three new miniatures and have benefited from the latest RACKHAM sculpting improvements. They are equipped with steam powered weapons to mercilessly crush their enemies. A compulsory choice for any dwarf player seeking great striking power for a limited cost!

The Red scourge is one of the most feared evils on Aarklash. This merciless Drune faction of slavers heightens the worse inclinations of the Kelts joining it. The red karnaghs are the worthy heralds of this terrifying dogma. They go through the same training and rites of passage as the karnaghs from the other scourges, but they get extra training in horror. Thus they become real demons whose sole goal in life is to inflict pain and seek delight amidst the clashing of weapons and the moaning of the dying.

The red karnaghs which first appeared in "The Drune scourges" card pack have arrived in miniatures, ready to kill in the name of Cernunnos and join the war against the gods. With a MOV of 12.5, INI 4 and ATT/STR 4/8, the karnaghs are made for quick and brutal assaults. The differences with the former karnaghs are their improved Resilience and the ability "Brutish charge".



DREL 05



RED KARNAGH

3 MINIATURES AND 1 CARD FOR CONFRONTATION, RAG'NAROK AND CADWALLON : RED KARNAGH (REFERENCE CARD).

RANK: KELT ELITE. RED SCOURGE.
30 A.P.



RECOMMENDED RETAIL PRICE: 12.00 €



CDGM 02



CADWË UNDERTAKER

1 MINIATURE AND 4 CARDS FOR CONFRONTATION, RAG'NAROK AND CADWALLON.

RANK: INITIATE OF CADWALLON
18 A.P.



RECOMMENDED RETAIL PRICE: 8.00 €

The Cadwë undertakers, keepers of this tradition and guardians of the funerary houses, organize daily processions to allow the families to honor their deceased and carry out the painful and yet necessary mourning. They brandish the banners of the dead as symbols of the courage required of all to go on living and face the future.

As warrior mages of Cadwallon (POW 3), the Cadwë undertakers are initiated to any element of their choice. They have access to a great variety of elemental spells besides their reserved spells. These reserved spells include the Beacon of beyond which gives Hyperian to a friendly fighter, allowing him to repel frightening creatures. With the ability "Artifact/1", this Cadwë undertaker comes with Banner of the dead, which gives Bravery to all friendly fighters close by.

Sienna is one of the most talented thieves of Cadwallon. She is a passionate keeper of freedom who managed to fool the powers of Darkness during the open war which opposed the guild of Thieves and the guild of Usurers. Thus she stole the Arcanum XVI, the Tower of Destruction, one of the cards from the legendary Tarot of Vanius. Invested with the powers of destruction, but fuelled by honorable ideals, she created the arcanic thieves, a group of Thieves which now guards the guild from mystical threats.

The hero of the Cadwë Thieves has joined the RACKHAM range. Since she got hold of the Arcanum XVI, Sienna has fought many battles to secure her survival and the survival of Aarklash. She is now an accomplished fighter, with great active characteristics (ATT 7, DEF 8) and an impressive list of abilities: Assassin, Bravery, Luck, Target/+3 and Toxic/5. Untouchable at range, lethal in contact, Sienna also has access to the special capacities of the arcanic thieves, rendering her particularly dangerous for enemy mystics.



CDCH 07



SIENNA, ARCANIC THIEF

1 MINIATURE AND 4 CARDS FOR CONFRONTATION, RAG'NAROK AND CADWALLON :

SIENNA, ARCANIC THIEF (REFERENCE CARD), THE ARCANIC THIEVES AND THE ARCANA OF CADWALLON (EXPLANATORY CARDS), ARCANUM XVI: THE TOWER OF DESTRUCTION (ARTIFACT WORTH 15 A.P./SPELL).

RANK: SPECIAL CHAMPION OF CADWALLON. THIEVES.
115 A.P.

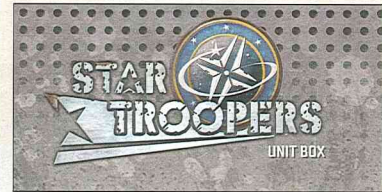
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UNIT BOX: STAR TROOPERS

U.N.A.



Painting realized by RACKHAM Studio painters based on production miniatures.



UNRE 01

"We need someone to do to job. And you've just volunteered."
 – Colonel Phy Kha Tie, addressing his soldiers during the retreat from Hades.

The star troopers are the ideal complement to steel troopers units. They drown the enemy in a hailstorm of bullets with their assault rifle. And when the Volcano MG starts playing, the hailstorm becomes a hurricane. For further tactical potential, one of the star troopers can be promoted Sergeant.

+THIS UNIT BOX CONTAINS:
 A UNIT OF 8 MINIATURES AND 3 REFERENCE CARDS FOR AT-43.

RECOMMENDED RETAIL PRICE: 30.00 €

UNIT BOX: WRAITH GOLGOTH

THERIANS



THC2 02 • THC2 03

The Wraith assault golgoth is a semi autonomous combat system based on a medium assault frame. It combines solidity and multiple core system patterns to guarantee maximum survival span. Designed to be an extremely mobile command unit, the Wraith golgoth was envisioned to become, first of all, the overseers' favorite vehicle on the battlefield.

Its versatile armament makes sure it is efficient against a large range of threats: the dreaded medium sonic cannon is ideal against soldiers and the medium nucleus cannon works marvels against armored vehicles. This golgoth comes in two colors to allow you to differentiate your units easily.

+THIS UNIT BOX CONTAINS:
 A UNIT OF 1 MINIATURE, 1 CONTAINER, 1 WEAPON AND 4 REFERENCE CARDS FOR AT-43.

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ATTACHMENT BOX: STEEL TROOPERS

U.N.A.



Painting realized by RACKHAM Studio painters based on production miniatures.



UNEL 02

The anchorwoman: "And what kind of weapons are you not trained to use?"
The Sergeant Borz: "..."
Interview of Sergeant Borz, 02/08/AT-42.

An officer, a missile launcher bearer, a laser gun bearer, a Volcano MG bearer, a medic and a mechanic are here to enhance your steel troopers units. Multiply your possibilities and increase the efficiency of your army...

+THIS Δ++ΔCHMEN+ BOX CBN+ΔINS:
6 MINIATURES AND
8 REFERENCE CARDS FOR AT-43.

RECOMMENDED RETAIL PRICE: 30 €

ATTACHMENT BOX: STORM GOLEMS

THERIANS



Painting realized by RACKHAM Studio painters based on production miniatures.



THEL 03

Welcome, Overseer. I am your tactical system and I hope you will enjoy the many battles in which I will gladly second you. You have been authorized to constitute an extended unit of type 2 "storm golem" attack systems.

This **Attachment Box** contains a storm golem overseer with nanoblaster and reaper blades, two storm golems with sonic gun, two storm golems with flamer and a storm golem relay with nanoblaster and reaper blades. With these extra choices, your Therian soldiers will get real leadership and a wider range of special weapons. Flamer or sonic gun, devastating rate of fire or napalm tidal waves? Adapt your methods to your opponent.

+THIS Δ++ΔCHMEN+ BOX CBN+ΔINS:
6 MINIATURES AND
8 REFERENCE CARDS FOR AT-43.

RECOMMENDED RETAIL PRICE: 30 €

UNCOVER THE SECRET OF THE GODS.

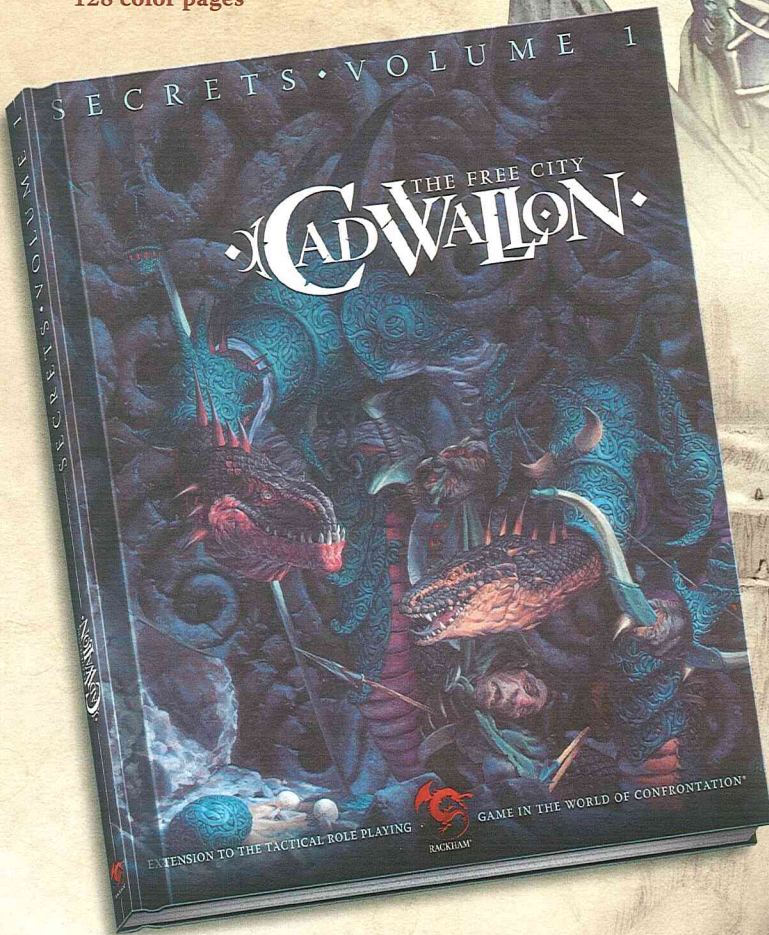
THE FIRST VOLUME OF SECRETS PRESENTS:

- The history of the peninsula of Lanever.
- Exclusive locations in the outskirts of the Free city and its underground.
- Distinctive features to create threatening NPC.
- The rules for the Ophidian and their slaves.
- A new path of incantation: typhonism.
- The organization of the militia of Cadwallon.
- New contacts.
- The secrets of the tarot-masters.
- The powerful Incarnates.
- Rules for traps and war machines.
- And a lot of precious advice for the GM wishing to create their own scenarios.

128 color pages

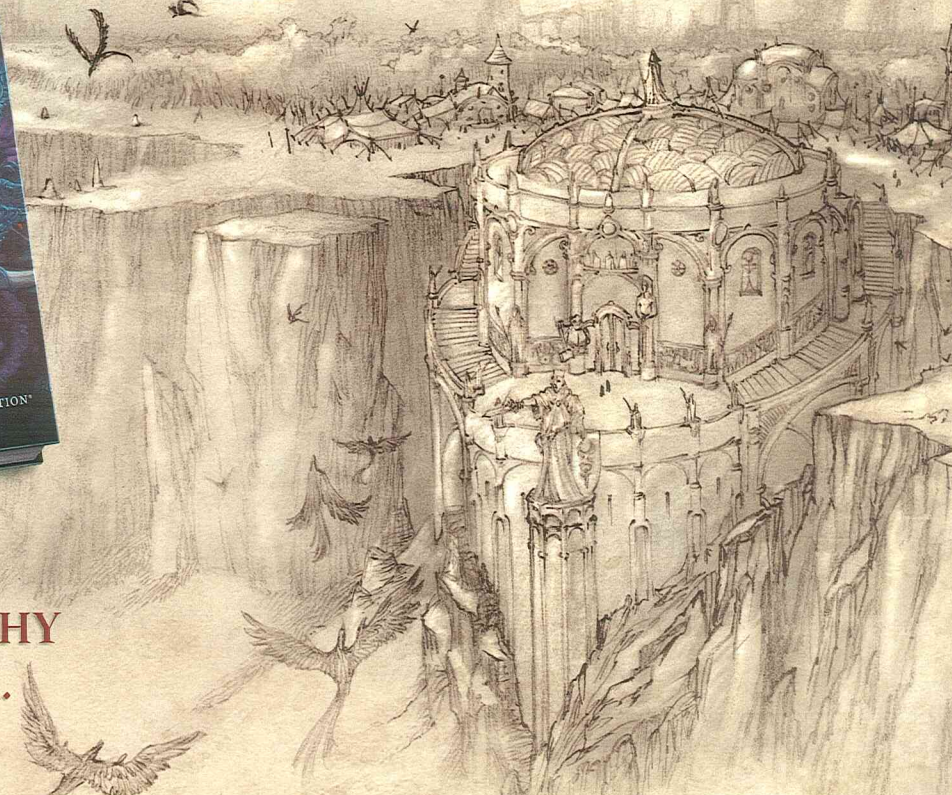
The story of Cadwallon is a succession of grim events which caused the departure or the disappearance of the inhabitants of the peninsula of Lanever, surrendering the ruins to the magical groves and to the fayrees living there. So much blood was shed in battle for the city that the ancient people believe it is cursed.

What are the secrets hidden among the Free city?



THE FREE CITY CADWALLON®

**SHOW YOURSELF WORTHY
OF THE DOGS OF WAR.**



UNIT BOX: WING TROOPERS

U.N.A.



Painting realized by RACKHAM Studio painters based on production miniatures.



UNEL 03

The wing troopers are born from the meeting of the White Stars elite, the steel troopers and the best of U.N. technology, the G-pack. With a G-pack, a properly trained soldier can perform leaps several hundred meters long and wipe the enemy before he can react. Faithful to the U.N. dogma "better is better", the White Stars have entrusted the G-pack to their best soldiers and put them through intensive training.

These units compose the White Stars army rapid intervention force. Six wing troopers equipped with laser rifles can get rid of the enemy way before he comes within range to return fire. The very versatile laser gun will take care of any target with equal ease. For further tactical possibilities, one of them can become a sergeant.

+THIS UNIT+ BOX CONTAINS:
A UNIT OF 6 MINIATURES AND
3 REFERENCE CARDS FOR AT-43.

RECOMMENDED RETAIL PRICE: 30.00 €

ATTACHMENT BOX: STAR TROOPERS

U.N.A.



Painting realized by RACKHAM Studio painters based on production miniatures.



UNRE 02

What level of efficiency can the White Stars achieve? Take the best, double it, add four or five times what you think is impossible and you will have an approximation slightly below reality. For instance, here are the officers beyond the rank of sergeant. Some extra heavy weapons. Specialists to support the men and destroy the terrain. And yet the White Stars are holding some of it back. You don't win a war by putting everything you got on the table at once, but by using what you have when you need to.

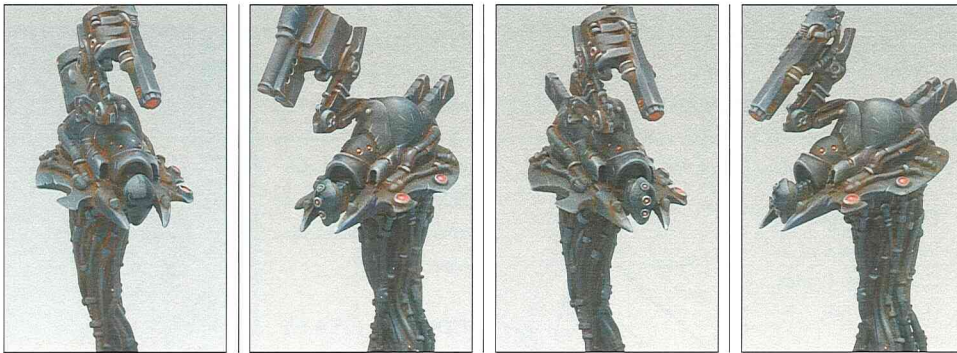
An officer, a missile launcher bearer, a grenade launcher bearer, an Volcano MG bearer, a medic and a combat engineer are there to strengthen one or several units of star troopers. Not only do they multiply the tactical possibilities, they also increase their efficiency tenfold...

+THIS UNIT+ BOX CONTAINS:
6 MINIATURES AND
8 REFERENCE CARDS FOR AT-43.

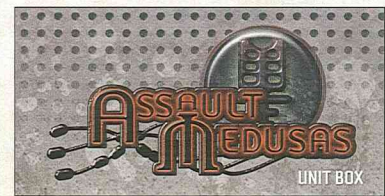
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UNIT BOX: ASSAULT MEDUSA

THERIANS



Painting realized by RACKHAM Studio painters based on production miniatures.



THEL 04

The assault medusas are autonomous combat systems based on a modified type 1 frame. They are meant to favor endurance and design. The standard equipment of the assault medusas, as troops/range, is either sonic weapons (sonic gun), or nanomuniton weapons (nucleus rifle).

+HIS UNIT+ BOX CONTAINS:
A UNIT OF 4 MINIATURES AND
3 REFERENCE CARDS FOR AT-43.

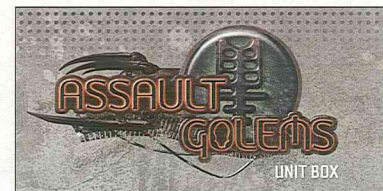
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UNIT BOX: ASSAULT GOLEMS

THERIANS



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THEL 01

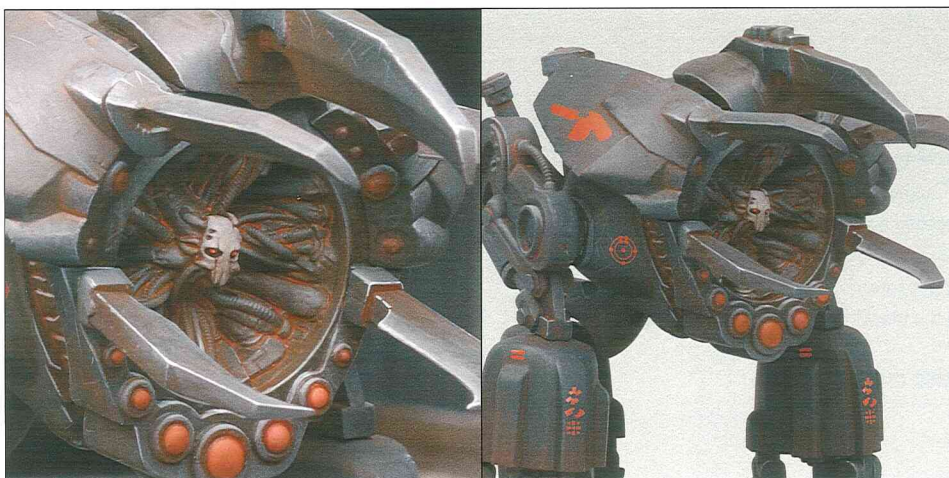
The assault golems are autonomous combat systems based on a type 2 frame. An assault golem is assembled from several giga-units of nanomachines and benefits from advanced combat programming. It can be given detailed instructions concerning ranged weapons and ranged combat. Its standard equipment is composed of a nanomuniton weapon (nucleus rifle) and a set of reaper blades. The assault golem is provided with an efficient and autonomous operating system which allows it to manage 97% of all tactical situations without any outside assistance.

+HIS UNIT+ BOX CONTAINS:
A UNIT OF 6 MINIATURES AND
3 REFERENCE CARDS FOR AT-43.

RECOMMENDED RETAIL PRICE: 30.00 €

UNIT BOX: HEKAT GOLGOTH

THERIANS



Painting realized by RACKHAM Studio painters based on production miniatures.



THCI 01

Its unusual armament forces the Hekat to engage the enemy in close combat, but the power of its blades allows it to carve its way through armored fighting vehicles as well as infantry. The concept was met by the extremely fierce opposition of the most traditionalist overseers until it proved its efficiency on the battlefield.

+HIS UNIT+ BOX CONTAINS:
A UNIT OF 1 MINIATURE, 2 LOW WALLS
AND 2 REFERENCE CARDS FOR AT-43.

RECOMMENDED RETAIL PRICE: 30.00 €

ORPHAN OF AVAGDDU/FURY OF AVAGDDU



The legendary spasms of fury are shaking the guild of Blades! The enemy of Cadwallon should be careful when they find young orphans of Avagddu infiltrated so far behind their lines (Scout, Rapidity). Under the effect of anger, the young girl will turn into a fury of Avagddu, a creature on a killing spree (War fury, War cry/8, Implacable/1 and Possessed). The warriors of the guild of Blades can join any army. The history and the rules of the guild of Blades are available in *Cry Havoc* vol.5. Besides, some gaming advice will be available in *Cry Havoc* vol.14



Orphan of Avagddu
Rank: Special of Cadwallon. Blades.
35 A.P.

Fury of Avagddu
Rank: Special of Cadwallon. Blades.
(Special) A.P.

FIRE SUPPORT GOBLIN

Members of the guild of Blades and therefore serving any army in the game, the fire support goblins are warrior mages of Fire (POW 3). Their destructive spells reproduce the effects of artillery fire: Red hot cannonball works as a perforating artillery weapon and Fire bomb creates deadly minefields. When you step out on the battlefield, don't forget to take your pocket size cannon along!



CDGM 03 (25 A.P.)

DOGHANDLER

Each doghandler blister contains a doghandler and two molossers of the militia.



The doghandlers of the militia of Cadwallon and their canine escort are very efficient when it comes to assailing the enemy: they all have Brutish charge and Hard boiled. The doghandlers also benefit from the abilities of the veterans of the militia (Ruthless and War cry/6). These miniatures are ideal to represent the guardians of the rich houses of the upper city in *Cadwallon*.

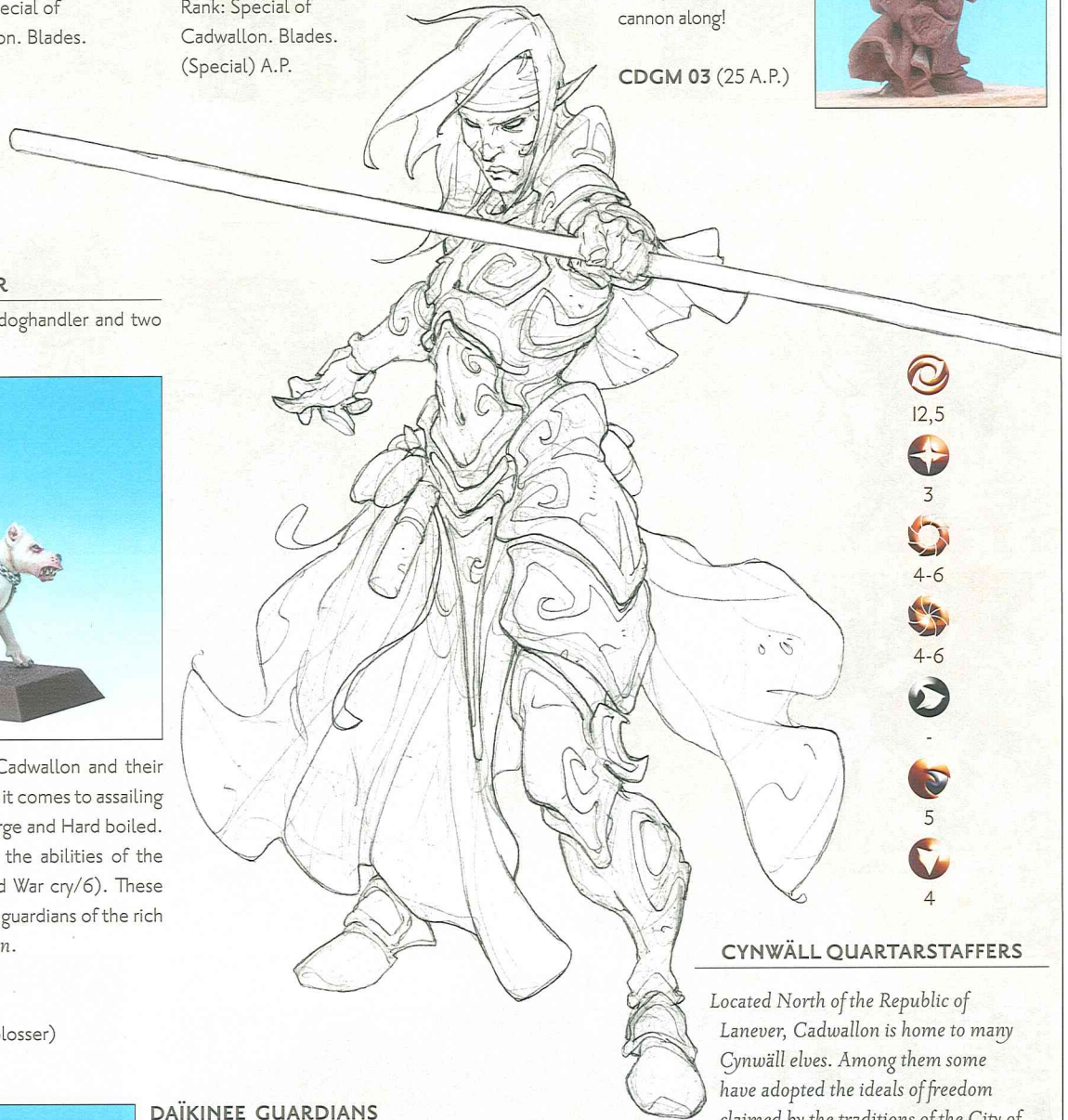
CDSP 02 (22 A.P. + 10 A.P. per molosser)



DAIKINEE GUARDIANS

This blister contains three veterans for the guardians of Quithayran. The Daikinee guardians are agile and balanced fighters (MOV 12.5, ATT/STR 3/5, DEF/RES 3/6). With Regeneration/5 and Scout, they are perfect spies for the guardians of Quithayran and are the ideal illustration of elven ambush tactics.

DARG 01 (18 A.P.)



-  12,5
-  3
-  4-6
-  4-6
-  -
-  5
-  4

CYNWÄLL QUARTARSTAFFERS

Located North of the Republic of Lanever, Cadwallon is home to many Cynwäll elves. Among them some have adopted the ideals of freedom claimed by the traditions of the City of thieves and have therefore chosen their own path. The Cynwäll quarterstaffers are warriors who mix Cadwë boldness with the Dragons' sternness. In turn fighters, entertainers and travelers, they hire their marvelous talents for gold and show their opponents that a mere stick is worth any other weapon when it is in the hands of an expert.

Abilities: Concentration/1. Sequence/1.
Rank: Veteran of Cadwallon. Blades.

THE CONFEDERATIONS OF THE RED DRAGON AROUND THE WORLD

THE FIRST TO BE CREATED, THE FRENCH CONFEDERATION OF THE RED DRAGON (CDRF) WAS THE MODEL FOLLOWED BY MANY OTHER COUNTRIES. TODAY CONFEDERATIONS CAN BE FOUND ON SEVERAL CONTINENTS. CRY HAVOC IS GLAD TO PRESENT THESE UNIQUE ASSOCIATIONS...

IN THE DAYS...

In January 2001, a small group of enthusiasts gets in touch with Jean Bey, the co-founder of RACKHAM, the co-creator of *Confrontation* and the editorial manager, with the project of creating an association to gather all at once the players and collectors of RACKHAM products.

The Confederation of the Red Dragon was born.

The Confederation grew quickly, offering to its members a website, various previews, national tournaments for *Confrontation* and later *Rag'Narok*, but also discounts in participating stores, exclusive miniatures and many other advantages.

Witnessing the success of the French Confederation of the Red Dragon, sister confederations began to appear over the years in other European countries first, and soon even beyond Europe, offering its members the same advantages.

Today there are ten confederations or CORD (Confederation Of the Red Dragon) and three more are being created, under the impulse of players seduced by RACKHAM Opens or by the *Confrontation* international final. Creating an association is a pretty simple process, and you could get some helpful information by writing to us at the following address: evenements@rackham.fr.

The countries which have a CORD are: Austria (ALPCORD), Belgium (CDRB), France (CDRF), Germany (DECORD), Greece (GRECORD), Italy (CDRI), North America (NACORD), the Scandinavian countries (NCORD), Spain (CDRE) and the United Kingdom (UKCORD).

Australia, the Netherlands and Serbia will be up there soon.

The RACKHAM events team is working in close collaboration with these ten, and soon to be thirteen, important actors to study the remarks and propositions made by players worldwide.

A private forum has been created to allow the CORD managers to express themselves, often passionately, on subjects such as the international tournament rules of *Confrontation*, the next exclusive miniature or even to relay rule evolutions and offer original ideas.

For a better understanding of how a confederation works and acts, here is a brief presentation of the UKCORD by its president, Jez Fairclough.

TESTIMONY: THE UKCORD



"From its humble roots as some like-minded *Confrontation* fans on an English speaking Internet email group, the UKCORD is now just over a year and a half old and as you read this will have held its first ever Open tournament. Our first year attracted 136 members and many more signed up to our successful forums.

The onset of *Confrontation 3* has produced a large growth in the number of ranking tournaments taking place in the UK, with the likes of the now annual *Confrontation* Birmingham attracting more than 40 participants. Two RACKHAM sculptors gave demonstrations of their work at *War of the Roses V* and let us have a sneak preview of the new titan dragon and an alternate head for the tarascus. The same event was also attended by several players from the Nordic federation. Additionally, we have seen a rise in the number of non-ranking events held across the country with a combined total of 22 ranking and non-ranking events so far in the 05/06 season and at least another 6 planned before season end.

The UKCORD demo team (they have recently become official Rackham *Sentinels*) has been devoted to spreading the word of RACKHAM and *Confrontation* by

holding over 100 individual demonstrations in stores, gaming clubs and conventions. Our largest event to date was at the *Salute* show in London where we ran ten tables of demos for the entire length of the convention and demonstrated *Dogs of War*, *Confrontation* and *Hybrid* to hundreds of gamers who had never heard of RACKHAM before. Our demo team has been kindly sponsored by the UK distributor of RACKHAM products, *Simple Miniature Games*, who have provided several armies to use specifically for demos.

We have started a range of official UKCORD merchandise, with some highly sought after limited edition dice that feature a stylised dragon instead of a six and UKCORD T-shirts. We offer a discount on these items to members of any confederation and will ship them internationally. UKCORD has worked hard to establish good relationships with retailers in the UK and would like to thank *Arcane Miniatures*, *Antenociti's Workshop*, *Patriot Games*, *Joust for Fun* and *Simple Miniature Games* for their generous donations of prizes for tournaments.

Over the coming years we hope to continue our growth both in number of members and in tournaments run across the country with the idea of attracting more and more of the best international players to our events. We are also looking to offer yet more benefits to our members and hope to work closely with RACKHAM to achieve this. If you want to find out more information about us, *Confrontation* in the UK, or the next great tournament then take a look at our website, <http://www.conf-federation.org.uk>."



PARIS OPEN



AFTER A FIRST EVENT AT THE BEGINNING OF THE YEAR, RACKHAM AND ITS COMMUNITY HAVE MET AGAIN ON 2ND AND 3RD DECEMBER FOR THE SECOND PARIS OPEN 2006. THE TOURNAMENT PLAYERS HAVE COMPETED OVER THE WHOLE WEEK END, PLAYING CONFRONTATION AND RAG'NAROK 2, WHILE THE VISITORS GOT TO TRY OUT OUR NEW GAME AT-43, PAINT AT OUR "PAINT AND TAKE" STAND AND PLAY PRETTY LIVELY GAMES OF CADWALLON.

NE ENE EVADES WAR!

Placed under the sign of AT-43, which was released only the day before, this Open was the opportunity for many players to test its straightforward, fast and thrilling game system. The players who fought over the missions of the *Initiation Set: Operation Damocles* have loved it.

They also got to discover in the various showcases, the miniatures which will constitute the releases for the coming months, of which the first Unit Box. The quality of the pre-painting on the AT-43 range was unanimously praised by the visitors and many of them left the event carrying an Operation Damocles box under their arm.

THE TOURNAMENTS

The tournaments which were staged during the Open were played under the sign of novelty for both *Confrontation* and *Rag'Narok*, as these tournaments were previews of the up-coming 2007 tournament season for both games.

The Open also marked the end of the 2006 season with the international *Confrontation* final!

An overall 190 players competed in a very cheerful atmosphere over the week end.

CONFRONTATION TOURNAMENT

As always, we got the pleasure of welcoming, among the 135 participants, Belgian, English, German and even Greek players. The return of the Cynwall and of the Mid-Nor dwarves to the top tables was also nice to see.

The final podium:

Bronze medal: Régis le Ny with an army of Griffins of Akkylannie.

Silver medal: Laurent Gauthier with an army of Scorpions of Dirz.

Gold medal: Pierre Mattern with an army of wolfen of Yllia.

INTERNATIONAL CONFRONTATION FINAL

Every country sent out their finest to the final showdown (no less than forty two players!).

The podium of the world's best *Confrontation* players is the following:

Bronze medal: William Legrand for France, with barbarians of Avaggu.

Silver medal: Nicolas Tissier for France, with Acheronians.

Gold medal: Francesco Leoni for Italy, with Lions of Alahan.

RAG'NAROK 2 TOURNAMENT

The very first *Rag'Narok 2* tournament pitched 1000 A.P. armies. After five rounds, the three top players were:

Bronze medal: Jérôme Langlois with an army of wolfen of Yllia.

Silver medal: Paul Vouaux with an army of dwarves of Tir-Nâ-Bor.

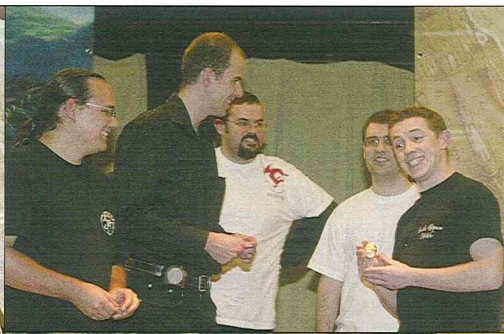
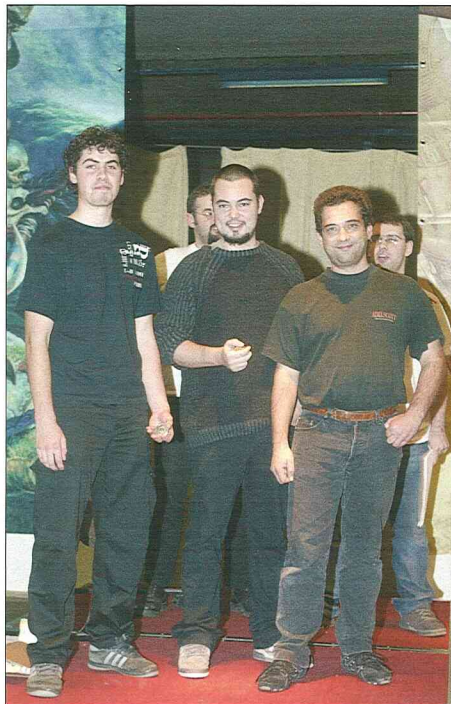
Gold medal: Yann Gauthier with an army of devourers of Vile-Tis.

ANIMATIENS

Several free leagues discovered an exclusive exploration scenario, which will be available online on our website. The adventurers then assisted to the Cadwallon jubilee, a costume contest won by Pierre-Alexandre lauch, the astonishing biopsist of Dirz!

The "Paint and Take" stand was visited by people young and old alike. They all walked away with a Griff-fusilier they had painted themselves. The Cadwé chess, a variant of chess, was also a great success.

Rendezvous in June for the Open 2007 with even more surprises!



PLANNING OF COMING RACKHAM EVENTS

The Paris Opens are the opportunity for us to meet the fans of our games and miniatures. RACKHAM also participates to many other events open to game editors. Here are the French events where will be able to meet us:

- The "Festival international des Jeux", from 21st till 25th February, Cannes, France;
- The "Jeux de l'Esprit", 9th and 10th March, Évry, France;
- The "Printemps du jeu", 7th and 8th April, Bourgoin-Jallieu, France;
- GenCon France, from 25th till 27th May, Montreuil, France.

RACKHAM also goes abroad. Do not hesitate to see on our website!

CONFRONTATION: THE TOURNAMENT WINNER'S ARMY

Pierre Mattern's army of wolfen of Yllia is affiliated to the Red Oak pack.

- Syriak 2nd incarnation with miracles
"Sylvan animae summoning",
"Wind of disorder",
"Kingdom of the blind",
& "Miraculous reprieve", 90 A.P.
- Predator of blood 58 A.P.
- 2 wolfen sentinels 92 A.P.
- 2 wolfen trackers 82 A.P.
- Wolfen great fang 34 A.P.
- Wolfen fang warrior 27 A.P.
- Sylvan animæ 16 A.P.

Strategic value 399 A.P.

This army resorts to typical wolfen guerrilla tactics. The sentinels and the trackers weaken the enemy army with their shots, the fangs and the trackers finish off the wounded and the predator of blood turned into an ultimate predator gets rid of the most dangerous enemies.

Syriak sows the seeds of commotion in the opponent's plans thanks to his miracles. The sylvan animae temporarily blocks the most bothersome opposing pieces or holds objectives.

CONFRONTATION: THE WORLD CHAMPION'S ARMY

Francesco Leoni's army is affiliated to the barony of Kallienne.

- Meliador the Celestial with Solo/Royal blood, Celestial scourge, Guardian angel, Forced march, Flux of absolute nullity and Storm of light 86 A.P.
- Lion standard bearer 15 A.P.
- Musician of Alahan 15 A.P.
- Migail the selenite with Solo/Royal blood, Chimerical glaive, Nymph and Eternal cycle 54 A.P.
- Mounted knight of the Lion 64 A.P.
- 2 royal guardsmen 86 A.P.
- 3 guards of Alahan (STR +2) 36 A.P.
- 2 spearmen of Alahan 20 A.P.
- 2 sparklings 24 A.P.

Strategic value 400 A.P.

This very versatile army relies essentially on its two mages who provide all at once striking power, magical support, healing and control of the activation phases thanks to the solo and the war staff. The royal guardsmen and the regulars protect the two mages, while the sparklings are used to hinder the opponent and fulfil the objectives. The knight of Alahan is used as a battering ram, but also helps to control the battlefield thanks to his mobility.

RAG'NAROK 2: THE WINNER'S ARMY

Yann Gauthier's army.

UNIT 1: 370 A.P., shock troops.

- Shurat, the Warlord, with the Breastplate of the Destroyer, Fury and the Talisman of impunity.

UNIT 2: 430 A.P., shock troops.

- Nekhar the Ecstatic, with the Arch of torment, the Claw of the Titan and a minor awakened weapon giving Master strike/0.
- 5 fangs of Vile-Tis.

UNIT 3: 100 A.P., army corps.

- 1 fang of Vile-Tis leader.
- 2 fangs of Vile-Tis.

UNIT 4: 100 A.P., army corps.

- 1 fang of Vile-Tis leader.
- 2 fangs of Vile-Tis.

Strategic value 1000 A.P.

This army counts on the power of its two characters, who represent two thirds of the army's value. Shurat annihilates the most threatening enemy units while the two units of fangs of Vile-Tis fulfil the objectives using their great mobility. Nekhar supports either one role or the other.



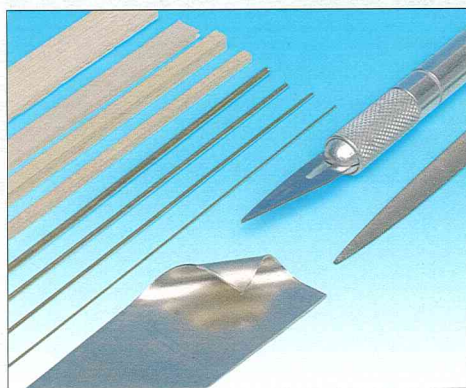
FANTASTIC ARCHITECTURE BEFORE THE DOORS OF CADWALLON

THIS ARTICLE PRESENTS THE CREATIVE JOURNEY OF THE RACKHAM STUDIO CONCERNING CADWALLON AND OFFERS SOME TIPS TO MAKE DOORS. THE TECHNIQUES DEVELOPED HEREAFTER COMPLETE THE WORK STARTED ON THE MATERIALS IN THE PREVIOUS VOLUMES OF CRY HAVOC.

You might use them to decorate your battlefields or simply to highlight your miniatures; anyhow doors are elements which require special care. Plain or ornate, they can stress an ambiance or the characteristics of a people.

LE MATÉRIEL

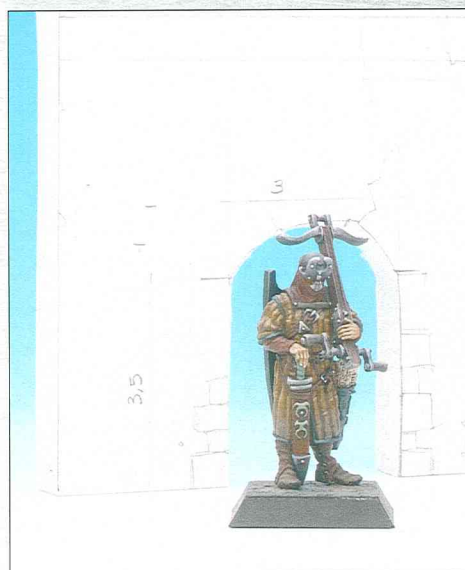
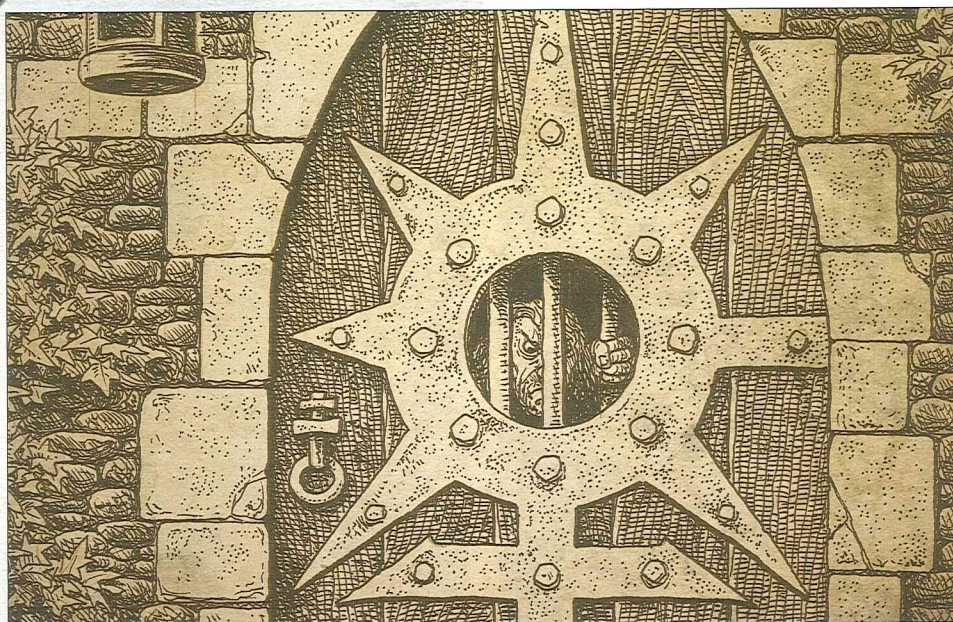
The material necessary for this workshop is easy to find: thin balsa planks, plaster, brass or ordinary wire, a file, a wire cutter, a scalpel and pewter sheet.



MAKING A DOOR

the template

The template is made from foam board, thus you will have an exact idea of the proportions wanted for the door. You can all add preparatory drawings, as well as the measures and some cutting markings.



the door

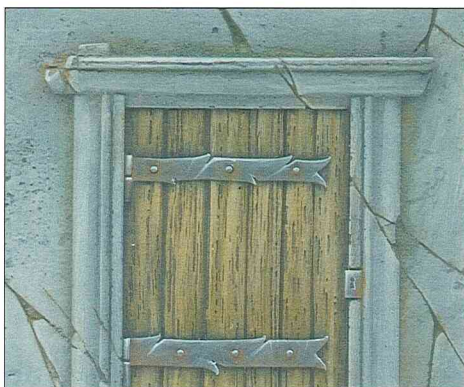
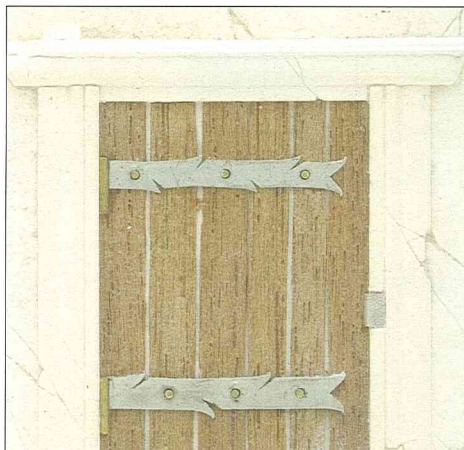
In short, a door is composed of a door, a frame (doorposts and lintel) and fittings. We have made several examples of wooden doors and used plaster for the posts and lintel (the making of these is not detailed in this article). No matter the type of arrangement chosen, the most important thing is to respect the scale.

The metal parts are important elements which participate in creating a particular atmosphere. We designed several to decorate the doors and give them more personality.

You may also find inspiration by looking for interesting sites in your city, notably historical monuments.

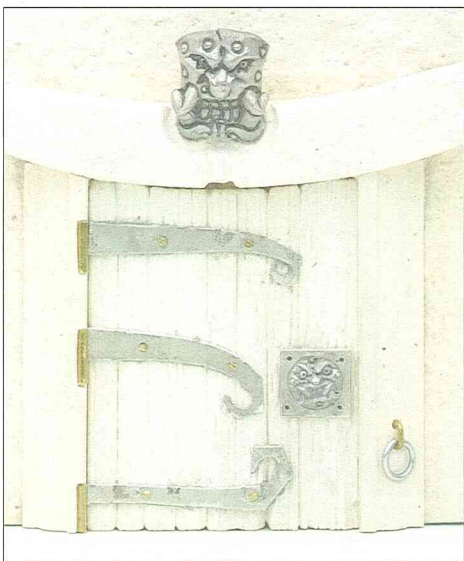
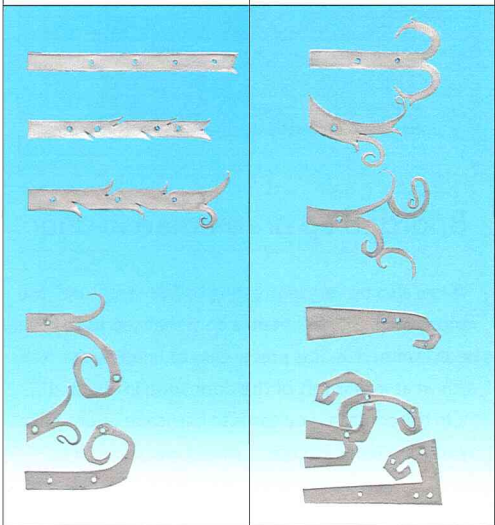
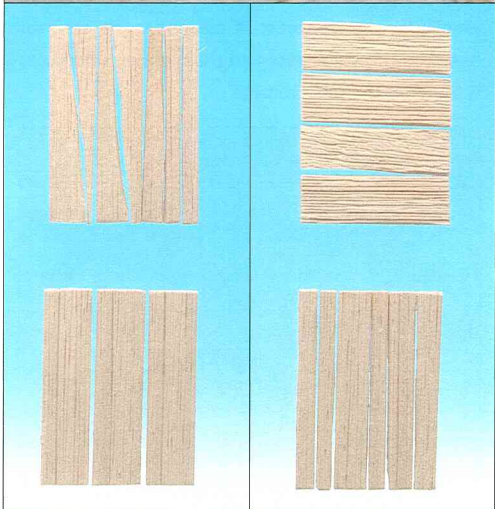
Δ classical door

This door is supposed to be very simple: square angles, straight strap hinges (metal bands fixed flat on the mobile parts of the door). The very small elements (hinges, key hole) do not need to be sculpted; it is a lot easier to paint them in trompe-l'oeil.



Goblin gate

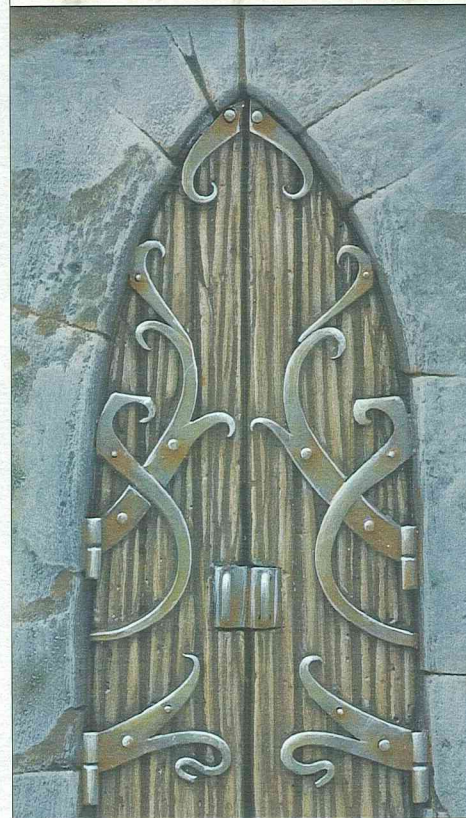
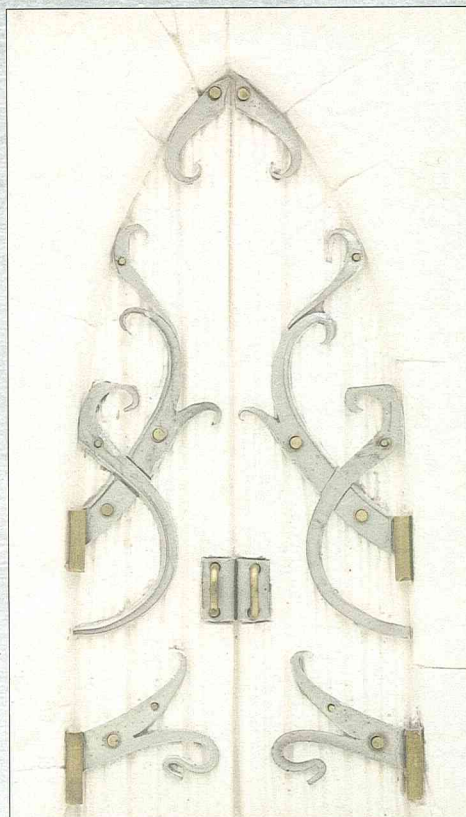
The lintel on these doors is curved, to remind the kasagi of a torii. We have also used odd bits and pieces. The painting is more angular, with a more "goblin" touch. Finally a checked pattern is painted to confirm the goblin manufacturing of the door.



Elven door

This time, the wood of the door is directly carved on the plaster saving time and increasing its solidity. Seeking an elven atmosphere, we have added some height. The intertwining strap hinges enhance the effect by giving it a feeling of elevation (reaching for the Noësis?).

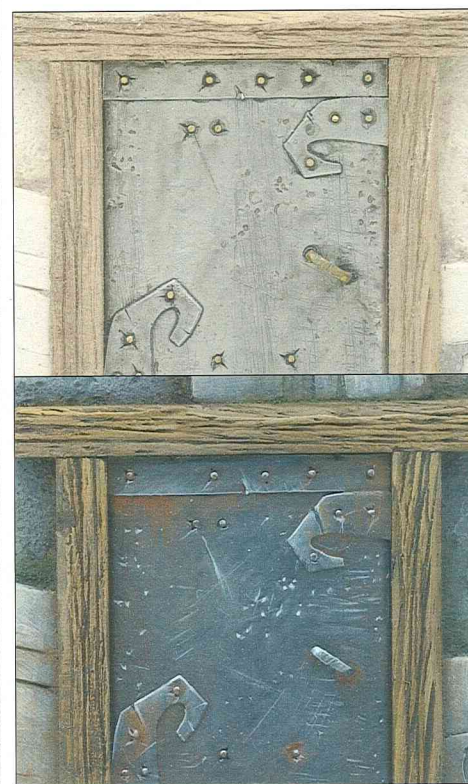
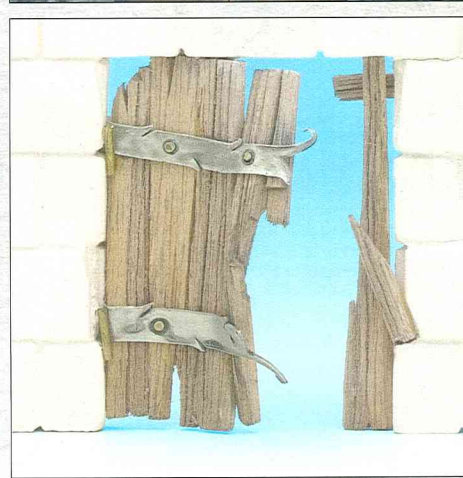
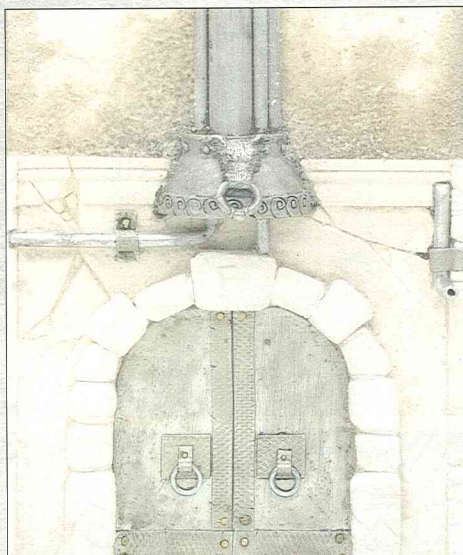
Concerning the painting, the metal parts receive a richer, more golden and more elegant treatment.



Dwarven door

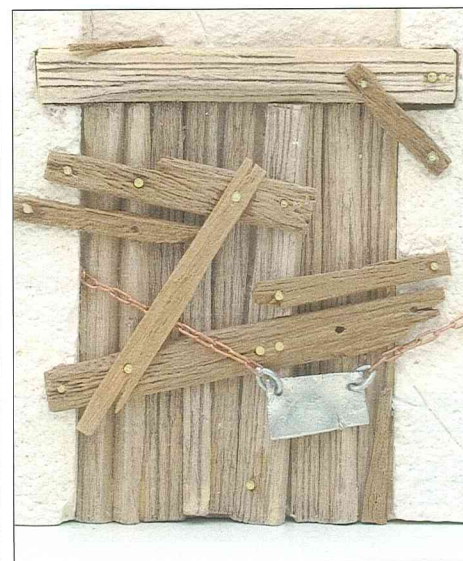
The objective was to realize a truly massive door. The pewter sheet has been given various textures to simulate the various metals. The stone blocks are also more massive but also rounder.

Elghir the Resolute's cauldron has been converted to become a hood to which are connected pipes and steam systems.



Armored door

After having made the door, we entirely covered it with a pewter sheet and stressed the texture to emphasize the heaviness of the door. The contrast between the steel door and the wooden doorposts is there for the same reason.



Boarded up or rammed in door

It can also be very interesting to "de-structure" the various elements to obtain a door that seems to have been rammed in. It is pretty easy to imagine the troll with what ever is left of the door knob in his hand...

On the contrary, you can also barricade an entrance by sticking loads of chains, planks and bolts to it.

+ECHNIQUE

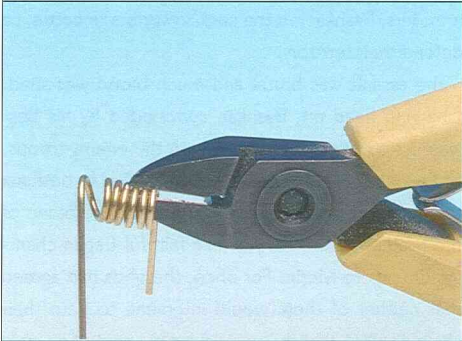
Making rings

To make a large quantity of identical rings, you need an axis with a constant diameter (file handle, scalpel handle or a simple nail) around which to wind a brass or metal wire.

You then get a spring that needs to be cut.

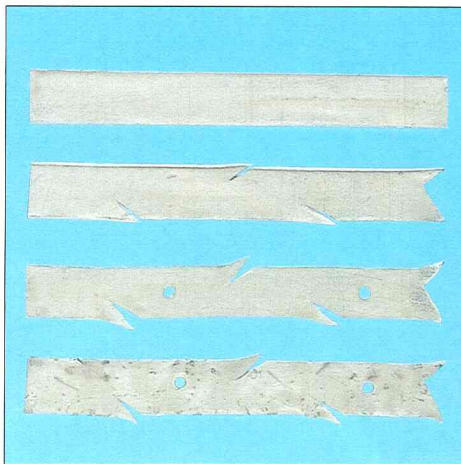
Important: The cutting must be done according to a single axis; otherwise the rings might end up misshapen.

All there is left to do is close the rings using a flat pair of pliers to avoid marking the surface.



Using pewter sheet

Pewter sheet is relatively soft. It can be cut and bent easily. We are going to decompose the making of a strap hinge.

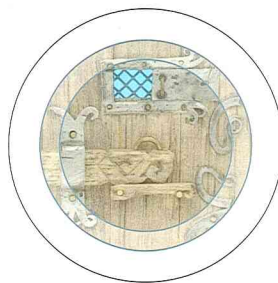


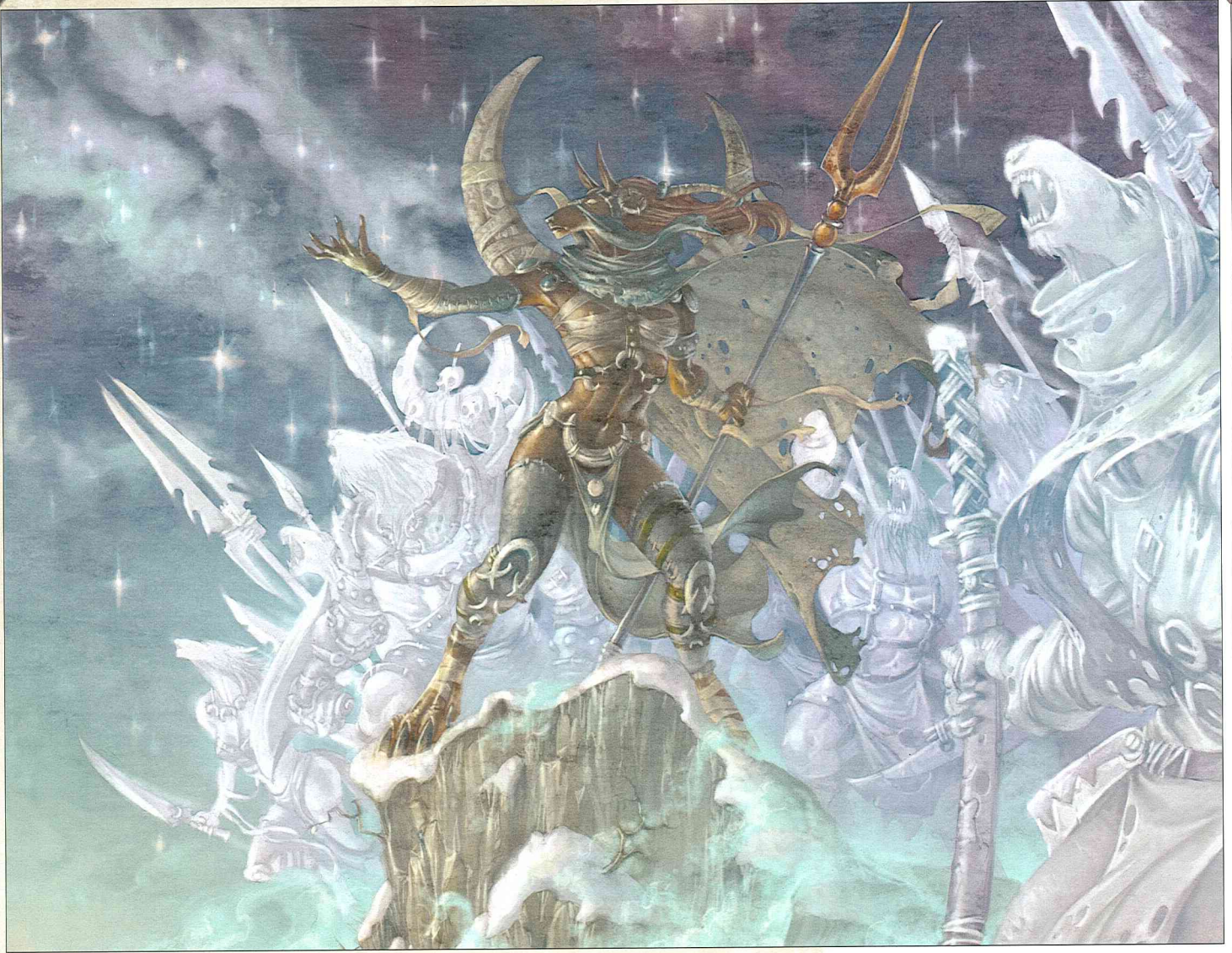
1: Cut out as many strips of the proper size as needed.

2-3: Cut off the extremities and slash some parts lengthwise to create gaps that will be widened later on. Pewter is a very soft material; you just need to push the metal using the blade while working on a flat smooth surface.

4: All there is left to do is drill the strap to add the bolts and to texture it.

To do so, you can use sand paper with different grit sizes, a hammer or any other surface which may leave a lasting (and believable) dent in the metal.





IRIX

Irix is one of those heroes branded by Destiny, suffering the cruel and invisible game played by the gods since the age of Creation.

And yet some pawns manage to change the rules of this invisible chess board and alter the way the gods consider their children.

Irix is one of those exceptional pawns. Yllia herself could never have foretold these events, nor could she have predicted the path taken by the vestal.

Daughter of a shaman of the Silver eye pack, Irix grew up amidst the whispering ribbons and the litanies to Yllia. Her father saw in her a promising pupil, quiet and attentive, worthy of the pack's tradition of honor. Irix grew to become an initiate and the Sibyl was the nickname her pack gave her.

Their leader, Bashkar, had also noticed her potential. But more than her magical talents, it was her grace and charms which moved him. The pack leader had

very little seduction experience. Versed in the arts of war, his approaches were clear, direct, and his orders were not to be challenged. Although the wolfen follow their instincts when mating, they also feel love.

Unfortunately, Bashkar never got to claim Irix as his own.

In 996, an Akkylannian expedition marched into the Eastern parts of the forest of Diisha, in an attempt to reach a ruin where Arcavius would have stopped on his journey through Aarklash. This templar led expedition was inspired by dreams the one god shared with his champion.

In fact, Yllia and Merin had decided to compete for the territory occupied by Irix's pack. Both of them, through their champion, believed they could win and saw the coming battle as truly entertaining.

Once on the outskirts of the forest, the Akkylannians began to build an outpost, ignoring the fact that

they were infringing on the Silver eye's territory. They undertook the construction of a bridge to gain access to the sacred location, seeking to discover evidences of Arcavius' visit. Alarmed by the presence of these intruders, Bashkar led the pack's warriors to battle, to defend their territory.

The assault was brutal and much blood was shed. Charging head on, Bashkar, surrounded by his best warriors collided at full pace with the enemy troops, while his hunters and grave guardians tried to outflank them. Seeing the templars falling under the blows of the predators, the Akkylannian faithful began chanting litanies to Merin. For once, the gods had agreed that neither of them would intervene to help their champion and that they would remain neutral no matter the outcome of the events. Nevertheless, Merin, in a burst of pride, refusing defeat, answered the call of his faithful. Handing to them a fragment of his powers, he provided the means to exalt and encourage their brothers in arms. Radiating a white halo, the soldiers of Merin had a single thought in mind: repel the enemy no matter the pain, no matter how many deadly wounds they suffered.

When Bashkar eventually reached the enemy commander, the wolfen's life was already gushing from the many wounds inflicted by his fanatical opponents. In his last breath, he cursed Yllia for not helping them. His anathema reached the goddess, who went into fits of rage, thundering against her opponent who had not respected the terms of the challenge. In retaliation, she invested her powers into the last wolfen standing. Irix, the ultimate survivor, felt great energy flowing through her body. Swept out of her wits by the feeling of power and invulnerability, she unleashed the hate she felt for the invaders, striking them down inexorably, without even being wounded once. When the storm in Irix eventually fell, there was not a living soul left around her.

But Irix's misfortune was not complete yet: once back to her stone circle, she discovered the carnage. The members of the pack, who had remained behind, had been ambushed and all massacred.

Irix, the sole survivor of the pack, became a pariah.

On that day, Yllia had made the young shaman an incarnate and her designated champion, seeing in her a powerful trump card in the game of the gods. She ordered her to find Ekynox, the First born. He was the guardian of a scourge which had once forced the gods to leave Aarklash and driven back the mortals to their shelter.

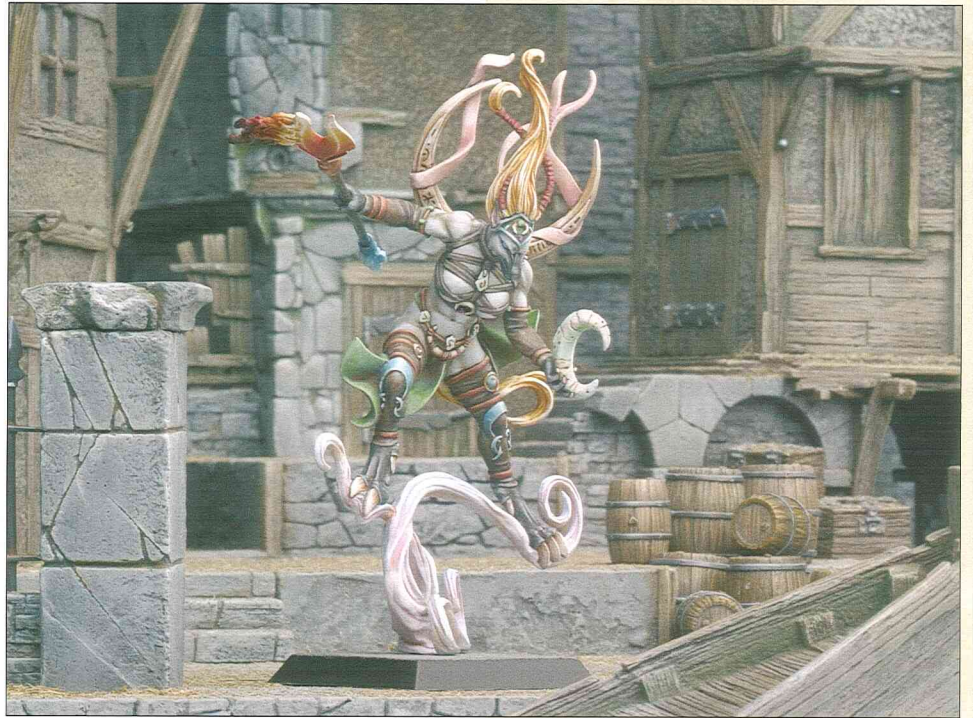
On her journey, Irix joined the pack of the Throne of Stars with the help of Kassar. There, thanks to the teachings of a nomadic shaman called Ophyr, she managed to channel the fits of fury she experienced regularly since her Incarnation. Under his guidance, she developed her magical potential, burrowing deeper into the mysteries of magic.

Her apprenticeship and the quest given by Yllia led her to an Elemental realm governed by Idabaoth, a Sihir of Fire. Before the lord's keep, she found Kassar who had also been drawn there. Together they challenged Idabaoth. During the fight Yllia possessed Irix once again. When she regained consciousness, Irix had overcome the Sihir. Recognizing his defeat, Idabaoth gave Irix, now the Fury, a symbol of fire which she fixed to the scepter she had begun to assemble. Combining fire and ice, the scepter allowed her to channel the destructive energies of both elements while enhancing her own powers.

Blinded by the ecstasy of her victory, Irix was unable to foresee the disaster that struck her adoptive pack and her new magic powers were not enough to save her companions from destruction.

In 1001, the Throne of Stars fell into a trap set by Azaël, a necromancer of Acheron allied to the Mid-Nor dwarves. After having sworn an oath of vengeance with Killyox and Onyx, the only other survivors of the battle against the combined forces of Darkness, Irix resumed her search for Ekynox.

Irix is now aware of the tight bond she shares with the goddess. The bursts of rage she believed to be a curse, are now mastered. But she still ignores why Yllia is persuaded Ekynox will fulfill her request.



Idabaoth has confirmed that Irix has a powerful connection with the goddess; yet he warned her that the gods' favors are often the cunning vessel of selfish intentions... He also revealed to her that the Winter of Battles was simply the Whole's answer to the gods' recklessness. The Rag'narok has begun, the armies are gathered once more, but this time the victims will be the wretched mortals, who are going to die because of the gods' shallow and perverse games.

Irix might be able to avoid the worst. If she finds Ekynox, she may be able to learn how to end the Winter of Battles. The threat represented by this apocalyptic event could be the lever to use on the other nations to stop the war and preserve the Creation.

But, Irix has doubts on how pacific Yllia's intentions really are: she suspects the goddess of trying to unleash the Winter of Battles in order to cleanse Aarklash of the works of the other gods.

Irix is caught up in an inner struggle against the goddess. She fears she might be the instrument which will definitely cast Aarklash and her kin into the Rag'narok. With this new inspiration, she became the Selene, marking a new stage in her journey. She hopes that when she finds Ekynox, she will be given a solution allowing her to save Aarklash and force Yllia to renounce her ambitions. Getting Ekynox to listen to her could be the most difficult task Irix will ever have to accomplish...

HISTORICAL ARMY LIST (400 A.P.)

- Irix the Sibyl (70 A.P.)
- The Astrolabe of Destiny (13 A.P.)
- Familiar of Water (15 A.P.)
- Murmur of pain
- Storm dash
- Predator of blood (58 A.P.)
- Predator of blood (58 A.P.)
- Wolfen great fang (32 A.P.)
- Wolfen great fang (32 A.P.)
- Wolfen warrior (25 A.P.)
- Wolfen tracker (35 A.P.)
- Wolfen tracker (35 A.P.)
- Wolfen hunter (25 A.P.)

HISTORICAL ARMY LIST (600 A.P.)

- Irix the Fury (120 A.P.)
- The Totem of Yllia (15 A.P.)
- Scepter of ice cold fury (10 A.P.)
- Deluge of Idabaoth
- Eternal cycle
- Call for blood
- Storm dash
- Wolfen lonewolf (51 A.P.)
- Ice ring
- Predator of blood (58 A.P.)
- Predator of blood (58 A.P.)
- Wolfen great fang (32 A.P.)
- Wolfen great fang (32 A.P.)
- Prowler (41 A.P.)
- Hunter apprentice prowler (25 + 7 = 32 A.P.)
- Wolfen hunter (25 A.P.)
- Wolfen tracker (35 A.P.)
- Grave guardian (41 A.P.)
- Wolfen warrior (25 A.P.)
- Wolfen warrior (25 A.P.)

THE FREE CITY CADWALLON



Name: *Irix the Selene* League:
 Origin: *Exile* Race: *Wolfen*
 Culture: *Wolf* Motivation: *Incarnation*
 Feats: *Born killer. Loved by the gods.*
 Distinctive feature(s): *Focus. Incarnate.*
 Trade(s): *Guide 2, mage 6, soldier 2*
 POT: *9* XP:/.....

SIZE: *Large (4)*
 MOV: *6*
 POW: *4* d6
 FEAR: *6*
 DEF: *3*
 MAS: *3*

HEALTH POINTS
 Stunned
 Unhurt
 Light Wound -1
 Serious Wound -2
 Critical Wound -3
 INCapacitated (-4)
 PROTECTION
 PRO: *0* Mod: *0*

PUGNACITY*		SLEIGHT		STYLE		OPPORTUNISM		SUBTLETY		DISCIPLINE	
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Charge	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Aim	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Dominate	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Channel	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Barter	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Command	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Drive	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Climb	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Examine	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Conceal	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Cosacrate	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Confound	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Endure	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Design	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Tanthesize	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Crook	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Cypher	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Coordinate	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Exult	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Design	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Fend off/Parry	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Distract	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disarm	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Defend	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Force	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Enchant	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Get up	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Dodge	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Feel	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Heal	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Impress	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Evoke	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Incante: <i>Earth**</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Fool	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Foretell	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Improve	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Incante: <i>Water</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Feign	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Lunge	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Hide	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Identify	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Incante:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Intimidate	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Incante: <i>Air**</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Preach	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Hunt	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Incante: <i>Fire</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Look out	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Revoke	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Mediate	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Ride	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Incante:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Poison	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Pray	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Slash	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Operate:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Seduce	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Peek an eye	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Repair/Fix	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Reload a bow	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smash	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Operate	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Shift position	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Put to death	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Sermonize	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Reload a crossbow	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Snap out of it	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Pierce	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Strike back	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Recharge	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speak	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Reload a firearm	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Subdue	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Sail	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Stunt	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Sabotage	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Study:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Search	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Swim	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Shoot	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Summon	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Steal	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Study:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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.....	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Take out a weapon a gem	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Wrestle	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Taunt	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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PUG +5		SLE +3		STY +2		OPP +2		SUB +3		DIS +2	

RANGED WEAPONS	POW	Rate	Range	Rel.	SIZE	Conc.
	d6					
	d6					
	d6					
	d6					

REACH						

MELE WEAPON	Par. Mod.	DAM	Type	Reach	SIZE	Conc.
<i>Claws</i>	-	-1	T	0	-	NA
<i>Scepter of ice cold fury</i>	-	-1	C	2	-	-3



* Dominant attitude
 ** Choose one

ARTIFACTS AND SPELLS

The following artifacts and spells are reserved to Irix, except for The Astrolabe of Destiny.

Deluge of Idabaath

COST: 1

DIFFICULTY: 8

TARGET: Character or creature

RANGE: 10 squares

DURATION: Instantaneous

Irix can spend 1 to 5 when casting the deluge of Idabaath. The victim suffers a Wound roll with a Power and a Damage modifier equal to the number of mana points spent.

Astrolabe of Destiny

The power of this artifact can be activated once per round before the bearer performs a move. The latter gets a bonus die. The Astrolabe of Destiny is reserved to wolfen magicians.

The Totem of Yllia

The use of this artifact is declared when Irix's potential dice are split. She then spends 1. The final result of Incantate (Element)/Special tests of friendly wolfen magicians within 12 squares are increased by two points until the end of the round. Irix herself benefits from the effects of this artifact.

Scepter of ice cold fury

One of the following powers is chosen when Irix's Potential dice are split. She benefits from the corresponding effect until the end of the round.

- Symbol of Idabaath: War fury.
- Frozen stone: +1 on the final result of Incantate (Element)/Special tests.

KNOWLEDGES

Administration: Cadwallon	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Fiefdom:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Culture: Wolf	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Fiefdom:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Faction: <i>Throne of Stars</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Language: <i>Wolfen</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Region: <i>Diisha</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Nature:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Faction:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Entities	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Faction:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Path of magic: <i>Fairy</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Faction:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Path of magic: <i>Howls</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Region:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Path of magic: <i>Primagic</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Region:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Path of magic: <i>Whispers</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CONTACTS

NAME (ATTITUDE)	Intimacy	Localization	Page
-	<input type="checkbox"/> <input type="checkbox"/>	
<i>Onyx (DIS)</i>3.	<input type="checkbox"/> <input type="checkbox"/>	
<i>Killyox (DIS)</i>3.	<input type="checkbox"/> <input type="checkbox"/>	
<i>Kassar (SLE)</i>5.	<input type="checkbox"/> <input type="checkbox"/>	
<i>Ophyr (SUB)</i>5.	<input type="checkbox"/> <input type="checkbox"/>	
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SPELL/MIRACLE	Cost/Faith	Diff.	Target	Range	Duration	Page
<i>Deluge of Idabaath</i>	1	8	Character/Creature	10 squares	Instantaneous	-

GEMS

<i>Major immortal Water gem (x2)</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1./ROUND
<i>Major immortal Fire gem</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1./ROUND
<i>Minor immortal Earth or Air gem</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1./ROUND



THE CYNWÄLL ELVES

EVER ELUSIVE AND UNPREDICTABLE, THE CYNWÄLL ELVES PRACTICE AN ART OF WAR BASED ON HARASSMENT AND LIGHTNING ATTACKS. TO COMPLETE THIS WHIRLWIND FIGHTING STYLE THEY CALL THE SHENRAS, THEY CAN COUNT ON THE TECHNOLOGY INHERITED FROM THE UTOPIA OF THE SPHINX AND ON THE POWER OF THEIR DRAGON ALLIES. COMBINING ALL THESE ASSETS IN HARMONY, THE CYNWÄLL NEUTRALIZE THEIR OPPONENT'S STRENGTHS TO STRIKE THEIR WEAKNESSES EVEN HARDER. THOSE WHO DARE CHALLENGE THE SHINING COHORTS OF LANEVER SOON LEARN TO DREAD THESE FLAMBOYANT ENEMIES.

TRIFID REVIEW

Thanks to their Movement of 12.5 and the high Initiative of all their troops, thanks to the good Discipline of their commanders, the Cynwäll elves form an army exceptionally maneuverable. Their army ability "Concentration/X", allows them to increase certain of their characteristics and to adapt to extremely varied enemies and tactics.

THE TACTICAL MAINSPRINGS

These troops are essentially destined to capture defensive positions and to entangle the enemy while the rest of the army causes the heavy damage.



The **akhamiäls** (14 A.P.) are the cheapest troops of this army. A low cost seemingly justified by their low characteristics. But do not fall for it: their "Construct" ability and their shots can create some nasty surprises, causing commotion among the opponent's army by wounding one of his main troops at the least expected moment. If your army has a magician, their ability "Devotion" will allow you to secure the casting of an important spell. Finally, like all the Cynwäll constructs, the akhamiäls are immune to other game effects which affect other constructs. They should not be stuck to the role of low cost marksmen, as the Lions or the Scorpions may have, but you should draw the most from their potential to block powerful and frightening troops and Characters. The Elders' Legacy (see the *Rag'Narok: The Cynwäll Ways* deck) is particularly recommended, this themed army will allow them to become Scouts and to increase their Movement.

• The **selsÿms** (17 A.P.) constitute the base of the army. Their cornerstone role is essential to compensate the numerical inferiority of the Cynwäll.

These fighters are less resilient than Griffin conscripts, but defend themselves just as good (3-6 in Defense-Resilience, against 3-8 for the Griffins), but they move faster than the enemy would expect (25 cm when running). Of course, their strategic value is high but the army of the Republic (see the *Rag'Narok: The Cynwäll Ways* deck) will allow you to get the most out of their number by activating six of them per card.



Besides, the elves frailty is compensated by the presence among their ranks of combat constructs, the true machines doom.

So the Cynwäll are a pretty delicate army to work, but made from the right stuff that can triumph no matter the situation on the battlefield.

THE INCARNATE CHARACTERS



• **Menerän** (60 A.P.) is the first character to choose when building an army. In fact, given a complete war staff, this low cost commander is perfectly able to lead your troops. His Discipline and his Courage with a war staff are the main arguments in his favor, while his combat characteristics remain honorable. The Dragon scale, which gives Counter-attack to Menerän and his staff, further reinforces his capacity to capture and hold positions.

• **Mehül**, Guardian of the Sphinx (72 A.P.) (see *Cry Havoc* vol. 06), has quite another role: he is a Scout destined to harass and block important enemy units. 4 in Initiative, Concentration/1 and Vivacity make him "ever elusive". His Resilience of 7 and "Possessed" ability allow him to hinder an enemy in contact for quite a long time. The Strength potion is an ideal addition to end a combat at the right moment.



• The **selsým veterans** (24 A.P.) get one extra Defense and Discipline point, as well as Bravery and Feint for 7 A.P. more than the Regulars. This increase in cost is largely justified; with a Courage of 5, the selsým veterans will hold their ground when faced with frightening troops, especially when given a war staff.

This is an extremely defensive profile, with Feint and modular weapons which allow them to reach 5 in Initiative (with the spear), in order to hit and wound first, or 5 in Attack (with the sword), to force the opponent to place more dice in defense. Besides, the army of the Republic allows them to enhance Feint with “Fine blade”.

Finally, a solid 4 in Defense will make sure they do not fall too easily against other troops and it even gives them a chance against weak elites.



• The **truth warriors** (20 A.P.) are atypical Cynwäll. These humans are slower (11 cm when Concentration/1 is associated to Movement), but more powerful (up to 9 in Strength) than the elves. Their “Ruthless” ability makes them a threat to any opponent within engagement range. They bring the power lacked by the elves against heavily protected opponents. They are also able to efficiently hold strategic objectives. Thanks to the teachings of the Noësis, they can concentrate their Courage to resist even to the highest Fears.

Their cost, in between the selsým and the veteran, allows them to replace one or the other while providing increased offensive power.

This profile is available in the *Cynwäll Ways*.



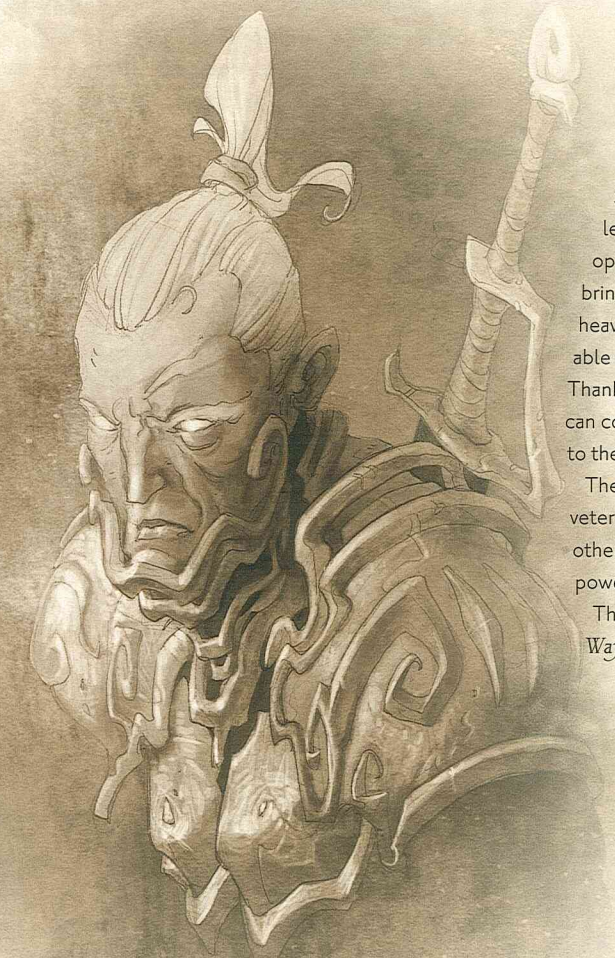
• **Sýlann** (135 A.P.) is the khidarým champion, and he certainly is the most versatile of the Cynwäll Incarnates. A perfect commander (Leadership/15 with 10 in Courage and in Discipline when accompanied by his war staff) and an amazing fighter (7 in Attack and 10 in Strength, both associated to Concentration/2, an helianthic pistol and finally Shiraen, his sword, which allows him to convert unused defenses into attacks).



He is also an exceptional bodyguard, benefiting from the khidarýms capacity, with 9 in Defense using Concentration/2, as well as Steadfast and Righteous.

Finally his artifact “Celestial wing” allows him to counter the vulnerability of Cynwäll Elites when facing enemy shots.

Sýlann is a quite a major trump card in any Cynwäll list.



• The **construct warriors** (35 A.P.) will be the strategist's delight, giving him the possibility to fiddle with their versatility (Sequence and Ambidextrous with 5 in attack and 4 in Defense) and their capacity to contain most enemy Elites, especially when they benefit from the “Chain of automatons” (Galhyan, Cynwäll heliast). Contrary to elven troops, they are at their best when caught in a bottle neck, forcing the opponents into duels. When playing an army affiliated to the way of the Elders' Legacy, they can be given the ability “Resolution/2” and fight on equal footing with more expensive troops. For them as for the other constructs, the support of Maëlyn, the magician, is an undeniable boost, as he gives them Regeneration/5.



STRIKE AND VANISH

Extremely powerful but fragile, these troops work marvels in lightning strike tactics.



• The **selsým kestrels** (25 A.P.), thanks to their reliability and versatility, are among the most precious fighters in a Cynwäll army. They are the perfect framework for an army corps mainly composed of akhamiäls or selsýms. Their profile is in fact very close to the selsým veterans, with +1 in Attack and -1 in Resilience; they don't have Bravery, but have a special helianthic pistol (Strength 6) and Assault firing with 4 in Aim and Concentration/1. These troops, destined to shoot while charging, are capable of operating on their own where Griffin purifiers or reapers of Alahan must rely on allied support. Nevertheless make sure they charge under the influence of a war staff to avoid failing an assault on truly frightening enemies.

The addition of the "Fine blade" ability, thanks to the army of the Republic (see the *Rag'Narok: The Cynwäll Ways* deck), renders them ever more deadly while they also contribute to the respect of the limitations imposed by this way.

• As a profile resolutely bent towards ranged combat, the **azure hunters** (26 A.P.) are astonishing marksmen, exceptionally efficient at medium range and absolutely deadly within short range after having moved. When they are engaged in contact, their solid Defense of 4 and Concentration/1 in Initiative will allow them to hold until the arrival of reinforcement. Thanks to the "Bull's eye" and "Assault firing" abilities, they sow death among the troops they engage (in *Confrontation 3.5*).



• The **varsýms** (29 A.P.) are the Cynwäll Scouts. Ideal troops to strike far beyond the enemy lines, their special capacity allows them to perform a pursuit movement over the totality of their Movement and to disengage over 25 cm!

In combat, Master strike and Concentration/2 allow them to deal a hardly stoppable blow, causing a Strength II Wound.

Their role as isolated Scouts is compensated by their Courage of 6 and the possibility to increase their resistance up to 7 with Concentration/2. More than enough to wait for the Cynwäll main assault wave. This troop is excellent to sow doubt in the opponent's mind, who must defend himself to avoid Master strikes while having a hard time attacking because of the varsýms' solid 4 in Defense.



THE INCARNATE CHARACTERS (CONTINUED)

• **Maelÿn** (44 A.P.), Initiate of Solaris with 4 in Power, and the latest magician available for the Cynwäll. She is destined to support the elite troops. In fact, her spells "Helianthic masterpiece" and "Solar power" allow her to strengthen some of the already very competent troops. But you should not hesitate to play her with "Solar favor" (see *Confrontation 3*, p. 93) and her Orb of resonance to render the Cynwäll constructs totally unbearable to the opponent.

Her low cost allows her to join the army no matter the circumstances, alongside a modest Character like Menerän in charge of handling the leadership.

Yet her low Resistance will force you to protect her, although 5 in Defense (with Concentration/1) gives her a proper chance of survival in case of an enemy assault.



• The **varsým killers** (35 A.P.) are a toughened version of the varsýms. This profile (see the *Rag'Narok: The Cynwäll Ways* deck) is bent towards offense and the swift killing of the opponent. For 6 extra A.P., they gain +3 in Attack as well as Vivacity; Concentration/2 can be applied to the Initiative rather than Resilience and they have access to all the abilities of the varsýms. The message is clear: strike, kill or seriously maim, and then pick on a new victim. Of course, the killers also benefit from the varsýms special capacity: they can pursue over their whole Movement. Besides, their maximum Initiative of 6 and Vivacity allow them to easily disengage from an opponent, even when they are wounded.

Finally the killers have a helianthic weapon giving them the opportunity to benefit from the support of Cynwäll magicians.

The versatility of these fighters is balanced by their frailty. They need to be protected, even if their "Scout" ability will always allow to strike first without having to suffer any shots. When caught in a combat against highly resilient troops, blocking them, the killers must disengage and seek another fray better suited to their harassment tactics. The varsým killer is used in the second assault wave, once your line of defense has blocked and weakened the enemy assault, to free the positions taken by your selsýms and akhamiäls. Pick your target wisely and avoid wasting such striking power against victims of lesser importance.



• The **Cynwäll echahiims** (37 A.P.), first seen in William Hawk's novel *The Fault of Kaiber*, they are pretty much the Cynwäll army's cavalry. And what a cavalry! Twenty centimeters in Movement, Leap, 5 in Initiative and Disengagement/7 making them THE harassment and objective capturing troop. Besides, their high combat characteristics allow them to get rid of the opponent Regulars and even give them the opportunity to outshine the Elites (4 in Defense, Counter-attack and Concentration/2, but also their "Inaccessible" special capacity). Finally their high Courage allows them to disregard Fear.



• **Galhyan** (95 A.P.), the heliast Adept of the army, is another example of versatility, even if his strategic value is pretty high. With a complete war staff, this commander can confidently manage the strategic phase. It is possible to increase his strategic aptitudes by giving him Aura of authority (see *Confrontation 3* p. 81), a Primagic spell that can change the outcome of a battle.

It is also possible to reinforce his magical support capacities by giving him the spell "Merciless Blades" (see *Confrontation 3* p. 93), which gives Ferocious to the friendly Cynwäll within 10 cm.

Finally his reserved spell, "Chain of automatons", is indispensable; cheap and easy to cast since it does not require any gem for the incantation, this spell is extremely efficient.

Galhyan's weakness is his fragility: losing Galhyan means losing both a commander and a powerful mage. This makes him your opponent's designated target. The artifact "Galhyan's masquerade" allows you to defend him better, especially when placing his Concentration/2 points in Resilience. His vulnerability to shots can be balanced by using "Blinding flash" that he can cast easily.



THE DRAGEN'S CLAWS

These solid and powerful troops are the spearhead of the Cynwäll armies. They fall upon the enemy, enduring staunchly the enemy shots and charges.



- The **asadars** (39 A.P.) are the first of the Cynwäll elite. They constitute a brilliantly versatile and fun to play troop. Their very high characteristics (4 in Initiative, Attack, Defense, 7 in Strength and 8 in Resilience) plus Concentration/2 on Attack, Defense and Strength make them excellent quality troops and a threat your opponent will have to keep in mind.

Sequence/1 and Righteous are two abilities which render the threat permanent. In fact, an asadar using all his dice in attack can reach 7 in Attack with two dice and 6 with three dice (in *Confrontation* 3.5), keeping an average 3 in Defense. Caution would advise you to concentrate equally on Attack and Defense and use Sequence to maintain the basic characteristic with three dice. Once again Feint will secure their chances to neutralize an enemy when you choose the army of the Republic which will give them Fine blade.

- One notch further you have the **khidarÿms** (45 A.P.), the crème de la crème of the Cynwäll who get, for 6 A.P. more than the assadars, +1 on four characteristics (Attack, Strength, Defense, Resilience), the ability "steadfast" and an helianthic pistol.

The two latter additions will make them the frontline fighters in the Cynwäll battle plan: they charge, they get engaged without suffering any penalty and they strike quick and hard (up to 11 in Strength thanks to Concentration/2). They can also hold their ground when undermanned or when faced with particularly dangerous opponents thanks to their special capacity, which allows them to use sustained defenses even when they have more dice in attack than in defense. To counter their vulnerability to shots, make sure you keep them behind elements of scenery and try to get the most out of their high Movement.

- The **Cynwäll nova** (62 A.P.), a Large Size construct, is an improved version of the construct warrior. Just like the latter, it has Sequence and Ambidextrous, but it also come with Additional limbs and better Attack, Strength and Resistance. Ideal to block an opponent character or large Elite, it works marvels against heavy concentrations of small Regulars. With its helianthic weapons and armor, it becomes a dreaded enemy when used in combination with the Forge of the heliasts (Galhyan, Cynwäll heliast), or even Desynchronization



THE INCARNATES CHARACTERS (CONTINUED)

- **Nelphaëll** (103 A.P.) is the charismatic executioner from the trihedron of Kaïber. She is truly dangerous and opens quite a range of tactical possibilities. Nevertheless her high strategic value will force you to leave aside some of the more versatile characters, notably the commanders, during the army building. Therefore she should not be stuck to her marksman task (Aim 5; helianthic crossbow and the "Miragyre" artifact), in order to use the whole of her talents. Assassin, Righteous and Concentration/2 on Initiative and Attack are an ideal combination to carry out devastating assaults, with an Assault firing followed by a Master strike extremely difficult to parry: with potentially 9 in Attack, there is a good chance the Defense roll will fail and the Strength 13 Damage roll with three dice (Assassin) is often lethal.



THE TRIHEDRON OF KAÏBER

Built on the model of the way of the Trihedron, this charismatic group is composed of the heroes from the novel *The Fault of Kaïber**, Syd de Kaïber, Nelphaëll and Soïm. The association gives them new abilities as long as they remain in a group. Obviously gathering these three heroes will suit games of *Rag'Narok*.

*The Fault of Kaïber, William Hawk, RACKHAM, 2004

• The **Cynwäll quasar** (75 A.P.) is a heavy assault construct used differently from the nova. +1 in Defense, Resilience and Fear, +2 in Strength, Born killer instead of Sequence/1, Ambidextrous and additional limbs, as well as Master strike/0 and helianthic mechanisms for only a further 13 A.P. This is obviously a troop meant for destruction.

Its assault role is similar to the nova's: run to the front and engage as many enemies as possible.

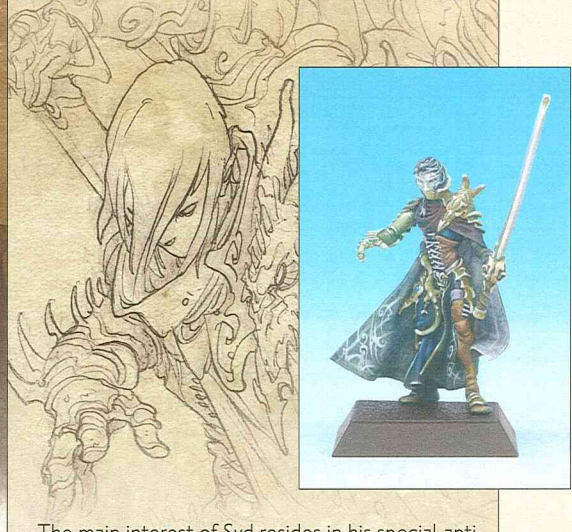
Nonetheless its role is not to block, but to annihilate its opponents a quickly as possible.

Moreover, its very high characteristics allow it to hold and even suppress a more expensive Character.

The quasar is a reliable troop which can easily compensate its lack of Initiative by its destructive capacities and uncommon endurance. It can also be given Fierce, with the spell "Chain of automatons" (Galhyan, Cynwäll heliast). Unleashed among the enemy troops, this powerful construct becomes a whirlwind of death. Among an army of the Elders' Legacy, a quasar has nothing much left to envy from the efficiency or destructive potential of the best Scorpion creatures. This profile is available in *The Cynwäll Ways*.



• **Syd de Kaiber** (105 A.P.), the first commander and first magician of this army, is the paragon of Cynwäll versatility. His Echyryon (which is not an artifact) allows him to develop his strategic potential (8 in Courage, 7 in Discipline and Regeneration/5) or stress his magical capacities (Warrior mage Adept of Darkness with POW 4).



The main interest of Syd resides in his special aptitudes: Bane/Acheron, which he shares around him, the Echyryon that can give him Strength 12 as well as his capacity to lead any troops of Light. Although it is essential to protect him and avoid fights where he might end up outmanned, Syd is an excellent leader, fragile but terribly powerful.

• **Soim**, equanimous warrior (129 A.P.), ultimate member of the trihedron of Kaiber, he is a Warrior monk Zealot who benefits from the same rules as the equanimous. But the similarities end right there, Soim's strategic possibilities are way vaster. On the one hand, he is a true warrior, with very good characteristics. Add to it a Defense of 5 with Concentration/2 and Dodge, giving him the opportunity to land impressive Counter-attacks with hardly any effort.



On the other hand, he is a good faithful, a Zealot with an aura of faith of 15 cm and aspects which allow him to call many miracles effortlessly. To reinforce this role, give him his reserved artifacts, thanks to which he freely chooses more miracles than his Warrior monk status would allow him to.

MAGIC



• The **Cynwäll synchronimes** (32 A.P.) are Initiates of chronomancy, a path of magic based on the flow of time and the alteration of it. They bring essential magic support to your troops, furthering the reinforcement of the synergy between the army's troops.

By using the "Desynchronization" spell and their "Physical synchronization" capacity, which transfers their Concentration/1 to a friendly Cynwäll within 10 cm, it is possible to increase the speed and the endurance of the troops to capture and hold objectives.

Their "Spiritual synchronization" capacity, which allows them to turn their Concentration/1 into a gem of Light, can also come in quite handy.

Do not hesitate to use them as strategic support by using Aura of authority (see *Confrontation 3*, p. 81).

Finally do not forget that these Warrior mages have Counter-attack and a potential Defense of 5. Enough to hold back an enemy and punish his overconfidence.

LA DIVINATION

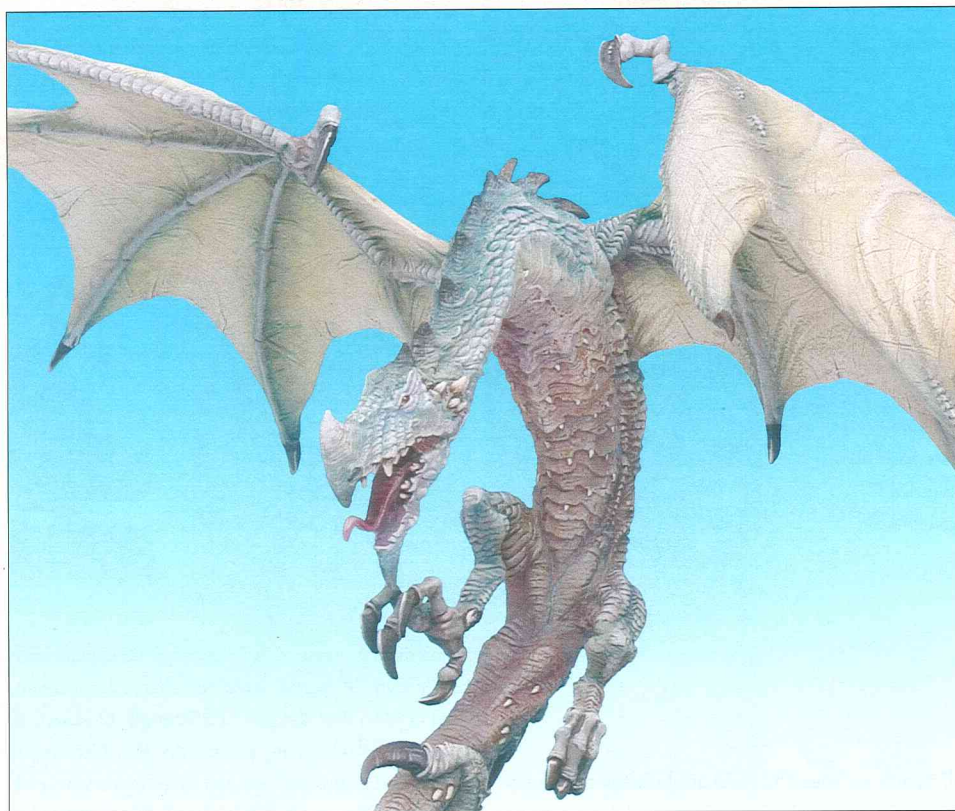
• The **equanimous warrior** (35 A.P.) is a Warrior monk of the Noësis. High Attack and Defense values (5/4), combined to Concentration/1, as well as his special capacity, which gives Sequence/1 to a friendly Cynwäll within his aura of faith, make him quite a versatile troop. The miracles supplied with this reference are varied and very interesting: giving the ability "Ethereal", providing Target/+2 and +1 in Defense, allowing to disengage on a [•] or more, getting +2 in Initiative or even increasing the Strength of the Wounds inflicted to an enemy are as many advantages which make the equanimous a core piece in your combat group (in order to exploit his aura of faith to the maximum).

Finally, Loyal/1 is very useful to Soim or when fielding a large number of equanimous. The management of divination is helped by the Equanime monasteries (see the *Rag'Narok: The Cynwäll Ways* deck): the Temporary Faith points are a lot easier to gather and the equanimous then get the best out of their support role.



ARTILLERY

- Make way for the supreme fighter: the **dragon** (175 A.P.).



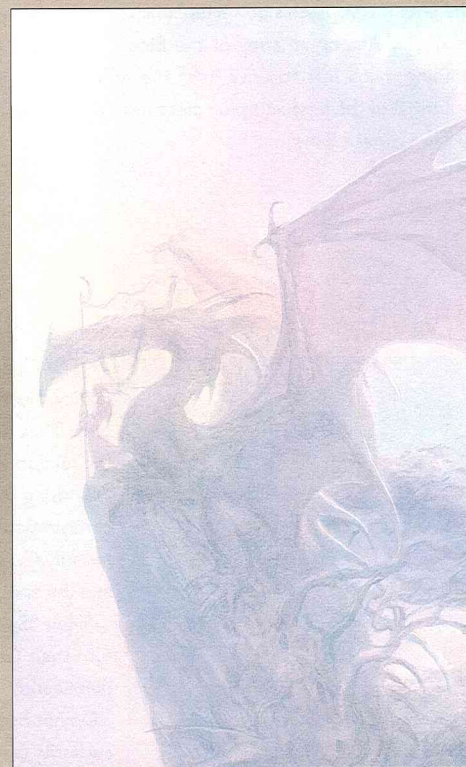
His artillery fire Strength 10 (with Aim 4), usable even in combat, and his capacity to fly allow him to harass the opponent fighters as well as capture and hold an objective. His high characteristics and his “Enormous”, “Immunity/Fear” and “Born killer” abilities make him the ideal piece to eliminate the opponent’s vital Elites.

Despite the impossibility to change altitude in pursuit, Implacable perfectly completes this profile. His special capacity “Presence of the dragon” is a major asset in a Cynwäll army, since it gives a +1 bonus in Strength and Resilience to any friendly Cynwäll within 20 cm, compensating the relative fragility of the Regulars, while making the Elites even more dangerous.

It is possible to reinforce the dragon’s offensive role and his support capacity by associating him to the way of the Light Dragon (see the *Rag’Narok: The Cynwäll Ways* deck), giving your army the opportunity to become Scouts and improving the draconic bonus.

THE INCARNATE CHARACTERS (CONTINUED)

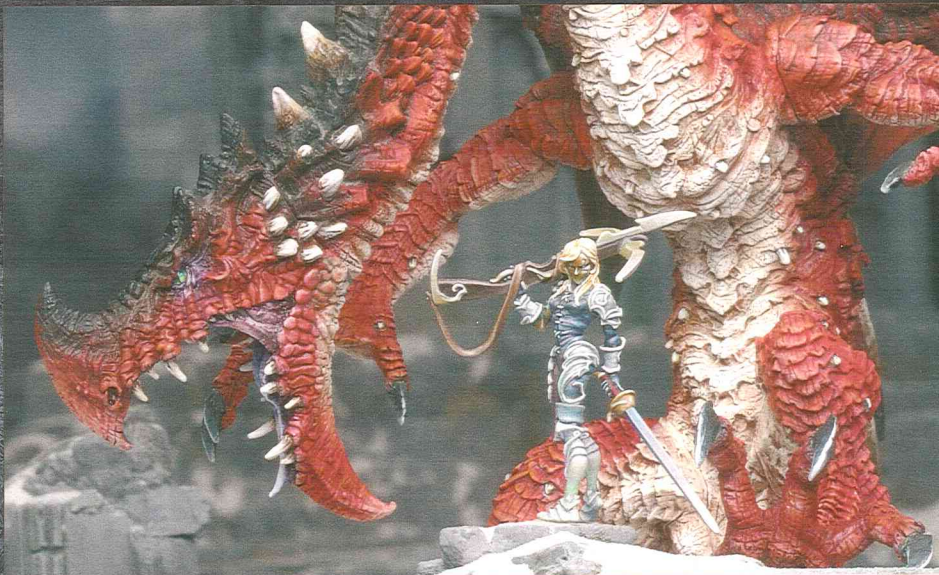
- **Nalkyr Malath**, Initiate dragon (200 A.P.), combines the Cynwäll science of magic and the draconic art of war. This magician (POW 5, Initiate of Solaris, Recovery/3 and Spirit of Light) benefits also from the special aptitudes on the dragons. However, he is not a Warrior mage, so it might be difficult using him, because he cannot cast spells and charge in the same round. Moreover, his profile is one notch below the dragon’s one. His strategic value will reserve him to *Rag’Narok*, or 500 A.P. or above *Confrontation* games.



TITAN DRAGON

750 A.P.! The cost in A.P. alone is a good indication of the infinite power behind the most majestic and merciless miniature in the *Confrontation* range: the Cynwäll wyrm!

The Cynwäll wyrms are titans (see *Dogs of War* pp.122-125) who find their place on the battlefields of *Rag’Narok*. The player can resort to the capacities of this creature in two ways: either as an airborne area of effect heavy artillery piece (two wyrm breath per round, of which one with three templates), either as a fighter with mind blowing characteristics (ATT/STR 9/20, DEF/RES 6/17, FEAR 12, Implacable/3, Born killer, etc.). Alternating between these two tactics will allow to annihilate entire units in record times.



ARMY SCHEMES



THE CORE OF THE ARMY

MENERÄN – 60 A.P.

SELSÿM STANDARD BEARER AND MUSICIAN – 40 A.P.

2 AZURE HUNTERS – 52 A.P.

1 KHDARÿM – 45 A.P.

TOTAL: 197 A.P. for 6 miniature, 3 cards and 8 in Discipline.

From this base list, it is possible to create totally different armies. Here are a few additions possible.

EVOLUTION I: FIGHTING

1 KHDARÿM – 45 A.P.

1 VARSÿM – 29 A.P.

1 VARSÿM KILLER – 35 A.P.

3 SELSÿMS – 51 A.P.

3 AKHAMIÄLS – 35 A.P.

TOTAL: 399 A.P. for 7 cards, 16 miniatures and 8 in Discipline.

This evolution is cost-effective; it will allow you use the whole content of the boxes you purchased. Moreover this list is easy to play and efficient. The varsÿm and the killer will hunt down the opponent magician or devout. The selsÿms and the akhamiäls have a cornerstone role to play in taking the objective while the two khidarÿms take care of neutralizing the opponent's larger creatures or the Elites, with the help of the azure hunters. But beware: the all but average Strength of your troops will force you to use your khidarÿms wisely, particularly when the only alternative would be to use the varsÿms, whose fragility and advanced position might turn into victims if any mistake is made.

EVOLUTION 2: MAGIC

MAELÿN – 44 A.P.

• Orb of resonance – 15 A.P.

• Helianthic master piece (or Solar favor) – 10 A.P.

1 CYNWÄLL NOVA – 62 A.P.

1 CYNWÄLL SYNCHRONÿME – 32 A.P.

• Aura of authority – 10 A.P.

1 KESTREL – 25 A.P.

The 5 A.P. left are used to get a generic artifact for Menerän.

TOTAL: 400 A.P. for 7 cards, 10 miniatures, 8 in Discipline and 1 Authority marker.

This more varied evolution relies on the symbiosis between the pair of mages and their constructs, which will be getting Regeneration/X for a cut-price. This list will be chosen by the more experienced players who seek diversity or some atypical tactics.

It is essential to protect Maelÿn, who will be the keystone of your formation, so don't hesitate to use

and abuse of the truth warrior, very efficient for that purpose. The khidarÿm and the nova will be your spearheads, blocking the opponent's most dangerous Elites, while the azure hunters and the kestrel will harass his Character or any revealed Scout. The synchronÿme is there to disturb the opponent's activation with his Authority marker and to support the khidarÿm or the kestrel by improving their "Concentration" capacity. It is recommended to keep him behind the battle line and to avoid exposing him to hand to hand combat, to fully exploit his pestering role.

EVOLUTION 3: THEME

1 CYNWÄLL DRAGON – 175 A.P.

1 KESTREL – 25 A.P.

The 3 A.P. left provide a minor potion for Menerän.

TOTAL: 400 A.P. for 8 miniatures, 5 cards and 8 in Discipline.

This evolution revolves exclusively around the dragon and is essentially fun to play. In fact the obvious issue of numbers and the concentration of your striking force make this list a strategic challenge against the more pragmatic armies such as the wolfen or the Griffins, which are able to resist and hit hard enough to wound the dragon to render him harmless.

Make sure you use psychological warfare by using your dragon in flight to pick his target while the kestrel harasses the enemy troops already stunned by the khidarÿm.

Beware, in this configuration Menerän and his war staff have a lesser support role to fulfill for the azure hunters and the kestrel. Their use as a tight group will allow to open a second battlefront after the one naturally created by the dragon.





Everywhere on the continent, when the guilds of Cadwallon are mentioned, only the seven most famous spring to mind: the Architects, the Cartomancers, the Blades, the Ferrymen, the Goldsmiths, the Usurers and the Thieves. In Cadwallon, they are called the *upper hand guilds* and, in fact, they have access to vast funds, their influence spreads widely beyond the walls of their city of origin and they keep private troops ready to defend their interests at all times.



THE PAST

Claiming to know the history of the guild of Cartomancers is probably the best way to be considered a lunatic, a puppet or an arrogant scholar. This guild among the others specially thrives on mystery. The origins of the Cartomancers are a carefully kept secret. The rumor says that the secret was concealed so well that it is now lost...

THE CREATION

The legend claims that the discoverers of the Tarot of Vanius were part of the many jesters and harlots who followed the army providing the indispensable entertainment in the life of a free company. Guided by the hand of Destiny itself, some fortune-tellers dug out the artifacts. They left them for Vanius to find, urged by the predictions they made drawing these cards for their own use.

The official history of the guild does not even mention its origins. The archives hold five versions of its charter, the oldest one going back as far as the year two hundred and fifty. The scholars are doubtful about the faithfulness of this document, which was copied many times...

After the battle of the Wall of the Earth, the reputation of the fortune-tellers and other card drawers greatly improved after the intervention of "their" tarot had changed the outcome of the battle. The newborn Cadwallon attracted all sorts of experts of the divinatory arts, from the most infamous quacks to the most renowned soothsayers. They were all eager to obtain either a crumb of the riches generated by the Cadwë Cartomancers' reputation or scraps of the occult powers concealed in the city.

THE GUILD OF CARTOMANCERS

SINCE ITS FOUNDATION BY THE DOGS OF WAR, CADWALLON NEVER STOPPED CLAIMING ITS INDEPENDENCE FROM THE NATIONS FIRST, FROM THE RAG'NAROK LATER. IN THESE TROUBLED TIMES, THE JEWEL OF LANEVER IS A BRIGHT BEACON IN THE DISTANCE FOR ALL THE REFUGEES, FOR THOSE FLEEING THE WAR AND ITS CORTEGE OF BLOOD AND MISERY. YET THERE ARE IN CADWALLON ORGANIZATIONS WHICH HAVE DECIDED TO TIE AMBIGUOUS ALLIANCES WITH THE NATIONS IN ORDER TO PARTICIPATE IN THE EVENTS FORGING THE FUTURE OF AARKLASH. THOSE ARE THE GUILDS.

THE GUILD OF CARTOMANCERS

THE MAGICIAN

A few months after the battle of the Wall of the Earth, the first tarot-mages emerged. This apparition, seemingly guided by Destiny, hurried the official recognition of the guild in 837. The guild soon organized itself around all the professional card drawers and fortune-tellers, shamelessly benefiting from the uncanny aura of these magicians and their mysterious practices. The confusion was carefully entertained between the profanes, making a living from fortune-telling, and the true wielders of the supernatural powers held within the tarot of Cadwallon. The profanes shared some of the respect given to the tarot-mages; and tarot-mages got to hide among a crowd of powerless crooks and quacks but prompt at claiming the contrary.

This state of mind became an entire way of life, everyone pretending to be what they were not. The doubt and confusion created by this situation prevented anyone from knowing if they were dealing with a simple fortune-teller or with a true tarot-mage. This taste for lies and deception owed the guild of Cartomancers its mysterious reputation.

A certain number of other marginal trades – beast tamers, women of the night, professional gamblers,

charlatans, bonesetters – soon joined the guild, preferring the official protection of the Cartomancers, to the more unofficial peace of mind promised by the rogues. Their many humble incomes were added to the very high income of the true Cartomancers, thus making the guild prosperous enough to claim its upper hand status. The new nobility of Cadwallon supported this claim: the Cadwë lords systematically hired the services the soothsayers of the guild of Cartomancers rather than those of the devout of the various cults of Aarklash.

THE PRESENT

The guild of Cartomancers is an upper hand guild. And yet it does not have any stores or shops to manage. Nowhere in Cadwallon is there a single front window showing the symbol of the guild; and yet the Cardshop, located in Den Azhir (see *Players handbook*, p.88), is known to be its seat. The guild has two main activities, apparently without any connection and yet a lot more complementary than it would seem.

THE SUN

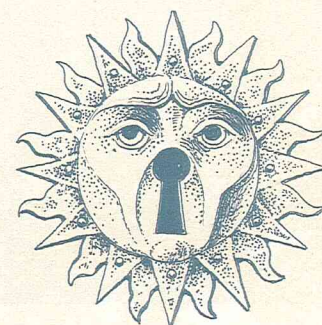
The guild of Cartomancers takes great care of its members, in exchange for their faithfulness. This is why most of the guild is composed of a population of quacks and harlots who refuse both the growing stranglehold of the Usurers and the “compulsory” protection of the strong arms from the guild of Thieves.

The guild has associated these recruits to the Arcanum of the Sun, as a reference to the brotherhood uniting the guild. In fact, these lesser but essential members are sometimes called “cardinals”, because they are just like the stars Nerea (North), Sulhea (South), Elion (East) and Olhim (West) pictured on the card, they show the Cartomancers the path leading to the secrets of Cadwallon.

The cardinals are a source of precious information. They feed the whole guild with rumors, gossip, confidences and other confessions collected from pillow talk or from the backroom of an old fortune-teller’s shop. Without talking of espionage, the guild of Cartomancers collects information thanks to its humble folk, often considered invisible and to whom one can confide without fear – who could they repeat it to anyway?

“OUR POWER IS BUILT UPON OUR ABILITY TO SEE INTO THE FUTURE: THIS IS ABSOLUTELY TRUE, DO NOT DOUBT IT. YESTERDAY, TODAY, TOMORROW, WE ARE THERE, WE WATCH, WE ACT.”

ATTRIBUTED TO ONE OF THE FOUNDERS OF THE GUILD OF CARTOMANCERS, INSPIRING ITS MEMBERS.

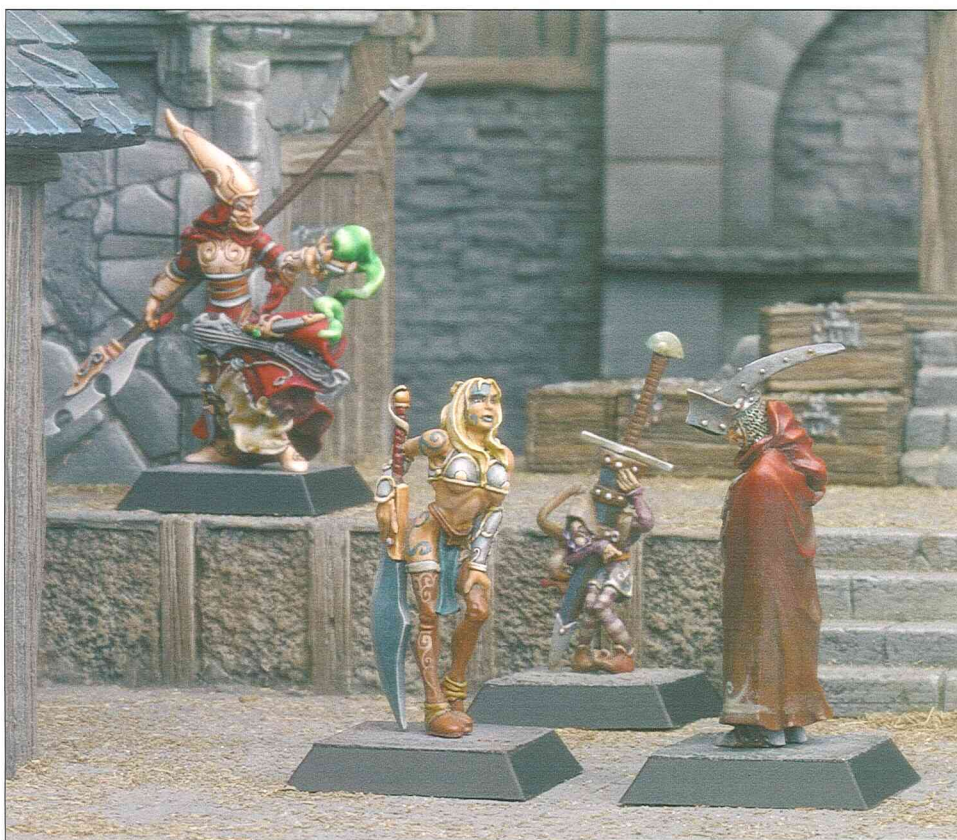


In return they all have to accept the very strict charter of the guild. Secret is the cornerstone: only a Cartomancer can hear the secrets of another Cartomancer. Those who break the rules are simply excluded from the guild. They are then often the victims of a persistent misfortune: nicknamed “Go fish twelve”, these wretches are condemned to a life of exclusion. Everyone steps away from their path, afraid they might be struck by the same permanent ill luck plaguing these pariahs.

THE CHARIOT

The heart of the guild is composed of soothsayers, card drawers and other fortune-tellers, who counsel a large portion of the city: to have one’s designated Cartomancer for predictions is not only fashionable, but also very efficient.

These influential Cartomancers are associated to the arcanum of the Chariot. They are called the “charioteers”, since they lead the guild and because their hand steadily holds the reins of the organization, thanks to their extensive knowledge of the city.





“WE WA+CH, WE ΔC+.”

MEE+H EF +HE GUILD EF CAR+EMANCERS.

The charioteers skillfully use the information gleaned by the cardinals in order to “predict” the future of their riche protectors. Their occult practices are doubtlessly efficient, notably the powers of the tarot-mages who, according to the rumor, are hiding among the elite of this guild. Nevertheless, the real power of the Cartomancers is their in-depth knowledge of the power struggles stirring the city. They deal remarkably precise and useful analyses of the political situation of the city. These analyses are then sold at a high price to all the people that count in Cadwallon. Off course, officially, it is nothing more than some auguries and predictions... The secret is well kept.

†HE FL+URE

†HE †EWER EF DEST+RUC+IEN

Since several years now, the guild is shaken by violent internal conflicts. Some of the most influential and well known Cartomancers of the guild have died in suspicious circumstances: obviously fixed duels, straight forward assassination, “unfortunate” accidents.

The situation has become so serious that the rumor got hold of it. The rule of thumb of secrecy was broken and many cardinals have been banished from the guild and turned into go-fish-twelve. These wretches are desperately eager to regain their place among the Cartomancers and are ready to do anything that would rid them of the curse. No one knows the reason of these struggles, nor what is feeding them, so the rumor keeps on growing. Thus this small army of wretches, ready to carry out any order uttered by the guild, is almost a “godsent” gift providing troops just before the Rag’narok hits the city. “Groundless

rumors”, reply the Cartomancers. How inhumane would you have to be to use your own people that way!

†HE CAR-D-WI+H-NE-NAME

The guild of Cartomancers has always shown remarkable political intelligence. Its enemies are rare and discreet, for the simple reason that few are the individuals or organizations of Cadwallon which ever had any serious grudge to hold against the guild and its activities. Nonetheless, the growing tensions inside the city have not totally spared the Cartomancers.

The guild of Favorites is mustering its members as the activities of the prostitutes under the protection of the guild of Cartomancers are starting to overshadow their own more and more lately.

In fact the latest trend among the Cadwë nobility is to entertain a mistress from the guild of Cartomancers, thus joining the utility of the information source to the pleasures of the flesh. Instigated by Silas the Fallen, a completely depraved aristocrat and former paladin of Alahan, this trend has spread all over Var-Nokkt and is slowly sipping into Drakaër.

And the most curious about all of this is that Silas works with the guild of Cartomancers: he is a known agent of the guild.

DEST+NY

Despite its taste for secrecy, the guild of Cartomancer has left some worrying rumors concerning the future of Cadwallon leak to its most faithful customers. The city is supposedly about to witness the awakening of an entity slumbering nearby. The various wisps of information concerning this event appear to be highly contradictory.

According to some, the city itself would be about to awaken to conscience and reach a semi-divine status, or even an entirely divine status if one believes what the heralds of Felicity are preaching. “The spirit” of the city is supposedly in shackles and plunged into a forced slumber. The guild of Cartomancers is believed to be on the verge of freeing the city’s soul. Cartomancers have been witnessed meeting heralds of Felicity, which would seem to back the thesis of the city’s waking.

Yet according to different sources, the city would be the prison of a monstrous creature of colossal power. If this thing was to be unleashed, the city, and even for the whole of Aarklash, would have to pay the dire consequences. The rumor tells of a construct so huge that the Automaton would look like a toy next to it. In support to this second rumor, some claim that many Cartomancers have been seen questioning the survivors of underground expeditions, showing special interest for expeditions gone pear shaped. And there are also stories about a group Mid-Nor dwarves which has begun to visit the Card-shop assiduously...

PLAYING THE GUILD OF CARTOMANCERS

The rules below accompany the following four reference cards: Go-fish-twelve, Cartomancer agent, Cartomancer mage and Arcanum VII: the Chariot.

GENERAL RULES

The following rules are extracted from the card "The guilds of Cadwallon".

The fighters of the Free city are either affiliated to the **MILITIA**, or to one of the **GUILDS** ruling the city. They can be played in two ways.

AS AN ARMY OF CADWALLON

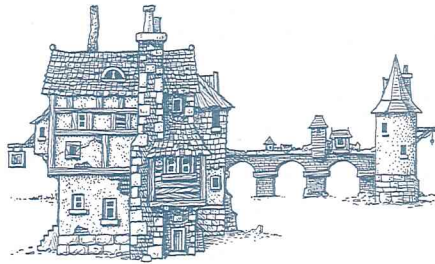
If the main body of the army comes from Cadwallon, any fighter of Cadwallon can be enlisted; no matter if in his rank is noted "Militia" or the name of any guild. An army of Cadwallon is not allowed any Allies. But it can still hire Mercenaries as described by the rules. In this kind of army, the Mercenary fighters of Cadwallon are assimilated to the militia.



AS ALLIES

To play fighters of Cadwallon as Allies to another army, their guild of origin needs to be defined. The guild must be allowed to ally with the main army. An army can only choose a single guild as an Ally and at least one fighter affiliated to it must be enlisted. The other troops of Cadwallon can then be chosen among the fighters of the guild concerned or among those of the militia.

No matter the way these fighters are played, the rules concerning the army building for *Confrontation* and *Rag'Narok* apply.



THE GUILD OF CARTOMANCERS

Alliances : All the peoples of Destiny.
Primary element : None.
Forbidden element : None.

CARDINAL

Any Cadwë militiaman can become a cardinal for +2 A.P. He gets Fencer and the attribute "Cartomancer". If he already has Fencer, he gets Luck. These additions are considered written on the card.

SOLO/CHARIOTEER

Any miniature affiliated to the guild of Cartomancers can become a charioteer for +3 A.P. He gets Luck. If he already has it, he gets an extra use of this ability.

THE GO-FISH-TWELVE

Recommended miniature: Servant of ballistae of the Lion.

Any friendly or enemy fighter is stricken by Target/-2 as long as he is located even partially within 5 cm of a go-fish-twelve.

THE CARTOMANCER AGENTS

Recommended miniature: Griffin fusilier.

Each Cartomancer agent can, once per game, use his extraordinary knowledge of his opponents to re-roll a tactical roll (his own or his opponents'), with the same number of dice. The second result replaces the first and cannot be re-rolled using

this power, even if there is a second Cartomancer present on the battlefield. When there are several Cartomancers in different armies trying to use this capacity simultaneously, the roll is not re-rolled and all the agents implicated are considered as having used their capacity.

CARTOMANCER MAGE

Recommended miniature: Bard of Alahan.

Each Cartomancer mage can use this capacity once per round. The player designates a fighter located even partially within 20 cm or less from the Cartomancer mage when a roll has just been done for this target. No line of sight is required. The roll is cancelled and re-rolled. The new result replaces the first and it cannot be re-rolled anymore. This capacity can be used on the Cartomancer mage himself.

If the opponent has a similar capacity and declares its use on the same roll, the roll is not re-rolled and all the fighters implicated are considered as having used their capacity.

ARCANUM VII: THE CHARIOT

GEMS: 2

PATH: Cartomancy.

DIFFICULTY: 7

AREA OF EFFECT: One fighter.

RANGE: 7 cm.

DURATION: End of the round.

FREQUENCY: 7

The Chariot represents success due to skill rather than competence, the illusion of efficiency given by sheer luck. The Cartomancer mages use this Arcanum with delight. They do not enjoy anything more than pretending to be expert fighters, worthy of the greatest blade masters on Aarklash. It is merely an illusion, a lie of course; but what is the difference between the perfect illusion and reality?

The player designates a fighter (friendly or enemy) within range. The Attack of the miniature targeted becomes 7; this value is considered written on his card.

INTENSITY: 2

7 A.P.

Tir-Nâ-Bor is not only a nation: it is also a culture and the cradle of the dwarf people. No other people has so tightly intertwined its identity, its communication network and its defense system. The dwarves themselves call their home Ægis, “the Shield”, stressing how proud they are of having kept their haven safe. To understand why, one needs to take a closer look at the dwarves themselves and at their history.

Originally from the plains of Naël-Tarn, the dwarves were one of the first people to appear on Aarklash. Harassed during the Winter of Battles for their important food stocks, they made a deal with the gods of the Ægis and took refuge in the mountains where they established their first fortress, Kâ-In-Ar. It is there, back against the mountain, that they put their differences aside to face the greedy swarm. Cornered, they became pretty hard boiled, capable of enduring anything fate threw their way. The repeated assaults of the other nations during this ice cold age have forged the current character traits of the dwarves. No matter where he comes from a dwarf will always be distrustful, stubborn and will never let anyone speak ill of his only true home: Tir-Nâ-Bor, the Shield.



After the Winter of Battles, the dwarves were given by their divine allies the prophecy of a new calamity: the Argg-Am-Orkk. Foreseeing the ultimate battle, and preparing to survive the end of the world once more, the dwarves erected their cities to be fortresses, locking the access to their mountain sanctuary. The primitive peoples neighboring Tir-Nâ-Bor still assail the dwarves every day to loot their steel, their bread, their knowledge and their riches. The Defenders of the Ægis hardly trust anyone; they have very few allies besides the Griffins of Akkylannie and the Concord of the Eagle (see *Cry Havoc* vol. 10).

The defensive network of Tir-Nâ-Bor follows a pyramidal structure. The defense of the nation works around the seven fortress cities placed under the supreme authority of the Council of Elders in Kâ-In-Ar. Each one of these cities rules the activities of smaller strongholds spread around them. In turn these keeps supervise the many outposts and observatories dispersed throughout the Ægis.

This unique network is completed by two other defense systems. First, each fortress, except Lor-An-Kor, is linked to the keeps under its jurisdiction and to the other fortresses by underground tunnels. And second, the telluric magicians have used the energies of the Earth to cover the Ægis with a network of ley lines. These ley lines protect the mountains from magical invasions and provide the fortresses with the means of communicating one with the others through Earth portals.

THE FORTRESSES OF TIR-NÂ-BOR

TIR-NÂ-BOR, THE IMPREGNABLE DWARVEN STRONGHOLD, IS PROTECTED BY SEVEN FORTRESSES ERECTED IN TIME IMMEMORIAL. THIS IMPRESSIVE DEFENSIVE NETWORK, SET UP AND PERFECTED OVER CENTURIES, PROTECTS THE ÆGIS FROM THE RAG'NAROK AND FROM THE DEVASTATION OF THE STRUGGLE OF LIGHT AGAINST DARKNESS. THE DWARVES SHOW A UNITED FRONT DESPITE THEIR DIFFERENCES AND ONLY DISASTER AWAITS WHOEVER DARES TO ATTACK THEIR REPUBLIC!



KÂ-IN-AR, CORE OF THE ÆGIS

Emblem: The omega symbol, representing a boar's head.

Temples: Bleddig, Caradoc, Gylfa, Hyffaid (tolerated), Lyfh, Odnir, Uren.

Champion: Vegdrassil, Moln-Dan of Tir-Nâ-Bor.

Allies: Griffins of Akkylannie.

Kâ-In-Ar, capital of Tir-Nâ-Bor and paradise in any dwarf's opinion, was built inside the network of gigantic caves which were used as a shelter by the exiles of Naël-Tarn during the Winter of Battles. The entrance of the city, a colossal hall decorated with one hundred meters high pillars, is protected by the gates of the Ægis: a massive double door cast in Khor steel, set with precious stones and maneuvered by steam powered trains. They haven't been open since the alliance treatise binding Tir-Nâ-Bor and Akkylannie. The travelers gain access to the city through the small keeps scattered several kilometers around.

The elevators hidden there give underground access to the various districts of the city.

Kâ-In-Ar, so tall that the city reaches both for the stars and the deep, is the crucible and the living memory of dwarven culture. At the top, above the clouds and as close as possible to the gods' sanctuary, one will find the temple where the heroes of old rest under the protection of the chosen ones of the Ægis. The city, humming at the core of the mountain, wakes and goes to sleep in rhythm with the factories, learns in silence from the national library of Tir-Nâ-Bor and listens eagerly to the debates animating the Council of Elders. The former mine shafts of the deep have been recycled. Lit by the fire of the forges, they now shelter the thermo priests and their incredible thermo arsenal.

Kâ-In-Ar also shelters the Isgrim, the city's armory and the Khor warriors' headquarters. This fortress inside the fortress is under the responsibility of the Moln-Dan: Commander in chief of the armies, Chosen by the Council of Elders, Defender of the dwarven people in times of war and Custodian of law in times of peace.

This great responsibility currently lies upon the shoulders of **Vegdrassil**, guardian of Kâ-In-Ar and Moln-Dan of Tir-Nâ-Bor. This renowned warrior and brilliant strategist of many campaigns is absolutely certain his people can survive the Argg-Am-Orkk, and even win it. For ten years now, from the day he realized how imminent the Rag'narok was, he has been training his armies ever harder, perfecting his chariots and welcoming the mountain giants to eat at his great banquet table. Soon the day will come when the gates of the Ægis will open, only to leave out an army so powerful that the other peoples will be forced to surrender or else suffer total annihilation.

THE PLAINS OF NAËL-TARN

Emblem: A wild boar.

Temples: Odnir, Gylfa, Hyffaid, Lyfh, Uren.

Champions: Pilzenbhir, Defender of the plains.

Allies: Griffins of Akkylannie, Concord of the Eagle.

After the Winter of Battles, many were the dwarves who left the mountains to reclaim possession of their ancestral lands of Naël-Tarn. Back on the plains, they fortified their burnt down villages once again and went back to their customs of old: honor, hunting and brawling. But there was one great difference: they were confronted with the people of Kel, who had arrived on Aarklash just after winter. The dwarves suffered for a long time from the unstoppable human expansion.

The name "Naël-Tarn" designates not only the plains on which these dwarves live, but also their local capital, a city of stone and timber built on Mount Ardault. Naël-Tarn is certainly the smallest fortress of Tir-Nâ-Bor but it gathers under its banner all the villages found on the plains. Every single dwarf of Naël-Tarn is a daring and obstinate warrior at heart, truly attached to the land of his birth. No matter if his a craftsman, a trader, a stone carver or a farmer: when the horn sounds, announcing danger, each and every dwarf is up in arms as they all gather around the Defenders of the plains, the champions of Naël-Tarn. The cult of Gylfa, highly worshipped in the villages, encourages fertility, which explains why the regiments of Naël-Tarn are the most numerous of the Republic.



THE GODS OF TIR-NÂ-BOR

Main god

- Odnir, father of the dwarven gods (Conscience)

Minor gods

- Bleddig, god of noble warriors (Virtue)
- Caradoc, god of trade and tricks (Wisdom)
- Gylfa, goddess of love and nature (Instinct)
- Hyffaid, god of the Argg-Am-Orkk (Desire)
- Lyfh, goddess of life and death (Beauty)
- Uren, god of smiths (Torment)

The dwarves of the plains are the first line of defense against the enemies of Tir-Nâ-Bor. With the dawning of the Rag'narok, they have been suffering heavy



losses, draining their forces; and many are those who choose to rally the mountains once again. They then join the other fortresses and exchange their ancestral weapons for steam powered equipment. Others join the Concord of the Eagle and fight their own war against humanity. These two conflicting tendencies are threatening to tear Naël-Tarn apart, so **Pilzenbhir** has decided to tie the ancient pact of dwarven brotherhood once more. He is showing to his people that steam is a gift of Uren and that, therefore, steam is de facto daughter to Tir-Nâ-Bor. He also travels from village to village to rally local chiefs to his cause, reminding them that the pillar holding the traditions of Tir-Nâ-Bor is unity; no matter if one is born on the plains or within the mountains, the uttermost betrayal would be to turn one's back on one's dwarven brothers.

Thanks to Pilzenbhir, the dwarves of Naël-Tarn remain united and their arsenal is slowly integrating steam powered equipment.

CHILDREN OF THE FOREST AND THE FORGE

The dwarves of Naël-Tarn attribute to Gylfa, goddess of nature, and Uren, god of the forge, an ambiguous relationship. Their bawdy tavern tales, unique in Tir-Nâ-Bor, tell of Uren's love for the beautiful goddess. Love so strong, that when she is around him he drops his tools and becomes confused, tormented by his instincts. As for Gylfa the wild, she doesn't seem to understand Uren's intentions when he offers her his most wonderful inventions. She breaks them and ties the delicate gears to her necklaces of roots, which become flowers of rust.

This myth justifies the offerings of metal the dwarves give to the wolfen, the children of Gylfa, when they celebrate the goddess. The wolfen rarely raid villages from which they receive offerings and even sometimes warn them of approaching enemies.



FOM-NUR, THE GATE OF THE ABYSS

Emblem: The helm of the Patriarch looking forward with a sword and a hammer crossed behind it.

Temples: Odmir, Bleddig.

Champion: Tan-Kair, The Fist of Fom-Nur.

Allies: Griffins of Akkylannie, Concord of the Eagle.

Of all the fortresses of Tir-Nâ-Bor, Fom-Nur is the one with the most obvious military purpose. Founded by Brö-Rin the Patriach, one of the legendary heroes of Tir-Nâ-Bor, Fom-Nur as long stood as a rampart against Drune and goblin invasions from the North.

The legend of Fom-Nur tells of the fierce rivalry between Brö-Rin and Mid-Nor, another hero of Tir-Nâ-Bor. The Patriarch had so much scorn for the use of magic in combat that his mere presence could upset the supernatural faculties of the magicians around him. The first victim of his contempt and powers was of course Mid-Nor, his warrior mage companion. Fate made sure their rivalry survived over the centuries: since the demon legions of Mid-Nor have emerged, Fom-Nur has never been allowed any rest. When the brave warriors of the fortress are told of the imminence of the Agg-Am-Orkk, they laugh and answer that it has already begun! Hardened by this never-ending war, they find pride in never letting a single Possessed of the Abyss get away. They consider themselves as the avengers of their kin since the betrayal of Mid-Nor and several of them have become true demon slayers. Obtaining a license to hunt demons on the outskirts of the Abyss is a perilous privilege sought by many warriors of Fom-Nur.

The fierce war opposing Fom-Nur to its devourer, Drune, goblin and possessed neighbors has transformed the once green plateau stretching under its walls into a field of shattered rocks. Day and night, the wind carries the dwarven war songs and the echoes of the thundering cannons over several leagues. The Earth rumbles under the hoofs of the regiments of razorbacks sent out to meet the enemy.

The armored barracks of Fom-Nur house the soldiers, the smiths as well as the military personnel and the traders supplying them. Standing by the regiments of dwarves can sometimes be found detachments from Akkylannie and bands of warrior of the Concord of the Eagle, here to help fend off the Darkness.

Tan-Kair is certainly the most popular warrior in the North part of Tir-Nâ-Bor. He never hesitates to lead the crucial assaults in person. He also makes sure he teaches all he knows to the recruits whenever he has time for it. His repeated feats against the enemies of the Republic and the glory he brings to the Patriarch's helm benefits to the reputation of the dwarven army. It is not uncommon for young dwarves to enroll, hoping to fight by the Fist of Fom-Nur's side.

THE FORTRESSES OF TIR-NÂ-BOR

KAR-AN-TYR, THE BRONZE FORTRESS



KAL-NAM, THE TELLURIC CITY

Emblem: A sundial covered in esoteric symbols.
Temples: Caradoc, Gylfa, Hyffaid (tolerated), Odnir.
Champion: Synesia Cinnabar-Heart, Architect of Mezareph.
Allies: Griffins of Akkylannie, Concord of the Eagle.

Kal-Nam has forever been a place of education, research and discovery for dwarf alchemists, masters of telluric magic. This fortress was in fact erected on the meeting point of several telluric ley lines and its ground is dotted of mines, from which are extracted the rare metals the alchemists have great need of.

From 860 until 900, Kal-Nam was at peace. Its high command watches over the Eastern parts of the Ægis from its outposts scattered throughout the mountains and connected closer than anywhere else by portals of Earth. This network, still in use today, allows the garrisons to control the Gorge of the Shoals and to come to each other's rescue by outflanking the enemy. Yet since the rise of the orcs and of the empire of Syharhalna, the fortress must face armies yearning for alphas, the magic metal of the alchemists. To these magical security procedures, new fortifications have been added, benefiting from the latest progress in military engineering. Kal-Nam is a venerable city behind modern walls!

Synesia Cinnabar-Heart, master alchemist, spends her time between Aarklash and Yrthak, a Realm of Earth. With the support of Kûlzarak and Magnus the Mystical, she supervises the administration of Kal-Nam and the alchemical research

taking place in its laboratories. Her knowledge was precious during the elaboration of the famous healing serum. She also keeps a very close eye on the experiments concerning the secret properties of alphas and she works hand in hand with the smiths of the fortress to enchant the Khor equipment.

Synesia Cinnabar-Heart is the architect of Mezareph, a magicians' keep built atop of the highest mountain of Yrthak. Inside its walls, the meetings of a very exclusive circle of magicians of Destiny, Immortals, representatives of the Concord the Eagle and mages of the Order of the Chimera are regularly held. Together they share their knowledge and coordinate their efforts to stop the slow expansion of Darkness over Aarklash.



Emblem: A boar's head of metal inside a gear.
Temple: Uren.
Champion: Ulrak, the Prince of bronze, pilot of the *Impervium* construct.
Allies: Griffins of Akkylannie.

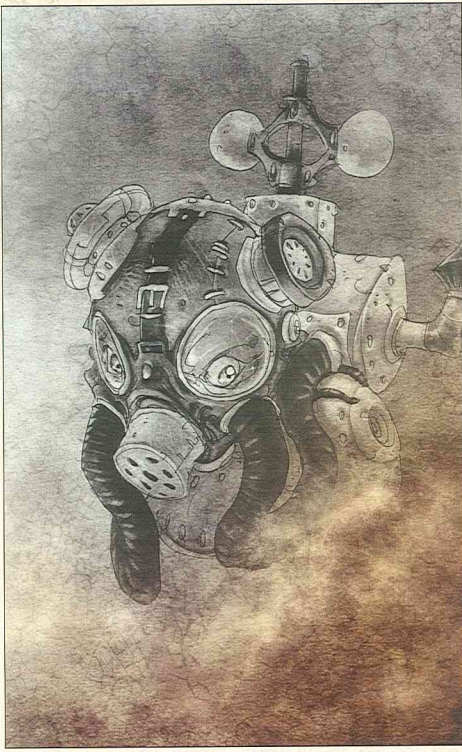


If Kal-Nam is the city of dwarven magic, Kar-An-Tyr, is the city of technology. The founder of the city, the legendary hero Narkaël, had been chosen by Uren for his ingenious mind and his taste for mechanics. Ever since its foundation, this city has been different from the other fortresses: Kar-An-Tyr is not a monolithic block stuck on top of a rocky pinnacle, but an assemblage of "gears", troglodyte districts hanging from the mountain sides and connected by a railway network. If a gear was to fall into enemy hands, it would be easy to evacuate it and it would be quickly isolated by closing the tunnels with a cave-in.

Kar-An-Tyr is the capital of smiths, mechanics and test pilots of all kind. The furnaces are blazing day and night to create machines of tomorrow, such as the jetpacks used by the meteors of the Ægis. The dwarf armorers often see the battlefield as an experimentation field: they test their inventions against the enemy in the marshes of the plain of Tears and the plain of Naël-Tarn.

The domination of the cult of Uren in Kar-An-Tyr worries the government of Tir-Nâ-Bor. The inhabitants of the city do not care. They consider the other gods of the Ægis as remnants from a long gone past, remains that will doubtlessly disappear sooner or later.

Inspired by Uren and his steam powered machines, the thermo priests of Kar-An-Tyr are on the edge of combined magical and technological research. The recent discoveries made on telluric energy batteries, powered by gems of Earth, could well mark a new leap in the technological evolution of Tir-Nâ-Bor. Only progress, they say, will allow them to win the battles of the Argg-Am-Orkk and secure a new age on Aarklash.



The regiment of Volcano class constructs, the most important and most powerful of the Republic, is the jewel of Kar-An-Tyr's defense forces. The regiment is lead by **Ulrak**, officer and pilot of the famous *Impervium* construct. Ulrak was nicknamed the Prince of bronze after a series of military victories on the Western front of Tir-Nâ-Bor. He owes his noble reputation to his chivalric spirit. When they spot the silhouette of the *Impervium* leading the mechanized infantry companies to battle, the inhabitants of Kar-An-Tyr feel their hearts swell with pride.

OGH-HEN-KIR, THE BUCCANEER

Emblem: Geometric motives assembled to look like an hourglass.

Temples: Odnir, Caradoc.

Champion: Vauth Vandyk, corsair of Tir-Nâ-Bor.

Allies: Griffins of Akkylannie, Concord of the Eagle.

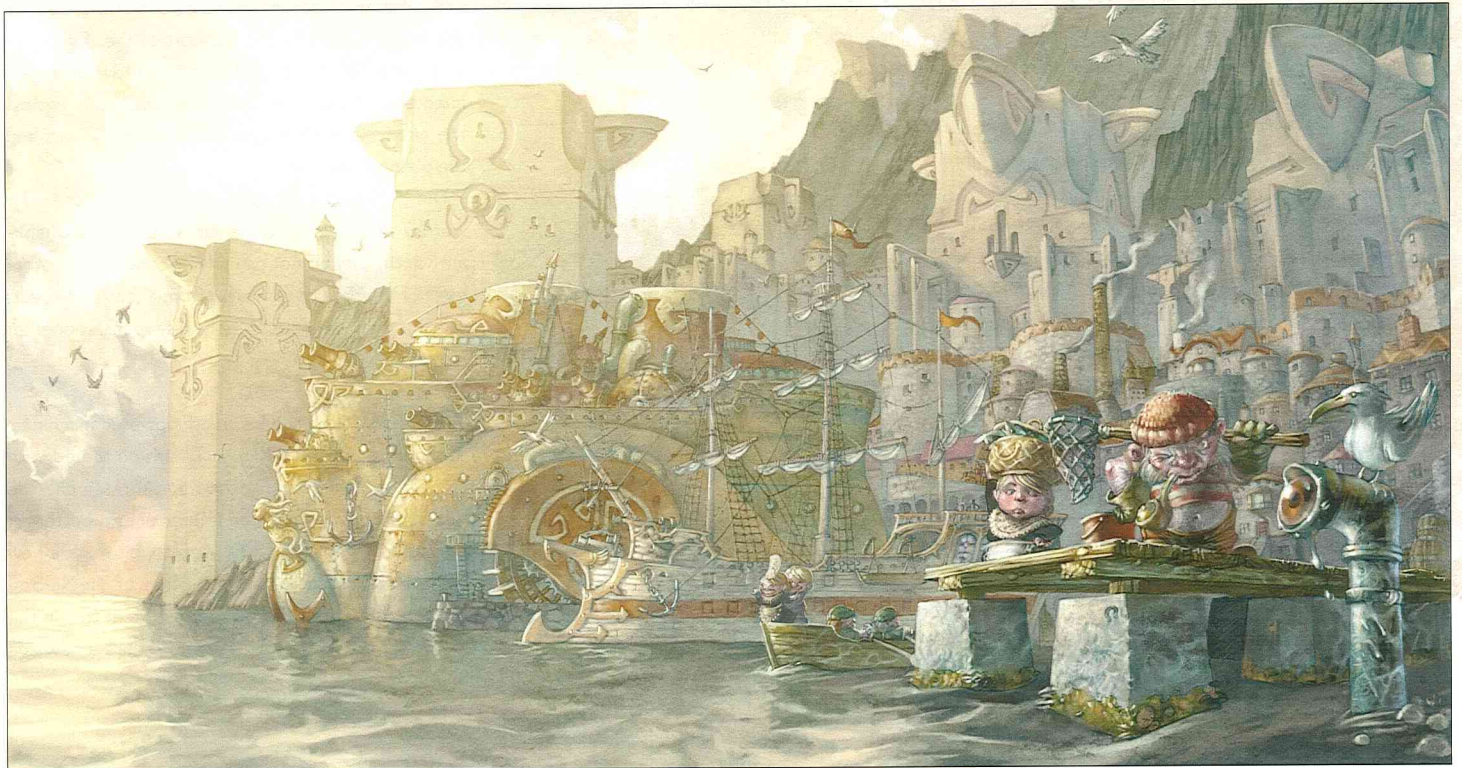
Ogh-Hen-Kir, the gigantic port on the shores of the Migol Sea, is the most open of the dwarven fortresses. Its docks will harbor any flag flown on any ship on Aarklash. These quays are a regular stop for Akkylannian crusade ships. Cosmopolitan dwellings and stalls have grown like mushrooms in the shadow of the fortress overlooking the city. Every day the population buys, sells, barter and speculates on exotic goods until night falls. The atmosphere in Ogh-Hen-Kir is a lot less austere than in the other fortresses of Tir-Nâ-Bor. The customary irritability of the dwarves struggles against commercial opportunism, defrauding sailor on the go and the obvious signs of opulence worn by the rich. Ogh-Hen-Kir is the city of Caradoc, the dwarven god of trade and thieves. The magicians of the city manipulate precious stones and naturally learn the path of lithomancy.

Ogh-Hen-Kir is ruled by a mysterious organization the inhabitants call the "Community". Its influence has never been recognized by Kâ-In-Ar; the tribunals of Tir-Nâ-Bor are overflowing with charges pressed against this elusive and tentacular congregation. The Community fixes the prices, keeps an eye on exchanges, lends money, blesses marriages and can make sure those who are a bit too curious disappear. It entertains an incredible network of spies scattered throughout Aarklash. Its sole motivation seems to

be gold. It tolerates the authority of the Council of Elders more than it obeys to it. In these conditions, it is not surprising to discover that Ogh-Hen-Kir entertains fruitful relations with the guilds of Cadwallon, its western cousin. Darehvan, the Grand Master of the guild of Goldsmiths, knows the Community and its secret very well.



Ogh-Hen-Kir, the treasure of the Migol, fuels a lot of envy. Like birds of prey, the pirates of the Fangs of Fire sail at the limit of the cities territorial waters, awaiting their next victim. Syhar vessels never miss an opportunity to sink an Akkylannian ship and sometimes attack dwarven cruisers. To guarantee the security of its commerce, Ogh-Hen-Kir calls upon **Vauth Vandyk**, the best sailor Tir-Nâ-Bor ever had. Now Captain of an armada of interceptors, Vauth sails the waters beyond the port, chastising the mock pirates who dare to endanger the city's interests. To do so he has requested from the fortress' armorers to design explosive incendiary cross-bow bolts which his sailors can shoot at the enemy ships to sink them quicker.



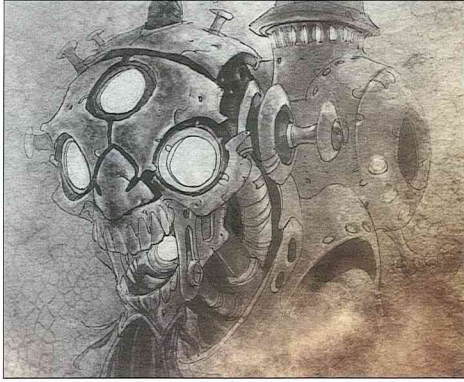
LOR-AN-KOR, THE AUTOMATON FORTRESS

Emblems: A mechanical spider or boar, outlined by a flamboyant halo.

Temples: Bleddig, Uren.

Champion: Kheelar, leader of the Souls of metal.

Allies: Griffins of Akkylannie.



Lor-An-Kor could well be the fault in the armor plating of Tir-Nâ-Bor. Answering the call of the more industrious cities of Fom-Nur and Kal-Nam, its defenders slowly but steadily left the city, to a point where, after a few generations, all there was left in the fortress was a single garrison of warriors and their families.

When the ancient central machinery of Kar-An-Tyr broke down in 998, a band of adventurers was sent to find Kar-Nehra, the last alchemist who knew the machine's secrets. They found out that, within a few years, Lor-An-Kor had become a gigantic automated and lifeless maze. They were soon attacked by constructs unseen before, the rattlers, and they were forced to fight like devils to get out alive. Having given in to pride and been devoured by paranoia after the discovery of a revolutionary power source, the Caduceus, Kar-Nehra had turned to Darkness and transformed Lor-An-Kor into an automaton fortress. The symbol of a mechanical spider had replaced the boar on the city's standard. The surrounding fortresses sent expeditionary corps to put an end to it, in vain. Every battle won over the rattlers revealed new tunnels plunging into the deep. Sometimes they were even haunted by Acheronians or Possessed also trying to get hold the city and the secret of the Caduceus.

The war of Lor-An-Kor has been going on since those cursed days when Kar-An-Tyr was only saved by the intervention of the Chronicler Kaelor Vanggrim. The retaliation regiments were replaced by the koraans, close quarter combat specialists. They organize in bands and are winning back the city, one section at a time. Some of them have managed to capture some rattlers and have converted them into black blood automatons, precious allies in the tunnels of death.

Kheelar was part of the first wave of explorers sent to the automaton fortress. There he served his



brothers as a guide in the labyrinth. Having become a true koraan, he now leads his own regiment, the Souls of metal, into the mechanical entrails of Lor-An-Kor. Sometimes, he receives support from a group of Akkylannians also used to fighting in underground tunnels. These men from the Lodge of Hod do not seem to be part of any Akkylannian army corps and they do know a lot about the viciousness of Darkness. The truth is they are making sure the Syhar do not get hold of the Caduceus.

Kheelar has been entertaining a doubt ever since he got their, a doubt that seems to be conformed by the day: since the koraans keep discovering new tunnels day after day, could it mean that the fortress is expanding? In such a case it would mean that this incredible city animated by the devilish spirit of Kar-Nehra would be slowly trying to take over the Ægis. The Souls of metal are anxiously waiting for the day when the drills of the corrupt alchemist will reach too far, piercing through the walls of the Abyss.

POWER STRUGGLE

Important: *These three missions can be played independently or as a campaign. In the first case, you just need to apply the rules presented in Nemesis (see p.17).*

Ambrosius did not like what he did. The Venerable did not really like having to manipulate Darkness. Yet the orders were clear: the lodge had to gain control of this laboratory to obtain further knowledge concerning the code Hybrid threat.

While minelayer Zime was working on the mechanisms, the Venerable could feel that only a few rooms away a clone was doing the same, seeking to free his brethren...

OBJECTIVES

The Griffins and the Scorpions are fighting to capture laboratory SO-34. To do so they must gain control of strategic mechanisms within the complex. These mechanisms are represented by “Objective” markers.

To control the laboratory, each side must activate the “Objective” markers placed on the game board. When a player does so, he removes the marker from the game and keeps it. Once all the markers have been activated, the game is over and each player adds the values printed on the markers he has. The player who has the highest total wins.

INSTRUCTIONS

For this mission, the various decks can only contain Common cards.

SELECTING COMBAT GROUPS

	GRIFFINS	SCORPIONS
RANK TOTAL	9	8
TOTAL NO. OF WARRIORS	5	6

TRAPS

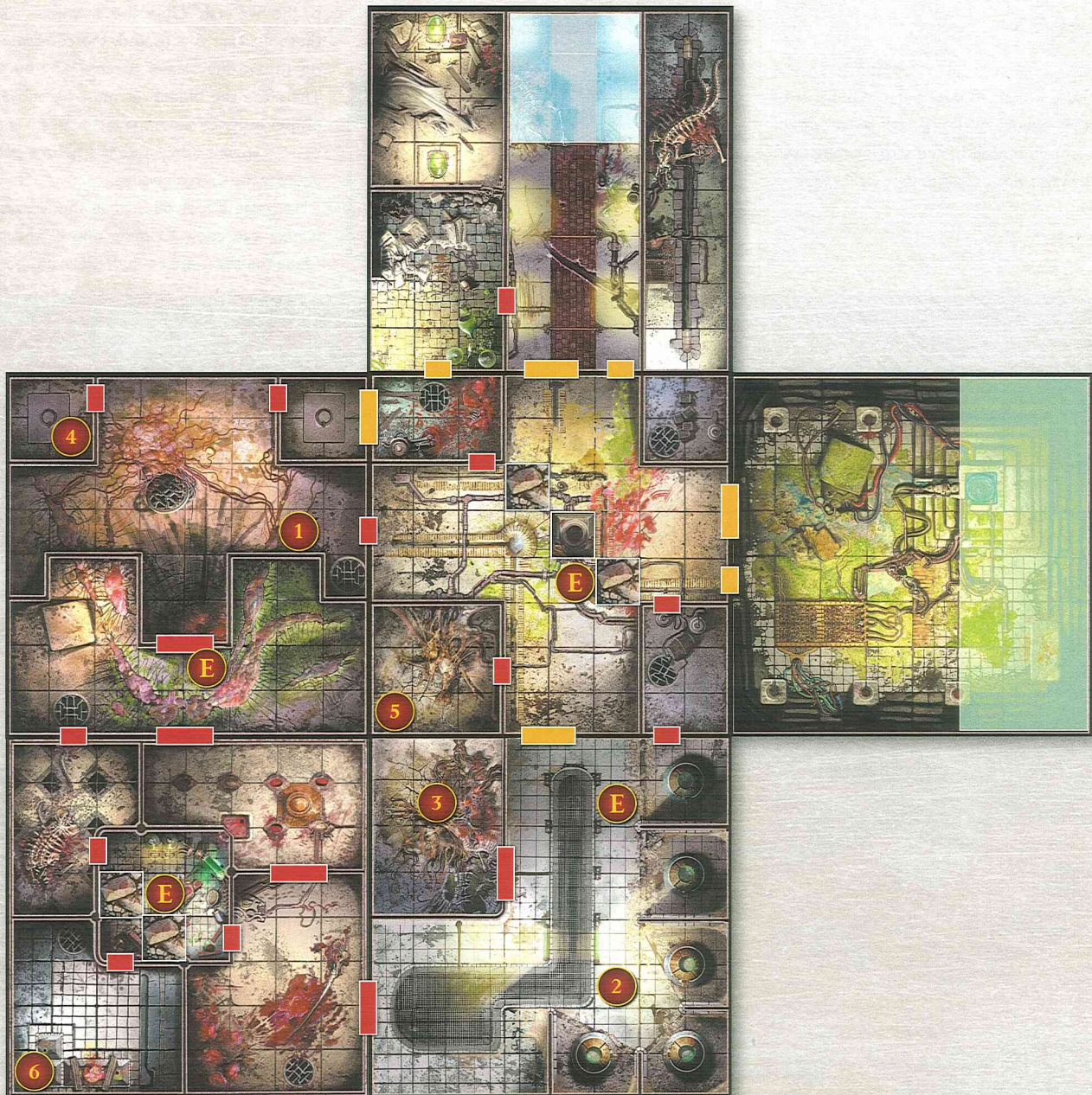
No “Trap” markers are used in this game.

SPECIAL RULES

This mission does not use any special rule.



-  Scorpion deployment zone
-  Griffin deployment zone
-  Doors
-  Passages
-  Event
-  Objectives
-  Fallen rocks



FATAL RACE

The hybrid silently advanced in the winding tunnel. The instructions implemented at birth urged him towards the lever. His programmed instinct was whispering to his mind that operating the mechanism would annihilate all the enemies of his kind. Suddenly, the clone swung around and spotted the purifier sneaking up behind him. Both fighters turned their eyes towards the lever. They were ready to give their lives to win this deadly race.

OBJECTIVES

Laboratory SO-34 conceals a fabulous - or horrible? - treasure within. To get hold of it, a series of levers opening a series of doors must be activated. The secret is represented by the sixth "Objective" marker. The player who activates this marker wins.

INSTRUCTIONS

The Event cards are not used in this mission.

Important: Because of the size of the accesses, no miniature standing on a Creature or Large Creature base can be used in this mission.

SELECTING COMBAT GROUPS

	GRIFFINS	SCORPIONS
RANK TOTAL	9	8
TOTAL NO. OF WARRIORS	6	10

TRAPS

No "Trap" markers are used in this game.

SPECIAL RULES

This mission uses the special rules of the "Armory" and "Gene library" Objective rooms.

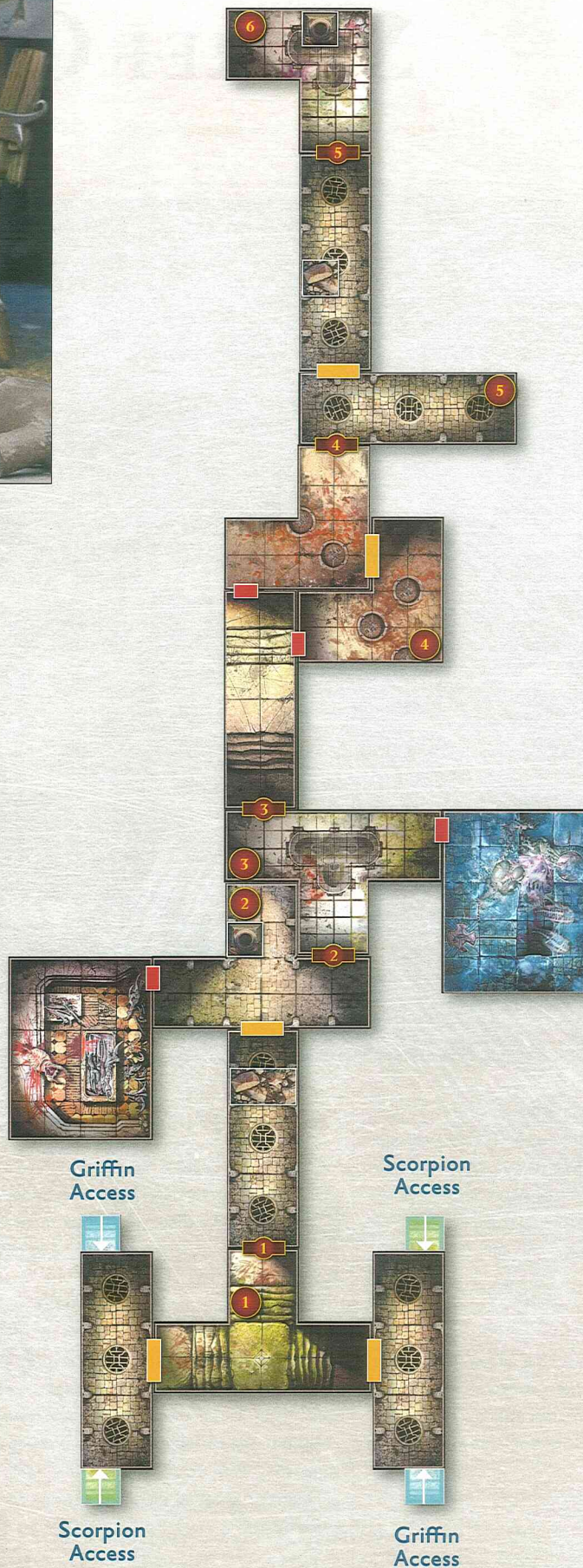
The levers activating the five doors are represented by the five first "Objective" markers. When one of these markers is activated, the corresponding door opens and the marker is removed from the game. Therefore the objectives must be activated in the proper order to reach the last marker - marker number 6 - to win. Only a Rank I fighter or higher can activate the sixth objective.

No game effect other than the activation of the marker can allow to open one of the five doors. Once the doors are open they can not be closed.





-  Doors
-  Passages
-  Special doors
-  Objectives
-  Fallen rocks
-  Pillars



SECRET CODE





The purifier and the clone were toe to toe, but their arms were lowered. Fighting was useless; the alchemical contraption withholding all of laboratory SO-34's secrets would only open with the right code. Both warriors remembered their exploration of the complex. There had to be notes hidden somewhere, indicating the code.

OBJECTIVES

Each side must discover the laboratory's secret code by finding the notes scattered around the place. These notes are represented by "Objective" markers. The first player to activate the machine with the code wins.

INSTRUCTIONS

As the game board is set up, the players take six "Objective" markers and hide them under markers . They shuffle them and scatter them randomly on the game board, at the spot indicated on the map face down.

The players then determine (randomly once more) the laboratory's secret code. To do so, they use six "Activation" or "Skilled Firing" markers  marked from 1 to 6. They shuffle the markers face down and pick three. These three markers are revealed and constitute the secret code. They are arranged in the order they were drawn, from left to right, and are placed face up for all the players to see next to the game board.


SELECTING COMBAT GROUPS

	GIFFINS	SCORPIONS
RANK TOTAL	9	8
TOTAL NO. OF WARRIORS	5	6

TRAPS

No "Trap" markers are used in this game.

SPECIAL RULES

Although they are hidden, the “Objective” markers are activated using the usual rules. When it is the case, the player who activates the marker has a look at it without showing his opponent. He then puts it back into place under the marker .

To have access to the treasure of SO-34, one of the players must bring one of his fighters to the “Heart of the laboratory” Objective room. He then announces to his opponent that he enters the code and reveals the three “Objective” tokens one after the other in the proper order. If the sequence revealed corresponds to the code, the player wins. Otherwise, his opponent wins.

Note: The “Objective” markers must be concealed under the “Event” markers showed on the map.

-  Scorpion deployment zone
-  Griffin deployment zone
-  Doors
-  Passages
-  Event
-  Fallen rocks
-  Pillar



RAG'NAROK 2

RAG'NAROK HAS BEEN OUT FOR THREE YEARS NOW.

OVER THESE FEW YEARS, YOU HAVE FOUGHT MANY BATTLES, PUSHED MANY RULES TO THE LIMIT AND EXPRESSED WISHES TO SEE CERTAIN MODIFICATIONS. TODAY, THE RACKHAM STUDIO IS NOT WORKING ON A NEW EDITION OF RAG'NAROK BUT ON A BRAND NEW VERSION OF THE RULES, IF NOT A COMPLETELY NEW GAME.

RAG'NAROK 2 IS A SMOOTH AND SPECTACULAR STRATEGY GAME. STRATEGY BECAUSE OF THE CRUCIAL ROLE OF FORMATIONS AND MOVEMENT, COMBINED WITH THE USE OF TACTICAL CARDS. SMOOTH BECAUSE THE NUMBER OF PHASES HAS BEEN REDUCED AND THE GAME MECHANISMS SIMPLIFIED. SPECTACULAR BECAUSE THE FIGHTING IS FIERCE, VIOLENT AND DECISIVE.

THIS ARTICLE IS A QUICK REVIEW OF THE ARMY CREATION RULES, AN EXPLORATION OF THE MOVEMENT, COMBAT AND MORALE SYSTEMS.

THESE RULES ARE OPTIMISED FOR A 1000 A.P. FORMAT, WITHOUT MAGICIANS, FAITHFUL OR FORTIFICATIONS. IT IS IN FACT A PROVISIONAL PROPOSITION.

IF THIS VERSION IS FAITHFUL TO THE GUIDELINES OF THE COMING EDITION (STRATEGY AND PLEASURE) IT IS CERTAINLY NOT A COMPLETE RULE SET.

FOR MATTERS OF SPACE, ONLY THE NEW RULES WILL BE PRESENTED HERE.

THE VARIOUS STEPS OF A ROUND IN RAG'NAROK 2 ARE IDENTICAL TO THOSE OF CONFRONTATION 3.

THE SAME GOES FOR THE CHARACTERS WHO GET THE SAME ABILITIES AND GAME EFFECTS AS IN CONFRONTATION 3. THIS ALLOWS TO SWITCH EASILY FROM ONE GAME TO THE OTHER, AND TO REDUCE THE NUMBER OF PHASES MAKING THE GAME QUICKER AND MORE FUN.

OVER THE COMING MONTHS, TEAM RACKHAM WILL KEEP FINE TUNING THE RULES WHILE LISTENING TO THE COMMUNITY, NOTABLY THROUGH OUR FORUM: [HTTP://EN-FORUM.CONFRONTATION.FR](http://en-forum.confrontation.fr). THUS YOU WILL BE ABLE TO OFFER YOUR MODIFICATIONS AND SEND US YOUR QUESTIONS IN ORDER TO MAKE RAG'NAROK 2 A SUCCESS!



GENERIC RULES



THE GENERIC RULES ARE BASED ON THE BODY OF THE FIRST VERSION OF RAG'NAROK AND CONFRONTATION 3. BUT THEY INTRODUCE A NOVELTY: THE CONTEST TABLE. IT IS USED TO SOLVE COMBAT, DAMAGE AND THE EFFECTS OF FEAR ALL AT ONCE. IT CONSTITUTES AN IMPORTANT TOOL FOR RAG'NAROK 2. IT WAS CREATED TO SMOOTH OUT THE GAME BY REDUCING THE AMOUNT OF MECHANISMS TO KEEP IN MIND, WHILE OFFERING A LARGE RANGE OF STRATEGIC POSSIBILITIES.

ALSO, THE FORMATIONS HAVE BEEN REVISED: THE CLOSE FORMATION IS TYPICAL OF ARMIES WITH A COMPLEX MILITARY ORGANIZATION, WHILE THE SCATTERED FORMATION IS TYPICAL OF THE WILDER NATIONS.

FINALLY, IT IS NOW IMPOSSIBLE TO DIVIDE AND MERGE UNITS.

THE FIGHTERS

FIELD OF VIEW

The fighters have a 180° **field of view** from the front of their base.

HEALTH STATUS

The health status of a fighter is represented by **Wound levels**. The number of Wound levels of a fighter depends on several factors:

- All Short and Medium Size troops: 1;
- All Large Size troops or above: 2;
- All Incarnate Characters: 4.

A fighter who has lost all his Wound levels is eliminated. His miniature is removed from the battlefield.

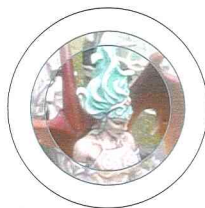
POWER

The **Power** of a fighter represents his capacity to put an opponent off balance when he charges or, on the contrary, his capacity to withstand the impact of an enemy charge. This value is not written on the reference card; it is defined by the Size of the fighter. The Power was called the domination factor in the first version of *Rag'Narok*.

Sometimes, the rules require calculating the **balance of Power** between two units. To do so, compare the sum of the all the fighters composing the unit's Powers. The **balance of Power** is obtained by dividing the higher of the two Powers by the lower of the two Powers; rounded in favor of the unit with the lower Power.

POWER	
Fighter's size	Power
Short and medium size	1
Large size	2
Very large size "Enormous"	3
Very large size "Colossal"	4
Very large size "Gigantic"	5

Example: A unit of sixteen conscripts of the Griffin has a Power of sixteen. A unit of five brontops riders has a Power of ten. The balance of power is therefore one on one. It would have required twenty conscripts to be two on one.



THE UNITS

An army is composed of units. A unit is a group of fighters of a same type and subordinated to the same orders. Each unit is composed of a variable number of fighters. During a game of *Rag'Narok*, each player gives orders to his units, moves them and makes them fight.

COMPOSITION

A unit can be composed of several types of fighters, who obey different rules:

- **The troops** constitute the majority of the fighters in a unit. By default, a fighter is a troop;
- **The independents** are particular fighters. They regroup all the Incarnate Characters as well as fighters with specific abilities. Many game effects give the opportunity to create independents during the army building. But it is forbidden to create an independent during a game.
- A unit can contain an unlimited number of **Characters**, but only one commander, only one musician, only one standard bearer and only one independent of another kind.


PARTICULARITIES

Each unit is defined by its numbers, its Power and its status.

- **Numbers:** The number of fighters composing the unit;
- **Power:** The sum of the Powers of all the fighters in the unit;
- **Status:** A unit can be Valiant, Disorganized or in Rout.

Many units have among their ranks a particular independent: **the leader**. It can be a fighter different from the troops or a trooper promoted to this func-

tion. A leader relays the orders of the Commander-in-Chief and is in charge of maintaining discipline in the unit.

Important: The distance a unit can cover is expressed in centimeters. It depends of the Movement characteristic , the order given and the action chosen. The MOV of a unit is equal to the MOV of its slowest member.

ARMY SCHEME

An army of *Rag'Narok 2* is constituted of three types of unit. The rank of a unit is determined by the troops composing it.

- The **army corps** regroups the units of Regular and Veteran rank.
- The **shock troops** are constituted of units of Elite and Special rank.
- The **support** is composed of Irregulars, Creatures as well as pieces benefiting from artillery rules (no matter their original rank).

The army corps must be composed of at least as many units as the shock troops and support units added together.

This table indicates the numbers (minimum and maximum) of the units, according to their formation, their rank and the nature of their army.

ARMY SCHEME		
Rank	Regiment	Horde
Army corps	5/20	3/12
Shock troops	3/12	1/6
Support	1/10	1/6



FORMATIONS

The coherence of a unit requires the fighters composing it to be displayed no more than 2.5 cm away from one another. Depending on the people, the units choose one of the two types of formations of *Rag'Narok 2*.

- A unit in **close formation** stands in a strict phalanx formation. The miniatures are placed in a straight line one or several rows deep and all facing the same direction. The edges of their bases are lined up to form straight rows and columns. If it is possible, each row is to be composed of the same number of miniatures.

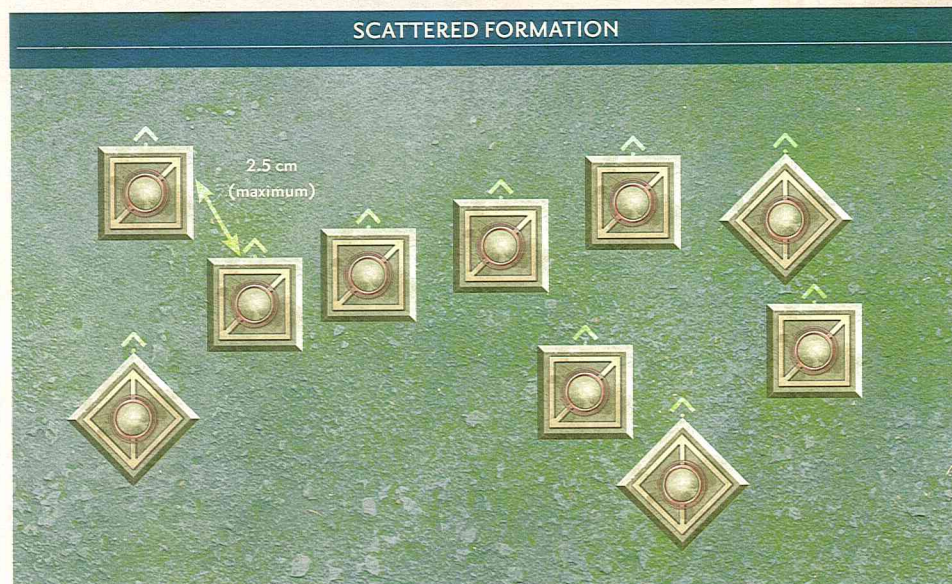
A unit in close formation can use its **Courage** or its **Discipline** on morale rolls (see the rules on the influence of **Fear**). Besides, the unit doubles its **Power** when charging or being charged by an enemy. But it can perform only one maneuver per round (see **Maneuvers**).

In a unit in close formation, only the marksmen located in the two front rows can shoot when the unit performs a shot.

The close formation is the default formation of the following peoples: The Kingdom of Alahan, the Empire of Akkylannie, the Republic of Lanever, the Defenders of Tir-Nâ-Bor, the Rats of No-Dan-Kar, the Empire of Syharhalna and the militia of Cadwallon.

- A unit in **scattered formation** moves like a horde. The miniatures are freely displayed no more than 2.5 cm from one another and must face the same way. They do not have to be lined up with the others. A unit in scattered formation can perform several maneuvers per round (see **Maneuvers**). They are more mobile but also more vulnerable to shots: a unit of marksmen can target any fighter in a scattered unit.

In a scattered formation unit, all the fighters can shoot when the unit shoots.



THE WAYS OF LIGHT

Army	Formation
The Kingdom of Alahan	Close
The Empire of Akkylannie	Close
The Republic of Lanever	Close
The Barbarians of Avagddu	Scattered
The Utopia of the Sphinx	Close

THE MEANDERS OF DARKNESS

Army	Formation
The Limbos of Acheron	Scattered
The Empire of Syharhalna	Close
The Web of Ashinân	Scattered
The Seers of Caer Maed	Scattered
The Possessed of the Abyss	Close
The Ophidian Alliance	Scattered

THE PATHS OF DESTINY

Army	Formation
The Guardians of Quithayran	Scattered
The Braves of Bran-Ô-Kor	Scattered
The Children of Yllia	Scattered
The Defenders of Tir-Nâ-Bor	Scattered
The Rats of No-Dan-Kar	Scattered
The Disciples of the Beast	Scattered
The Concord of the Eagle	Scattered
The Tribe of the Behemoth	Scattered



The scattered formation is the default formation of the following peoples: The Barbarians of Avagddu, the Braves of Bran-Ô-Kor, the Tribe of the Behemoth, the Guardians of Quithayran, the Children of Yllia, the Disciples of the Beast, the Concord of the Eagle, the Limbos of Acheron, the Seers of Caer-Maed, the Web of Ashinân and the Ophidian alliance.

No matter its people, a unit with less than five members is always considered to be in scattered formation. This condition is checked when the unit enters the game and during the maintenance phase.

LINE OF SIGHT

CHARGES

A unit can charge an enemy unit when one of its members can see at least one member of the enemy unit.

Example: A unit of amok slayers (Medium Size) led by Shaka Morkhäi (Large Size) is behind a Medium Size hedge. Cynwäll azure hunters (Medium Size) located on the other side of the hedge cannot see the amok slayers. But they can see Shaka Morkhäi. The azure hunters can then charge the amok slayers unit.

SHOOTING

Only the fighter with a proper line of sight on an enemy unit can shoot at it.

Only the visible fighters can be targeted and, if need be, eliminated. All surplus Wounds are lost.

Example 1: In the previous example, the azure hunters can only target Shaka Morkhäi.

Example 2: A unit of nine crossbowmen of Dirz targets a unit of ten mountaineers of the Behemoth. A ruin is standing between them, so that only five crossbowmen have a line of sight on two mountaineers.

After rolling for the shots and the Wounds, the crossbowmen inflict three Wounds to the unit of mountaineers. It would be enough to eliminate three, but only two are visible: the two visible targets are eliminated, the third Wound is lost.

Template weapons (area of effect artillery) are not subjected to this rule. The Wound rolls it inflicts can eliminate target even partially covered by the template, even if they are out of the marksmen's line of sight.

RESOLVING A CONTEST

CONTEST TABLE

Resolving attacks, Wounds and managing the influence of Fear is different from resolving the fighters' other actions. In these three cases, the Contest table is used to determine who wins the contest, as well as the number of Wounds inflicted.

To use the **Contest table**, first of all you need to compare the characteristic used by the fighter initiating the contest and the characteristic of the fighter who is the target of it. The difference between these two values is read on the first line of the table. The result of the subtraction indicates which column to read. At the intersection of the second line with this column, you can read the result needed from each die on the roll for the test.

The characteristics depend on the contest to be resolved:

♦ **Combat attack:**

ATT of the assailant - DEF of the assailed.

The assailing player rolls the combat dice (see Resolving a combat). Each time a die shows a result higher or equal to the value indicated in the column, it causes a Wound roll for one of the assailed fighters (see below).

♦ **Wound roll:**

STR of the assailant - RES of the assailed.

The player of the assailant rolls 1d6 per Wounds needing to be resolved. Each time a die gives a result higher or equal to the value indicated in the column, a Wound is inflicted to one of the victims.

♦ **Influence of Fear:**

COU of the courageous unit - Fear of the frightening unit.

The player controlling the courageous unit rolls 1d6; the consequences of the success or the failure of this test are detailed in the chapter on Leadership.

Many game effects allow you to read the result of a contest one column to the left or to the right. These effects do not allow to go beyond the table: a result of $\begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^*$ under a game effect allowing to read the table one column to the left, remains a $\begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^*$, while a result of $\begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^* + \begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^*$ under a game effect allowing to read the table one column to the right, remains a $\begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^* + \begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^*$.

CONTEST TABLE								
-13 & -	-12/ -8	-7/ -4	-2/ -3	-1/0/ +1	+2/ +3	+4/ +7	+8/ +12	+13 & +
$\begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^*$	$\begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}$	$\begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^+$	$\begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^+$	$\begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^+$	$\begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^+$	$\begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^+ + \begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^+$	$\begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^+ + \begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^+$	$\begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^+ + \begin{matrix} \blacksquare \\ \blacksquare \\ \blacksquare \end{matrix}^+$



When a result is simultaneously affected by both effects, a game effect allowing to read the result one column to the left cancels the game effect allowing to read the result one column to the right, and vice-versa.

☐ AND ☒ IN A CONTEST

Any ☐ obtained during a contest indicates that the action is an automatic failure, no matter the characteristic used.

♦ **Influence of Fear:** Every ☐ on a contest roll determining the influence of Fear gives one Elixir point to the army which caused this test.

AN ELIXIR POINT?

The battles of Rag'Narok 2 will give the opportunity to Incarnate Characters, the true heroes of the Rag'narok, to gain Elixir points. These points can be used to accomplish feats worthy of their almost godlike status.



Every ☒ obtained on a contest roll gives a different advantage depending on the type of test:

- ♦ **Combat attack:** An extra attack for free, rolled immediately against the same difficulty and the same target;
- ♦ **Wound roll:** An extra Wound roll for free, rolled immediately against the same difficulty and the same target;
- ♦ **Influence of Fear:** The army of the courageous unit gets one Elixir point.

A die can be re-rolled as long as it gives ☒. Each of these re-rolls constitutes an entirely new roll. Thus a ☐ on a re-roll does not cancel the success rolled previously.

Example: Six Griffin conscripts (ATT 2) attack a unit of morbid puppets (DEF 0). The result needed is ☐+. The Griffin player rolls six attack dice and gets ☐, ☐, ☐, ☐, ☒ and ☒. The ☐ indicates an automatic miss. Both ☒ are re-rolled and give ☐ and ☒. The ☐ on the re-roll indicates an automatic miss, but the player does not lose the initial success. The ☒ is rolled once again and gives ☐, causing a new Wound roll.

The Griffin player will then perform seven Wound rolls.

2 + /X: ADVANTAGED RE-ROLLS

The contest table contains the following results ☐+ /☒+, ☐+ /☒+ and ☐+ /☐+, the advantaged re-rolls. The first value is the minimum result needed for a test to be a success. The second is interpreted according to the nature of the contest:

- ♦ **Combat attack and Wound roll:** The value after the slash is the natural result from which the player can re-roll the die as if it was a ☒.
- ♦ **Influence of Fear:** The second value is ignored.

Example: A tyrant of Vile-Tis (FOR 11) inflicts two Wound rolls to a unit of orc brutes (RES 6). The difference between the FOR of the tyrant and the RES of the brutes being 5 points in favor of the tyrant, the contest is read in the column "+4/+7" of the contest table. This means the result needed is ☐+ /☒+. Every result higher or equal to ☐ on the Wound roll will cause one Wound to the brutes; every result higher or equal to ☒ can be re-rolled to cause another Wound.

The Hyena player rolls the dice and gets ☐ and ☒. He causes two Wounds and re-rolls the ☒; he rolls a ☐, which is enough to cause another wound. So he inflicts a total of three Wounds to the brutes.



☒*: THE THRESHOLD OF IMPOSSIBLE

The table contains a ☒* result, the threshold of impossible. For a Combat attack test or a Wound roll, not only does the player need ☒ for the action to be a success, but the total number of successful attacks and Wound rolls is halved (rounded up) to determine the attacks and Wounds really inflicted.

For tests of Courage, the result of the test is automatically considered as a ☐.

DEALING THE WOUNDS

Once the Wound rolls resolved, the assailant divides the successful Wound rolls among the victims to eliminate as many victims as possible.

Example: A unit of six Cynwäll asadars (Dragon) inflicts four Wounds to a unit of four marauders of Vile-Tis. These four devourers have two Wound levels each. The Dragon player must eliminate as many enemies as possible. He cannot then deal one Wound to each of them, but in fact has to eliminate two, dealing to them two wounds each.

A fighter suffers the effects of a wound until the end of the game, or until he is eliminated; nevertheless some game effects can heal wounded fighters.

UNFOLDING OF A GAME

1) The round begins with the **strategic phase**.

- a) Each player attributes orders to his units.
- b) The players then roll a Discipline test called "tactical roll".
- c) Each player deals tactics to their units.
- d) The players rally their units, if need be.

2) The players then go on to the **activation phase**.

They activate their units in turn, acting and reacting to the opponents' actions. The units move and perform various actions (assault, shooting, casting rituals, etc.) in turn.

3) Then comes the **combat phase**. Combat actions are performed during this phase.

- a) The player who won the tactical roll chooses the first fray and the first combat.
- b) Each player rolls an Initiative test.
- c) The players carry out the exchanges.
- d) Once all the combats in a same fray are done, the players proceed to the Morale tests if need be.
- e) The players push on (formerly thrust movement).
- f) The players go on to the next fray.

4) During **mystical phase**, the players constitute the reserve of magical energy of their magicians with the mana recovery roll. At the same time they calculate the new Temporary Faith of their faithful.

5) The second to last phase is the **maintenance phase**.

- a) The players resolve any adverse effects.
- b) The players resolve the effects of passive abilities (ex: Fierce).
- c) The players resolve the effects of active abilities.
- d) The players resolve the other effects, including the effects which may be prolonged from one round to the other.
- e) The players resolve the effects allowing fighters to come back into the game (Regeneration/X, Reinforcement).

6) Finally, the players go to the **time out**. This last phase marks the passage from one round to another. No game action can be performed during this intermediary phase. The fighters who are too far from other members of their unit are allowed a free movement to get within appropriate distance. This move cannot bring them in contact with an opponent.



STRATEGIC PHASE

NOW THE STRATEGIC PHASE IS AS CRUCIAL AS THE COMBAT PHASE. THE NUMBER OF ORDERS HAS BEEN REDUCED AND ONLY ONE ORDER CAN BE GIVEN TO EACH UNIT. YET EACH ORDER GIVES THE POSSIBILITY OF CARRYING OUT SEVERAL ACTIONS WHICH ARE CHOSEN UPON THE UNIT'S ACTIVATION. BESIDES, THE TACTICAL CARDS HAVE BEEN REDESIGNED TO BE MORE INSTINCTIVE AND MORE DECISIVE. THEY ARE NOW TRULY PART OF THE GAME AND A GOOD COMMANDER-IN-CHIEF COULD NOT DO WITHOUT THEM ANYMORE.



A CHANGE OF TACTICS

This issue of Cry Havoc offers four new tactical cards dedicated to Rag'Narok 2: Brutality, Change of plans, Rallying and Unfailing wall.

The cards from the first edition can still be played: all you have to do is ignore the characteristic penalties. When two cards from the new and the old edition have the same name, ignore the older card. As it is the case for Brutality.







Every game round begins with the **strategic phase**. During this phase, the players proceed in order to the following actions:

- 1) Attribution of the orders
- 2) Tactical roll
- 3) Attribution of the tactics
- 4) Rallying

1) ATTRIBUTION OF THE ORDERS

At the beginning of the strategic phase, each player attributes an order chosen among the following to each Valiant unit in his army with a leader or within the leadership range of any friendly commander.

The orders are represented with markers. They are placed face down near the unit.

- 1 **Progress**  : The unit will move on the battlefield.
- 2 **Assault**  : The unit will assail an enemy unit to create a fray.
- 3 **Support**  : The unit will carry out a support action, such as shooting a volley, call a miracle or cast a spell.
- 4 **Reaction**  : The unit anticipates the events and reacts to it. It will counter-charge an enemy unit, strategically retreat before a powerful enemy, etc.

2) TACTICAL ROLL

Once the orders have been attributed, the players carry out the tactical roll. They roll a Discipline test with the leader of the army: the Commander-in-Chief. The Commander-in-Chief's DIS can be modified by certain bonuses and penalties (presence of a musician, effects of a spell, etc.)

If the Commander-in-Chief has the ability «Leadership/X», an extra die is added on the tactical roll. The die indicating the highest result is kept to determine the final result of the roll.

The consequences of this roll are felt throughout the on-going round. It is therefore important to keep in mind which of the two players won it.

Important: If the Commander-in-Chief is in rout, the tactical roll is an automatic miss.



3) ATTRIBUTION OF THE TACTICS

It is easy to design a strategy when you're far away from the front; it is a lot harder to apply it facing the enemy. The battles of the Rag'narok are full of unexpected events and the best Commanders-in-Chief are those who are able to adapt their plans to the vagaries of battle. This is the difference between strategy and tactics.

TACTICAL DECK

The talent of the Commander-in-Chief is represented by the use of **tactical cards** that each player places near his units. The tactics have particular game effects which modify the capacities of the units. Each player freely constitutes his tactical deck at the same time as his army.

All tactics are represented with the same format:

- ♦ **Condition:** Needs to be fulfilled by the unit when the tactic is attributed.
- ♦ **Pros:** Bonus or effect the unit benefits from.
- ♦ **Cons:** Penalty or effect inflicted to the unit. Only rank I units suffer the cons.

CHOOSING THE TACTICS

The **Tactical table** gives the number of tactical points an army has at its disposal for the on-going strategic phase, depending on the Commander-in-Chief's rank and the final result his tactical roll. For every complete war-staff (see Leadership) in the army, the army gets one extra tactical point.

The player who won the tactical roll spends his tactical points first and **chooses** the tactics which interest him from his deck without revealing them. **Each tactic costs two points.** The tactics acquired are kept in hand, hidden from the opponent; the other cards remain in the tactical deck.

Once his choice made, the second player gets to choose his tactics.

TACTICAL TABLE				
	Leadership points			
Tactical roll	1	2	3	4
Failure	-	1	2	3
1-5	1	3	5	7
6-10	2	4	6	8
11-15	3	5	7	9
16-20	4	6	8	10
21+	5	7	9	11

ATTRIBUTION OF THE TACTICS

Then the winner of the tactical roll gives one of the tactics he has in hand to a unit or discards the tactic. Once this is done, his opponent does the same. The players attribute their tactics in turn, face down, until the cards on both sides have been placed.

- ♦ Only units who were given an order can receive a tactic.
- ♦ A unit can receive only one tactic per round.
- ♦ Some tactics have particular attribution conditions (required rank, etc.) indicated on their card.

By default, a tactic can only be given to one of the units on your side.

Nevertheless, some tactics are given to enemy units. This is clearly explained on the card when it is possible to do so. A unit can only receive one tactic per round: The owner of the unit which was given a tactic by his opponent will not be able to give it a tactic of his own.

RECONSTITUTING THE TACTICAL DECK

During the time out phase, each player picks up the tactics he attributed and reconstitutes his tactical deck for the next round.

SIR YES SIR!

Besides attributing tactics, the tactical points are used to give an order to a unit that doesn't have any. Rather than giving a tactic to a unit, a player can spend a tactical point to give an order to a unit. A unit cannot receive two orders. A unit which received an order this way cannot be given a tactic.

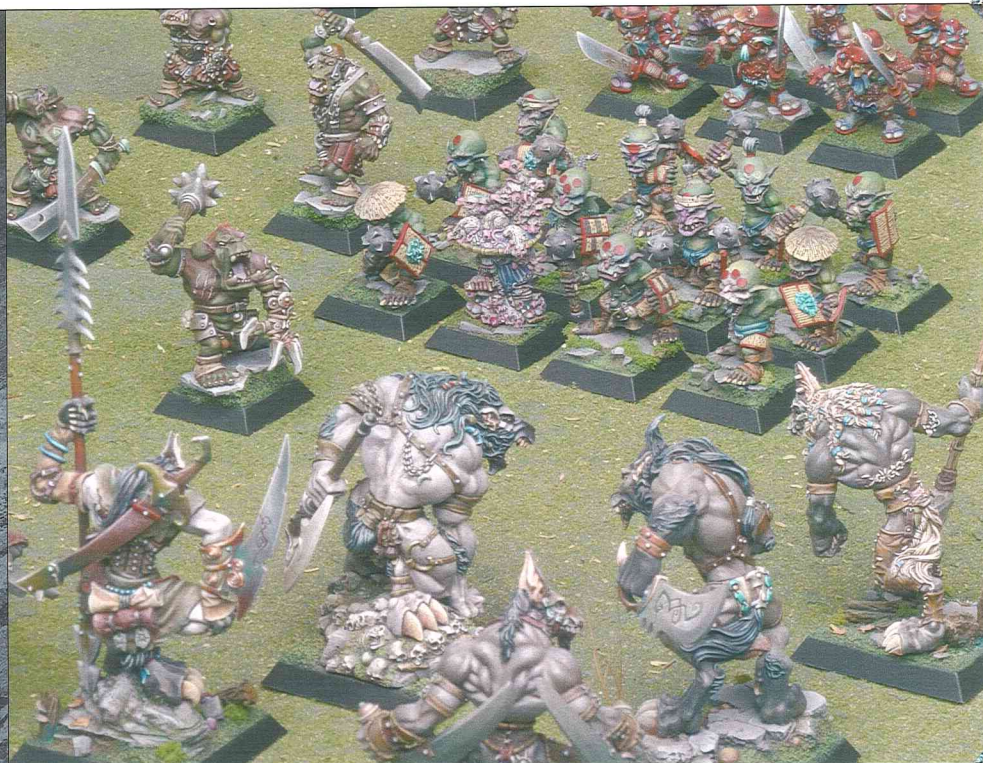
4) RALLYING

Units can be **Disorganized** or in **Rout** when they fight against an enemy superior in number or when they face frightening opponents. This effect can be reversed and fighters in rout have a chance of rallying at the end of every strategic phase.

The rallying rules are described in the section on the influence of Fear.

ACTIVATION PHASE

DURING THE ACTIVATION PHASE, THE PLAYERS MAKE THEIR UNITS ACT, REVEALING THEIR ORDERS IN TURN. EACH TIME A PLAYER REVEALS AN ORDER, HE ANNOUNCES THE UNIT'S ACTION AND CARRIES IT OUT. ONCE THE ACTION RESOLVED, THE LEAD GOES TO HIS OPPONENT. THIS UNIT CANNOT BE ACTIVATED ANYMORE. BOTH PLAYERS CARRY ON IN TURN, UNTIL ALL THE ORDERS ATTRIBUTED HAVE BEEN UNVEILED AND ALL THE CORRESPONDING ACTIONS HAVE BEEN PERFORMED.



Δ PHASE CLOSER TO CONFRONTATION 3

This phase gathers the movement phase, the shooting phase and the mystical phase of the first version of Rag'Narok. It works around the notion of activation like Confrontation 3.



SPEAKING IN TURN

The activation phase is divided in speaking turns. The winner of the tactical roll chooses the player who speaks first. The player whose turn it is to speak is called the **active player**.

The active player must choose one of the two following actions:

- Point out one of his units and activate it: he reveals his order, announces the action corresponding to this order and performs it;
- Pass his turn if he can do so.

PASSING Δ TURN

A player can **pass his turn** when he has less units than his opponent at the beginning of the round. He can pass once for every extra unit his opponent has.

When a player passes, he does not activate any unit and the lead goes straight to his opponent.

IN TURN

Once the active player has activated his unit, the lead goes to his opponent, who then plays.

The players are given the lead (and speaking turn) in turn until all the units have been played. If one of the players has no unit left to activate, his opponent keeps the lead until he has played all his units.

A player cannot play several units simultaneously. He must activate them one after another.

ΔCTIVATING Δ UNIT

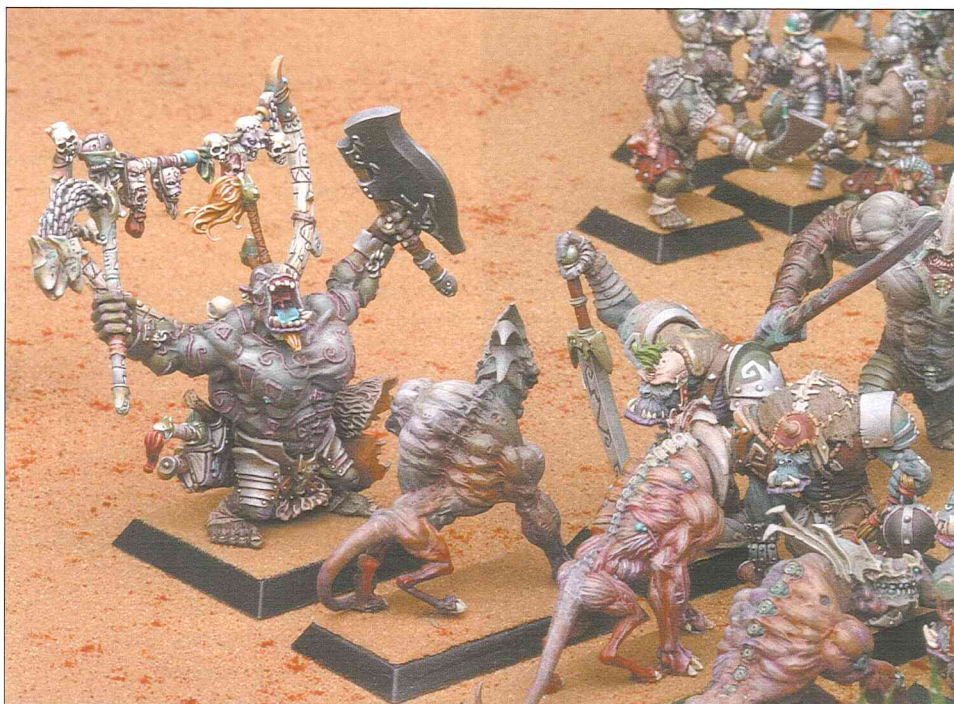
Each order (Assault, Progress, Support and Reaction) gives a variety of possible actions. For clarity, the orders and actions will appear under this form: order (action).

Example: *The mention "Progress (Run)" means that the unit was given a "Progress" order and that the player carries out the "Run" action.*

When a unit is activated, its order is revealed. The active player chooses an action among those associated to the order. After having declared the action performed by his unit, he resolves it.

Certain actions are only possible under particular conditions which need to be fulfilled. The latter are indicated in the description of the action. If they are not fulfilled upon the unit's activation, the unit must perform a "Stationary" action.

Some actions also require a characteristic test to be resolved. Depending on the action, the test is done by the troops in the unit or by the unit's leader.



If the test is a success, the action is resolved. Otherwise, the given action is ignored and the unit resolves a Progress (Stationary).

Important: A unit which did not receive an order automatically resolves a Progress (Stationary) action when it is activated.

ORDER: PROGRESSION

Progress actions allow the units to carry out movements.

PROGRESS (STATIONARY)

Condition: None.

Test: None.

The unit does not move and cannot perform any maneuver.

PROGRESS (MARCH)

Condition: The unit is free from any opponent.

Test: None.

The unit moves over a distance (in cm) inferior or equal to its MOV. Assaulting a unit through a March is not permitted (see further).

PROGRESS (RUN)

Condition: The unit is free from any opponent.

Test: None.

The unit moves over a distance (in cm) inferior or equal to its MOV x 2, in a straight line. Assaulting an enemy unit through a Run action is not permitted (see further).

PROGRESS (DISENGAGEMENT)

Condition: The unit was neither charged nor engaged during the on-going activation phase.

Test: Special.

The Disengagement allows a unit in contact with another unit to move away from it. There are two ways to disengage:

- ♦ Disengagement (INI): The unit must succeed an Initiative test (difficulty 8).
- ♦ Disengagement (STR): The unit must succeed at a Strength test (difficulty 8). For this test, the lowest RES among the enemy fighters in contact with the unit is deducted from the STR.

The characteristic used for the disengagement is the characteristic of the unit's troops. If the unit is only constituted of Independents, it is the lowest characteristic which has to be used.

If the disengagement test in a success, the fighters in the unit whose base is engaged on at least two sides are eliminated, no matter their Wound level. The rest of the unit can perform a March. This movement does not allow a unit to come back in contact with the unit it disengaged from.

If the disengagement test fails, the unit cannot move. The unit of fighters will not be able to attack in the next combat phase.

ORDER: ASSAULT

Assault allows moving units in order to create frays.

ASSAULT (CHARGE)

Condition: The unit is free from any opponent.

Test: None.

The player designates an opponent unit. At least one member of the unit activated must have a line of sight on the enemy unit. The activated unit carries out a movement in a straight line over a distance inferior or equal to MOV x 2 (in cm).

If at least one fighter of the activated unit manages to come in contact with an opponent from the unit charged, the charge is then a success. Otherwise it fails.

If the assault is a success and if the Power of the assailing unit is higher or equal to the Power of the assailed unit, the activated fighters get a +3 on the final result of their Initiative tests during the combat phase (but not for the push on). This bonus is applied until the end of the round, even if the assailants are not in contact with their target anymore.

If the charge fails, The assailing unit must move over MOV x 2 in the direction of the unit targeted. The unit is Disorganized.

ASSAULT (ENGAGEMENT)

Condition: The unit is free from any opponent.

Test: None.

The Engagement allows to assault a unit within the angle of vision of the unit (180° towards the front of the fighters base), but on which it doesn't have a line of sight (obstacle, etc.). Its movement potential is MOV x 2 (in cm). This Movement can be done bypassing obstacles. If at least one fighter in the activated unit comes in contact with an opponent in the unit targeted, the engagement succeeds. Otherwise, it fails.

If the assault succeeds, the assailing unit does not benefit from the charge bonus. Otherwise, the unit performs a MOV x 2 movement over the longest distance possible in the direction of the targeted unit.

If the assailing unit doesn't have any enemy units in its field of view even after having maneuvered (see Maneuvers), the player can change his order to Progress (Stationary).



ORDER: SUPPORT

These orders allow a unit to help another unit or to affect the battlefield.

The term Support regroups the following effects:

- Divination (communions and miracles);
- Incantation (rituals and spells);
- Shooting.

SUPPORT (Σ+Δ+IC)

Condition: None.

Test: None.

The fighters in the unit perform the following actions if they can:

- Call communions or miracles;
- Utter their rituals and cast their spells;
- Shoot (if the unit is not engaged).

The three steps here above can be performed in any order chosen by the player

Example: A Griffin player reveals a Support order on a unit gathering Griffin fusiliers (marksmen) and a Darkness hunter (marksman and Warrior mage). He can, in any order he wants:

- Roll the fusiliers shots;
- Roll the Darkness hunter's shots;
- Roll the Darkness hunter's spells.



SUPPORT (DYNAMIC)

Condition: The unit is free from any opponent.

Test: None.

The fighters in the unit carry out all or part of the following actions if they can and in the order they want:

- Perform a March;
- Call communions and miracles;
- Cast rituals and spells;
- Shoot.


A unit can use this action when engaged in a fray with the enemy. The March is replaced in this case by a Disengagement (which requires a test). The marksmen in the unit can only shoot after a successful disengagement.



MOVEMENTS

Many actions imply a movement by the unit. There are different types of movements (March, Run, Charge, Engagement, etc.), but they all obey the following rules.

A unit moves to a position located within the field of view of at least one of its fighters. The latter does not necessarily need a line of sight to this location.

The distance a unit can travel is expressed in centimeters. It depends on its Movement characteristic , on the order given and the action chosen. **The MOV of a unit is equal to the MOV of its slowest member.**

MOVEMENT	
Action	Movement potential
March	MOV x 1
Run	MOV x 2
Engagement	MOV x 2
Charge	MOV x 2

During a movement, a unit can execute one or several maneuvers, according to the formation. Besides, the unit may have to bypass obstacles.

A fleeing unit heads straight for the closest edge of the table. It bypasses friendly units and elements of scenery.

MANEUVERS

Maneuvers are complex movements which can only be carried out by disciplined troops. A characteristic test is often required to simulate this.

The maneuver must be announced by a unit after having revealed the order it had been attributed and before resolving it. If the unit is supposed to execute several maneuvers during its activation, the player declares and resolves them one after the other.

If the maneuver requires a test, it must be done when the maneuver is announced.

If the unit is in close formation, it can only attempt a single maneuver, no matter if it succeeds or fails. If it fails, the maneuver is not performed. The unit can still carry out its order.

If the unit is in scattered formation, it can execute an unlimited number of maneuvers, but if one of them fails, the unit cannot attempt any new maneuver requiring a test.

ORDER: REACTION

The Reactions allow the units to surprise their opponents. Their resolution works differently from other orders. The player can reveal them and resolve them once the conditions are fulfilled. This allows him to reveal orders when he does not have the lead.

A Reaction revealed when the conditions were not fulfilled becomes a Progress (Stationary) action.

REACTION (COUNTER-CHARGE)

Conditions: The unit is free of any opponent. An enemy unit located at the same level of altitude assails the unit. The assailing unit begins its assault in the field of vision of the unit carrying out the counter-charge.

Test: INI/Special (INI of the troops in the unit; if the unit contains only independents, the lowest INI among them).

An Initiative test is done in opposition between the assailing unit and the unit performing the counter-charge. The unit which wins the test charges first. If the unit is not within charging distance, it is disorganized and the other unit charges.

A counter-charge has the same effects as a charge.

REACTION (WITHSTAND CHARGE)

Conditions: The unit is free from any opponent. An enemy unit performs an assault against the unit.

Test: INI 6.

This reaction is announced when the opponent declares an assault on the unit but is solved afterwards. If the assault is a success, the fighters from the unit withstanding the charge who are not in contact with any opponent can move by MOV cm to come in contact with the assailing unit. The fighters whose MOV is too short to come in contact with an assailant are not moved except to remain within correct distance of a member of the unit.

If the assault fails, Reaction (Withstand charge) becomes Progress (Stationary).

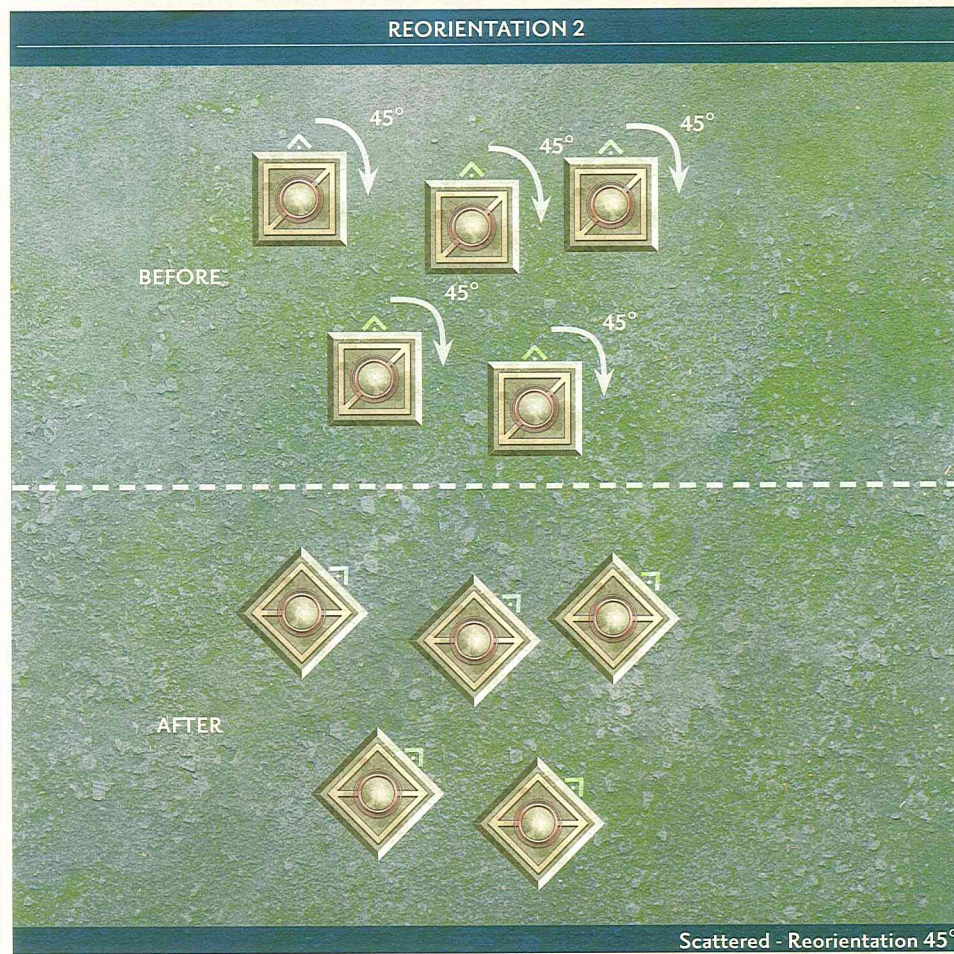
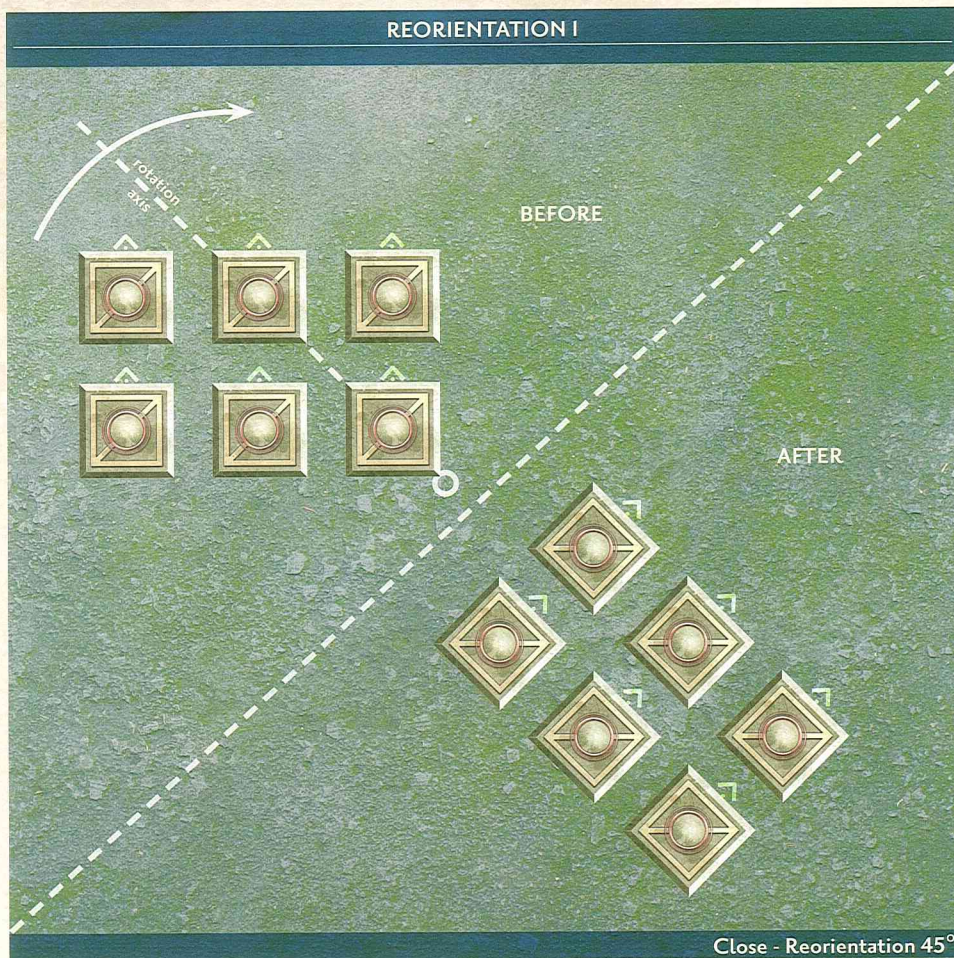
REACTION (RETREAT)

Conditions: The unit is free from any opponent. An enemy unit performs an assault against the unit. It begins its assault within the field of view carrying out the reaction.

Test: INI 6.

The unit can march backwards up to MOV cm without any orientation change. The unit may not reorient before performing a retreat.

If the test fails, the unit performs a Progress (Stationary).



BACKWARDS MOVEMENT+

Test: DIS (7).

The fighters move backwards. This maneuver cannot be executed if the unit is carrying out an assault order. The movement cannot exceed MOV cm, no matter the action performed. The orientation of the unit at the end of this movement is the same as at the beginning of it.

This maneuver replaces the usual movement of the unit.

SIDWARD MOVEMENT+

Test: DIS (7).

The unit moves left or right. The distance it travels cannot exceed MOV centimeters, no matter the action performed. The orientation of the unit after this movement is the same as at the beginning of it.

This maneuver replaces the usual movement of the unit.

REARRANGEMENT+

Test: DIS (7).

The fighters change position in unit in close formation performing a Progress. If the test succeeds, the player can proceed to the two following changes:

- He can swap the position of fighters inside the unit;
- He can change the length and the number of rows in the unit.



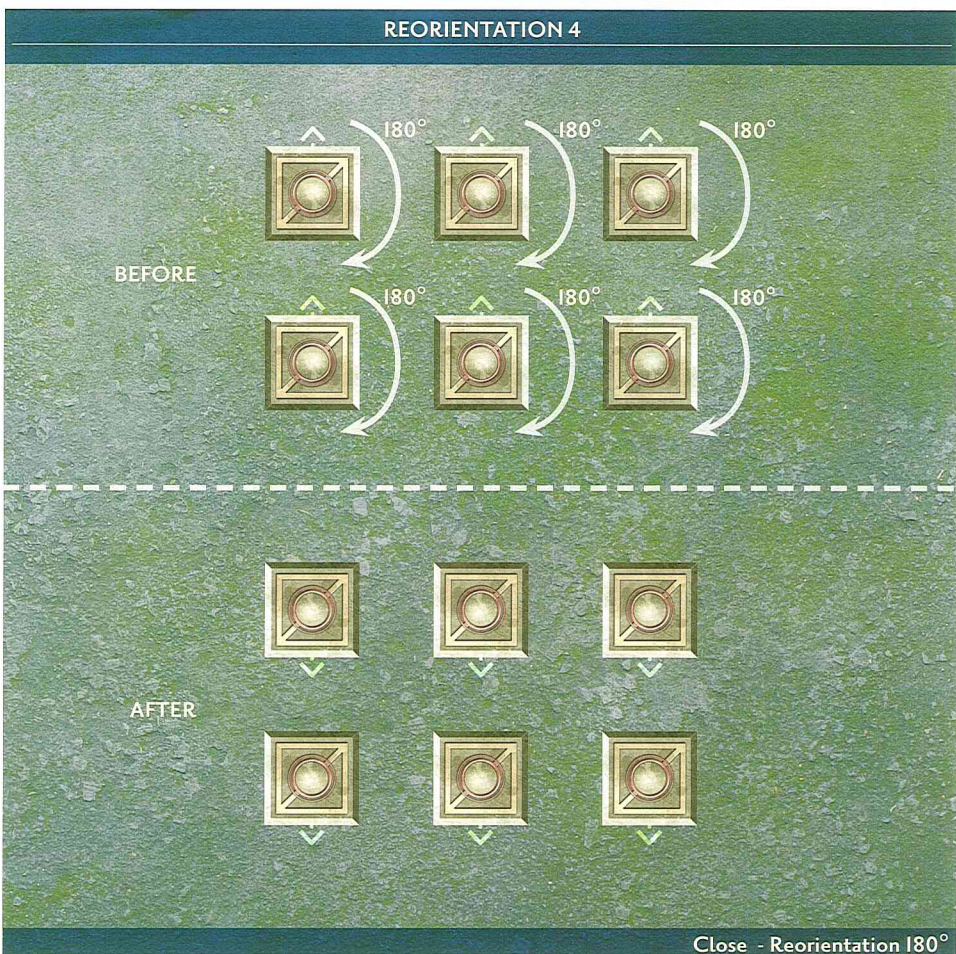
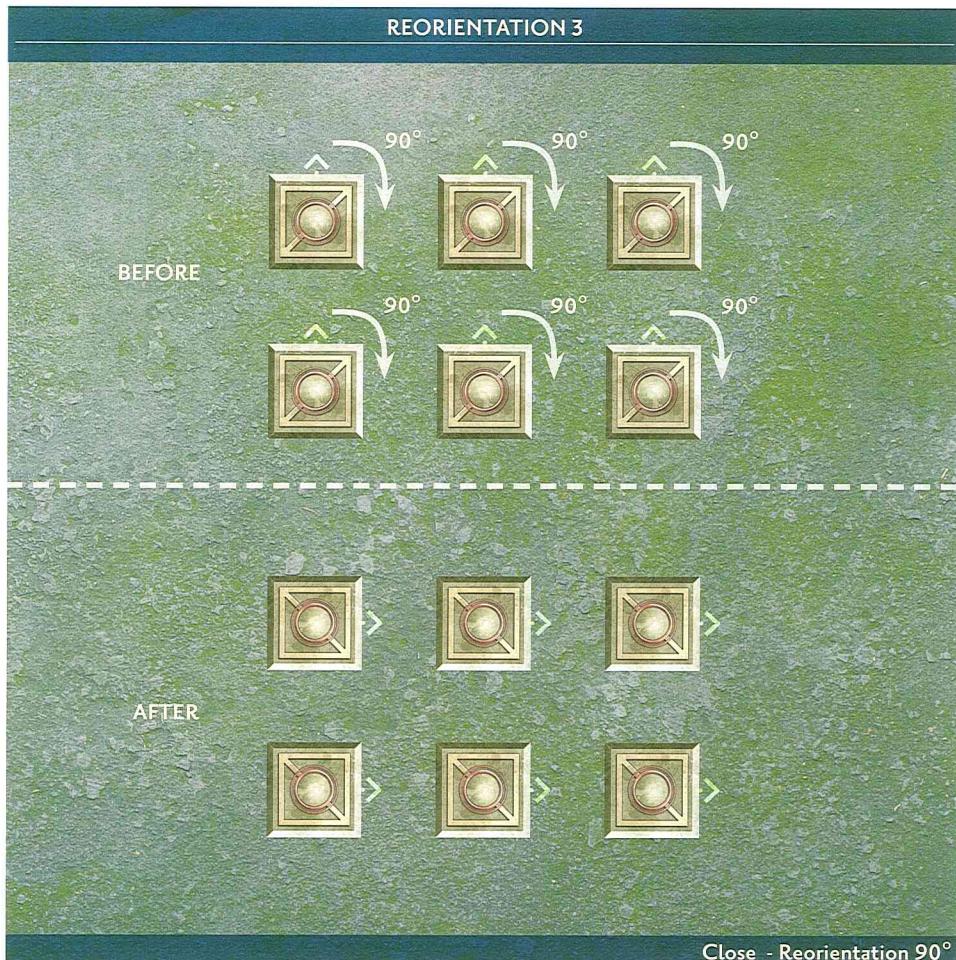
REORIENTATION

Test: Special.

The fighters in the unit reorient to change the field of view. The resolution of a reorientation depends on the unit's formation.

A **unit in close formation** can only reorient at the beginning of its activation; it must succeed a Discipline test (difficulty 7). The reorientation is performed using one of the two following possibilities:

- Either the unit behaves as a uniform block and wheels around an axis (see diagram 1). The maximum angle of the rotation is determined by the MOV of the fighters composing the unit (the maximum distance a fighter can travel is equal to MOV x 2 of his unit);



- Either each fighter executes an individual rotation of exactly 90° (a quarter of a turn) or 180° (turns around) (see schemes 3 and 4).

No matter the option chosen, the unit may not carry out any other movement than its reorientation. A unit with at least one member on a cavalry base cannot execute an individual reorientation.

- A **scattered unit** can reorient before or after its movement. If the angle of the reorientation is inferior to 90°, no test is required (see scheme 2). A 90° to 180° reorientation requires a Discipline test (difficulty 7). If it is a success, the fighters in the unit rotate on the spot to adopt the new field of view. They can move if the order they were given allows them to do so.

If the test fails, the unit does not reorient.

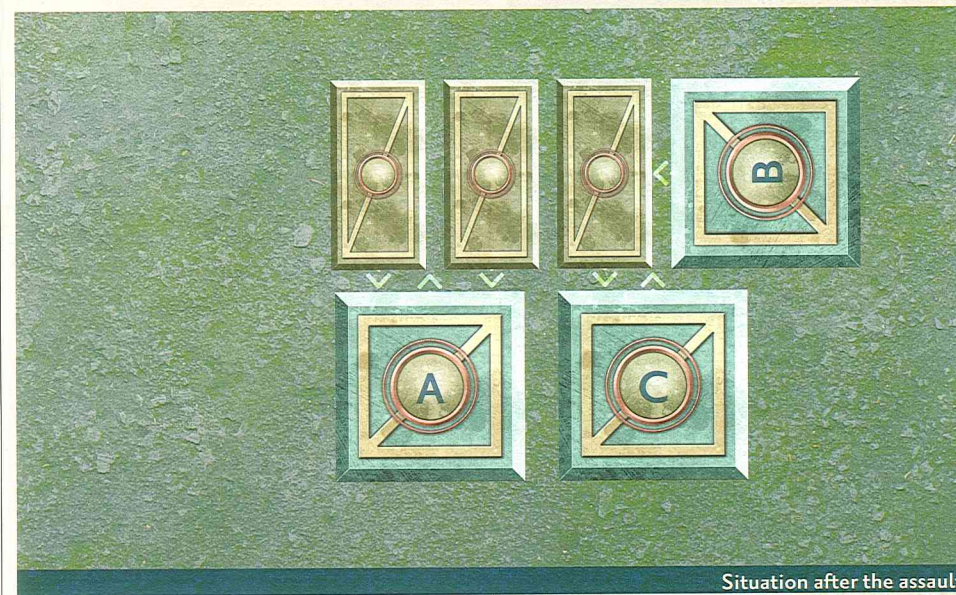
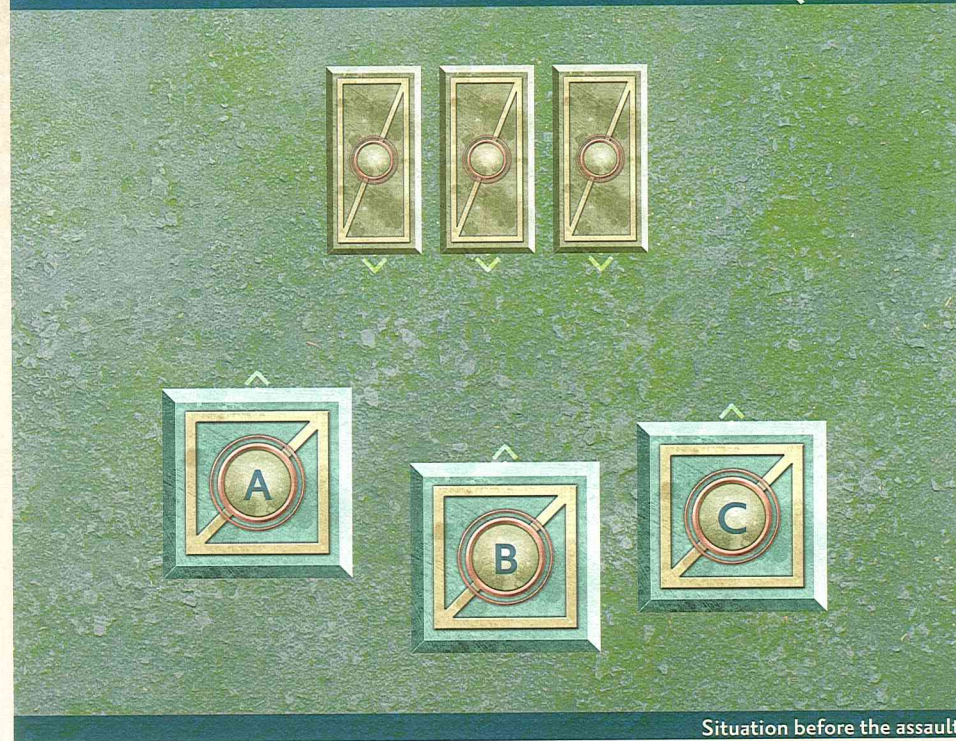
THE OBSTACLES

An impassable element of scenery or a unit constitutes an obstacle. During its movement, a unit must bypass the obstacles.

- If the unit is in **close formation** it must bypass the obstacle making sure all the fighters stay in formation in this movement.

- If the unit is in **scattered formation**, it can bypass the obstacle freely; its fighters only need to be in formation at the end of the movement.

MOVEMENT DURING AN ASSAULT



MOVEMENT DURING AN ASSAULT

When an Assault (Charge) or Assault (Engagement) order is revealed, the player designates the enemy unit targeted by its assault. He then measures the shortest distance separating the two units, from base edge to base edge.

- If this distance is inferior or equal to twice the unit's MOV, the assault is a success.

Each assailant must be moved in contact with the closest fighter among the unit targeted. He must be placed in base to base contact with the closest miniature. The player places the miniatures closest to an opponent first. They must assail as many enemies as their base allows them to. Miniatures on creature or Large creature bases can assail two opponents at a time. They use this advantage against opponents on infantry or cavalry (front and rear only, see the diagram) bases.

The units of fighters which are not within assault reach do not engage any opponent. They simply follow their companions into combat. They are left at the rear of the unit, as close as possible to the unit targeted and in formation with the rest of their unit. The player is allowed to change the shape of the unit to respect these rules.

- If this distance is superior to twice the unit's MOV, the assault fails. The order changes to Progress (Run). The unit runs towards the targeted unit and stops as close as possible. If it was a charge, the assailing unit is Disorganized.

A unit is perfectly allowed to rush into an already formed fray. A unit can charge or engage two different units if they are implicated in the same fray.

ORIENTATION AT THE END OF A MOVE

At the end of an assault, the fighters of the assailing unit are placed in order to face (front of their base) the unit targeted by the assault or the opponent they are in contact with. A unit in close formation changes to scattered formation during an assault.

In any other case, a fighter is oriented in the direction of his movement or in the direction given by any maneuver executed during the movement.

SHOOTING

The marksmen can shoot when their units are activated, with a Support order. To shoot, a fighter must fulfill the following conditions:

- He must have an AIM of 0 or more;
- He must be equipped with a range weapon;
- His unit must be free of any opponent;
- He must not have attempted to cast any spell or call any miracle in the on going round (unless he is a Warrior mage or a Warrior monk).

Unless otherwise specified, a fighter can only shoot once in a round. If he has the possibility to shoot several times and move during the same activation, he can perform part or all of his shots before and/or after having moved.

1) TARGETING A UNIT

The active player points out an enemy unit as the target.

2) CHOOSING THE TYPE OF TARGET

The active player then designates a type of target among the chosen unit:

- The troops composing it;
- An independent.

3) ATTRIBUTING THE TARGETS

The active player points out the marksmen who shoot at the chosen targets. A marksman can only shoot at an enemy fighter on whom he has a line of sight.

A marksman who shoots at a unit in close formation cannot target a fighter even partially behind another element of the same unit.

A marksman who shoots at a unit in scattered formation can target any miniature composing it. Apart from the miniatures in the targeted unit, no other obstacle must block the line of sight.

He can shoot at an opponent in contact with a miniature on his own side. Nonetheless, he might hit the friendly miniature (see Shooting into the fray).

The active player measures the distance separating each shooter from his target. If this distance is higher than the long range of the weapon used, the shot is an automatic miss. Otherwise go on to the next step.

4) RESOLVING VOLLEYS

The player resolves three successive **volleys**: one for each range, short, medium and long.

The marksmen within short range of the chosen target roll the first volley. The Aim tests (see below), the Wound rolls and the removal of the losses are done immediately. The player then does the same with the medium range volley, and then the long range volley.

If the targets previously aimed at have been eliminated by a previous volley, the marksmen can aim at newly visible fighters.

A) CALCULATING THE DIFFICULTY

To determine if a marksman manages to hit his target, the player controlling him rolls an Aim test, the difficulty of this test depends on the **range** within which the targeted miniature is.

Circumstances	Difficulty
Short range	4
Medium range	7
Long range	10

A range weapon is always associated to three range values. The first indicates up to what distance (in cm) the range is considered short. The second determines the medium range and the third, the long range.

The difficulty of the Aim test is determined as follows:

This difficulty can be modified by the following factors (these are cumulative):

- **If the marksman has performed a movement or a maneuver:** Difficulty +1.
- **If the target is located at a different level than the marksman:** Difficulty +2.
- **If the target is only partially visible:** Difficulty +1.
- **If the target is Large in Size:** Difficulty -1.
- **If the target is Very Large in Size:** Difficulty -2.

B) AIM TEST

Once the difficulty of the shot is determined, the player rolls an Aim test for each fighter. If the test is a success, the target is hit and suffers a Wound roll with the STR of the weapon used. Otherwise, the projectile darts into the blue without any further consequences.

SHOOTING INTO THE FRAY

It is possible to shoot a unit engaged against a unit on your own side. In this case the player shares the successful shots as equally as possible between the unit targeted and the friendly unit.

If it is an odd number, the extra shot hits an opponent.

If more than two units are engaged in the fray the successful shots are shared as equally as possible among them.

(Half of the shots hit the enemy unit(s), the other half are spread between the different friendly units).

C) REMOVING THE LOSSES

Once the Wound rolls are done, the player controlling the marksmen deals the Wounds and proceeds to the removal of the losses. A volley cannot cause more losses than the number of fighters targeted.

5) OTHER SHOTS OF THE UNIT

The player then designates marksmen in his unit who have not shot yet, assigns them a type of target and rolls their volley as seen in the stages above. If the marksmen have the same reference card as the previous shooters, they cannot target the same type of fighters.

The unit's activation is over once all the marksmen have solved their shots.

If the losses caused by the shots are higher or equal to half of the unit's numbers (based on the numbers of the unit at the beginning of the shooting phase), the unit must roll a Morale test (COU (8)); if the unit is in close formation, the player can choose to roll against DIS (8). If the roll is failed, the unit is immediately in Rout.



COMBAT PHASE



THE ART OF WAR

The combat phase has changed a lot in Rag'Narok 2. The Contest table now removes the necessity of having to spread the dice between attack and defense, therefore getting rid of Defense tests also. The ultimate battle is raging on Aarklash; all the combat dice are used to attack in this new version of Rag'Narok!

In many ways the military thinking has been transferred to the strategic phase, where the choice of tactics greatly influences the outcome of a fray. Besides, the "push on" movements, formerly known as thrust, are now managed similarly to Confrontation 3 pursuits.



During an activation phase, the units in the two armies assault each other to fight, thus creating frays.

A **fray** is an uninterrupted chain of unit engaged by another, forming a compact block.

A **combat** is a fight opposing one type of fighters to another type of fighters. The resolution of a fray may comprise several combats if the units in presence are constituted of several types of fighters.

PICKING THE FRAY AND THE COMBAT

The player who won the tactical roll points out the fray that will be resolved first. He then designates, inside this fray, a type of fighters he controls and a type of enemy fighters in contact with them. Doing so he must respect the following rules:

- All fighters in contact with an opponent are caught up in a combat. Each combat is solved separately;
- A fighter can only fight the opponents in contact with his base;

A miniature can be caught up in several successive combats if it is in contact with opponents with different profiles.

After the resolution of the first combat, the second player points out a new combat in the fray. The players point out the combats in turn and solve them until the first fray has been entirely solved.

The player who lost the tactical roll then chooses the second fray, as well as the first combat to be resolved, and so on.

The combat phase ends when all the frays have been resolved.

RESOLVING A COMBAT

Once a type of fighter has been designated for each of the sides in presence, the combat begins. Its resolution follows these steps.

Important: *The players should put down in front of them the reference cards corresponding to the fighters caught up in the combat. This way they will have all the necessary information (characteristics, special capacities, etc.) at hand.*

1) COMBAT DICE

Each fighter has a certain number of combat dice which he will use to attack or strike back. This is how this number is calculated:

- Each fighter has at least one combat die;
- A Large Size fighter or above and whose value is higher or equal to 50 A.P. gets an extra combat die;
- A Character gets an extra combat die.

This number of dice is used for the resolution of the whole fray. If a fighter must take part in several combats, the player must share the dice between the various combats.

When a fighter has no dice for a combat, his Defense is equal to 0.

In order to manage each fighter's dice, the players should place them directly on the corresponding reference card.

2) INITIATIVE TEST

To determine which fighters attack first, each player rolls an Initiative test. The value used is the value found on the reference card, unless all the fighters on a same side are subjected to the same modifiers.

The fighters of a unit having successfully performed a charge in the activation phase get a +3 on this Initiative test.

3) EXCHANGE

The side which won the Initiative test strikes first. The player rolls the dice attributed to this combat. He immediately resolves the free extra attacks generated by the Contest table.

Once all the attacks have been resolved, he rolls a Wound roll for each successful attack, as well as the free extra wounds generated by the Contest table. The player then counts the number of Wounds inflicted. He deals them among all the opponents in contact, inflicting as many losses as possible to his opponent.

If the number of Wounds inflicted is superior the number of opponents in contact, the player can spread the surplus Wounds to all the opponents of the same type within 2.5 cm from his miniatures.

The distribution of the surplus Wounds is only possible against a unit in scattered formation. If the unit targeted is a unit in close formation, the surplus Wounds are lost.

Once the wounds have been inflicted, the losses are removed from the battlefield. They should be placed near their reference card to make the body count easier at the end of the fray.

Once all losses have been removed, the other side rolls its attacks, following the same instructions as above. Once it is done the exchange is over.

OUTCOME OF THE FRAY

Once all the combats in a fray are resolved, the winning side is determined. The losing side has to make a morale test to check if it is in Rout:

EXTRA EXCHANGES

Some fighters are capable of executing one or several extra exchanges. This is only possible if they are still in contact with the same type of enemy fighters they just fought. Besides, a fighter only gets extra exchanges if he used at least one combat die for this combat.

When it is the case, only these fighters can attack and inflict Wounds. They only get one combat die. Their opponents have the same DEF as for the first exchange.

If the fighters on both sides have an extra exchange, the fighters on the side which won the Initiative test will attack and Wound first, as in first exchange.

This process must be repeated for every extra exchange.

Example: *Sessair warriors unleash their War fury against dwarves of Mid-Nor in contact. The use of this ability gives them an extra exchange. The first exchange takes place and inflicts losses on both sides. Yet there are still some Sessair in contact with a handful of Mid-Nor dwarves: each Sessair still in contact with an opponent gets an extra attack to eliminate more opponents.*

1) The winner of the tactical roll points out one of his units engaged in the fray and then the opponent against which the unit fought in the combat phase.

2) The Wounds that these units have inflicted each other during the combat phase are counted; the unit that inflicted the most Wounds wins.

As a tie breaker, the unit of the player who won the tactical roll wins the combat.

3) The defeated unit then executes a Courage test, the **morale roll**. The difficulty depends on the balance of Power. If the winner is a frightening unit and not the defeated one, the Outcome of the fray table is read one row lower to determine the difficulty of the test.

• If the morale roll is a success, the defeated unit is not in Rout. The players go on to the next step.

• If the morale roll is a failure, the defeated unit is in Rout. The fighters in contact with an enemy are immediately eliminated, no matter their Wound level. The others flee over MOV x 2 cm as describe by the Rout rules.

4) The player who lost the tactical roll points out two units that just fought each other and the process starts again from step 2.

All the units that fought in the same combat phase must be designated at least once. A unit can be pointed out as many times as it has enemy units in contact. Units in Rout cannot be designated.

OUTCOME OF THE FRAY

Balance of Power (for the loser)	Loser's morale roll
3 to 1	COU (4)
2 to 1	COU (6)
1 to 1	COU (8)
1 to 2	COU (10)
1 to 3	COU (12)





In the two first cases, the unit remains in close formation; in the last the unit is scattered.

A unit from a disciplined army using its push on movement to leave the fray must choose a close formation.

3) PUSH BACK

The opponent side pushes on, as above.

4) IMPLACABLE FIGHTERS

If the fighters with the ability "Implacable/X" have managed to come in contact with opponents after having pushed on, new combats are immediately solved.

The new combats only imply the Implacable fighters and the opponents in contact. All the fighters implicated have access to all their combat dice to solve the new fights. But if a fighter is caught up in several combats after having pushed on, he must share his combat dice the same way as when he solved the initial combat. The charge bonus on Initiative tests does not apply to these combats.

These combats do not cause a morale roll.

5) NEW PUSHES

Once the combats caused by the pushes have been solved, new pushes can take place. It is the case if the X value associated to the "Implacable/X" ability of the fighters implicated is superior to 1. In this case, the Wounds caused during the combats which took place in 4) are counted and the player whose side has inflicted the most chooses the army which pushes first. The previous steps are repeated.

An Implacable fighter can resolve as many "push on" combats as the X value associated to his ability.

PUSH ON

During the outcome of the fray, the units which have not fled can push on: the rows crash and break into one another. This is how the "push on" movements are resolved.

1) DETERMINING THE ORDER OF THE PUSHES

The wounds inflicted in the overall fray are counted for each side.

The player controlling the side which inflicted the most Wounds decides if he pushes first or if he lets his opponent push first. As a tie breaker, the player who won the tactical roll chooses.

The player designated to perform these pushes first resolves them straight away.

2) RESOLVING THE FIRST PUSH

Only the fighters free from any opponent can push on. They perform a movement inferior or equal to MOV cm. If other fighters in their unit are engaged against the enemy, this movement allows them to engage opponents or to come closer to the fray and carry out a Reformation. This Reformation is an automatic success. A unit can push on in two ways:

- The fighters remain still;
- The fighters get back into rows. Only units in close formation at the beginning of the combat phase can choose this option;
- The fighters leave the formation to engage enemies.

MORALE



FEAR

The rules concerning Fear, leadership and rallying constitute one of the main points which have been re-worked for Rag'Narok 2. In order to make the game more fluid and to recreate the difficulty of leading troops into combat, more emphasis has been given to Fear and Rout. Now, units are more vulnerable to these two hazards and Routs are decisive in a game. Yet the armies are not doomed when faced with this new threat thanks to tactics built around leadership and rallying.



SPIRIT

The behavior of a unit and its aptitude to cope with danger on the battlefield are defined by its spirit. A unit can only be affected by one spirit at a time.

VALIANTNESS

A Valiant unit is ready for combat. It is determined to overcome the opponent, ready to risk his life. **By default, a unit is considered Valiant.**

Valiantness is the only kind of spirit allowing a fighter to make the tactical roll. Besides, only a

Valiant commander can share his DIS, his COU and the other advantages bound to Leadership/X.

DISORGANIZATION

A disorganized unit is determined to defeat its opponent, but does not know where the opponent is. It has lost contact with its chain of command and acts upon instinct.

A Disorganized unit doesn't get any automatic order even if there is a leader in the unit. Besides, it cannot use tactics, even if it receives an order. A Disorganized unit which is disorganized again is immediately considered in Rout.



ROUT

A unit in Rout is not able to fight any more and its members know it. They try to leave the battlefield as quickly as possible to save their lives.

A unit in Rout cannot receive any orders and must flee in the following cases:

- If it is free from any opponent upon its activation;
- If it is assailed before its activation;
- After a fray, it most flee, no matter the consequences.

Besides a fighter in Rout is subjected to the following rules:

- His DIS cannot be used on a tactical roll. If all the fighters of the army are in Rout, the tactical roll fails automatically.
- He can neither shoot, nor cast spells, nor call miracles.
- He can neither use counter-magic nor censure.
- If he is a magician, he suffers -2 on the results of his mana recovery rolls.
- If he is a faithful, he loses 2 T.F. points on his reserve (after having calculated it).
- In combat, his ATT is equal to zero. Besides, he cannot resort to any game effects requiring lowering his DEF to zero.
- He can no longer push on.

- If he has the abilities "Leadership/X" and/or "Authority", they have no effect.
- His active abilities have no more effect. He still has them, but cannot use them.

Particular cases:

- **Concentration/X:** If a fighter has already used his Concentration/X points before ending in Rout, he still benefits from these points, but may not use anymore of them as long as he is in Rout.
- **War fury:** If a fighter has already unleashed his War fury when he ends up in Rout, the effects of this ability cease immediately.
- **Mutagenic/X:** If a fighter has already used Mutagenic/X points before ending up in Rout, he still benefits from these points, but may not use them anymore of them as long as he is in Rout.

LEADERSHIP

A **commander** is a fighter with the ability "Leadership/X". X is a value giving the maximum distance (in cm) over which a commander's authority is effective. This area is called the **leadership aura**.

The **musicians** and the **standard bearers**, even though they have the ability "Leadership/X", are not considered as commanders. But they share a bonus (see further) over a distance equal to the X value associated to their ability.

A **war staff** is constituted of at least one commander with a musician or a standard bearer (possibly both) in a same unit. In order for the war staff to work, the commander has to be within the musician's leadership aura and *vice versa*.

A war staff is considered "complete" when the commander is within both the musician's and the standard bearer's leadership aura and they are both within the commander's leadership aura. The standard bearer and the musician do not need to be within each others leadership aura.

The leadership aura of a war staff spreads over all the areas covered by the leadership auras of each of its members.

COMMANDERS AND WAR STAFFS



The commanders, the musicians and the standard bearers can help the fighters on their side with Courage and Discipline tests when the two following conditions are fulfilled:

- When they are from the same people as the fighter;
- When they are at the same altitude level as the fighter.

A unit can only have one war staff.

SHARING THE LEADERSHIP

When a unit stands in the leadership aura of a commander or of a war staff, it can use the COU and DIS values of the commander instead of its own for Courage and Discipline tests. The members of the war staff also benefit from this rule. If at least one member of the unit is located within the leadership aura, the whole unit is.

A frightening (meaning who has a FEAR score) commander's FEAR  can be shared and used as COU. Moreover, a frightening fighter can use the COU of a courageous (meaning who has a COU  score) commander.

Only the values printed on the commander's card can be used by the fighters in his leadership aura. Yet some artifacts, spells, miracles and special capacities allow sharing bonuses through leadership. Such exceptions are mentioned on the cards concerned.

STANDARD BEARER AND MUSICIAN BONUS

The presence of a standard bearer or a musician gives certain bonuses to a fighter when he has to roll a Courage or a Discipline test.

These bonuses are applied no matter the COU or the DIS value used by the fighter (his own, his war staff commander's with the standard bearer or the musician, or any other commander's).

The standard bearers and musicians also benefit from the bonus they share with the fighters on their side.

Standard bearer: Any fighter standing within the

MULTIPLE COMMANDERS AND WAR STAFFS

If a fighter is in the leadership aura of several commanders and war staffs, he can use the highest Discipline and Courage values among the different commanders.

leadership aura of a standard bearer or of a war staff comprising a standard bearer gets a +1 on the final result of his Courage tests.

Musician: Any fighter standing within the leadership aura of a musician or of a war staff comprising a musician gets a +1 on the final result of his Discipline tests.

Complete war staff: Any fighter standing within the leadership aura of a complete war staff gets a +2 on the final result of his Courage and Discipline tests. This bonus replaces those given by the musician and the standard bearer (+1)

No matter the number of musicians or standard bearers (no matter if they are part of a war staff or not) within range of the fighter, only the best bonus is applied.

ARMY COMMANDER-IN-CHIEF AND ARMY STANDARD

The armies of the Rag'narok are not led by a chaotic confusion of multiple commanders and war staffs. Each army obeys the orders of one individual: the Commander-in-Chief. He is one of the commanders in the army and is promoted to this rank during the army building. He must be part of the people of the army he leads.

The tactical roll has to be done with the Commander-in-Chief's Discipline, applying all the modifiers on this value.

THE COMMANDER-IN-CHIEF'S PRIVILEGE

The Commander-in-Chief's unit and all those in his leadership aura get a second die on their Courage and Discipline tests. The player rolls both dice simultaneously and keeps only the best result.

The privilege can only be used if the Commander-in-Chief is allowed to use his "Leadership/X" ability.

LESING THE COMMANDER-IN-CHIEF

When the army Commander-in-Chief is eliminated, the player can appoint a temporary Commander-in-Chief. He has to be a fighter from the same people as the army. This nomination is only effective from the beginning of the next strategic phase.

The temporary Commander-in-Chief does not benefit from the Commander-in-Chief's privilege.

If the temporary Commander-in-Chief is a commander, all the fighters in the army suffer -1 on the final result of their Discipline tests. If the temporary Commander-in-Chief is not a commander, the penalty is -2.

FEAR

It can be the size, the reputation or the looks, but some fighters can be frightening for their opponents. The presence of such warriors requires resolving certain events before any movement or combat.

There are two kinds of fighters:

- Fighters with the Courage characteristic are courageous, they form courageous units;
- Fighters with the Fear characteristic are frightening, they form frightening units.

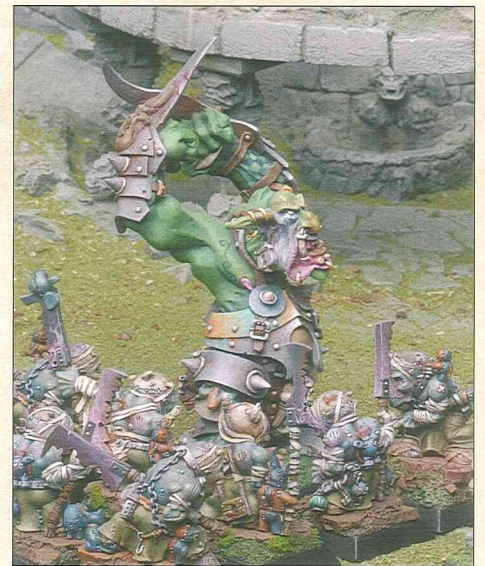
When they have to roll Courage tests, frightening fighters use the value of their fear characteristic.

ARMY STANDARD

A Living legend standard bearer can be designated to become the army standard during the army building.

When it joins a war staff, it fulfils the role of both the standard bearer and musician. Furthermore, the X value of his "Leadership/X" ability is doubled.

An army can only have one standard bearer.



COURAGE TESTS

When an assault implies facing at least one frightening unit, the following rules are applied. The term "assailing unit" means the fighters launching the assault. The targeted unit is called "assailed unit".

1) MEASURING ASSAULT DISTANCES

During an assault, a fighter only has to roll a Courage test if the assailant is really able to reach his target. This is why the distance between the assailing unit and assailed unit should not be measured **before** the Courage test. If this distance is too long or if the assailing unit cannot reach the assailed unit for any other reason (such as a Reaction (Retreat)), no Courage test is required.

2) ASSAILANT'S COURAGE TESTS

An assailing unit rolls a Courage test in the following cases:

- Its fighters have a COU value and the assault will bring them in contact with a frightening unit.
- Its fighters have a FEAR inferior to the highest FEAR among all the fighters in the assailed unit.

3) ASSAILED COURAGE TESTS

An assailed unit must roll a Courage test in the following cases:

- Its fighters have a COU value and a frightening unit is launching an assault which will bring them in contact with the courageous unit.
- Its fighters have a FEAR inferior to the highest FEAR among all the fighters in the assailing unit.

4) REPELLING

The Courage tests mentioned above are solved using the Contest table. The FEAR is modified by the balance of power between the assailing unit and the assailed unit. No matter the unit carrying out the assault, the difficulty is always determined by deducting the FEAR of the frightening unit from the COU of the courageous unit. The Fear used is the Fear of the troops constituting the frightening



unit, even if there are independents with a higher Fear among them.

The Courage value used is the courage of the troops or the commander if there is one.

CONSEQUENCES

- If the **Courage test of the assailing unit is a success**, it carries out its assault as usual.
- If the **Courage test of the assailing unit is a failure**, it remains stationary. It cannot perform any other action for the on-going speaking turn. The unit is Disorganized.
- If the **Courage test of assailed unit is a success**, it holds the ground and bravely awaits its opponent.

FEAR AND BALANCE OF POWER	
Balance of Power	Fear modifier
3 to 1	+3
2 to 1	+2
1 to 1	0
1 to 2	-2
1 to 3	-3

- If the **Courage test of the assailed unit is a failure**, it is in Rout and suffers the effects of it (see Rout). If the unit had not been activated in the on-going activation phase and if it is free from any opponent, the unit is in Rout and **flees immediately** (see Fleeing). Otherwise it remains stationary, but suffers the effects of being in Rout.

REDIRECTING THE ASSAULT OF A FRIGHTENING UNIT

When a frightening unit forces its opponents to flee, it is first of all moved to **the spot the assailed unit occupied before fleeing**. It is important to remember the distance traveled by the fighters of the frightening unit. The player controlling the unit has the following choices.

- The frightening unit pursues its initial target and attempts to catch up using what is left of its movement potential;
- The frightening unit can redirect its assault towards another unit with the rest of its movement potential. This new assault is an engagement.
- The frightening unit can use the rest of their movement potential to run; this movement cannot be used to engage an opponent.





- A frightening unit can remain on its new position, on the spot previously occupied by its target. Even if it had charged, the unit is not Disorganized.

IMMUNITY

Once a unit has succeeded at a Courage test against a certain FEAR, it is immune against this Fear value until the end of the game. The unit automatically passes any less or equally difficult Courage test.

FLEEING

When a unit flees, its fighters in contact with an opponent are eliminated.

A fleeing unit moves over $MOV \times 2$ cm. If an assault caused the flight, the unit moves in the same direction as the assault. In any other case, it must head for the closest edge of the table. When a unit flees, it must bypass all **friendly** units and elements of scenery.

A fleeing unit is eliminated in the following cases:

- At least one of its members leaves the battlefield by any edge;
- As it flees, it comes in contact with an enemy unit.

A unit in close formation automatically becomes a unit in scattered formation when it flees.

RALLYING

At the end of the strategic phase, the players roll a rallying test for each unit in Rout or Disorganized on their side: a Courage or Discipline test (the player controlling the units chooses) against a difficulty of 8.

If the test is a success, the unit is Valiant; otherwise it remains in the same spirit. The unit succeeding such a test is not immune to Fear.

ABILITIES



* **Assault fire (active):** A fighter with this ability can shoot while performing an assault. Yet he needs a line of sight on his target from the beginning of his movement. The shot is resolved before the miniature is moved, respecting the following rules in the given order:


- The shot must target a member of the unit assailed;
- The distance between the marksman and his target is measured before the assault. If the marksman is not within reach of the assault, the shot is lost;
- If the marksman must perform a Courage test before charging his target, the test must be attempted before the shot. If it fails the marksman does not shoot;
- The shot is done against a difficulty of 7. No other modifier (movement, Size of the target, etc.) can change this difficulty;
- If the target must perform a Courage test against the marksman, it must be done after the shot.




A fighter can only perform a single assault fire, no matter how many shots his abilities and equipment give him.


Besides, this assault fire obeys the same rule as usual shots, notably when several fighters among the assailing unit perform such a shot. These shots can be shared between the different types of fighters in the unit targeted. If several fighters simultaneously perform an assault fire against the same target, all the shots are resolved before moving the miniatures.

If the target is eliminated before resolving one of the shots, the marksman concerned can reorient his charge on another fighter of the unit targeted, but his shot is lost.

If the entire unit is eliminated or put in Rout by the shot, the assailing unit can redirect its assault onto another target, but cannot perform a second assault fire. In this case, the rules used are the same as when a frightening fighter redirects his assault after the opponent unit has fled (see p.71).

Born killer (passive): The player gets an extra exchange. Besides, he does not need to roll a Courage test when he assaults or is assailed if his FEAR is superior or equal his opponent's. Finally a Born killer does not consider  as automatic failures on morale rolls.

Bravery (passive): For a fighter with this ability, a  is not an automatic failure on moral rolls. A  on morale rolls can be re-rolled and are considers as  on the Contest table for a Courage test. Besides, a fighter with Bravery gets +1 in Attack when he reduces his defense to 0 before the first Attack of a combat. These effects last until the end of the combat.

Brutal (passive):  on the fighter's Attack tests can be re-rolled. When a fighter with this ability performs a charge, his Power is increased by a point for this action.

Brutish charge (passive): If a fighter with this ability has charged during the activation phase, he gets an extra exchange. This extra exchange is gained even if the fighter is separated from the target of his charge after having split the fray.

Concentration/X (active): Certain characteristics of fighters with this ability are printed in bold on their reference card. X indicates how many points the player can share each round among these characteristics. These bonuses can be attributed at any time and don't have to be all shared at once, but they must respect the following restrictions:

- The enhancing of a characteristic implicated in a roll must be declared before resolving this roll;
- The DEF and ATT of a fighter can be increased at the beginning of an exchange, but not during the exchange;
- The increase is the same for all the fighters implicated in the roll solved or in the exchange. If the increase is done outside of a roll or a combat, all the members of the unit are affected.

These bonuses are valid until the end of the round and are not shared with Leadership/X.

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

- Any Scout located in a 20 cm radius around him is not considered hidden any more.
- He can charge or engage an opponent within reach but beyond of his field of view.
- He can shoot at a miniature he cannot see, as long as no solid obstacle (wall, tree, miniature...) completely blocks the trajectory of his projectile.
- If he is a magician or a faithful, he can cast a spell or call a miracle on a target he cannot see. The obstacles are not taken into account, even if the effect is a projectile.
- He can perform counter magic or censure without seeing the caster or the caller he is thwarting. He still has to be within reach.

- The "Assassin" ability has no effect on him. An assassin cannot swap places with a fighter in contact with an opponent who has Consciousness.

Counter-attack (active): When the natural result of an Attack test against a fighter who has this ability is \square , the defender gets one extra combat die. The attacker solves the possible Wound rolls. If the defender is still alive, he performs a number of attacks equal to the number of dice won. These attacks must target fighters participating in the same combat.

Fanaticism (passive): When a unit whose troops have this ability fails a Courage test or a morale roll, the player controlling them can perform an identical test or roll, using the DIS of the unit this time.

If it is also a failure, the consequences of the first failure are applied. A unit constituted of fighters with Fanaticism remains in close formation when it flees.

If the test is a success, the unit suffers the effects being in Rout, but does not flee.

Besides, a fighter with Fanaticism benefits from +1 to his STR for the resolution of his Wound rolls if he lowers his Defense to 0 before the first Attack test of a combat. These effects last till the end of the combat.

Fierce (passive): When a Fierce fighter is eliminated, he is not immediately removed from the battlefield. He keeps fighting till the end of the maintenance phase, during which his miniature will be removed. Meanwhile, he is subjected to the following rules:

- His INI, ATT and DEF characteristics are equal 0;
- He cannot push on;
- He loses the use of Devotion and Martyr if he has any of them;
- He cannot be healed;
- He cannot be sacrificed (some game effects require the sacrifice of a fighter to work);

Hard boiled (passive): When a Hard boiled fighter suffers a Wound roll, its difficulty is read one column to the left on the Contest table. Besides, when a Hard boiled fighter is charged, his power is increased by a point for this action.

Implacable/X (active): When a fighter with this ability causes at least one loss to an opponent unit, he solves a new combat after having pushed on. This combat may cause a push on. This process may be repeated X times in a round.

***Leadership/X (passive):** The commanders' role is described page 68. Besides, when a player uses the DIS of the Commander-in-Chief, he rolls 2d6 and keeps the result of his choice.

REMINDER: *musicians and standard bearers are not commanders.*

***Living dead (passive):** The Living dead benefit from "Immunity/Toxic" and "Immunity/Fear" abilities, but they are still affected by the Fear caused by Hyperians. Besides, all the fighters consider the Living dead as frightening opponents.

When a test using the DIS of a Living dead must be rolled, consider this value as null (DIS 0).

Apart for a few exceptions, a Living dead does not benefit from the advantages of Leadership/X from other Living dead. The Living dead automatically succeed their morale rolls.

Master strike/X (active): When a fighter performs an attack, the difficulty of the attack is read one column to the left. If it is a success, the STR of the Wound roll it causes is increased by a number of points equal to the ATT of the fighter when he performed the attack. The ATT used for this bonus cannot be superior to the ATT printed on the fighter's reference card. Besides the STR of the Wound roll is increased by X points.

If there is no X value associated to Master strike, X is equal to 0.

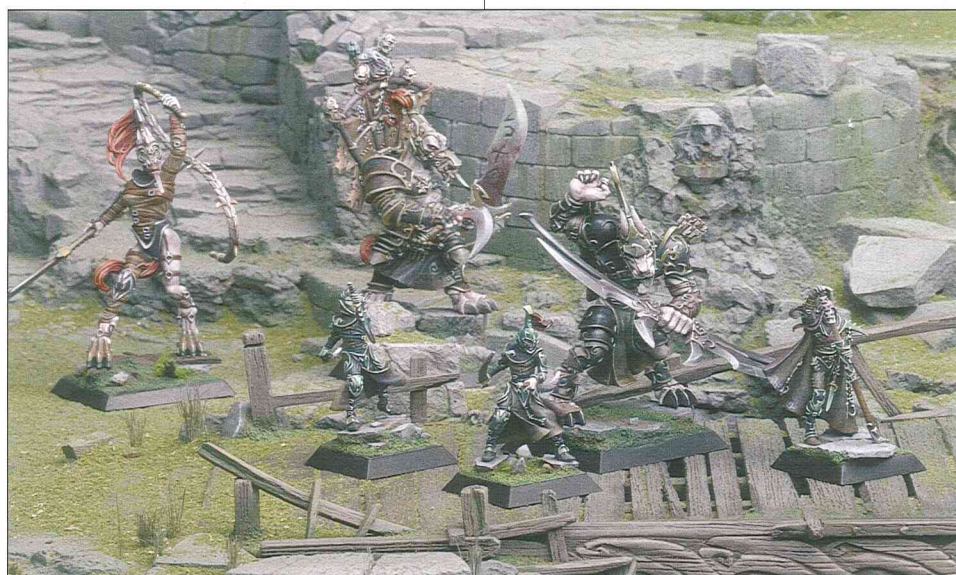
Mutagenic/X (passive): The Mutagenic/X fighters can get bonuses on their characteristics. This ability is used as follows:

1) Calculate the number of Mutagenic/X

This calculation takes place at the beginning of every game round, before the tactical roll. For every 500 A.P section (even incomplete) of fighters on his side, still in the game and with this ability (aptitudes, spells, miracles and artifacts included), the player controlling them gets one Mutagenic/X die.



2) Attributing Mutagenic/X dice

Once the calculation done, each die must be immediately attributed to a unit whose troops have Mutagenic/X. A unit can benefit only from one Mutagenic/X die per round (except for situation bound to particular effects).





3) Determining the Mutagenic/X bonus

The dice attributed this way represent a potential bonus which can be added to certain characteristics of the fighters benefiting from them. From the moment a Mutagenic/X die has been given to a unit, the player can roll it at any time in the round to determine the bonus. To calculate this bonus, the natural result on the die is modified by the X value associated to the "Mutagenic/X" ability of the unit's troops. When a Mutagenic/X die is rolled to determine the bonus, a  is considered as an automatic failure but a  does not allow to re-roll the die.

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

4) The characteristics that can be improved and maximum bonuses

The bonus points gained can be used to increase MOV, INI, ATT, STR, DEF and RES.

5) Sharing the bonus points

Once the global bonus defines for one fighter, the points can be used at any time by the player, under the following conditions:

- Increasing a characteristic does not modify a test that has already been rolled.
- The DEF and ATT of a fighter may be increased at the beginning of an exchange, but not during it.
- The maximum number of Mutagenic/X points that can be added to the one characteristic is equal to 2 plus the X value of the ability of the troops. If X is negative, the maximum number of points that can be added is equal to 2.

6) Duration of the modifications

The characteristic modifications using Mutagenic/X last until the end of the on-going round. During the time out phase, the Mutagenic/X dice and points that were not used are lost.

A characteristic can be increased by $2 + X$ points (X being the Mutagenic/X value of the troops), with a minimum of 2 points.

Possessed (passive): The effect of this ability is different depending on how many Wound levels a fighter possesses:

- A Possessed with only one Wound level is not removed from the battlefield when he suffers a Wound. He is only removed at the end of the exchange. It is therefore still possible to carry out an attack. A Possessed who remains on the battlefield thanks to this ability is treated like a Fierce fighter.
- A Possessed with several Wound levels gets a bonus on his Attack and Strength values. This bonus is equal to the number of Wound levels lost. When he loses his last Wound level, Possessed does not allow him to remain on the battlefield.



Regeneration/X (passive): When a fighter is eliminated, his miniature is removed from the battlefield, but is placed not too far away.

During the maintenance phase, 1d6 is rolled for each fighter with Regeneration/X who was wounded or eliminated in the combat. On a result superior or equal to X, the fighter regains one Wound level. If he was eliminated he comes back into the game with one Wound level; he is redeployed in his unit but out of contact of any opponent. If his unit was annihilated the test automatically fails.

If the test is a failure and the fighter was eliminated he is definitely lost.

If the test succeeds, the fighter immediately rolls a second Regeneration/X test with the same conditions. Yet no matter this second result, there will be no third attempt.

***Reinforcement (passive):** When a fighter with this ability is eliminated, its miniature is placed at the edge of the battlefield (except if the effect which eliminated him says "removed from the game"). All the fighters with the same profile are gathered in the same unit. Once this unit has gathered enough fighters to satisfy the minimum strategic value and minimum numbers of the unit, it constitutes a potential reinforcement. The unit cannot exceed the maximum strategic value and maximum numbers fixed by the rules.

If it were to happen, a new reinforcement unit would be constituted. If several sides have fighters with Reinforcement, each side would have their own reinforcements.

During the maintenance phase, the players who have reinforcements roll 1d6. The result obtained affects the unit with the lowest strategic value (in A.P.).

- ♦ ◻, ◻◻: The unit is removed from the reinforcements. It is not removed from the game, but cannot take part in reinforcement tests anymore.
- ♦ ◻◻, ◻◻◻: No effect.
- ♦ ◻◻◻, ◻◻◻◻: The unit comes back on the battlefield. It must immediately be placed at a maximum distance of 10 cm from another fighter on its side and must be displayed out of contact of any opponent.

A fighter coming back into the game using Reinforcement loses all his spells, artifacts or miracles. He does not have any mana gems or T.F. points left either. All the effects which affected him when he was eliminated are lost.

Righteous (passive): Righteous fighters have Immunity/Fear and can never fall under the control of the enemy. They automatically succeed moral rolls.

Besides, a Righteous fighter gets +1 in Attack for the resolution of Attack tests when he reduces his Defense to 0 before the first Attack test of a combat. This effect lasts until the end of the combat.

Scout (passive): During the deployment, a unit composed only of Scouts can be placed anywhere on the battlefield, even beyond their sides deployment zone and inside their opponent's deployment zone.

Yet the player is not allowed to deploy them within less than 10 cm of an opponent. The reverse is possible, but it is not permitted to deploy a fighter directly in contact with a unit of Scouts.

At the end of the deployment, if all the members of a unit of Scouts are further than 10 cm away from any opponent, the unit is considered hidden. As long as they remain hidden, they cannot be directly targeted by any effect (assault, shot, spell, miracle, etc.). Nevertheless the unit is affected by areas of

effects. Besides, they do not block the line of sight and do not even generate a cover.

A unit of Scouts is not considered hidden anymore when an opponent ends his activation less than 10 cm away from one of its members. A unit which spots Scouts cannot target them immediately; but another unit activated afterwards (even in the same speaking turn) can. A unit of Scouts is also spotted when it executes an Assault or a Support order or when one of its members uses "War cry/X".

Leadership/X works as usual, even if the fighter with this ability is a hidden Scout.

Sequence/X (active): A fighter with Sequence/X can gain extra combat dice. For every extra combat die gained, the ATT and the DEF of the fighter are reduced by one point. X determines the maximum number of extra dice possibly gained with this ability.

The ability can be activated at the first step of the combat resolution (the one concerning the combat dice), as long as the fighter dedicated one die to the combat.

The modifiers due to this ability only last the time of the on-going combat. If he takes part in a new combat in the same round, the fighter may use Sequence/X again.

If there is no value associated to this ability on the fighter's reference card, consider it Sequence/1.

Survival instinct (passive): Before each Wound roll against a fighter with this ability, the player controlling him must roll 1d6. On a ◻◻◻ the Wound is cancelled. The number of Survival instinct dice rolled cannot be higher than the number of Wound rolls about to be resolve.



Mission White Rabbit

"Gentlemen, thanks to the heroism of our recon units, we know enough to launch an offensive. The morphos develop weak, if not stupid strategies and their material has not evolved since the Trauma. So there shouldn't be any unpleasant surprises. Tomorrow, we begin the decoy operations. The first phase, Mission White Rabbit, consists in sending scouting sections reinforced with some heavy fighters to distract the attention of the morphos officers.

On the one hand, it will draw part of their forces onto secondary fronts giving time to the main expeditionary force to establish a solid bridgehead. On the other hand, we hope to eliminate as many of their commanders as possible. They are few and precious, yet often expose themselves on the front line. The Colonel Kang's section will land here, supported by an artillery preparation ..."

[Source: Operation Damocles War-staff.
UNSS Terrific.]

IMPORTANT: For this mission, you will need: Operation Damocles and the Storm golem, Bane goliaths, TacArm and Fire Toad Unit Boxes.



Playing the White Stars

Numbers

You play five units:

- *Unit 1:* 4 Steel troopers of which one missile launcher.
- *Unit 2:* 5 Steel troopers of which one missile launcher.
- *Unit 3:* 2 steel TacArms.
- *Unit 4* is composed of one Fire Toad sgt.
- *Unit 5:* 1 Fire Toad combat strider.

- *Race against the clock:* You are running out of time. You must finish this mission before the end of the fifth round. Past this delay, you lose.
- *Artillery strikes:* One of your spaceships bombards the Therian complex. At the beginning of rounds 2 and 4, you can request an artillery shot. The use of this shot is described further.
- *Objective:* You must destroy the Therian Wraith golgoth.

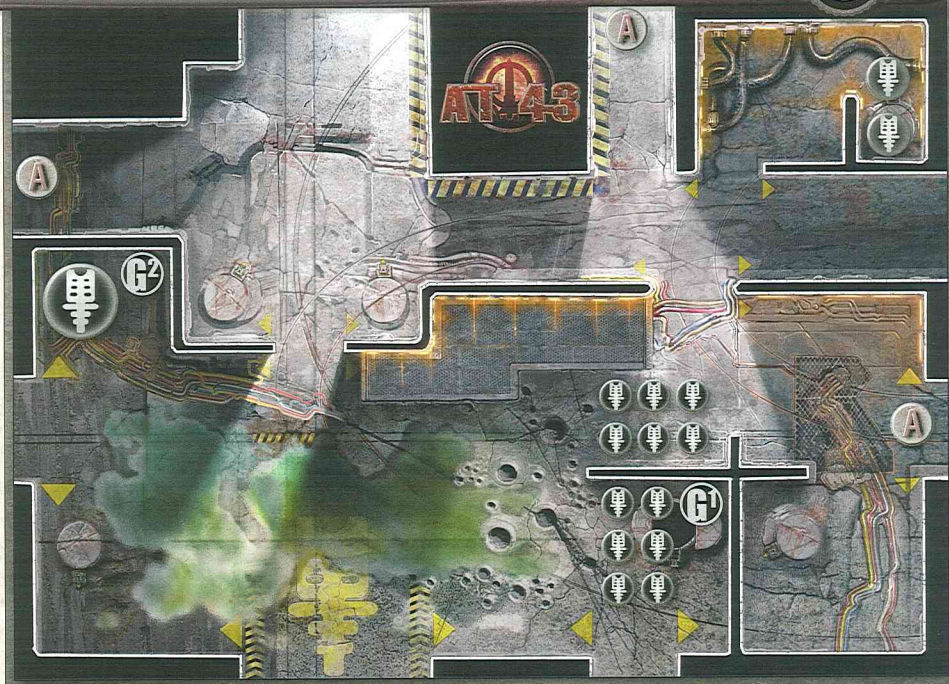
White Stars artillery strikes

The characteristics of the White Stars artillery strikes are the following:

☉ : 3+ ☾ : 5/0 ☼ : 2 ☾ : 9/1

Artillery strikes can be called just before activating any unit, once per game round. They can target any fighter in the line of sight of an officer or a leader. Activating an artillery strike cost 3 LP.

Artillery strikes use the rules for indirect fire weapons, although the Accuracy value is fixed just like locked shot weapons: the minimum result needed is always the same no matter the range. The result is indicated instead of the Accuracy ☉ value of the weapon.



Playing the Therians

Numbers

You play four units:

- *Units 1 & 2:* both 6 storm golems of which one sonic gun.
- *Unit 3:* 2 bane goliaths.
- *Unit 4:* One Wraith golgoth.

- *Repairs in progress:* This Wraith golgoth is not totally operational. So it begins the game with only 2 SP. It can gain 1 SP each time you activate it.

To do so it needs to fulfil two conditions:

- It has to be in contact with a generator,
- It must not move nor shoot.

The Wraith golgoth cannot have more than 5 SP.

- *Home turf:* The mission takes place on a Therian planet. Add 1 to the result of all your Authority tests.
- *Nanotechnology:* You master nanotechnology. You can transform certain weapons. When you activate your Wraith golgoth, you can transform the armament of a storm golem. Choose a storm golem equipped with a nanoblaster and reaper blades, and replace it with a storm golem equipped with a sonic gun.
- *Reinforcements:* At the end of every round, your storm golem units in contact with a generator, gets reinforcement. Add a storm golem for every unit concerned. It is equipped either with a nanoblaster and reaper blades, or with a sonic gun. Place it in contact with the generator.
- *Limited resources:* You cannot have more than twelve storm golems in game at once. You cannot have more than two sonic gun bearers in game at once.
- *Objective:* You must eliminate all the White Stars units.

Mission Alice in Wonderland

"Gentlemen, our decoy operation is not working as well as planned. We are suffering heavy losses and one of our companies is reported missing. We believe it is blocked somewhere between sectors 22 and 23. This eventuality had been foreseen and we are about to activate the second phase of the attack plan: Operation Alice in Wonderland. We are sending a second assault wave to retrieve our missing recon company. The orbital artillery of the UNSS Terrific is regrettably mobilized on a priority zone. Thus we shall have no artillery support. However, high enemy resistance should not be expected."

[Source: Operation Damocles War-staff.
UNSS Terrific.]

Urash sadly contemplated the state of his nanoreserves. He had heavily drawn from his stock. Only the support from some of his sternest brothers had allowed him to absorb this first shock. Undeniably, the creatures were truly cunning. The outside structures of the factory world were devastated by the bombardments which swept the surface of the planet on a daily basis. Bombardments had targeted Therian units repeatedly, causing dire losses. It was upsetting. So he decided to personally lead his troops during the next battle in order to entertain himself.

IMPORTANT: For this mission, you will need: Operation Damocles and the Storm golem, TacArm and Fire Toad Unit Boxes.



Playing the White Stars

Numbers

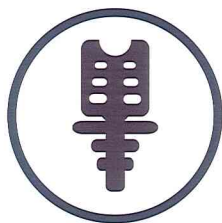
You play four units:

- **Unit 1:** is composed of five Steel troopers.
- **Unit 2:** is composed of four Steel troopers of which two are equipped with a missile launcher.
- **Unit 3:** is composed of two steel TacArms.
- **Unit 4:** is composed of a Fire Toad combat strider sgt.

• **Tactical consequences:** If you are the winner in the previous mission, you automatically win the Authority test of the first round.

• **Reinforcements:** A second Fire Toad is available, but it has no pilot. If a unit of soldiers reaches the Fire Toad, a member of this unit can pilot the combat strider. Remove any miniature from this unit and add the Fire Toad's card to your deck during the tactical phase before sorting the activation sequence. This Fire Toad is equipped with two light laser cannons.

• **Objective:** You must get one soldier in contact with the generator.



IMPORTANT ! this mission is played with 2 posters



Playing the Therians

Numbers

You play three units:

- **Units 1 & 2:** 6 storm golems of which one sonic gun.
- **Unit 3:** One Wraith golgoth alpha

• **Tactical consequences:** If you won Mission White Rabbit, you automatically win the Authority test of the first round.

• **Reinforcements:** If one of your fighters is in contact with the generator at the end of a round, you receive one unit as additional help. Place a new unit in contact with the generator. This unit is composed of two bane goliaths. Both are equipped

with two nucleus guns. Add this unit's card to your deck during the tactical phase before sorting the activation sequence. You can only get a single unit as additional help during this game.

• **Objective:** You must prevent the White Stars from reaching the generator.



AT-43: Additional rules

The rules of AT-43 have been adjusted during the final tests of the AT-43 The Rules. The following rules complete the preview article published in Cry Havoc vol. 12.

NEW TROOPS

White Stars steel TacArms

“You will become better than steel troopers. Those who survive anyway.”

– Captain Nikonov’s welcome speech at boot camp WSBC2, session B.

Characteristics:

Profile				
TacArm	14	6	9	4

The TacArms have the capacity “Stability” (*).

Range weapon				
Laser gun	7	1/1	–	14/1
Volcano MG	4	3/0	–	7/1

Steel TacArms

- Numbers: 2 to 6.
- Specialists: None.
- Officers: Rank I to 3.

Value (in A.P.)

Steel TacArm	Pvt.	Sgt.	Msgt.	Lt.
Laser gun x 2	103	113	118	127
Laser gun and Volcano MG	96	106	111	121



Therian bane goliaths

The bane goliaths are the ultimate development of .troop. type attack systems. No battle can be planned without at least one unit of these amazing soldiers.

Characteristics:

Profile				
Bane goliath	18	–	10	6

Range weapon				
Nucleus gun	8	1/1	–	15/1
Sonic gun	5	3/0	–	7/1

Bane goliaths

- Numbers: 2 to 6.
- Specialists: None.
- Officers: Rank I to 3.

Value (in A.P.)

Bane goliath	Kaos	Alpha	Delta
Nucleus gun x 2	123	133	138
Nucleus gun & sonic gun	123	133	138

NEW CAPACITY

Projection weapons

Projection weapons use the following rules:

- Each projection weapon in a same unit can pick a different target.
- The **Accuracy** of these weapons is their maximum range. The template is centered on a fighter. No shooting roll is required. All the

miniatures located, even partially, in the area of effect undergo a Damage test; cover is ignored.

THE SPECIALISTS

Some units have specialists, fighters with specific capacities. They have the same characteristics and equipment as the other members of the unit. But, they are also given a capacity – free of any extra strategic value cost.

Medics: The medics have the capacity “First aid”. The player can yell “Medic!” when a member of a unit containing this kind of specialist is eliminated: the loss is cancelled. A medic can only cancel a single loss once per round.

The medic cannot use this capacity on himself.

UPDATE

Controlling a position: Certain missions require gaining control of positions. The player who has the most infantry fighters within 10 cm of a position controls it. If it is a tie, none of the sides control the element or the tactical position. These conditions are only applied at the end of the round. A position remains under the player’s control until the end of the following round, even if the control conditions are not fulfilled anymore.

Flamers: The characteristics of the flamers are the following:

Flamer [Projection]					A.P.
Storm golem	25 **	1/0	4	9/1	69

(**): For a projection weapon, this value is the maximum distance at which the center of the template can be placed.

SALUTE ZERO SEVEN

21ST APRIL 2007

THIS YEAR'S SALUTE WILL FEATURE A MASSIVE PARTICIPATION GAME OF AT-43 WITH A SPECIALLY CONSTRUCTED HAND-MADE GAMING BOARD DESIGNED TO INSPIRE PLAYERS AND SHOW WHAT A TRULY FANTASTIC WAR GAME AT-43 IS.



A UNIQUE CONVENTION

Salute is a family show held in central London and is the biggest event of its kind held anywhere in Europe. It shows off the hobby of playing games with miniatures and toy soldiers, recreating famous battles with pretend armies in miniature. Experience the fun of this rewarding hobby in all its many guises at a show that features a vast array of games to play and miniatures to buy. For those wishing an introduction into the long established hobby of historical and fantasy/science fiction gaming, you will find no better starting point than Salute Zero Seven. For more information see:

- www.salute.co.uk.

Salute is a huge show, it attracts over five thousand people every year and is still growing. Having been held at London's Olympia exhibition hall for the last five years the Salute committee decided to move the event to a larger venue due to the ever increasing number of visitors and traders. In 2006 Salute was held for the first time at the Excel exhibition centre at London's Docklands. For anyone who hasn't been there before, the venue is HUGE, all sorts of events are held there from the London Toy Fair to the registration events for the London Marathon!

This means more games, more miniatures and more fantastic scenery than ever before!

Salute is run by a wargaming club called the South London Warlords, which has over 100 members all of which do a vast amount of hard work setting up the show and running the event. Their hard work pays off each year with bigger and better shows. More and more companies attend the event putting on awesome displays and participation games. At Salute Zero Seven, Simple Miniature Games (as

the UK distributor) will once again be representing RACKHAM at the show, as they have done for the last three years.

The participation games for this year's show are set to be the best we've ever done. With the launch and massive success of AT-43 we'll be dedicating a large amount of gaming space to a participation battle of AT-43. When we say "battle" what we actually mean is an all out planetary invasion with hundreds of miniatures.

AT-43 IS LANDING

We're currently in the middle of constructing the special AT-43 gaming board, it's going to be a big battlefield to accommodate all the players we're hoping will turn up and join in. The board is going to be something quite different to what you'll normally see and whilst it won't be the picture perfect scenery you see in this magazine, we're hoping to give players some inspiration and show that you can make innovative sci-fi terrain without vast expense. We'll be on hand to discuss how the board was made and explain how easy it is to do.

The AT-43 game will feature an attack by the White Stars on a Therian infested world, the White Stars have established a beach-head and it will be up to the players to protect the beach-head and sally out and destroy the Therian outposts and machinery. Obviously the Therians will have other ideas and the

Therian players will be on a mission to obliterate the invading humans.

This will be a huge game with wave after wave of Therians assaulting the beleaguered White Stars whilst the White Stars raiding parties sortie out to destroy vital objectives. It's been designed as a game that anyone can join in at any time, you might find yourself in charge of a White Stars raider platoon or a vanguard of Therian troops as they assault the White Stars defences, you could find yourself in charge of an entire battalion defending the beach-head! You'll just have to come along and join in to find out.

CONFRONTATION

Obviously *Confrontation* won't be forgotten and will have several demo games on the day along with a themed participation game involving hordes of wolfen vs. devourers. The UK Conf-federation of the Red Dragon (UKCORD) will be on hand to provide expert advice and demonstration games to all players both old and new. We'll try and post news about Salute and sneak previews of the boards on the UKCORD forums so keep an eye out on

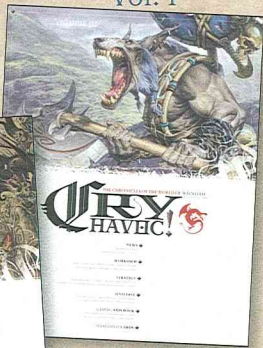
- <http://www.conf-federation.org.uk/Board/index.php> and on

- www.simpleminiaturegames.com

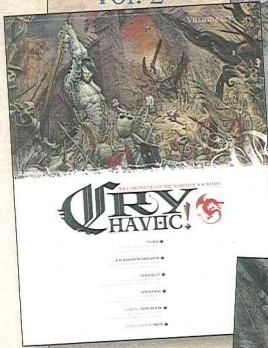
There will also be loads of special deals and miniatures available on the day, so if you want to see the full *Confrontation* and AT-43 ranges in all their glory with racks and racks of beautiful miniatures, come along to Salute Zero Seven at London Excel on April 21st 2007.



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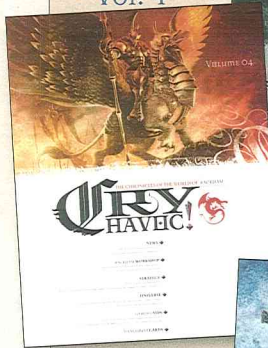
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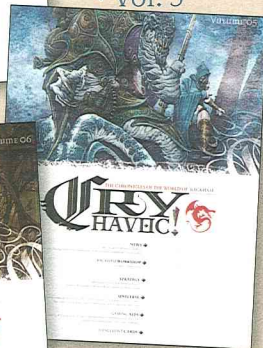
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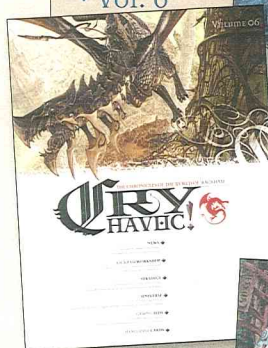
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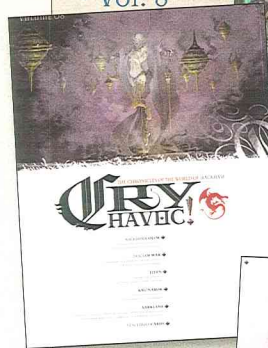
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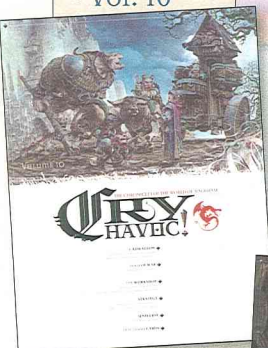
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