

THE AGE OF THE RAG'NAROK
CONFRONTATION[®]



R U L E B O O K



RACKHAM[®]

CONFRONTATION
THE AGE OF THE RAG'NAROK



CREDITS



EDITORIAL AND ARTISTIC DIRECTOR

Jean Bey

STUDIO DIRECTOR

Philippe Chartier

EDITORIAL MANAGER

Sébastien Célerin

DESIGNERS-WRITERS

Arnaud Cuidet, Collin Kelly, Jean-Baptiste Lullien, Franck Plasse and Nicolas Raoult

EDITION SECRETARY

Hélène Henry

GRAPHIC ARTISTS

Matthias Haddad and Mathieu Harlaut

ICONOGRAPHERS

Gwendal Geoffroy and Pascal Petit

ILLUSTRATORS

Paul Bonner, Édouard Guiton, John Howe, Florent Maudoux and Paolo Parente.

Front cover by Paul Bonner.

SCULPTORS

Benoit Cosse, Yannick Fusier, Sébastien Labro, Nicolas N'Guyen, Stéphane N'Guyen Van Gioi, Elfried Perochon, Stéphane Simon and Rafal Zelazo.

MINIATURES PAINTERS

Valentin Boucher, Vincent Fontaine, Xavier Giacomini, Arnaud Gironne and Martin Grandbarbe.

TERRAIN AND SCENERY

Vincent Fontaine

PHOTOGRAPHER

Jean-Baptiste Guiton

TRANSLATOR

Collin Kelly

SPECIAL THANKS TO

Jez Fairclough, Jon Finn, Grant Hill and Kenton Sheppard

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RACKHAM
44, rue de Lagny.
93100 MONTREUIL-SOUS-BOIS.
Tel : + 33. (0) 1.55 86 89 20.
Fax : + 33. (0) 1.55 86 89 25
www.rackham.fr www.confrontation.com
www.rackham-store.com
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INTRODUCTION



Welcome to *Confrontation: The Age of the Rag'narok*.

This game allows you to play breathtaking medieval-fantasy battles against a friend. Lead your men on the battlefield and command fearsome armies in thrilling fast paced games.

Confrontation: The Age of the Rag'narok is played using miniatures representing your fighters. You will move them on the gaming table using the tape measure. The dice are used to determine if their actions are successful or not.

GAMING MATERIAL

ACCESSORIES

To play *Confrontation*, you need:

- A tape measure;
- Some dice;
- A template;
- Terrain elements and/or a gaming poster;

And enough *Confrontation* miniatures to build your company!

Tokens used to mark various game situations are available to download from www.confrontation.fr.

The tape measure

When playing *Confrontation*, distances are measured with a tape measure. This tape measure is marked in different ways on both sides:

- Ranges are used to determine the difficulty of ranged attack tests. The graduations mark out 10 cm long zones. From 0 to 10 cm, the range is 0; from 10 to 20, the range is 1; and so on. When the edge of a base lies exactly between two ranges, the miniature is considered to be in the lower range.
- The graduations in centimeters are used to measure all other distances.

The dice

Most actions, such as shooting and combat, are simulated with dice rolls. A die that shows a result equal to or greater than the score required is a success; a die showing a lower result is a failure.

Example: *A unit composed of four foot soldiers, each equipped with a single shot weapon, decides to shoot. The player resolves the ranged attack test by rolling four dice. Each die represents one projectile. The successes represent the projectiles that hit the target, the failures represent those that missed.*

The red dragon  indicates the  side.



The template

This circular template is marked with concentric circles every 1 cm. It is mainly used to measure the effective range for areas of effect.

The battlefield

The game takes place on a gaming surface that represents a battlefield. Its size is not that important, but its limits must be clearly defined. We recommend that you add some terrain elements (ruins, hills, trees, and so on). These terrain elements will provide cover to the fighters and allow for new strategies and gaming situations.

It is possible to play on illustrated surfaces, such as gaming posters, that represent locations on Aarklash, the universe of Confrontation.

THE MINIATURES

Confrontation miniatures are sold in boxes specifically designed for a better handling of the game and its rules. There are four kinds of boxes:

- **Accessory Boxes** contain terrain elements or gaming accessories (dice, templates, etc.);
- **Unit Boxes** contain groups of foot soldiers, cavalry, war machines or creatures. These groups are ready to play using the game rules;

• **Attachment boxes** contain special fighters to add to those from Unit Boxes;

• **Hero Boxes** contain the heroes of Aarklash, whose actions determine the future of this universe of *heroic fantasy*.

Fighters are split into five **Categories**: cavalry, infantry, creatures, war machines and titans. It is important to distinguish between them since some rules do not apply to all of them.

HOW TO USE THIS BOOK

Following this chapter, the book is divided into two large sections, followed by appendixes.

• The first section presents the history of Aarklash and the armies at war in the Rag'narok.

• The second section details all of the game rules. It goes back over the principles mentioned in this chapter. A complete chapter is dedicated to each phase of the game and all the important rules are gathered into themed chapters – categories of troops, Incarnates, and so on. This second section also presents some exclusive battles that can be played with all the armies of *Confrontation*.

• The appendixes offer a Lexicon as well as gaming aid for an easier management of the rules during the game.



UNIVERSE



6

UNIVERSE





For years, the blood of the peoples of Aarklash has been spilled at the four corners of the continent. From the parched lands in the east to the great forests of the west, small armies put their rivals to test. But everyone knows that these skirmishes are only a meaningless prelude to the events to come.

For a long time now the warlords have been preparing for the final battle. Out of fear or impatience, all have been readying their weapons and have pledged their soul to the gods.

How many false prophets and mistaken oracles have announced this day in the past? How many rumors have spread from sordid alleyways to the courts of kings and emperors? So many that some began to doubt the writs of old... Perhaps they were to be spared the dark and ever-so-dreaded hours. Could the gods have given up on this world? Could the gods have lost interest in it? Hope is a cruel and vain feeling.

Unfortunately for the hopeful, time has really come and no one can escape the fate that has been foreseen since the dawn of time.

The Rag'narok has just begun!

It is now up to you to write the next chapter in the land's history at the end of an age...

A WORLD AT WAR

It was an age where time did not exist... The Age of the Gods. The gods wandered through **Creation** unchallenged. Their empires knew no limit and extended over entire worlds born from the magical energies of Creation.

Discord arose and the gods waged war among themselves, seeking supremacy. The crumbling of dying worlds almost brought about the collapse of Creation and the end of everything. Creation fought back. The gods were brutally thrown of their thrones and sent into exile to the most remote parts of the elemental worlds, or **Realms**.

Time came, imposing its curse upon the vain immortals: if they dared to reappear on Aarklash, they would suffer its punishment and would be forever forgotten. Thus, the Age of the Gods ended.

However, one does not get rid of such terrible forces quite so easily. After thousands of years in exile, the gods continue to wage war through their champions – the Incarnates - and their most faithful allies.

The equilibrium is once again under threat. The curse of Time is fading. Darkness seizes the hearts of the brave and the gods are ready to lead their armies.

The ultimate age has come.

A CONTINENT LOST IN DARKNESS

Not far from the heart of the Creation is a much desired Kingdom: **Aarklash**. From there, magical portals, or gates, can be opened to travel to all of the Realms, including those where the gods are imprisoned. The future of Creation is linked to the fate of this one singular world.

The history of the continent of Aarklash was written by the victors of the great wars of the past. The glory and prestige of the conquerors of eras past conceal many fratricidal wars and dreadful lies. The nations of Aarklash were built on pain, blood and treachery. Some nations did not resist the erosion of Time. From their ashes, larger, stronger and more youthful empires arose; and yet they were just as eagerly drawn towards the warlike temptations of power. The desire for revenge or domination thrives in the memory of the sovereigns of this blood-soaked land.

PEOPLES AT WAR

Many and diverse are the cultures of the peoples of Aarklash. Those who shared a similar philosophy or common goals forged alliances to face their enemies and to secure their victory. Thus the three great **Alliances** came to be.

- The **Ways of Light** work to bring about an age of reason and prosperity. They unite the most prosperous civilizations. While the kingdom of Alahan and the empire of Akkylan-nie are both human nations, the Ways of Light also include a young elven nation, the Republic of Lanever, and the ancient dwarven civilization, the Republic of the Ægis. These civilizations strive to repel the forces of Darkness. They respect the peoples of Destiny, even when the latter refuse to assist them.

THE ORIGINS OF MAN

Having come from over the sea in times immemorial, the humans of Kel, or the Kelts, worship a pantheon of primitive divinities and immortal heroes: Danu, the goddess of nature, and the Matrae, devoted to life, war, death and other aspects.

War is entirely a part of these humans' culture. There is not a single people that the impetuous Kelts have not confronted at least once, and Avagddu has never known lasting peace. The Kelts are a free and wild people in perpetual motion. Nothing can take their pride or their incredible boldness from them.



The warlords of Aarklash have cured the wounds inherited from their fathers and gathered armies for the end of the world. All are getting ready for the **Rag'narok**, the final war announced by ancient prophecies, but whose real stakes mortals still ignore.

INCARNATES AT WAR

Incarnates are exceptional fighters who have been chosen by the gods. They can achieve the impossible; they are the heroes of the Rag'narok. They have many powers. Through the power of their Elixirs, these champions can fend off whole regiments with daring counter attacks. Their master strikes, fed by divine ire, reap enemies no mortal's hand could ever scratch. Their heroic actions can rally companions in rout and help their people win legendary battles.

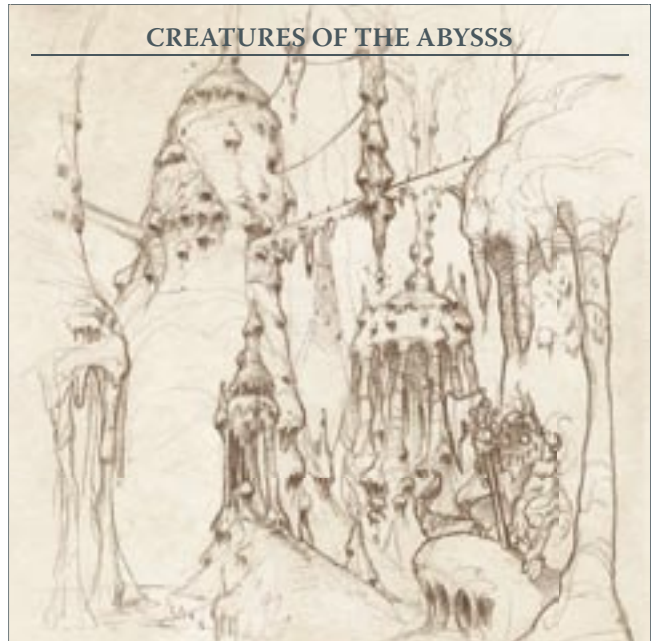


- The **Meanders of Darkness** keep trying to satisfy their thirst for power and do not hesitate to call upon the most terrifying and twisted powers. While the Living-dead of Acheron and the alchemists of Dirz are human powers that study the lore of dark magic, they are also allied to fantastic creatures such as the devourers of Vile-Tis. These wicked forces are sharpening their weapons of destruction to forever silence the Ways of Light. All that most of them see in the Paths of Destiny are worthy opponents.

- The **Paths of Destiny** cherish their freedom and staunchly refuse the future promised by the powers of Light and Darkness. They are the most ancient peoples of the continent: the Daikinee elves, the goblins of No-Dan-Kar and the wolfen of Yllia. Just like the orcs of the Tree-Spirit, the peoples of Destiny refused to give in to the temptation of the split and to choose sides; a concept only lately introduced to Aarklash by humans.

- Besides these three formal alliances, many **independent armies** take part in the Rag'narok. The free city of Cadwallon refuses to choose sides, but will lend a hand to its allies in good time, though only out of sheer commercial opportunism. And whenever its independence is under threat, all its heroes will raise their weapons. In the same way, mercenaries travel Aarklash seeking battles and someone ready to pay for their experience...

CREATURES OF THE ABYSS



Long ago, the goblins used to be the slaves of the dwarves. When they rebelled, the lords of Tir-Nā-Bor sent five powerful warriors into the depths of the earth to exterminate the god Rat and his brotherhood who were responsible for the goblin uprising. The dwarven warriors failed in their mission, unable to find Rat. Only four of them returned to see the light of day: one of them, Mid-Nor, had remained in the deep...

It is whispered that the dwarven warriors came face-to-face with a monstrous nine-headed hydra. The terrified dwarves broke their oath and fled. Except for one: Mid-Nor. He battled the nine-headed god. When the creature was about to finish him off it offered him a pact. In exchange for his allegiance, the hydra would grant him the power to get revenge on his cowardly brothers. Thus Mid-Nor gained the power to create swarms of monstrous creatures that still haunt the underground of Aarklash.





CREATION



The planet on which the continent of Aarklash is found orbits a great yellow sun commonly known as **Lahn**. Two other much smaller solar bodies orbit Lahn: **Ley**, a tiny blue sun, and **Lyth**, a blood-red star.

Ley and Lyth don't appear every year. But when they do, it often happens that these celestial twins cause various natural phenomena: magnetic storms, climatic change, disastrous animal migrations, unwanted magical side effects and spontaneous appearances of gates leading to other worlds are only the most common events.

One revolution of the world of Aarklash around Lahn takes four hundred days of twenty-four hours each, counted from one of Lahn's rises to the next. Most of the continent's peoples know four seasons: spring, summer, autumn and winter.

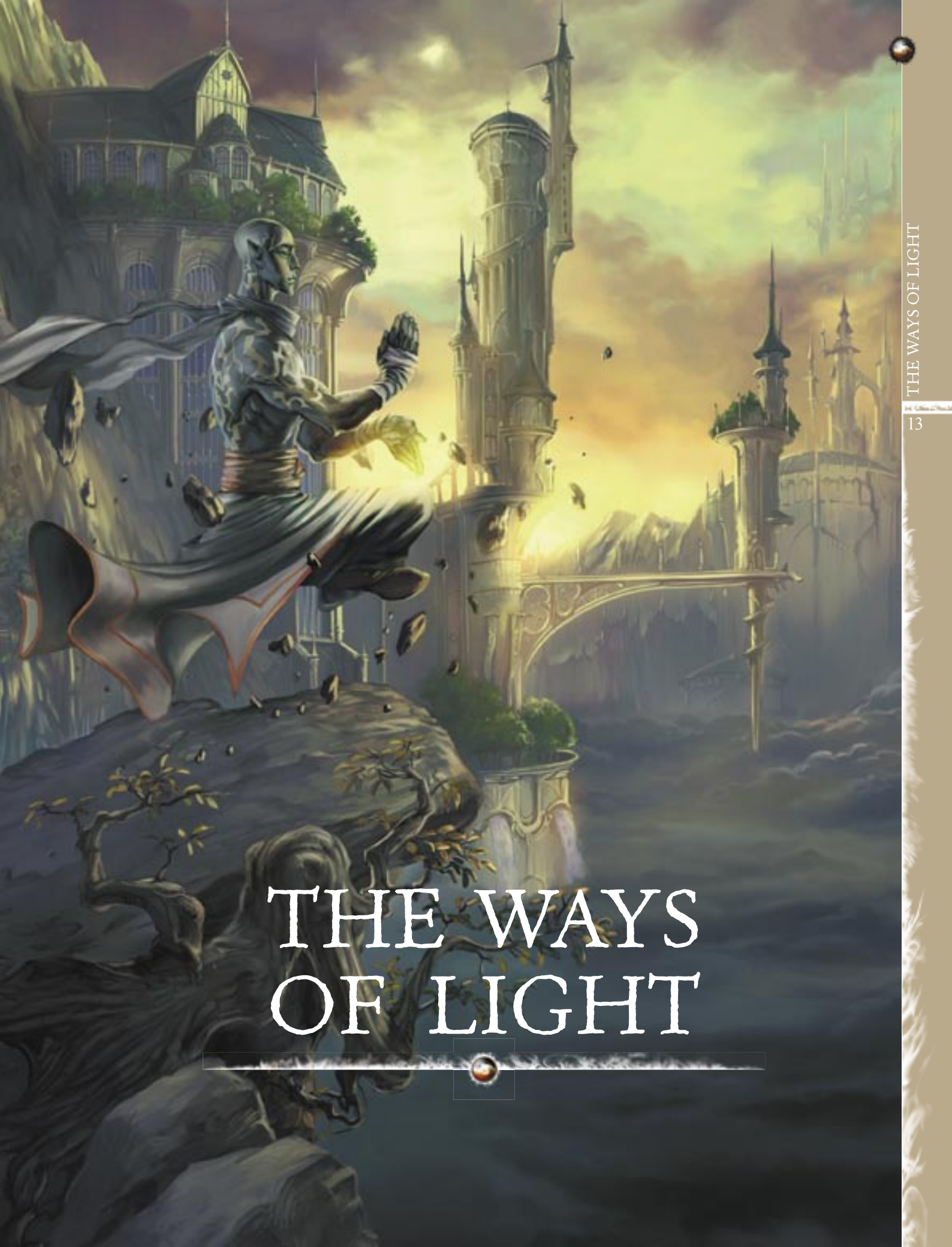
According to the calendar used in most parts of Aarklash, there are ten months to a year. The name and duration of each month varies slightly from one civilization to the next.

Yllia is the name given to the great white moon with a pale blue gleam that orbits the world of Aarklash in twenty days. When Ley or Lyth are present, Yllia takes on a colorful hue: she can take on a deeper blue or a redder shade. Yllia has an influence on the oceans of Aarklash, causing a tidal cycle as she revolves around the planet. Strangely, Yllia's orbit also influences certain living beings: their biological or mental rhythms vary according to the phases of this pale moon.

Of the numerous stars that twinkle in the heavens every night, four are used by travellers to find their bearings. These cardinal stars, commonly known as **Nerea** (to the north), **Sylhea** (to the south), **Elion** (to the east) and **Olhim** (to the west), are also part of the constellations used by astrologists and augurs in their esoteric calculations. Their relative position to the other stars in the sky, their alignment and Yllia's aspects are used to determine just about everything, including the gods' moods, favorable or unfavorable conjunctions, the dates of certain celebrations or the fate of individuals.

The study of the rest of the universe is left entirely to a small group of astronomers and enlightened theologians. Some claim that Lahn revolves around Aarklash and not the opposite, as is popularly believed. Others think that magical gates are really thresholds to other planets. Is the world of Aarklash flat, hollow or spherical? What lies beyond the oceans?

The most talented and eccentric of these individuals, the cosmologists, develop various magical or technological procedures to try to observe the stars a little more closely. Glass lenses of incredible complexity have been designed by the Cynwäll and the dwarves of Tir-Nà-Bor. The cosmologists who left to explore other worlds using spontaneous gates have still not returned.



THE WAYS OF LIGHT

THE LION

The Kingdom of Alahan is the defender of virtue, justice and Light. Its army fights bravely every day against those who seek to enslave the inhabitants of Aarklash. Its people, the Barhans, have chosen the Lion as their emblem. The animal stands for strength, courage and nobility. It also evokes the magical ally of Alahan, the Chimera – a creature half woman half lioness.





On the battlefield, the Barhans are brave fighters, inspired by the feats of their ancestors. Emboldened by the heroic tales of old, they fear no enemy. Their spellbook draws from the forces of the Elements and their knights, who are the dauntless heirs of tradition, never waver when they charge the enemy.

Barhans live in a feudal kingdom composed of nine *barhans*, or baronies. Each baron keeps a standing army to defend his coat of arms and his honor. To these lords each battle is an opportunity to add to their family's list of feats of arms.

The Barhans have not forgotten their origins. Long ago, the Kingdom of Alahan was little more than the alliance of two clans: the tribe of the Lahnar, who worshipped the sun, and that of the Ylliaars, adorers of the moon.

- The gold Lion brings together the flamboyant, charismatic and valorous Lahnar. Its heroes stand in the face of the enemy and intend to be an example for all other peoples.
- The silver Lion brings together the Ylliaars, who know the importance of discretion and secrecy. Scholars or adventurers, its heroes know how to change their appearance or conceal their presence to better defeat the enemies of Light.

Barhans worship Arin and all the gods of the Paragon pantheon. The constellation of the Lion is at the heart of their rites.



HISTORY

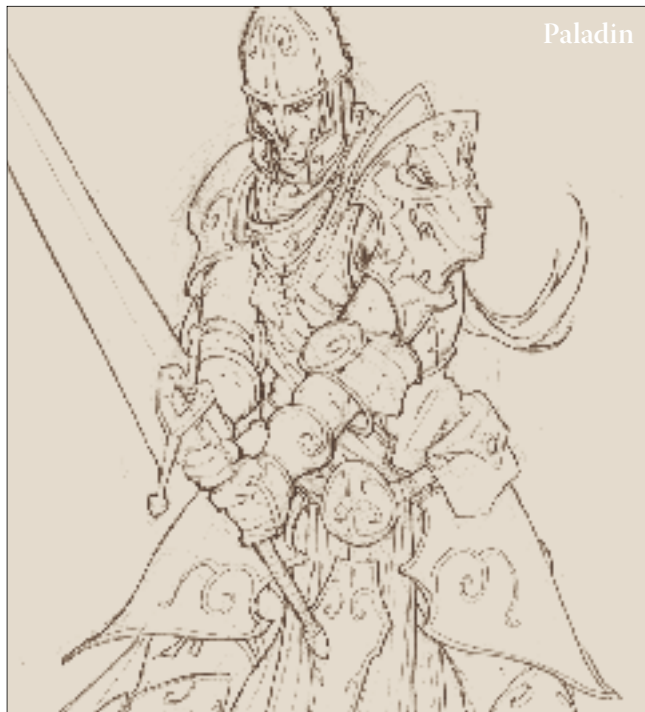
The Barhans descend from two clans, the Lahnar and the Ylliaars. These tribes traveled to the south of the continent seeking a peaceful life. Unfortunately, the Atrocities, dreadful creatures of Darkness, already lived there at the time. The monsters fought the future Barhans and both clans, divided and distrustful towards one another, were almost destroyed. It was then that the Chimera, a magical being of Light, came to their rescue. The Lahnar and the Ylliaars finally allied and defeated the Atrocities; the alliance between the tribes survived to become the Kingdom of Alahan.

Now virtuous and prosperous, the kingdom has nonetheless known some dark hours. One of its ten baronies, Acheron, was corrupted by Darkness and seceded. In its quest for power, Acheron sent thousands of living dead troops against the other baronies. The battle of Kaiber allowed them to repel the assault; this was the victory that sealed the Alliance of Light.

Later, at the battle of Tycho, the Atrocities reappeared out of nowhere. A secret community composed of Ylliaars, who had remained loyal to the cult of the Moon, revealed itself and intervened to help the Barhans.

Since the beginning of the Rag'narok, the Kingdom of Alahan has been valiantly holding off Acheronian aggression. The Barhans have even taken the offensive at times. They even intervened when the northern part of Aarklash needed to be protected from a flying fortress, yet another dark scheme of Acheron. But, at the same moment, magical portals were opened across the kingdom, spewing hordes of Darkness upon the baronies. The capital city of the kingdom, Kallienne, was almost lost. Fortunately, the Chimera made her appearance in the nick of time to save the crown of Alahan and the living dead forces were eventually driven back.

Today the Barhans are more ready than ever to fight further battles in the name of Light!



RAG'NAROK

While the first Barhans celebrated their victory over the Atrocities, the Chimera issued them a warning before returning to the Magic realms of Light: the Atrocities were not dead, only repelled. They would come back to destroy Aarklash the day man walked away from Light. Only the Barhans could stop them. This warning was scrupulously handed down by the great families and scholars of Alahan.



THE KINGDOM OF ALAHAN

Totem: **Lion.**
 Country: **Alahan.**
 People: **Les Barhans.**
 Nation: **The Kingdom of Alahan.**
 Language: **Barhan.**
 Capital: **Kallienne.**
 Alliance: **The Ways of Light.**
 Allies: **Dragon, Griffin, Boar and Sphinx.**
 Cult: **Arin and the gods of Paragon.**
 Magicians' primary element: **Light.**





Unfortunately, today the prophecy has come true: at the battle of Tycho a number of Atrocities have appeared. The Barhans now have to fulfill their duty towards Light and the peoples of Aarklash. The fate of the world is in their hands.

The knights and soldiers of Alahan take on this burden with great heart. Glad to fight for Light, they also gain the respect of their peers. In Alahan all feats of arms are rewarded. The battles of the Rag'narok are a good way to rise in Barhan society or to honor one's ancestors. Prowess in war is the best argument in courtly love; no Lady in the kingdom could remain unmoved by the bravery shown by these knights. Finally, Barhan heroes are convinced that the strong are meant to protect the weak. Their honor is therefore at stake. Knights who have lost their honor are ready to take the most insane risks to regain the esteem of their peers and to find their way into the epic legends that is their history.



in the Realm of Light. The victory of Alahan makes no doubt!

The knight of Alahan riding his charger represents the heroic ideal of the Lion: unfailing courage, steadfast loyalty and a will to fight Darkness anywhere on Aarklash. The nobility, poor and rich, is trained from childhood to become the best warriors of Alahan. A Knight's armor and lances are handed down from generation to generation with religious respect.

The order of the Chimera, led by the queen, is a powerful brotherhood of Barhan magicians. Keeping the teachings of the Chimera itself this order attempts to pierce the secrets of magic while fighting for the cause of Light. To do so it trains many warrior mages. These mages have such empathy with Light that they are able to bless the weapons of their companions in arms.

ARMY

The strength of the Lion comes from its heavy cavalry and its powerful magicians. It can also count on elite warriors with magical powers or weapons of legend. In Alahan, every soldier is a hero! Courage is their most loyal companion and glory their best reward. None of them ever hesitates when risks need to be taken, even if this means hacking their way far into enemy lines to secure victory. Thanks to these daring strategies and to swift maneuvers, the army of the Lion always has the initiative when taking action. The endurance of its fighters is legendary: neither fatigue nor fear of death has a hold on them. And if the strength of the army is not enough, the Barhans can call upon the Elements. They are also supported by many magical creatures that live in the baronies or

CHRONOLOGY

200	The Lahners and the Ylliaars settle in the south of Aarklash.
360	Beginning of the war against the Atrocities.
419	Defeat of the Atrocities Foundation of the Kingdom of Alahan.
675	Treason of Acheron. First battle of Kaiber.
978	Beginning of the reign of the current king, Gorgyn I.
999	Battle of Tycho.
1 001	Second battle of Kaiber.
1 006	Battle of Kallienne.

A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

THE GRIFFIN

The Empire of Akkylannie is aware of the imminence of the end of the world and is conscious of its duties towards mortals. It knows that the gods worshipped by most peoples are mere icons or wicked creatures abusing the gullibility of mortals. The soldiers of Akkylannie are fighting a merciless war to save all the peoples of Aarklash and to shepherd them into the light of their god, Merin. They have chosen a symbol that suits their mission: the Griffin, the determination of the Lion and the vigilance of the bird of prey.





HISTORY

The Empire of Akkylannie was born from a mystic revelation. Arcavius de Sabran, a noble from Alahan, was visited by an angel of fire who bestowed upon him the prophecy of Merin: Creation was racing towards its destruction and Arcavius was to found a new nation to save it. Arcavius left his homeland, gathered his followers and founded the society on which the Empire of Akkylannie was to be built in the eastern parts of Alahan. Guided by Merin, he ordered the construction of great modern cities and founded an advanced state.

This nation almost collapsed when an imperial scientist, Dirz, defied the sacred laws delivered by Merin. The heretic was condemned and forced to flee the Empire. This crisis led to the creation of the Inquisition, an unyielding organization that terrorized the population of the Empire for a long time. This crisis also triggered the First Crusade in an attempt to conquer the Syharhalna, where Dirz had taken refuge. Later, in an attempt to locate the tomb of Arcavius, the Second Crusade left for the canyons of Bran-Ô-Kor.

The Empire of Akkylannie has fought many battles during the Rag'narok.

The Order of the Temple was deeply shaken by the attacks from the Syharhalna and Akkylannie came close to being invaded by the devourers of Vile-Tis. The Empire has survived, but not its leaders. Today, in the aftermath of these battles, a new pope and a new emperor have been chosen by Merin's hand. A new age dawns for the empire of Akkylannie. United, the Empire prepares to conquer yet again.

On the battlefield the Griffin army is probably the best organized on all Aarklash. Disciplined and well equipped, Akkylannians wage war like no others on the continent. They never step down when faced with the enemy and, thanks to imperial conscription, they can send great numbers of fighters into battle. Furthermore, when numbers are not enough, the Akkylannians bring out the big guns and call upon the powers of Merin to accomplish the prophecy of the One God.

No matter their army corps, Akkylannians are united by the same fervor. They are governed by well established institutions with complex hierarchies. On the frontline of the struggle against Darkness difficult choices sometimes need to be made. To fight these dilemmas, some have made a move towards Light, while others rely on the cleansing fire of the One God.

- **The Griffin of Light** unites the four cardinal temples of the Order of the Temple. The soldiers of this religious order try as hard as possible to remain honorable and good in their struggle against Darkness.

- **The Griffin of Fire** stops at nothing to destroy the enemies of the Empire and Light. Its soldiers, the brothers of Hod and the agents of the Inquisition, act with unfailing determination.

Akkylannians worship Merin. They call him the One God and address their prayers to the constellation of the Griffin.



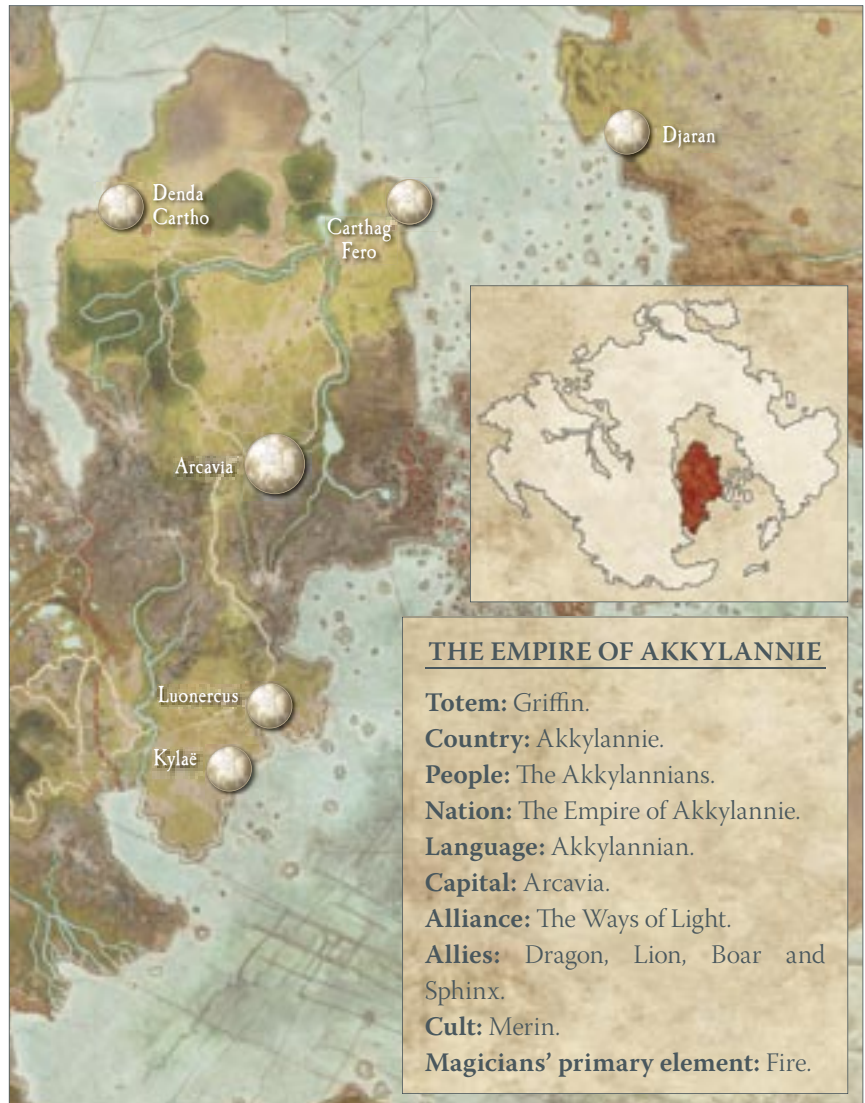


RAG'NAROK

The *Codex of Merin* teaches the Akkylannians that Creation is tainted by Darkness, that false gods have driven mortals away from the path of the One God, and that Aarklash is running towards its destruction. Therefore, Merin has no other choice but to cleanse Creation in a great celestial fire and to rebuild a new world, pure and radiant, upon the ashes of corrupt civilizations.

The revelation Merin brought to Arcavia is a message of hope: all mortals who realize their mistakes and join Merin shall be saved from the flames of purification. Those shall be welcomed into the new Creation. The empire of Akkylannie's mission is to convert as many mortals as possible, in order to save them. It must also fight against the servants of Darkness to delay the inevitable as long as possible. This task is both religious and military: the more you fight, the more you convert.

Although driven by this sacred quest, Akkylannians are fighting to protect their culture. They are proud to be part of a nation that is not ruled by birthright and where the weak are protected by law. Their technological breakthroughs, such as gunpowder, also give them an edge over many less developed peoples. Akkylannians are aware of how fortunate they are and they are prepared to die to protect their homeland.



THE EMPIRE OF AKKYLANNIE

Totem: Griffin.

Country: Akkylannie.

People: The Akkylannians.

Nation: The Empire of Akkylannie.

Language: Akkylannian.

Capital: Arcavia.

Alliance: The Ways of Light.

Allies: Dragon, Lion, Boar and Sphinx.

Cult: Merin.

Magicians' primary element: Fire.



Their faith tells them to respect the authority of those governing them. When the latter decide it is time to go to war, every Akkylannian is ready for battle. In fact, young men owe five years of conscription to the Empire, a period during which they are taught their duties as citizens as well as the trade of arms.

ARMY

The Griffin army owes its power to its units of conscripts and fusiliers. In addition to these, it manufactures powerful war machines, such as cannons that sow death among its enemy's ranks. The Griffin army despises hastiness and fanciful maneuvers; it would rather rely on brute force and unflinching resilience. However, it is not deprived of fine strategists, who always know where to apply this force or how to make the most of this resilience. Once the enemy has been decimated by salvos of rifles and after the foe's assault has broken against the shields of the conscripts, all that is left to do is order the counter offensive to make the battle a victory. When the situation becomes tricky, it is always possible to call upon the exceptionally great powers of the faithful of Merin. Finally, the army's elite soldiers, protected with layers of plate armor, are each worth several men in combat.

The fusilier is probably the troop most representative of the Griffin army. The fusiliers are highly trained professional soldiers who demonstrate the almightiness of the igneous god and the superiority of the rifle on the battlefield every day. Their rounds are so accurate, so powerful and so efficient that they have no need for heavy armor or any cumbersome m le e weapon: the enemy rarely makes it that close.

The templars are famous throughout Aarklash. They protect the Akkylannian pilgrims at the four corners of the continent. In combat, they are fuelled by divine anger that leaves no doubt concerning their fervor.

Finally, demon hunters patrol the roads of the continent seeking out the most powerful servants of Darkness. Armed with only a pistol, a blade and their faith, they are at war with the enemies of the Empire. No mercy should be expected from them.



CHRONOLOGY

- 571 Revelation of Arcavius.
- 573 Foundation of the Empire of Akkylannie.
- 676 Heresy of Dirz.
- 677 First Crusade (Syharhalna).
- 994 Second Crusade (Bran- -Kor).
- 1 003 Invasion of Akkylannie by the Devourers.
- 1 004 Empire of Syharhalna offensive.
- 1 005 Battle of Arcavia, death of Emperor Octavius IX.
- 1 009 Battle of the Braziers, selection of the new imperial leaders.

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THE BOAR



The dwarves of Tir-Nâ-Bor are a robust people; they are proud and tenacious. They have been living at the heart of the Ægis range since time immemorial. For centuries they have avoided other peoples, refusing to take part in the treacherous game of alliances. Yet the Rag'narok caught up with the dwarves of Tir-Nâ-Bor when the enemy invaded their precious mountains. Although this battle might be lost, the dwarves know that the war is not over yet. As stubborn as ever, the dwarves of Tir-Nâ-Bor have immediately set out to take back the Ægis and the surrounding plains, supported by their Akkylannian allies.



On the battlefield the dwarves of Tir-Nâ-Bor are making steady progress; their advance is inexorable. Protected by their thick armor, they fight amidst the whistling of their powerful steam machines. Their dreaded steam cannons shell the enemy. Their boilers propel their mechanized mounts at unbelievable speeds. Their steam weapons strike with the force of an erupting volcano. Their terrifying steam masks freeze the enemy in fear... The dwarves of Tir-Nâ-Bor are keen connoisseurs of anything that smokes, whistles and boiler powered!

To a dwarf of Tir-Nâ-Bor defense is more important than attack: there is nothing better than a solid fortification to win a battle. Locked up in their impregnable fortresses, the people of Tir-Nâ-Bor await the enemy on their own ground!

Each fortress has its own secular traditions and its military specialties. Fom-Nur, Kâ-In-Ar, Kal-Nam, Kar-An-Tyr, Lor-An-Kor, Naël-Tarn and Ogh-Hen-Kir are as many fortresses and factions. Naturally, to its inhabitants each fortress is clearly superior to the others.

Dwarves worship Odnir and his pantheon, whose domain is located in the constellation of the Boar.

HISTORY

The history of the nation of Tir-Nâ-Bor begins with the Winter of Battles. Only the dwarves had taken measures to stock food stuff. Thus, they did not suffer any shortage. But their famished neighbors attacked them relentlessly as they eyed the dwarven granaries greedily.

The famine was taking its toll across the land. The children of the gods, the giants, were dying. The gods came to the dwarves offering a deal: they were inviting them to settle in the gods' domain of the Ægis, where they would be safe from the greed of other peoples. In exchange the dwarves were to feed the giants and ensure their survival. The dwarves gladly accepted. Tir-Nâ-Bor – the Land of the Pact in their tongue – was born.

In their sheltered domain, the dwarves discovered the art of the forge and, later, the wonders of steam. For a time, they even harbored the offspring of a marginal civilization, goblins. But the latter revolted and ran away in a demonstration of gross ingratitude, leaving only the dwarves and the giants of Tir-Nâ-Bor who kept developing peacefully...until the appearance of the demons of the Abyss. These creatures, neither dead nor alive, invaded the depths of the Ægis. Despite centuries of war, the dwarves of Tir-Nâ-Bor never managed to defeat them completely.

However, as the Rag'narok dawned, the most powerful heroes of Tir-Nâ-Bor decided to put an end to all this. They bravely cast all their forces into the battle and ventured deep

into the caverns controlled by their foe. They eventually scored a major victory, but it cost them dearly: another people, the Syhar, took the opportunity to attack the fortresses of Tir-Nâ-Bor as they stood defenseless. Several of these fortresses have fallen into the hands of the aggressor. But the people of Tir-Nâ-Bor are obstinate by nature. With the help of the Akkylanians, their historical allies, the dwarves, elves, humans and the giants of Tir-Nâ-Bor have stopped the Syhars's advance and have begun taking back their homes.

Nowadays, the people of Tir-Nâ-Bor are allied to the Ways of Light.

RAG'NAROK

According to the dwarves of Tir-Nâ-Bor, the energies radiated by the gods of the Ægis are supposed to spread at a steady pulse. Today the *Argg-Am-Ork* – the Rag'narok in their tongue – has upset this rhythm. The whole of Creation trembles and convulses as a new era approaches.

Thanks to the pact established with the gods of the Ægis, the people of Tir-Nâ-Bor are particularly aware of this. They know that only the strongest and best prepared nations will survive the final battle.





THE REPUBLIC OF TIR-NÂ-BOR

Totem: **Boar.**

Country: **Tir-Nâ-Bor.**

People: **The dwarves of Tir-Nâ-Bor, the elves of Tir-Nâ-Bor, the humans of Tir-Nâ-Bor and the giants of Tir-Nâ-Bor.**

Nation: **The republic of Tir-Nâ-Bor.**

Language: **Tongue of Gheim.**

Capital: **Kâ-In-Har.**

Alliance: **The Ways of Light.**

Allies: **Dragon, Griffin, Lion and Sphinx.**

Cult: **Odnir.**

Magicians' primary element: **Earth.**

However, the Argg-Am-Ork has begun under ill omens: some of the most powerful dwarven fortresses have fallen in the early battles.



But fortunately, a battle is not a war. Dwarven character was forged from the purest of steels. They withstand the blows of fortune without uttering a single complaint! While the winds of fate are blowing against them the dwarves are more determined than ever to survive. To them it is as much a challenge to their faith as it is a vital necessity. If they ever give up, the dwarves of Tir-Nâ-Bor will have shown unworthy of the pact made with the gods: they would no longer be the dwarves who survived the Winter of Battles.

Supported by the Akkylannians, the people of Tir-Nâ-Bor are already fighting back. Nothing can break the will of a dwarf of Tir-Nâ-Bor, not even the Argg-Am-Ork!

ARMY

The army of the defenders of Tir-Nâ-Bor is not suited for sudden breakthroughs or lightning raids. However, it excels in the methodical occupation of ground. Once in place, units of dwarves of Tir-Nâ-Bor can only be driven out by the most brutal and determined enemies.

The Boar army's strategy relies on the careful use of the exact amount of force required. With great tactical finesse, the dwarves of Tir-Nâ-Bor like to hit hard where they are sure it hurts most. When the Boar army steps into battle order, only a flagrant twist of fate can deprive them of victory. The generals of Tir-Nâ-Bor prepare their battle plans carefully, to make sure each unit is exactly where it should be.

The dwarves refuse to rely on sheer numbers; they would rather crush the enemy using their technological superiority. They trust only steam machines. Their war chariots come thundering across the battlefield blasting their oversized guns.



The Khor riders on their steam-powered razorbacks are sent out on stampedes, while the bombardiers, firing their portable artillery pieces, shake the earth with huge explosive shells. The other dwarven fighters are certainly not forgotten: gauntlets, hammers, masks, armor; anything can be mechanized. Using steam, the dwarves have at their disposal weapons worthy of their temperament: explosive!

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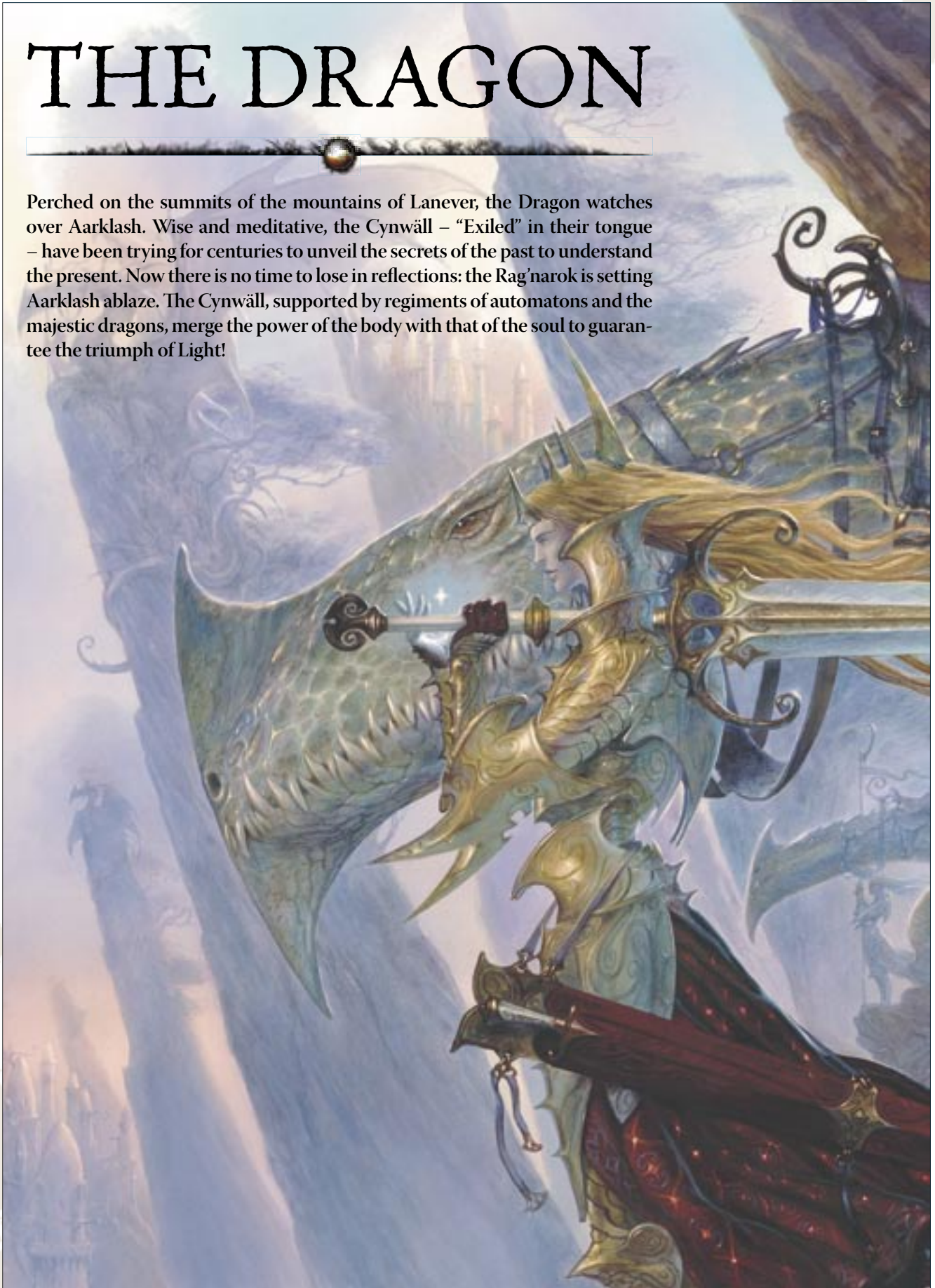
CHRONOLOGY

- 1** Colonization of the Ægis by the Dwarves.
- 684** Appearance of the demons of Mid-Nor.
- 1 004** Ogh-Hen-Kir falls under Syhar control.
- 1 005** Kal-Nam falls under Syhar control.
- 1 007** The capital of the defenders of Tir-Nâ-Bor holds on against the Syhar legions.
Ogh-Hen-Kir is won back by the joint forces of the dwarves of Tir-Nâ-Bor and the Akkylannians.



THE DRAGON

Perched on the summits of the mountains of Lanever, the Dragon watches over Aarklash. Wise and meditative, the Cynwäll – “Exiled” in their tongue – have been trying for centuries to unveil the secrets of the past to understand the present. Now there is no time to lose in reflections: the Rag’narok is setting Aarklash ablaze. The Cynwäll, supported by regiments of automatons and the majestic dragons, merge the power of the body with that of the soul to guarantee the triumph of Light!





The first weapon the Dragons have is the level of concentration they can achieve connecting their body and soul: in this way, the Cynwäll warrior can adapt to any situation and overcome any obstacle standing between him and victory. Fury and passion are nowhere to be found in the heart of the Cynwäll at war.

The second weapon of the Dragon is technology. The Cynwäll have explored the ruins of Lanever and re-discovered the secrets of the Elders. They know today how to blend magic and technology to design extraordinary machines, and gunpowder no longer holds any secrets for them.

Formerly limited by their low population, the Cynwäll have woken an army of battle automatons born from a long forgotten technology. These mechanical fighters, called constructs, are immune to fear.

The Cynwäll can also rely on their greatest allies, the dragons of the summits. Thanks to their support, they rule the skies and turn their toughest enemies to ashes.

The outcome of the Rag'narok could well depend on the decisions of the Cynwäll.

- The True Dragon is the army that has always been engaged in the battles of Light. Found at the four corners of the Aarklash, it is composed of warriors ever ready to defend the ideals of Light.

- The Secret Dragon is the keeper of the secrets of Lanever. This army is composed of mechanized regiments supported by the mysterious trihedrons, units of three exceptional fighters.

The Cynwäll live by the Noësis (which means the "Truth"), the philosophy upon which their wisdom is based. They have turned to the stars of the constellation of the Dragon for inspiration.

HISTORY



Long ago all the elves were part of a single nation, Quithayran. The Republic of Lanever was born from a succession conflict, called the Serrelis, in 558. One of the two possible heirs to the throne, a partisan of wisdom and Light, chose to leave and went into exile in Lanever to avoid civil war. Along with his many followers he



founded a republic. The elves of this new nation adopted the name of *Cynwäll*, or "Exiled". They swore not to take part in the conflicts of the continent.

The Cynwäll allied themselves with the dragons that live in the mountains of Lanever. While exploring their new territory they discovered ancient temples, inside which slept ancient artifacts, constructs and libraries built by a long forgotten society. Exiled no more, the Cynwäll became the keepers of the secrets of the Elders.

The Cynwäll broke their oath of neutrality during the first battle of Kaiber in 625. By siding with Light they prevented the Ram from invading Aarklash. Over the following centuries, the Dragon fought many battles against the Meanders of Darkness.

The Cynwäll, in their great wisdom, knew that the Rag'narok was unavoidable. After centuries of preparation they are fighting with all their might, using the weapons of the Elders. Even the prospect of Aarklash being destroyed cannot break their concentration. The former guardians have become formidable warriors. The Dragon is taking the fight into Darkness' territory in the western parts of Aarklash, while supporting its allies wherever its forces are needed.

RAG'NAROK

The Cynwäll see the Rag'narok as an opportunity for all the peoples of Aarklash: the chance to choose their own future, between Light and Darkness. They know that the battle will be merciless and that the consequences will be terrible: if Darkness wins, Creation will experience an era of corruption and pain.

The certainty of these truths is supported daily by the reality of these conflicts. The Dragon is deploying its companies from the Ynkarô to the Syharhalna. However, there are not enough Cynwäll fighters to maintain such an army, even with the support of the constructs and the dragons. So it is the entire population that is at war, risking complete extinction if they ever were to be defeated. Only faultless concentration can lead them to victory in these conditions! This is why the Cynwäll lock their hearts and souls away before each battle, resembling more and more the constructs fighting by their side.

The time of the Rag'narok has come and the Dragon is waking from its meditation. The only uncertainty left is the future: the victor alone shall make History.

ARMY

The army of the Dragon is a sophisticated war machine. The male and female troopers, the specialists, the constructs of all shapes and sizes, the titanic dragons are all cogs that fit into the Cynwäll army with deadly precision. The army is a lethal blade capable of causing fatal damage when wielded by a master of strategy.

The selsÿms constitute the main body of the army; their mastery of combat is rarely equaled by the regular troops of the other peoples and moreover their speed is that of the elves. They are supported by elite troops that specialize in one or another aspect of the Cynwäll art of war: the kestrels for instance exchange their shield for a pistol, to deal death with astonishing agility. The varsÿms prefer fighting with a





weapon in each hand, as they seemingly dance around the enemy. At the top of the chain of command of the Dragon army, one will find the asadars and the khidarÿms. These warriors are equipped with fine armor that compensates for their frail elven constitution.

Cynwäll troops are supported by distinctively shaped constructs organized into regiments led by magicians. Though the constructs might lack vivacity, it is their great resilience and unbreakable morale that makes them indispensable. The ranks of the constructs are sometimes overshadowed by the imposing figures of the novas that hold a weapon in each of their four arms, while the pulsars are hybrids with the upper body of a nova mounted on a great war wheel.

High above the m  le glide the dragons, the most noble and most powerful creatures of Aarklash. Free roaming or ridden by dragon-knights, these titans fill the hearts of the enemy with terror and leave nothing but smoking ashes in their wake.

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THE REPUBLIC OF LANEVER

Totem: **Dragon.**
 Country: **Lanever.**
 People: **The Cynw  ll.**
 Nation: **The Republic of Lanever.**
 Language: **Cynw  ll.**
 Capital: **Laroq.**
 Alliance: **The Ways of Light.**
 Allies: **Griffin, Lion, Boar and Sphinx..**
 Cult: **The No  sis.**
 Magicians' primary element: **Light.**

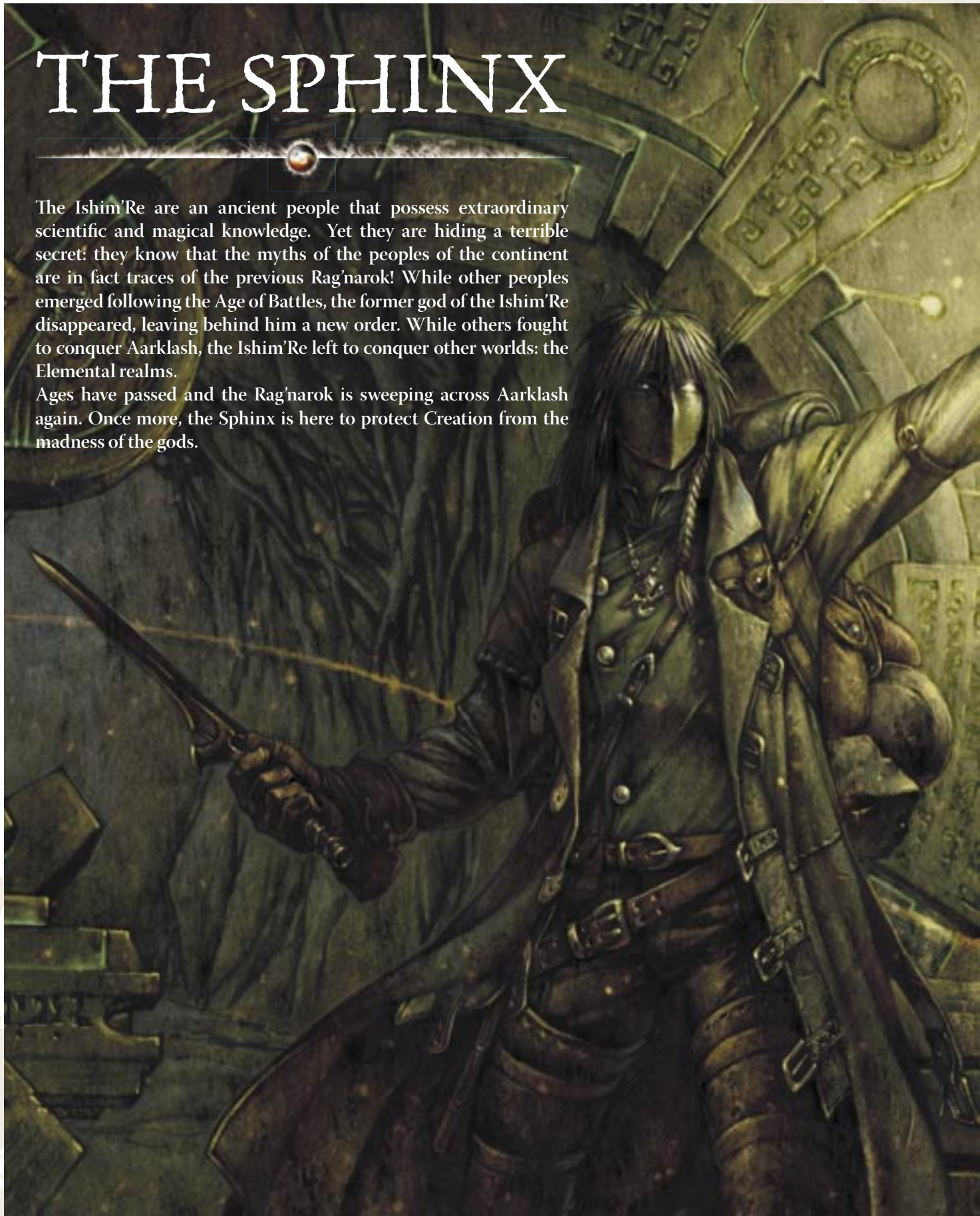
CHRONOLOGY	
558	Serrelis, succession struggle for the throne of Quithayran.
675	Treason of the barony of Acheron. First battle of Kaiber.
832	Foundation of Cadwallon.
1 001	Second battle of Kaiber. Battle of the Dragon's Gorge.
1 005	Siege of Acheron. Third battle of Kaiber.
1 007	Meh��l's quest.
1 008	Meh��l's return ccompanied by a child of the Utopia of the Sphinx.



THE SPHINX

The Ishim'Re are an ancient people that possess extraordinary scientific and magical knowledge. Yet they are hiding a terrible secret: they know that the myths of the peoples of the continent are in fact traces of the previous Rag'narok! While other peoples emerged following the Age of Battles, the former god of the Ishim'Re disappeared, leaving behind him a new order. While others fought to conquer Aarklash, the Ishim'Re left to conquer other worlds: the Elemental realms.

Ages have passed and the Rag'narok is sweeping across Aarklash again. Once more, the Sphinx is here to protect Creation from the madness of the gods.





The armies of the Sphinx are not subjected to the laws of time: they appear from the past using technologies of the future. Its regiments are composed of gilded automatons of all sizes, their frames glistening with the sheen of centuries past. Leading them from their great flying ships are gathered every generation of Ishim'Re. The oldest among them have projected their spirits into survival devices that have been transformed into war machines. The younger Ishim'Re perpetuate the mystical traditions of their people and have taken command of the Ways of Light. After centuries spent in exile, battling in the Elemental realms, the Sphinx is back to take part in the Rag'narok!

The Ishim'Re have sworn to serve Light and to protect Aarklash.

- The Guardians are seeking to collect the secrets of the gods as well as weapons that would end the threat of Darkness. Following the orders issued by the Eternals, armies of constructs are traveling across Creation.

- Holders of a culture and martial knowledge thousands of years old, the Heirs are trying to find their place back on Aarklash. Protected by the constructs of their forefathers, they make great use of their extensive knowledge of magic and war.

The Ishim'Re worship the Heols, who guide them through the constellation of the Sphinx.



HISTORY

The Utopia of the Sphinx was born from the ashes of a dreadful war. At the beginning of time, the Ishim empire fought the gods of Creation. The latter, aided by Vile-Tis and an army of worgs, managed to defeat Ishim technology. Arh-Tolth, a magical being worshipped by the Ishim'Re, disappeared and his green empire turned to a sterile desert.

A handful of Ishim'Re survived thanks to the mercy of the Heols, the gods of Light. The survivors chose to keep the secrets of the gods and science. Secretly, they swore to protect Aarklash from divine madness.

THE UTOPIA OF THE SPHINX

Totem: **The Sphinx.**
 Country: **Algandie.**
 People: **The Ishim'Re.**
 Nation: **The Utopia of the Sphinx.**
 Language: **Enigma.**
 Capital: **Aureus.**
 Alliance: **The Ways of Light.**
 Allies: **Dragon, Griffin, Lion and Boar.**
 Cult: **The Heols, the pantheon of Light.**
 Magicians' primary element: **Light.**

To honor this oath, the Ishim'Re waged war against the Ophidians, the heirs to the destructive god Vortiris. The last battle was fought where the city of Cadwallon now stands. Vortiris was imprisoned and his Ophidian children scattered throughout the Elemental realms. The Ishim'Re left Aarklash to pursue them. Before leaving, they prepared for their return by leaving hidden workshops, legendary artifacts and a handful of sentinels on Aarklash.

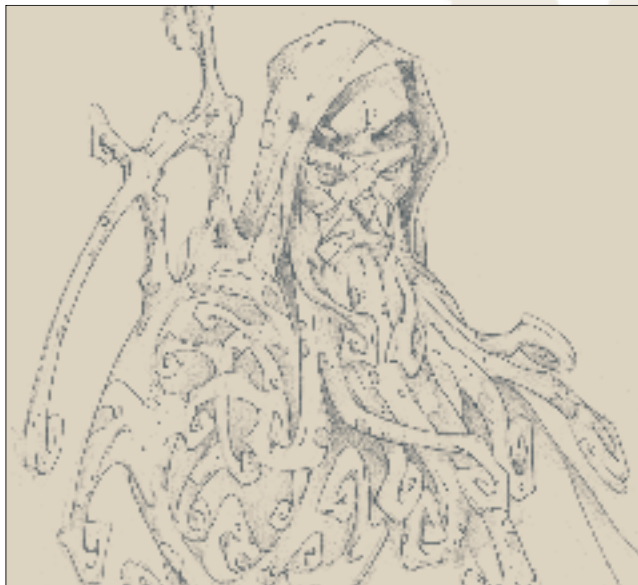
In the first hours of the Rag'narok, the Cynwäll discovered one of the great workshops of the Utopia. The Aurean phalanxes awoke and fought against Darkness for the first time since the Age of Battles. The return of the Sphinx is only a matter of time.

RAG'NAROK

The Ishim'Re, the sentinels of the history of Aarklash, can see clearly into the game the gods are playing. Centuries of travels across the Elemental realms have allowed them to forge alliances with elementals and immortals whose powers defy imagination.

The Ishim'Re fight for Light. However, they do not intend to serve the gods, but instead they plan on instating an age of reason and science, for the good of mortals. Over the ages they have monitored the progress of the peoples of Light following the instructions of the Heols: the Akkylannians have built a glorious empire and the dwarves of Tir-Nà-Bor have become masters of everything material; the Cynwäll are the masters of the abstract and technological progress; the Barhans have tamed the magical energies and altruistically work for the good of their fellow men. United and victorious, these peoples could instate an age of peace and Light across Creation.

The Rag'narok threatens it all. The Meanders of Darkness, who traded their free will for inhuman powers, are putting Aarklash in jeopardy. The paths of Destiny are divided and powerless against this threat. The Ishim'Re have come back to fight and to secure the triumph of Light. However, for the Sphinx military victory is only the first step. It knows that the Rag'narok is a divine game, that serves the ambitions of the gods. The Ishim'Re's objective is to rally the peoples of Light to their cause. Thus, when the next age comes, the mortals will be the masters of their own future and will live in harmony with the immortals.



ARMY

The Ishim'Re are not numerous enough to constitute a traditional military hierarchy. They are gathered in large brotherhoods, in which several generations of individuals live together. Democracy is the rule in times of peace; in times of war, power goes to the most experienced strategist.

The Ishim'Re travel Creation aboard gigantic flying ships, carrying their precious libraries and laboratories with them. These ships also hold the workshops and the legions of constructs they use to wage war. Most of these ships have a designated harbor, a city hidden on the outskirts of the world or in a forgotten Elemental realm.

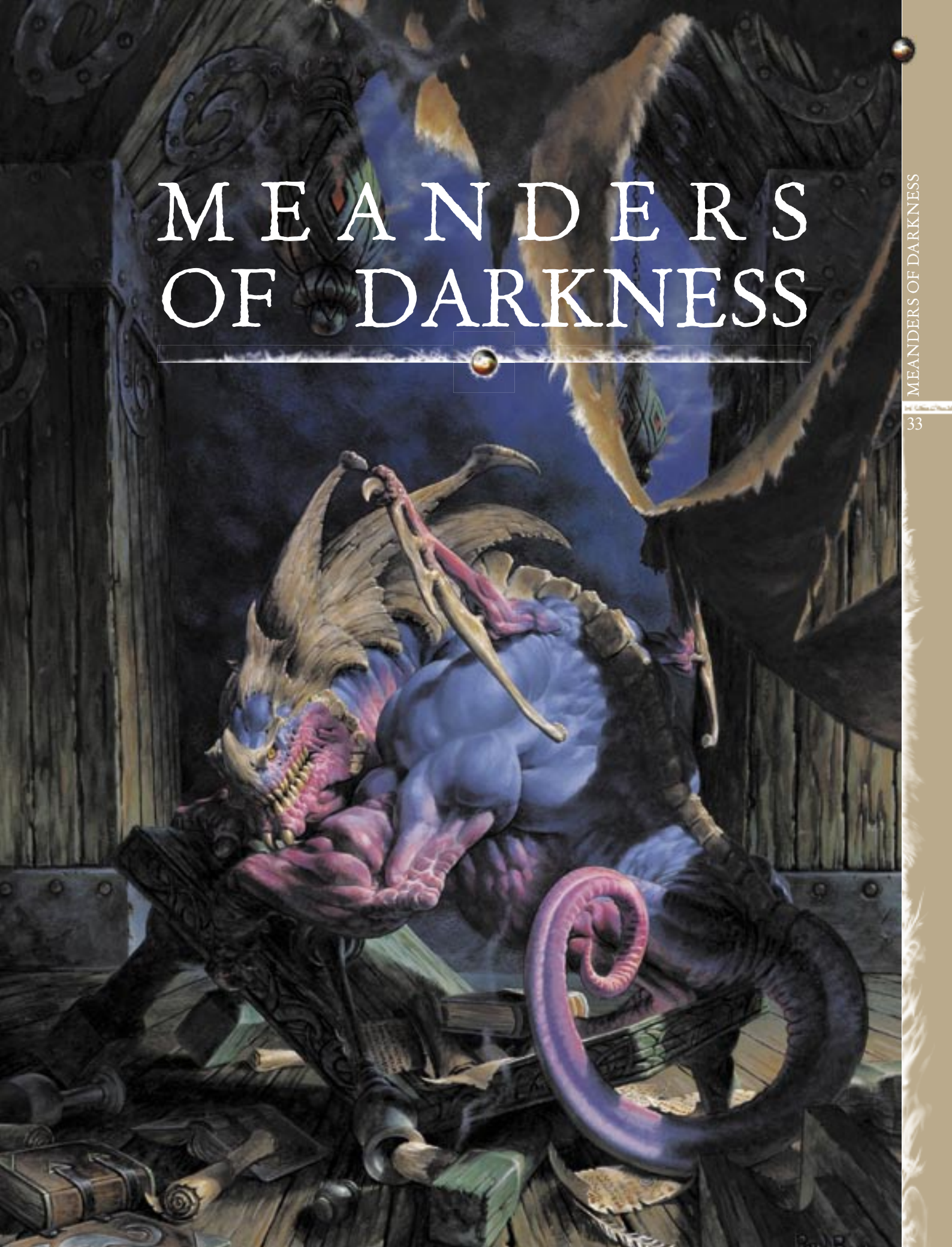
Most Ishim'Re are part of the Eternals. These warriors are sometimes several centuries old and their bodies have long since turned to dust. Thanks to the magic of Light and ancient technology, their spirits have been transferred into machines. Most Eternals fight aboard human-shaped mechanical bodies. However, the most experimental have renounced any kind of human form: their souls inhabit the frame of unrivalled war machines called gladiators.

The Ishim'Re of flesh and blood are the Heirs. Their mortal sensitivity helps them preserve the humanity of the Eternals and allows them to master mystical lore. Very few among them embrace a warrior career; they would rather leave the perils of close quarter combat to the constructs of the Utopia.

CHRONOLOGY

Age of the Gods	Destruction of the Ishim Empire.
0	The Utopia of the Sphinx takes an oath of fealty to the Heols.
255	Battle of Kadwayn, the future Cadwallon. The Ishim'Re go into exile in the Elemental realms.
1008	The Cynwäll Mehöl establishes contact with a child of the Utopia of the Sphinx.

MEANDERS OF DARKNESS



THE RAM

A huge tidal wave of living dead, herded by lords raised from the grave and a handful of corrupt-minded living leaders. Such is the army of Acheron. The fear caused by the terrifying hordes is matched only by the hunger for power of their living commanders. All animated by a faultless determination to serve Darkness.

Relying on numbers and terror, the army of the Ram overwhelms its enemies...all its enemies.





The cursed barony of Acheron has chosen the Ram as its emblem, the symbol of the eternal alliance binding them to the horned lords of the Abyss. Year after year, the army of the Ram grows in power. To the liches and the necromancers leading it all that matters is how much power and knowledge one can gain. To the lords of the dead and their demonic allies, time is a faithful ally: all living beings, friend or foe, are bound to die eventually... Each death reinforces the power of the Ram. The immortal masters of Acheron merely need to wait and survive the plotting of their families to raise their most useful servants or their fiercest enemies.

Their necrotic flesh animated by horrendous spells, the dead march inexorably towards the enemy. However, the living also have their place in the army of the Ram: they know that death is just a change of state that will make them more powerful and will open the highest spheres of power.

The former barony of Acheron is organized into two troop corps, the elder and the ambitious

- The Ram of Acheron is composed of the old nobility of the Obscure, members of the families –Brisis, Mantis, Hestia and Vanth – that have been governing the barony for centuries.
- The Ram of Darkness is composed of all those who joined the barony of Acheron since its foundation and in recent years: the House of the Scourge as well as the Lazarian, Sarlath and Tanit families.

Acheronians honor Salaüel, the lord of the Abyss, with gifts of blood. They seek to unlock the secrets of Darkness in the stars of the constellation of the Ram.

Scavenger



HISTORY

The nation of Acheron was born in 675, when the kingdom of Alahan rose against this rebellious barony and its conjurers devoted to Darkness, the Black Togas, to destroy them. This war, the most horrible of wars, has continued ever since.

Kaian Draghost, the elder among the mages of the barony, and Feyd Mantis, Baron of Acheron, had concluded pacts with the powers of Darkness. The Chimera, the magical ally protecting Alahan, unmasked them. The two masters of

the barony of Acheron were summoned to surrender and face the justice of their kingdom. The only answer they sent was the huge army of morbid puppets, skeletons and zombies they launched against the Kaiber Pass. This fortress is in fact the only road to the barony of Acheron. In the aftermath of the battle neither side could be declared victorious. Three hundred years later, the war still rages between the two enemy brothers, as each side holds on to its positions in the Kaiber Pass.

Since the beginning of the Rag'narok, the army of the Ram has taken the offensive. Having built a flying fortress, the Acheronians found a way over the mountains and loomed over enemy territories. A second wicked plan allowed them to open a series of portals of darkness, called the Dark Gates, across Aarklash. In a desperate attempt to counter the Ram the Cynwäll launched a surprise assault against the capital of the barony, Acheron. But the Acheronians fought back: today the siege of Acheron is definitely broken and the fortress of Kaiber Pass has fallen into the hands of the Ram.



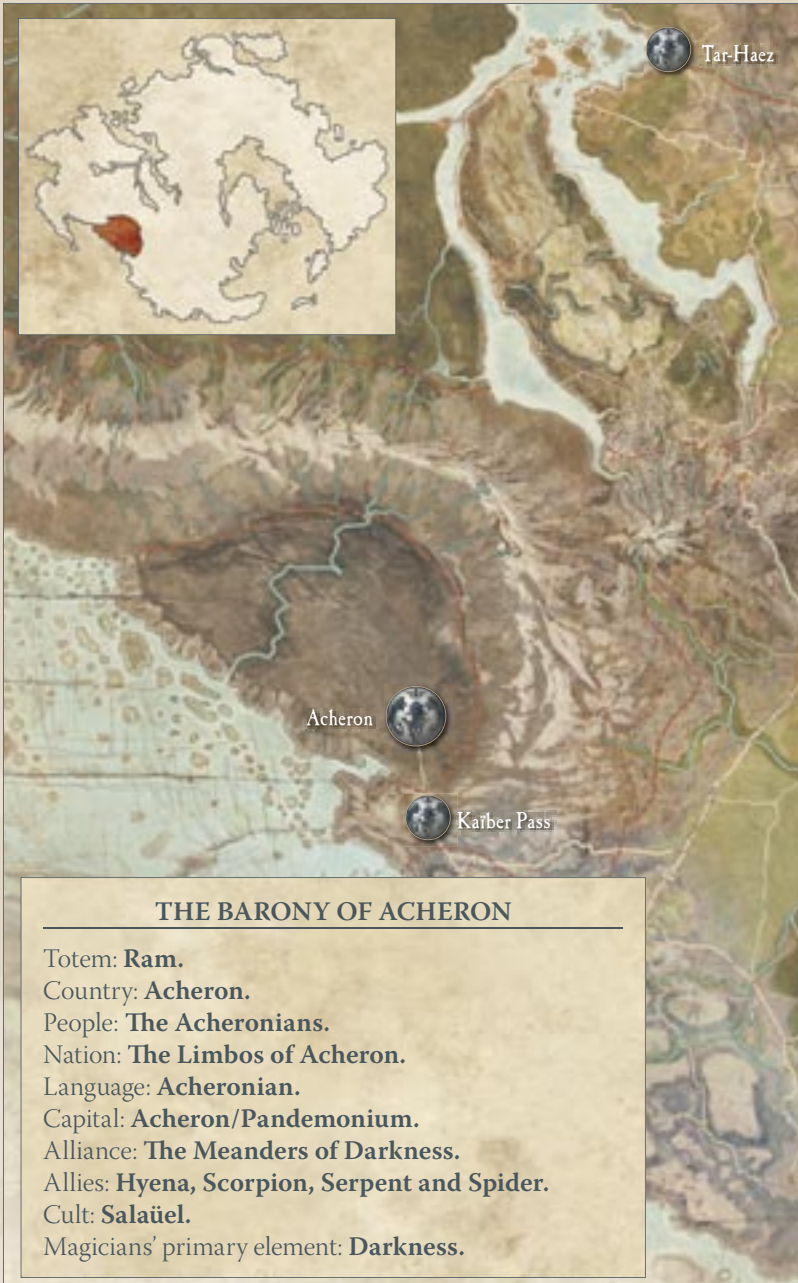


RAG'NAROK

"...And thus the time of the Ram will come. Those who tamed death shall witness the signs of its coming: Salaiüel, Lord of Darkness, He who brings Evil and Knowledge, Father of the Abyss, shall designate his champion, the incarnation of infinite Night. The chosen shall be the one to lead the true believers to victory in death. He shall be the one to hoist the standard of the eternal war, the Rag'narok. He shall be the one to raise the army of the dead and will be served by the living worthy of adoring Darkness."

As he wrote the *Codex of Salaiüel*, Baron Feyd Mantis revealed the fate of Creation: its destruction is meant to bring the beginning of a new cycle. The "Divine Baron" could not accept this: it would mean the annihilation of all his efforts to seize absolute power and the ruin of his work to master eternal life. From that moment on he never ceased to press his people to conquer Aarklash in order to prevent the end of the world.

In Acheron, those who get to choose, fight to gain influence, amass riches and gain power. Such endless quests keep pushing them to battle the other peoples and to enslave them. By dragging all the nations of Aarklash into war, the Rag'narok reinforces the power of Acheron: for every fallen enemy, an undead servant is raised to march under the banner of the Ram. But, most of the warriors of Acheron do not have a choice. Dead for centuries, they are condemned to an eternity of servitude and battle. The hatred they feel towards the living, who represent everything they have lost, multiplies tenfold the power of the blows they deal to the enemies of Acheron.



THE BARONY OF ACHERON

Totem: **Ram.**
 Country: **Acheron.**
 People: **The Acheronians.**
 Nation: **The Limbos of Acheron.**
 Language: **Acheronian.**
 Capital: **Acheron/Pandemonium.**
 Alliance: **The Meanders of Darkness.**
 Allies: **Hyena, Scorpion, Serpent and Spider.**
 Cult: **Salaiüel.**
 Magicians' primary element: **Darkness.**

CHRONOLOGY

- | | |
|--------------|--|
| 666 | Foundation of the order of the Black Togas, which will later become the order of the Ram. |
| 672 | Pacts are sealed between the Acheronians and the gods of Darkness. |
| 675 | The barony rebels and the war against the kingdom of Alahan begins.
First battle of Kaiber. |
| 1 001 | Second battle of Kaiber. |
| 1 003 | Battle of the Ynkarò.
Acheronians deploy troops on the Leák-Shear |
| 1 004 | Battle of the flying fortresses. |
| 1 005 | Siege of Acheron. |
| 1 006 | The Gates of Hell.
Third battle of Kaiber.
End of the Siege of Acheron |

ARMY

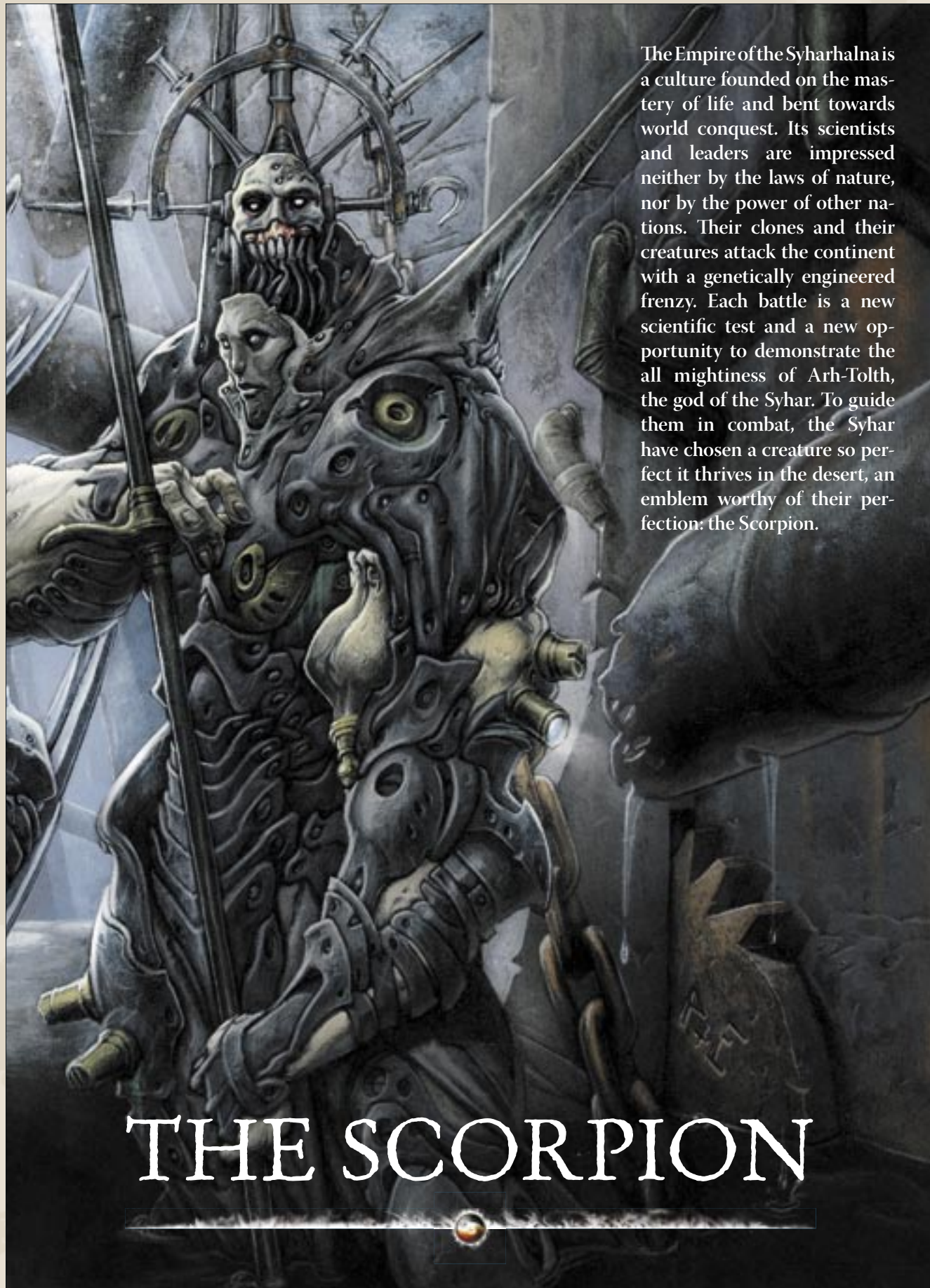
The army of the Ram uses fear as a weapon: no people of Aarklash can march into battle against it without having its own death in mind. Acheronians have mastered death. They do not fear it; they worship it. Alive, they march without fear among their macabre servants. Dead, they fight without regrets for the living who summoned them.

The troops of Acheron are never in a hurry, time is on their side and they know that they will rise again whenever they fall. Their magicians, drunk on power, cast spells of unbelievable magnitude. When standing against such an army, the opponent has very little hope of getting even a taste of victory.

The main bulk of the companies of Acheron is made up of disposable troops such as the fearsome zombies. These units are supported by the more autonomous living dead, who are in charge of neutralizing the most powerful enemies. So, the black paladins, and their perverted code of honor, or the ghouls, swift and starving, will take care of the most troublesome enemies. Topping the hierarchy, the skull warriors lead the troops. They sow death and spread terror. But the true power of the barony of Acheron is based on an ancient and corrupt power: the mystic arts. The magicians of Acheron are necromancers capable of raising armies of the dead or casting the most horrible curses on their enemies. The faithful worship Saläüel, the most powerful of the gods of Darkness. He answers their prayers by bestowing on his faithful gifts of power and calling death or ill-fortune upon their enemies



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N	O	P	Q	R	S	T	U	V	W	X	Y	Z
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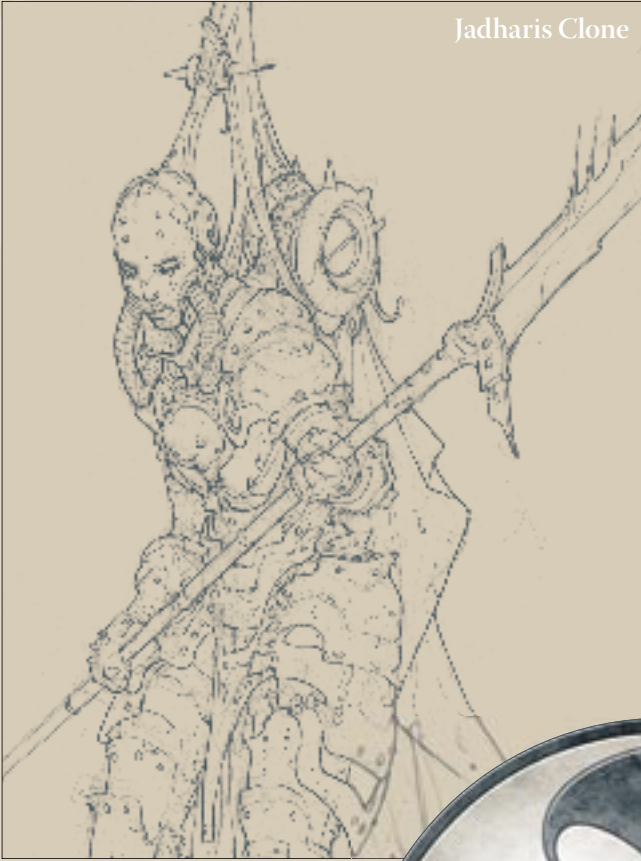


The Empire of the Syharhalna is a culture founded on the mastery of life and bent towards world conquest. Its scientists and leaders are impressed neither by the laws of nature, nor by the power of other nations. Their clones and their creatures attack the continent with a genetically engineered frenzy. Each battle is a new scientific test and a new opportunity to demonstrate the all mightiness of Arh-Tolth, the god of the Syhar. To guide them in combat, the Syhar have chosen a creature so perfect it thrives in the desert, an emblem worthy of their perfection: the Scorpion.

THE SCORPION



Jadharis Clone



HISTORY

The Empire of the Syharhalna was founded by Dirz, one of the greatest Akkylannian scientists that ever lived. As a renowned alchemist Dirz wanted to push the limits of science and magic. But this was not to the taste of the faithful of Merin, who condemned him for heresy. The alchemist was forced to flee his country along with his alchemist disciples. He found refuge in the desert of the Syharhalna. There, he met an Incarnate of Arh-Tolth: Djabril the Voyager. The latter offered him a revelation and the tools to create a new empire.

Guided by the teachings of Arh-Tolth, the disciples of Dirz quickly conquered the whole of the Syharhalna. They built laboratories and created the first clones. When the Akkylannians attempted to invade the desert, the Syhar sent these clones to fight for them. Later, a new species of clone rebelled and fled: those were the orcs. Then the Syhar were forced to build a new capital, after the first, Shamir, was destroyed by a mysterious aggressor. They never discovered who destroyed their city.

In the depths of the new Shamir, the Syhar summoned Arh-Tolth, thus triggering the Rag'narok.

Since then the Syhar have been harassing their hereditary enemies, the Akkylannians. They have carefully elaborated their plans for conquest, and have launched a general offensive: the Dance of the Scorpion. The alchemical legions have crossed Aarklash from east to west, winning every battle they fought. Unfortunately, this breakthrough did not have the desired effect. It does not matter much; the masters of Shamir are already engineering an even more perfect military organization.

On the battlefield the Syhar resemble mad scientists. They command terrifying creatures, born in the laboratories of the Syharhalna. And although most clones have a humanoid appearance, they can use mutagenic substances that transform their bodies and give them extraordinary abilities. The Syhar cannot fail to conquer Aarklash.

In the Empire of the Syharhalna, science, magic and the art of war are all connected. The Syhar armies are created in the great laboratories found throughout the desert and each army obeys only its creator. Some scientists have fortified their laboratories to make them real strongholds; others have turned towards the mysteries of Darkness.

- The Fighting Scorpion groups all the fortified laboratories. These companies are impregnable and their clones are dreaded warriors.

- The Alchemical Scorpion groups the most complex and better equipped laboratories. These laboratories are the theatre of the Scorpion's boldest experiments. Their clones are on the edge of alchemical perfection; they could well be the penultimate step before the perfect being.

The Syhar worship Arh-Tolth, the Alchemical god, and they show particular interest in his constellation of origin: the Scorpion.





THE EMPIRE OF THE SYHARHALNA

Totem: **Scorpion.**
 Country: **Syharhalna.**
 People: **The Syhar.**
 Nation: **The Empire of the Syharhalna.**
 Language: **Syhar.**
 Capital: **Shamir.**
 Alliance: **The Meanders of Darkness.**
 Allies: **Spider, Ram, Hyena, Serpent.**
 Cult: **Arh-Tolth.**
 Magicians' primary element: **Darkness.**



CHRONOLOGY

- 676** Dirz's exile to the Syharhalna.
Foundation of the Empire of the Syharhalna.
- 679** Battle of Dawn, the Akkylannians are repelled.
- 852** Creation of the orcs.
- 855** Orc revolt.
Destruction of the first Shamir.
- 1 000** Ritual of Dawn, Arh-Tolth is summoned to Aarklash.
- 1 004** The dance of the Scorpion.

RAG'NAROK

When he founded the Empire of the Syharhalna, Dirz had a plan. Chased by the Akkylannians and inspired by Arh-Tolth, first he sought to create the physically perfect being. He believed that the creation of a perfect being was impossible in an imperfect world. The discovery of the mystery of life required the conquest of the whole continent. This was necessary from both a symbolic and practical point of view: by conquering the various nations the alchemists would capture the many specimens needed to build the gene library that would allow them to create the perfect being. Besides, guided by the Empire of the Syharhalna, the peoples of Aarklash would finally live in a world where no knowledge would be forbidden. This world would be the original garden where the alchemical cocoon of the perfect being could be left to develop. The Syhar are ready to change Aarklash the same way they change its inhabitants.

Most Syhar fight without understanding anything of Dirz's plans. The millions of clones constituting the Syhar armies are neither intelligent, nor self-aware enough to handle such concepts. Even those who have been raised like humans are so obedient they only fight because of their desire to please their master. And when they are of the autonomous kind, they are so proud of their genetic perfection that they gladly work towards furthering Dirz's great plan.



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N	O	P	Q	R	S	T	U	V	W	X	Y	Z
𐤍	𐤎	𐤏	𐤐	𐤑	𐤒	𐤓	𐤔	𐤕	𐤖	𐤗	𐤘	𐤙



The dasyatis clone is one of the combat creatures used most often in Syhar companies. Powerful, fast and terribly lethal, they are perfect for ramming into enemy lines and massacring enemy troops. Its metabolism has been genetically improved to tolerate massive quantities of combat drugs. It is programmed to kill and its savagery is equaled only by that of the wolfen. Although very old, this clone model is still one of the most efficient.

Yet, no alchemical creature can claim to equal the aberration prime, the result of the Hybrid code technology. A beast so powerful it even scares its creators. As the next stage in evolution it is half

“True born” of the Empire take part in these plans for various reasons. Many hope to be the first to create the perfect being, and to therefore become the masters of a perfect Aarklash. Others seek to become more influential among their peers, or, more simply, to satisfy their great scientific curiosity. Almost all of them see battles as the best way to test their alchemical creations, mere steps in the process towards the creation of the perfect being.

flesh and half metal, the savagery of the monster and the cold efficiency of the machine. According to some rumors, there are several variants of this creature, each one deadlier than the last.

ARMY

The army of the Scorpion exploits the strange powers of its creatures and the ability of its soldiers to use mutagenic substances. It contains a great variety of units; their enemies therefore find them particularly unpredictable. However, for its commanders this army constitutes a formidable weapon that can adapt to any situation, thanks to genetic mutations. While the most frightening creatures and the most aggressive clones harass the enemy, the more conventional units move to take control of the battlefield's strategic positions. When the opponent finally understands what is going on, it is already too late. To accelerate this process, the Syhar never think twice before using their Dark knowledge or calling upon their god.



THE HYENA



The inhabitants of Aarklash speak of the Devourers in terms of a scourge. From their point of view they are little more than a pack of rabid wolves, drunk on carnage and destruction. They cannot even understand how these faithless and lawless rebels managed to survive so long!

The reason for this is very simple though. The Devourers are unrivalled warriors who have broken free from the chains that once held them captive to the gods. Once members of the Paths of Destiny, they have joined the Meanders of Darkness to quench their thirst for slaughter. The Rag'narok shall be the celebration of the death of the gods!



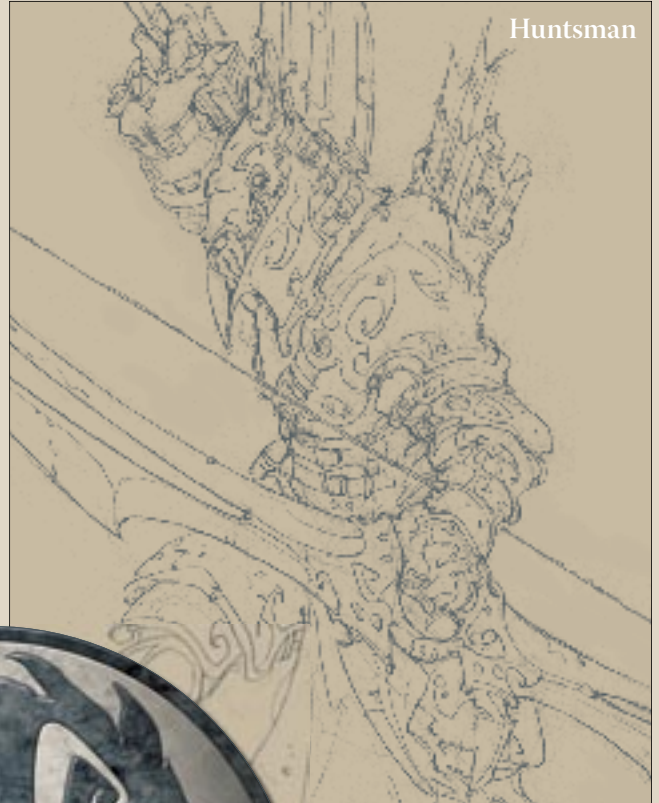
The Hyena leaves only torment in its wake. Composed of wolven who have rejected their heritage, renegades and pariahs of all nations, the disciples of the Beast form a peculiar army: these warriors display ritual chains, wield twisted shaped weapons and are clad in bizarre armor. Burning with rage, they dedicate their art of combat to the destruction of everything holy or sacred to the other peoples. Their victories are celebrated in horrid feasts where the most bestial among them devour the vanquished. It is to this macabre tradition that they owe their name: Devourers.

The Devourers have received the revelations of Vile-Tis, the rebel god supporting their cause. Perpetually at war and hunted down by the other gods, they are few in number; every second of their life is a struggle for survival. Their prowess at war, magnified by their blood-fuelled fury, allows them to terrorize and crush enemies several times more numerous than they are.

The Devourers have gained control of several enclaves since their early victories in the Rag'narok. Their thirst for blood is far from quenched and the Hyena is leaving its den more and more often to feed. The torment of mortals will only end with the fall of the gods; from the ashes of civilization will rise an era of freedom.

- The Hyena of Armageddon is preparing to launch an offensive that will change the face of the Rag'narok.

- The Bloodthirsty Hyena groups the roaming bands that crave for carnage and freedom. As they destroy idols and bring down law and order they are a tidal wave of chaos, leaving only



desolation as they sweep across the continent.

The Devourers may have made a pact with Vile-Tis and it is true that they listen carefully to his revelations, but on the last day of the Rag'narok both the Beast and its sons know that they are to meet for the ultimate showdown. No matter the outcome, Aarklash shall be freed from the grasp of the gods. The Devourers follow the constellation of the Hyena.



HISTORY

In 999, on the eve of the Rag'narok, a meteor crashed into the stone circle of Caer Laen. This celestial body was the prison of Vile-Tis, a fallen god whose brothers and sisters had punished for his unruly behavior. Those who have since named him "the Beast" emerged from the wolven of the Moaning moon. He delivered a terrible revelation to them: the gods were imperfect and made use of their illegitimately earned powers to enchain mortals. To convince them, the Beast revealed that Yllia, their goddess, hated them: she had not given life to them to protect nature, but to destroy any civilization that would threaten her hegemony. In times immemorial, the worgs, forefathers of the wolven, had destroyed a distant western empire at Yllia's express demand. Vile-Tis knew this as the commander of this invincible worg army was none other than himself.



Confronted with the reality of their history and their condition, the wolfen did not know who to turn to after such betrayal. They made a pact with the Beast and swore to kill the gods and destroy any trace of their existence. They were taking their destiny in their own hands.

The Devourers, disciples to a god of war, carried the revelations of the Beast to the other peoples. The half elves of the Ynkarô river, who shared their vision of Creation, rallied to the Devourers. Their souls burning with torment, they fought like beasts and carried out acts of limitless violence.

The Hyena roams in Darkness since 1003. The peoples of Destiny, too weak for them, refused to take the extreme measures imposed by the Rag'narok. In the heart of Darkness, the Devourers have become more ferocious and merciless than ever.

CHRONOLOGY

Age of the Gods	Yllia created the worgs. Led by Vile-Tis, they annihilate the Empire of Ishim.
999	Vile-Tis is back on Aarklash.
1 003	The Devourers join the Meanders of Darkness.
1 005	The Devourers devastate Akkylannie.

THE DISCIPLES OF THE BEAST

Totem: Hyena.
Country: Forest of Caer Laen, North of Akkylannie, Ynkarô river.
People: The Devourers.
Nation : The disciples of the Beast.
Languages: Akkyshan, Akkylannian, Cynwäll, Daikinee, Wolfen.
Capital: The forest of Caer Laen.
Alliance: The Meanders of Darkness.
Allies: Spider, Ram, Scorpion, Serpent.
Cult: Vile-Tis.
Magician's primary elements: Water.



RAG'NAROK

Born on the verge of the Age of Battles, the Devourers are the perfect symbol of the destructive frenzy of the Rag'narok. There is no possible compromise: the Hyena is the executioner of the weak and the slayer of any god-fearing empire.

Through carnage the Hyena denounces the deceitful game of the gods and intends to bring it to an end. The Rag'narok must end with the fall of law and the gods. Once victory and freedom are earned, the torment of mortals shall end. It will then be time to build a new future.

The Devourers do not believe in Destiny anymore: the future is not written in stone; it is in the hands of those who seize it by force or cunning. During the first years of their existence the Devourers have unleashed a hurricane of destruction and hatred. Nevertheless, time and the revelations of their profaners have tempered their rage: they are slowly forming a true people, united by motives stronger than carnage. The most awakened among them are envisioning new models of society. The Rag'narok could well be the baptism of blood for a new golden age.



ARMY

Disowned by their peoples of origin, hunted by the servants of the gods and boiling with torment, the Devourers are forever at war. The Beast and its champions teach them a highly evolved art of combat, in perfect contrast with the rage that overcomes them in battle. This martial mastery allows them to compensate for their lack of discipline on the field. In fact, the Devourers hate authority and will only follow those they believe worthy of being their leaders. Once engaged in the fray, many are those who give in to the fury and become oblivious to orders.

Equipped with two handed weapons, twisted reapers or shields, the voracious are the main body of the army of the Hyena. Over the howls of the frantic charge, all the enemy can hear is the whining of the stars of the Beast, missiles with an unpredictable trajectory thrown by the dreaded headhunters. Less impetuous but even more terrifying, the flesh-eaters form the elite of the Devourers. Protected by their thick armor, they wield the fangs of Vile-Tis, blades whose edge never blunts.

The flesh-eaters might be masters of combat, but tyrants are virtuosos. These now legendary fighters rule the battlefield with their unequalled combat skills. In the shadows of the terrifying warriors of the Hyena, the eclipsantes assassinate their victims in a bloody celebration of grace and fury.

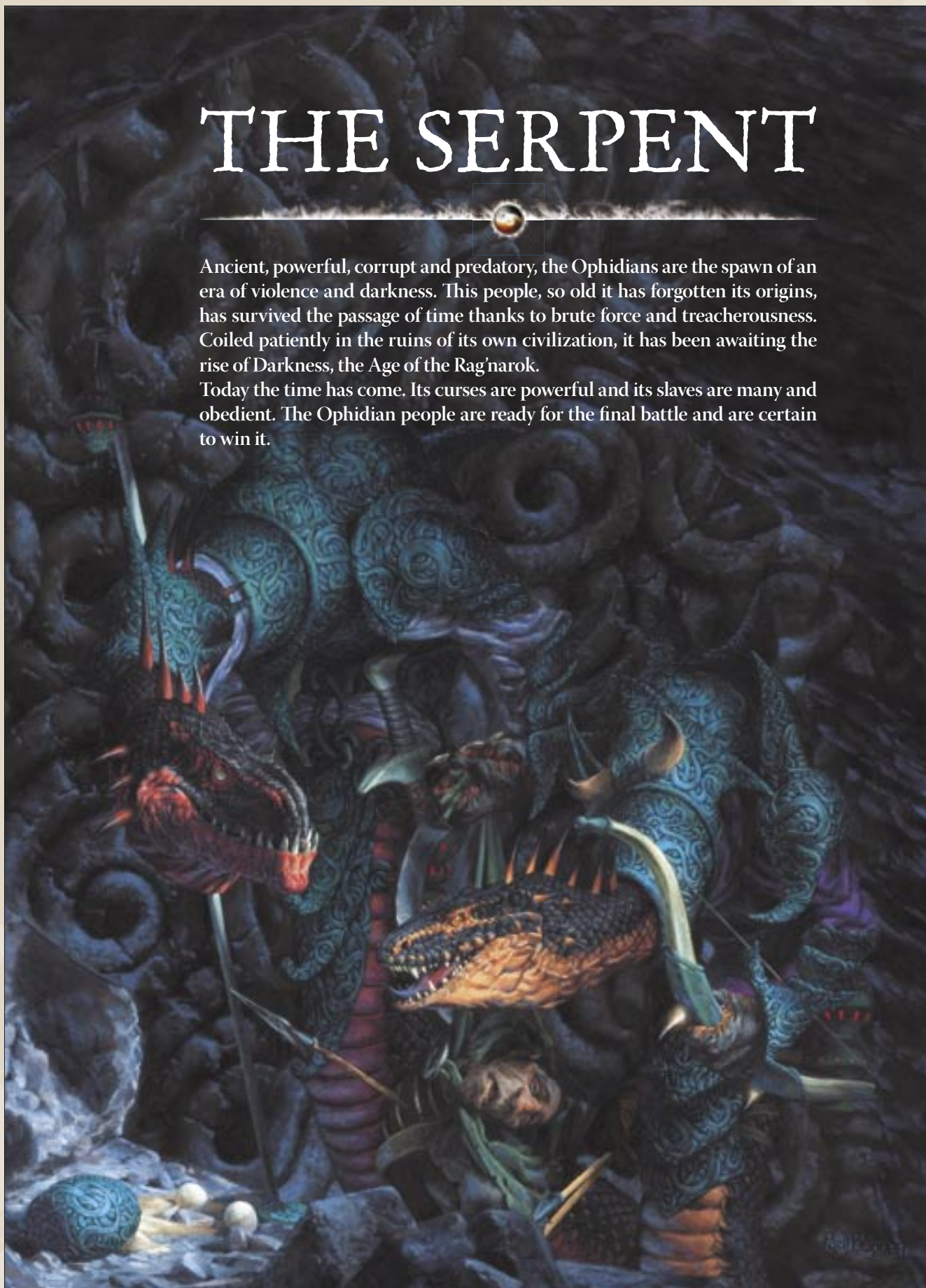
Devourers are not all wolven: the half-elves of the Ynkaró river are also disciples of the Beast. Blood warriors, slashers and gray guards stand out with their agility and the cruelty they display towards the enemy.



THE SERPENT

Ancient, powerful, corrupt and predatory, the Ophidians are the spawn of an era of violence and darkness. This people, so old it has forgotten its origins, has survived the passage of time thanks to brute force and treacherousness. Coiled patiently in the ruins of its own civilization, it has been awaiting the rise of Darkness, the Age of the Rag'narok.

Today the time has come. Its curses are powerful and its slaves are many and obedient. The Ophidian people are ready for the final battle and are certain to win it.



The Ophidians are a secretive people. Without the other peoples of Aarklash knowing it, they have slowly and carefully prepared for war. These powerful magicians and formidable warriors are supported by swarms of slaves whose submission is absolute, as their minds have been burnt away by Darkness. The Ophidians are sometimes joined by willing servants, ready to barter their soul for scraps of the power the Serpent has to offer.

This is not the first war the Ophidians have fought. Their unstoppable tactics were devised long ago, to make sure they were victorious without having to expose any Ophidians; on the other hand, slaves and servants are always an acceptable loss.

Their strategy consists of deploying many slaves of all origins to cover the slithering approach of the Ophidians. Only once the enemy is caught in hordes of murderous decerebrated slaves, oblivious to their own safety, will the Ophidian strike.

The latter are split into two sides, two ways of understanding their existence:

- The Vicious Serpent is dominated by violent and bloody passions that make its warriors merciless. With each combat, they indulge in the suffering surrounding them.
- The Draconian Serpent claims the millennia old legacy of Ophidian civilization. Its companies fight to accumulate knowledge and experience. To them, knowledge needs to be written down in the blood of slaves, on the millions of pages kept safe in underground libraries.

The Ophidian alliance worships Vortiris, the dragon-god who is held captive in the constellation of the Serpent.



HISTORY

Many eons ago, the dragon-god Vortiris spawned a species in his likeness: the Ophidians. Making the other gods jealous, Vortiris was imprisoned. His children then set out to free him.

Being a vigorous people, the Ophidians soon established their hegemony over their continent, Belgorn. Yet they clashed with the Ishim Empire that came from the Syharhalna by sea. A thousand years of war ensued, but neither of the two peoples were clearly victorious.

While other peoples appeared on Aarklash, the Ophidians felt the call of their lost god ringing across the Elemental realms. At the height of its power the Ophidian civilization suddenly disappeared, entirely emigrating through magical portals.

Before the Rag'narok, the Ophidians made their way back to Aarklash. They have gained enough power and knowledge to fascinate any servant of Darkness. The Empire of the Syharhalna has offered its assistance in exchange for knowledge. Using Syhar ships, the Ophidians invaded the archipelago of the Fangs of Fire, one of their former colonies. They enslaved all the pirates sailing the area. Comfortably nestled in their fortresses, they are now launching attacks towards the continent.

RAG'NAROK

Ophidians believe that Creation experiences several stages of development. For each new stage, the prior stage needs to be discarded, the same way a snake will shed its skin once it has become too tight. The Rag'narok is one of these molting periods. Creation is convulsing to shake off the weaker peoples and the archaic beliefs as it is about to enter a new age; an era of wisdom and knowledge. The Ophidians are there to guide the lesser beings of Creation towards this new stage. As for those who do not understand the need for change,



Syhe



or even worse, those who contest the obvious superiority of Ophidians over puny mammals, their fate is already sealed. They shall be choked in the darkness of their own ignorance.

Yet, most of the Ophidian army does not fight to defend this ideal. Ophidian slaves, whose minds have been broken by drugs and curses, fight without asking any questions. They blindly obey their masters. The more autonomous servants, such as the apostates of Darkness, are animated by a hunger for power and a disturbing taste for death. They fight because they know of the rewards. Therefore, they fight as blindly as the slaves do. Only the Ophidians themselves are aware of the causes and consequences of the struggle ahead. They become involved only when they have to, and it clearly repulses them: all these creatures and their puny civilizations disgust them. Having to mingle the dry perfection of scales and the sweet Ophidian power with the greasy ichors of lowly hairy mammals certainly does not delight them. Other species are animals that need to be broken to make sure they do not soil Creation.

ARMY

The Ophidians have created an army that relies heavily on its hierarchy. This army is composed of troops whose survival instincts have been erased, fighters that can be killed to protect their masters. Just above

them are found the allies or those servants who are capable of initiative in the more unexpected situations. Finally, the whole is topped by the Ophidians themselves.

The best example of the slaves are the syhes. Dominated through magic and torture, they are soulless bodyguards, whose purpose is to die for their master. They are bound by shackles of absolute servitude; servitude in war, as human shields, servitude in peace, as sadistic entertainment for their masters

The apostates of Darkness have rejected their former causes, no matter which ones they were. Subtle Ophidian corruption has convinced them of the absurdity of their old beliefs.

The vortirans often lead the Serpent companies. These gigantic and immortal Ophidians are exceptionally strong and quick. Perfectly ambidextrous, vortirans generally wield two gigantic poisoned daggers.

THE OPHIDIAN ALLIANCE

Totem : **Serpent.**

Country: **The archipelago of the Fangs of Fire.**

People: **The Ophidians.**

Nation: **The Ophidian alliance.**

Language: **Ophidian.**

Capital: **None.**

Alliance: **The Meanders of Darkness.**

Allies : **Ram, Scorpion.**

Cult: **Vortiris.**

Magicians' primary element: **Darkness.**



Ophidian Archer

CHRONOLOGY

Age of the Gods	Creation of the Ophidians .
255	The Ophidians leave Aarklash.
1 001	The Ophidians are back.
1 004	The Ophidians invade the archipelago of the Fang of Fire.



Apostate of Darkness



A detailed illustration of a Spider Akkyshan warrior. The warrior is a pale, slender figure with dark, spiky hair and a menacing expression. She wears dark, intricately detailed armor with a high collar and a long, dark skirt. She holds a severed head of a smaller, similar creature on a long, dark staff. The background is a textured, golden-brown surface with faint spiderweb patterns. The overall style is dark and atmospheric.

THE SPIDER

The dread inspired by the Akkyshans is carved into the mind of every living being: the fear of the silent shadow, the terror of a deadly, unpredictable and inexplicable threat. To a warrior of Akkyshan, every living being is not only an enemy, but also prey. The defeated enemy is a food source the children of the web of Ashinân will feed on. This way they will grow stronger, become even more dangerous and defeat even more prey.

The Akkyshans are hunters and predators. They do not wage war; they are hunting. It is all but one cruel game. Anything goes when one seeks to win. This is a pretext to toy with one's prey, to satisfy one's devouring ambitions, or an opportunity to quench one's thirst for blood and death. For a time...

This does not mean that the Akkyshan army is disorganized or chaotic. On the contrary, it respects a very strict social order that they replicate on the battlefield. At the bottom of the hierarchy there are hordes of enthralled slaves, dedicated body and soul to their mistresses. These slaves are sacrificed without remorse and every last one of them will offer his life without hesitation. Just above them, forming the second rank of the battle lines, are the male elves and the beasts serving the matriarchs: roving in the shadows, monstrous animals and bloodthirsty warriors await the right moment to strike. They too can be sacrificed without remorse. In fact, they often fuel the rituals performed by those in command, the sorceresses of the Widow. Such is the law of the web of Ashinân!

HISTORY

The history of the Akkyshan began in the forest of Quithayran. The sole heiress to the throne was Scaëlin, a woman so beautiful that a god noticed her and came to woo her. The god's wife, furious, cursed Scaëlin and stole her beauty. To obtain utter revenge, she appeared before her victim in the shape of a spider. She presented herself as Lilith, the Widow, and offered to restore the young elven lady's beauty one day, in exchange for unflinching adoration. Scaëlin accepted and became a priestess as powerful as she was monstrous. She was soon hunted down by her people for the gruesome crimes she had committed to serve her goddess.

However, protected by her powers, Scaëlin evaded her pursuers and found refuge in the forest of Ashinân. There, like spiders, she and her female servants gave birth to extraordinarily numerous offspring. Soon, a new society was born. A matriarchal society submitted to the almighty power of Lilith and her first servant, Scaëlin.

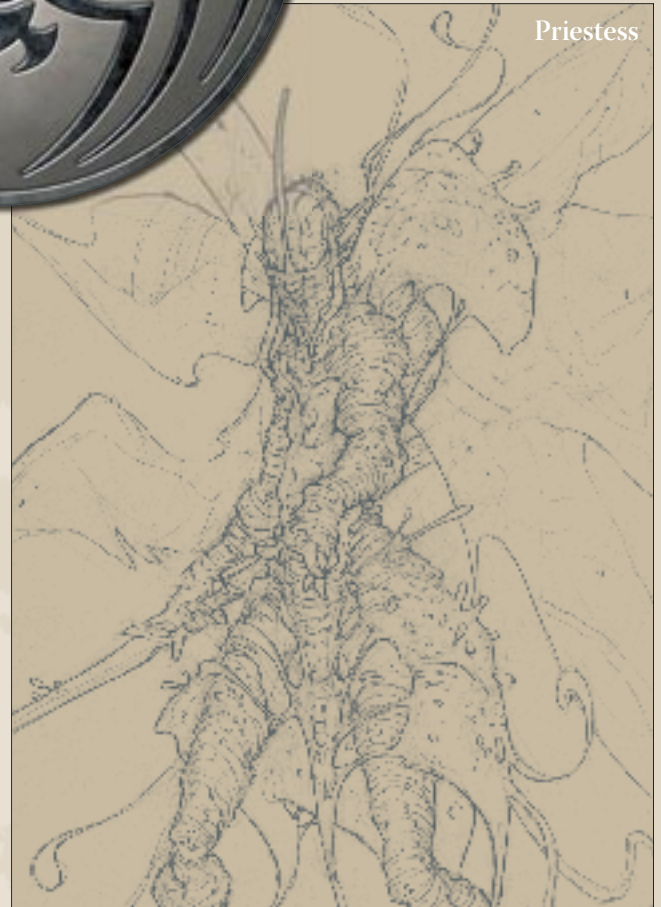
Ever since, the Akkyshan have been patiently waiting to ring the hour of revenge. With the Rag'narok the long awaited opportunity has come. Their forces have gathered in massive numbers on the shores of the Ynkarò with growing warbands of marauders testing the walls of Cadwallon, which would be the ideal beachhead to bring fire and poison to Laroq, the capital of the Cynwäll.

RAG'NAROK

The Akkyshans have known for a long time that Creation is coming to an end. This does not worry the people of the Spider, who believe this end serves a greater design. The Akkyshans consider that Light has destroyed the grace of Creation by binding it in shackles of morality and kindness. The time has come to start over again, to create a world that will suit the wish of Lilith: a land where the strong shall survive and where the weak will be used to feed them. Considering this point of view, the Akkyshans are the future of Aarklash. Only the strongest will survive the battles, and the servants of Lilith shall be part of the chosen few.

Yet, few Akkyshans think about the Rag'narok. Most of them fight because their superiors order them to. With the strict hierarchy of the web of Ashinân, absolute and unquestioned obedience is an unyielding rule. Scaëlin can sense that the time for revenge is close; her dutiful soldiers are already on the move. They are aware that a fate worse than death awaits them if they fail their mistress.

For them it is not that much of a constraint, quite the contrary actually: war also helps satisfy the most voracious of appetites, after all.



Priestess



THE WEB OF ASHINÂN

Totem: **Spider.**
 Country: **Ashinân.**
 People: **The Akkyshans.**
 Nation: **The web of Ashinân.**
 Language: **Akkyshan.**
 Capital: **Lythis.**
 Alliance: **Meanders of Darkness.**
 Allies: **Scorpion, Ram, Hydra.**
 Cult: **Lilith.**
 Magician's primary element: **Darkness.**

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ARMY

The army of the Spider is organized in concentric circles of power. The members of each cast are loyally protected by the warriors of the rank below. The inferior shield their superiors, such is the law of Ashinân. The Akkyshans have a taste for sacrifices: members of the lower casts are thoroughly conditioned; they will gladly sacrifice their lives and souls whenever they are given the order.

The heart of the army is constituted by the most powerful matriarchs: the sorceresses of the Widow. These accomplished witches and priestesses are formidable assassins. They casually sacrifice masses of lower class soldiers to feed their blood fuelled magic, in order to please the cannibal goddess or to conceal themselves and deal the final strike that will seal their victory.

Around them, the other high ranking Akkyshans form the elite units. The terrifying orb-weavers, whose body is half that of an elf and half that of a spider, or the venom-warrioresses form a close guard. This strike force defeats the enemy using iron, terror and poison. To feed their frenzy, these units will make no distinction when killing allies and enemies alike.

At the bottom of the hierarchy the main body of the army is found. Semiferal creatures, such as the barghest and various giant insects, line up in monstrous ranks. Soldiers – those too young to have yet shown their worth in combat and the declining elders – are lined up with slaves whose minds have been darkened by the curses of the sorceresses of the Widow. They are disposable, they ought to be the first to volunteer for sacrifice in gruesome rituals of black magic practiced by the higher ranking Akkyshans.


CHRONOLOGY

666	Curse of Scaëlin.
699	Flight of Scaëlin.
701	Emergence of Akkyshan society.
983	First raid on Cadwallon.
1 003 - 1 005	The web of Ashinân is reinforced by Acheron on the shore of the Ynkarô.

THE PATHS OF DESTINY



THE RAT



Inspired by Rat, the goblins founded the Empire of No-Dan-Kar. Rowdy, fertile and greedy, they are now a real plague for Aarklash. United by their shared fervor that is equaled only by their notorious greed, they loot, battle and work with all their hearts for the immortal glory of Rat. Now that they have their destiny in their own hands, the revenge of these former slaves seems endless. Thanks to the advice of their god, they are bound to become the richest people in Creation!



HISTORY

In times long forgotten, the goblins used to live under the mountains of the Ægis. Primitive and easily scared, they worshipped a god born from the Void. Soon after the end of the first Rag'narok, the dwarves settled the Ægis. The goblins mistook them for gods and tried to ingratiate themselves with them. Unfortunately, the plan failed and they were soon enslaved. Rat appeared to nine goblins, giving them precious advice. The nine prophets led the uprising, and the goblins fled from the Ægis, free. They settled where no one else would have dared to, in the swamps of No-Dan-Kar, and founded their empire there.

Each of the nine prophets founded a clan and organized the empire as the cities and population grew. The goblins were forced to fight toe to toe against the wolfen, while organizing many "punitive" campaigns against the dwarves. The goblins sought revenge over fate. Later, they cheated the orcs and stole the secret of naphta from them. This was to be the first step in their technological advance.

Yet, the real change that revolutionized the empire was Ūraken's rise to power. This imperial soldier founded his own war academy and demonstrated his worth in a string of brilliant victories. At one point he even

The goblins swarm across the battlefield like rats down a filthy back alley. Not very brave by nature, they rely greatly on their impressive numbers, submerging the enemy to win. Rather than brute force, they prefer to rely on ingenuity and cunning. Their naphta-powered vehicles dart across the battlefield, throwing all sorts of missiles and substances at their enemies. Amidst such chaos, their more or less crazy prophets scream prayers in honor of Rat at the top of their lungs!

Recently the empire has gone through some major changes. A putsch has taken place and a new emperor has risen to the throne, bringing with him many changes to the art of war and government. Some goblin clans have welcomed these changes gladly, others have resisted. The scars and simmering conflicts left by the *coup d'état* have not quite disappeared yet (and probably never will), but the goblins, as a people, are united in their adoration of Rat.

- The Rat of No-Dan-Kar is composed of the clans that have remained faithful to the old ways of the empire. Treacherous and greedy, they frenetically bustle around collecting riches and hunting for glory. They are the masters of naphta and never hold back when using it.

- The Rat of Zoukhoï is composed of the clans loyal to the new emperor. These goblins zealously practice a rigorous and organized art of war. Instead of treachery, they prefer cunning. They will always put their minds to work to triumph over a more powerful enemy.



Ninja



appeared to be a threat to the emperor himself. When the Rag'narok intensified and as the empire teetered on the brink of destruction, Ūraken took power into his own hands and saved his people. Thanks to him, the goblins drove back the wolfen and destroyed an entire human people. Carried by his victories, Ūraken officially became the emperor and undertook the task of rebuilding the empire.

RAG'NAROK

Rat is a god who inspires, guides and counsels. Goblins also consider him to be the god of lies and deceit. These two faces are not at all paradoxical to them, and they devote an extremely fervent cult to the god who freed them from slavery. To them, lies and betrayal are part of life.

This is why goblins don't believe in the Rag'narok. Well, they don't believe that the Rag'narok will mark "the end of the world as it is known today". To them it is just the greatest ever scam. Rat had forewarned them that one day all the peoples of Aarklash, usually so scornful to the goblins, shall fight for some futile reason. He told them that on that day goblins were to make the most of the chaos and become the masters of Aarklash. No doubt, the Rag'narok must be the day Rat was talking about. The time for revenge has come (again)!

Rat's people intend to keep the Rag'narok going as long as possible, and to get the most out of it. They do not seek to conquer Aarklash in a military sense, but rather to amass a maximum of riches to the detriment of the other peoples. If it means land has to be conquered, the empire shall strike, but it is not its main objective.

Unfortunately, things are not all that simple in No-Dan-Kar. Although all goblins will agree to amass riches, they only do it for themselves. Countless internal struggles and just as many scams are plotted every day in the empire. To the goblins, personal fortune is everything: with money one can purchase noble titles and thus gain access the higher political spheres of the empire.



Yet those goblins who have embraced Ūraken's point of view do not care for this quest for power; they seek only to perfect their art of war and advance on the path shown by Rat. They fight for the sake of combat alone, for the challenge it represents, seeking to further their mastery of martial arts.

These two communities might have chosen to split if it was not for their faith in Rat. Their common fervor, communicative and indestructible, is the mortar holding the goblin people together. When a prophet's voice rises above the crowd, it's a fully fledged crusade that sets out within minutes!

ARMY

The Rat army is a chaotic army, only recently reorganized by Ūraken. Its strength is found in its numbers and its ingenuity. The main body of the army is composed of its innumerable soldiers; and supported by powerful war trolls and naphta-

powered war machines. These three types of troops are loosely coordinated by the bushis of the Ūraken clan or by elite soldiers from the old Ströhm nobility. In among this mess stand the prophets of Rat, powerful faithful who are able to muster incredible numbers of goblins, or to disorganize the entire enemy army. Due to this variety of troops, Rat commanders have a lot to do to keep the army moving in the right direction; yet they have learned to turn this rowdy multitude into a strength: the opponent never knows what to expect. Though it





THE EMPIRE OF NO-DAN-KAR

Totem: **Rat.**
 Country: **No-Dan-Kar.**
 People: **Goblin.**
 Nation: **Empire of No-Dan-Kar.**
 Language: **goblin.**
 Capital: **Klûne.**
 Alliance: **Paths of Destiny.**
 Allies: **Eagle, Scarab, Tree-Spirit and Wolf.**
 Cult: **Rat.**
 Magicians' primary element: **Fire.**



CHRONOLOGY

100	First encounter with the dwarves.
250	Goblin emancipation.
270	Foundation of Klûne.
986	Campaign of Fom-Nur. Exile of Ūraken.
995	Foundation of the school of Ūraken.
1 001	Invasion of the Path of Opal.
1 002	Bazûka lands in Zoukhoï.
1 005	Battle of Klûne. Ūraken's rise to power.
1 008	Battle of Kel-An-Tiraidh.

The dai-bakemono are a breed of ogres found on the island of Zoukhoï who are allied to Ūraken. Trained by the bushis of the clan, they have become dreaded fighters. Combining the strength of the ogres with advanced martial training, they wreak havoc in the ranks of enemy armies. Now feared across all of Aarklash, they also constitute a powerful instrument of domination in the hands of the new emperor.

Uncontrollable, terrifying and destructive, the mountain-breaker is one of the empire's most breathtaking pieces of engineering. This powerful cannon can lob massive explosive devices over incredible distances. It certainly deserves its name! This masterpiece is in fact so precious to goblin commanders that only their best gunmen are allowed to approach their beloved monster.

might be a problem to get him to obey, there is always a goblin with the right weapon or ability suited for the situation; and goblin commanders are never short of ideas when it comes to winning. The trick is to sort them out!

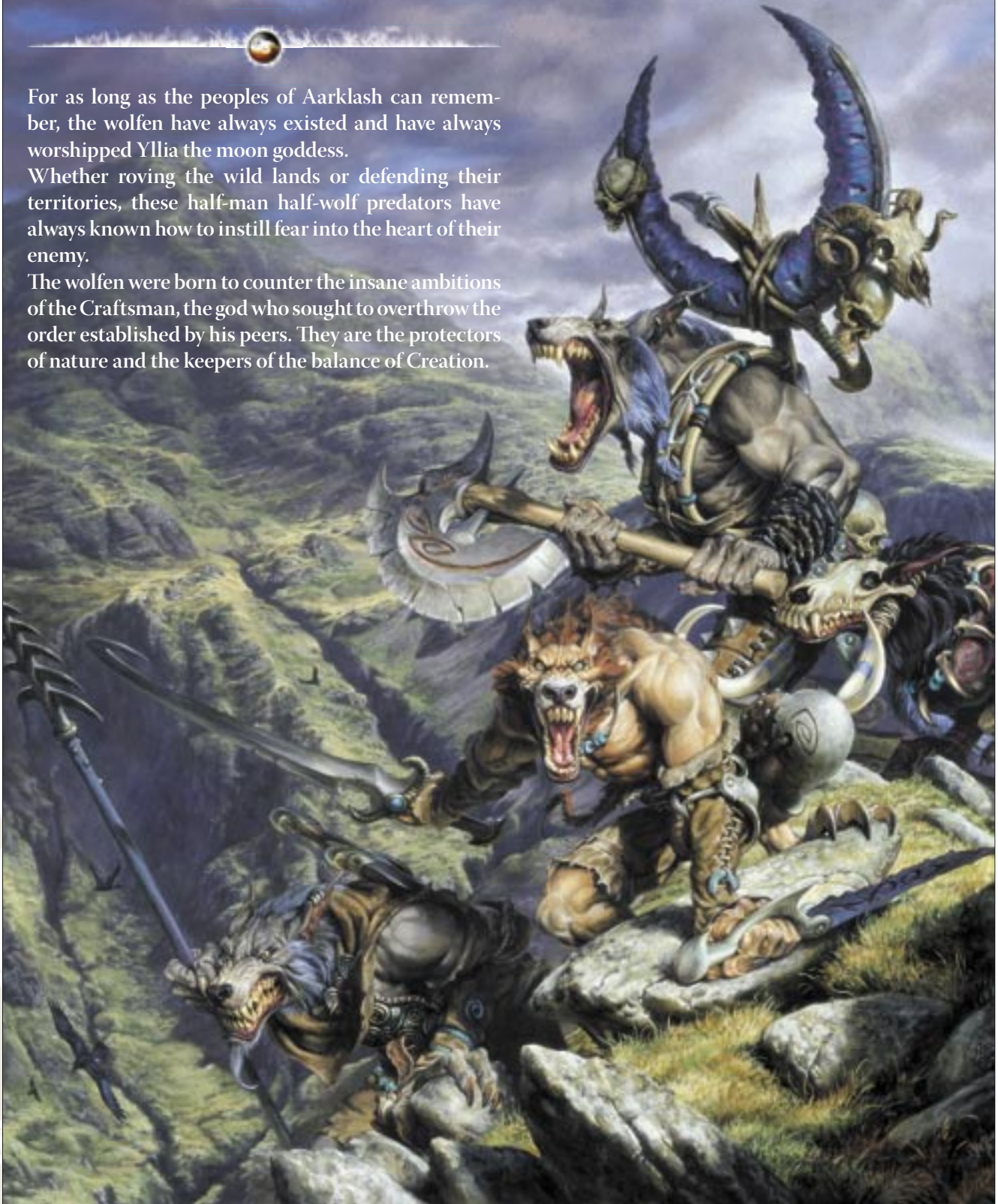
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THE WOLF

For as long as the peoples of Aarklash can remember, the wolfen have always existed and have always worshipped Yllia the moon goddess.

Whether roving the wild lands or defending their territories, these half-man half-wolf predators have always known how to instill fear into the heart of their enemy.

The wolfen were born to counter the insane ambitions of the Craftsman, the god who sought to overthrow the order established by his peers. They are the protectors of nature and the keepers of the balance of Creation.





n the battlefield the wolfen are formidable fighters, guided only by their predatory instincts. To them, there is no need for artifice: claws and fangs are already deadly weapons.

Working in packs, they strike hard and fast, using their physical power to compensate for their low numbers. However, confronted with the technology of other nations, they sometimes need to use metal weapons. In the hands of such bloodthirsty colossuses, their great hunting blades are simply devastating. No matter if they are sedentary or nomadic, the wolfen live in packs. Their instinct tells them to follow the alpha wolfen, the one who has proven that he or she had the strength or wisdom to lead them. In times of war, male and female will fight side by side. Only the young and the elderly are kept away from the fight. Wolfen packs can be divided into two broad categories: the nomadic and the sedentary.

- Sedentary packs mark the territory they guard and will defend it fiercely against any intruder. They raise large stone circles in honor of Yllia. Such locations harbor the barrows of their ancestors and artifacts of great power.
- Nomadic packs trail the herds they feed on. They carry on the original task of the wolfen; countering the Craftsman and hunting down his servants.

The wolfen worship the moon goddess, Yllia, and adore the constellation of the Wolf.

Tracker



HISTORY

The worgs, the immortal ancestors of the wolfen, appeared during the age of the gods, before time even existed. Offspring of Yllia and Vile-Tis, the god of carnage, they were the army of the gods who waged war against the Ishim Empire and science.

After their incredible victory, the worgs scattered across Aarklash during the Winter of Battles.

The worgs bred and gave birth to the wolfen. First gathered around their fathers, the wolfen soon formed packs and imposed themselves as the greatest predators on the continent. Some packs established their territory on locations made sacred by their goddess and became sedentary; others, urged on by a powerful instinct, followed their prey wherever it went and became nomadic. The worgs withdrew from the world and slowly slipped into legend. Over the centuries, the sons and daughters of Yllia witnessed the inexorable rise of new civilizations comparable to the Ishim Empire. Despite the power of their rage, it was not enough to prevent them from stealing the wild lands the wolfen were supposed to protect.

Today, Wolf sanctuaries are scarce and under siege from all sides. The wolfen are perpetually at war and the worgs are back to guide their children to victory. This is the Rag'narok!

RAG'NAROK

The wolfen understand the Rag'narok as the end of one of nature's cycles. The weak need to be eliminated since only the strong are meant to survive. The Wolf ought to leap into battle without looking back. Those who follow the worgs are certain of their victory and are positive about the return of the reign of nature.

Pack leaders agree on the fact that each battle of the Rag'narok is yet another moment of truth: the enemies always reveal themselves and tear each other apart. The hunt is over: it is time for the kill. Civilization shall fall!

The wolfen are proud to leap into the Rag'narok in the name of Yllia. They see an opportunity to prove their superiority in combat, to satisfy their instincts and to impose the rule of the strong. Besides, their cold-hearted and cruel goddess never fed them false promises of paradise or redemption, in contrast to the gods of other peoples. From their point of view, Aarklash is their hunting ground and all the other peoples are their prey. Led by the worgs and the sibylline prophecies of Yllia, they wish to see nature impose its law on the continent once again after the Rag'narok and the wolfen will be Creation's loyal guardians, as they've always been.



THE CHILDREN OF YLLIA

Totem: Wolf.

Country: Diisha and the island of Vargn.

People: The Wolfen.

Army: The children of Yllia.

Language: Wolfen.

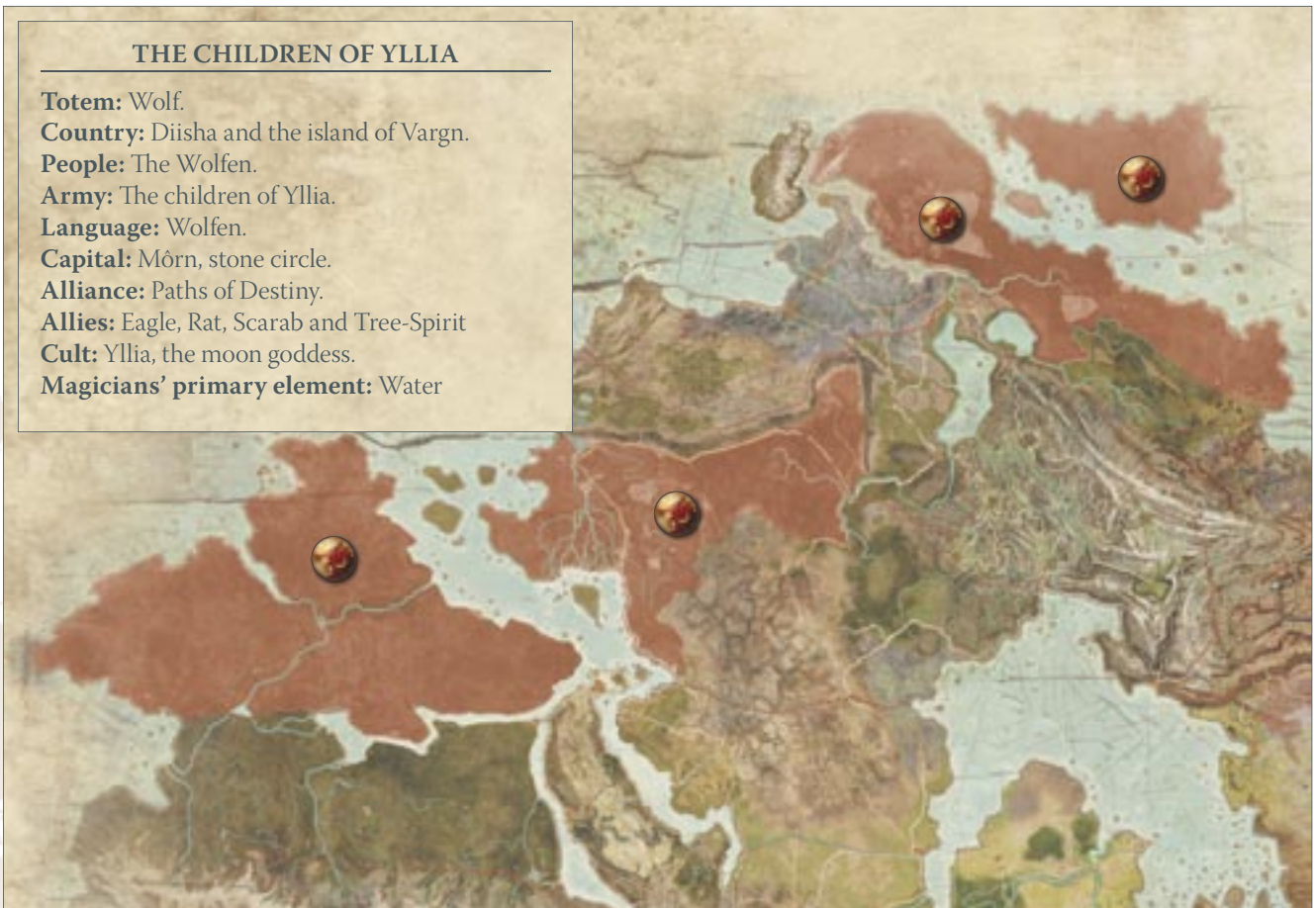
Capital: Mörn, stone circle.

Alliance: Paths of Destiny.

Allies: Eagle, Rat, Scarab and Tree-Spirit

Cult: Yllia, the moon goddess.

Magicians' primary element: Water





CHRONOLOGY

Age of the gods	Yllia gives birth to the worgs, ancestors of the wolfen.
2	The worgs found the stone circle of Mörn in the great forest of Diisha.
435	Battle of the wild beast of Dracynrän
990	Killyox becomes a pack leader
999	Return of Vile-Tis on Aarklash, fall of the Throne of Stars
1001	Battle of the Red Oak

ARMY

The children of Yllia are like wolf packs. Swift and exceptionally powerful, the wolfen do not have the armor that would allow them to sustain prolonged combat. They are hunters. They seek the weakest preys, exterminate them and move on before the enemy gets any chance to retaliate.

The Wolf army essentially relies on speed and hand to hand combat. They have few marksmen who are there to harass the enemy while their brothers creep up on the enemy from behind cover.

Once the pack leader howls the charge, there is no more hide and seek: the Wolf leaps, changes direction to catch its victim unaware and mercilessly digs its fangs deep into its prey. Surrounded and having lost his most precious units and special fighters, the opponent's only option is to back away or else suffer the law of the strong.

The military hierarchy of the Wolf is identical to its social hierarchy: the strongest will pull himself to the top of the food chain. The hunters equipped with javelins and the fang warriors are the most common troops of the Wolf. Above them are the great fangs, wielding sharp dual blades, and the sacred vestals of the goddess Yllia. The bloodthirsty predators count among the most impressive fighters of the Wolf, both in size and power; only the worgs, legendary warriors, can claim to outclass them.





THE SCARAB

When they were still a young people, the Daikinee lived by the gods' side. Now recluses in the eternal forest of Quithayran, they have cultivated the connections they share with the fayrees and the magical forces of the continent. Lately their instinct is warning them that the Rag'narok is upsetting the delicate balance of the world, threatening to destroy the eternal forest. Yet it is also the opportunity to give back to Creation its traits of origin. The Daikinee are stepping out from the precious safety of Quithayran to save Creation.



Scarab Warrior

- The day Scarab is the Daikinee army that does not hesitate to leave the eternal forest to battle. These elves seek allies among the other peoples of the Paths of Destiny to form companies that will stop at nothing to win. The Awakened dare defy the taboos of their people to seize the power of the temples and artifacts lying across the continent.

The Daikinee worship Earhë, goddess of Dusk, and turn to the constellation of the Scarab.

HISTORY

The Daikinee are one of the most ancient peoples of Aarklash. When they fought their first battles, the gods fought by their side. After the first Rag'narok, they managed to survive by retreating into the forest of Quithayran. There they built a dream kingdom, somewhere between the reality of Aarklash and the memories they had of their origins. Unfortunately, a destructive god, Wisshard, came back and the Daikinee were forced to leave their forest to find their champion: Eäkhyn.

With the help of their god the elves were able to save their forest, but their existence had been revealed to the peoples that now lived on Aarklash. The Daikinee became objects of curiosity and their forest sparked the greed and envy of many: spared by the first Rag'narok, the emerald forest still held many magical treasures. The Daikinee repelled the invaders, but were unable to remain united. After a war of succession, one of the two princes went into exile

The Daikinee march the battlefield like a dream brushes the consciousness of the dreamer. They maneuver with infinite grace and make sure they remain ever elusive. They harass the enemy with swarms of arrows. They never tire when they have to fight, drawing their vitality from the forces of Creation. Showing no mercy, they dispose of their enemies as quickly as possible. Peculiar, almost weird, they are accompanied by fayrees, magical inhabitants of the forest of Quithayran.

Upset by the Rag'narok and weakened by their curse, Daikinee society still keeps up the fight. But these difficulties are made worse by the bitter conflicts riddling the elven kingdom. Some Daikinee believe that the elves ought not to stray from tradition, while others are seeking new ways to defeat both the curse and the enemy. Still, both sides trust their instincts; they are determined to triumph!

- The night Scarab groups the Daikinee who are close to the fayrees. These dreamers still remember the origins of Aarklash. To them, the gods are beings of flesh and blood whom they once lived among, centuries ago, and that they are the key to the future of the continent.



and founded the Cynwäll nation. Later, a princess who had been seduced by Darkness cursed her own people as she fled: the seed of the male Daikinee was to become deadly for the woman it impregnated. And then King Mneryl died. His sudden demise plunged Quithayran into chaos; fortunately, for the Daikinee, it did not last long. Although very young, King Adwen has the kingdom firmly in hand.

The guardians of Quithayran remained faithful to their traditions and duties. When the survival of the Daikinee people was endangered by the offensives of Darkness and the battle of the flying fortresses, they sent a powerful contingent more than half way across the continent to rescue the Paths of Destiny.

RAG'NAROK

The Rag'narok is a trial for Aarklash. The magical balance of the world has been upset ever since the appearance of man and the emergence of the struggle between Light and Darkness. Soon Wisshard shall return. Unfortunately, the gods of the Daikinee will not be able to assist them as they did the last time. A terrible battle shall ensue, but the instinct of the Daikinee is telling them that such a battle is also a chance. If they win these battles, the gods shall be able to walk among them once more, and a new golden age will come, identical to the origins of Aarklash. The magical forces will find balance

once again, and the curse plaguing the Daikinee shall vanish. If they are to lose, Wisshard will feed on the imbalance caused by the struggle between Light and Darkness. All powerful, he will be free to devour Creation. Therefore, every Daikinee feels concerned by this divine war, and will not hesitate to set off for battle, no matter if he or she is a hunter, a craftsman or a scholar.

General mobilization is necessary to compensate for the low numbers of able Daikinee. Furthermore, confrontations occur daily on the outskirts of Quithayran. The Akkyshans, the offspring of the treacherous princess, are constantly looming at the edge of the forest. Day after day, the forces of Darkness tighten their stranglehold to choke the vital and magical strength the Daikinee people represents. As if that was not enough, rogues and ravenous commanders venture into the forest to spoil its riches, its temples, its artifacts and its nexuses. Not only are these treasures sacred to the Daikinee, they are in fact vital to their survival: the lifespan of an elf depends on his proximity to Quithayran, and the health of the forest itself. Finally, the recent events of the Rag'narok have made the Daikinee understand that they cannot win alone, and they must support their allies every time they can.



ARMY

The Scarab army owes its strength to its marksmen and its magicians. Its archers and zephyrs can harass the enemy while taking minimal risks. It is the same for the magicians, whose spells confuse the minds of the enemy. The Daikinee trust their vital force to keep them fighting even after hours of exhausting battle. Therefore, they are keen on harassment tactics that waste the enemy's energy and keep the Daikinee from endangering their lives. However, Daikinee commanders do not get trapped in pre-determined strategies. They have faith in their instinct, they know it will help them adapt to any situation. The frail build of the Daikinee masks the strength slumbering within them, and their allies are capable of unexpected brutality. Some fayrees who accompany them are so terribly powerful and resilient, they will not hesitate to fly to the frontline and inflict heavy losses on the enemy.

The archers are probably the most well-known troops of Quithayran. These hunters perfect their abilities with daily practice of their trade and they never hesitate when the time comes to fetch their weapons. Their bows are crafted according to ancestral techniques from material found only in the eternal forest. The accuracy of Daikinee arrows is legendary: the fletching of such arrows is often the last thing most victims of the Daikinee get to see. Besides, the natural endurance of the Daikinee allows them to survive m le  fights, unlike the marksmen of other peoples.

Scarab warriors are merciless and particularly dangerous fighters. To many Daikinee they are the only ones worth calling "soldiers". Having practiced their arts of war for decades, but still as quick as ever thanks to the vitality of the forest, they can fend off the attacks of any mortal. Their experience always finds the weakness in their enemy's guard. However, there are very few Scarab warriors.



CHRONOLOGY

Age of the gods	The Daikinee fight by the gods' side.
150	Quest for E�khyn. The Daikinee venture out of Quithayran.
558	Serrelis, succession war between Elhan and Silmae.
701	Treason of Sca�lin.
1 003	Death of King Mneryl. Beginning of the reign of King Adwen.



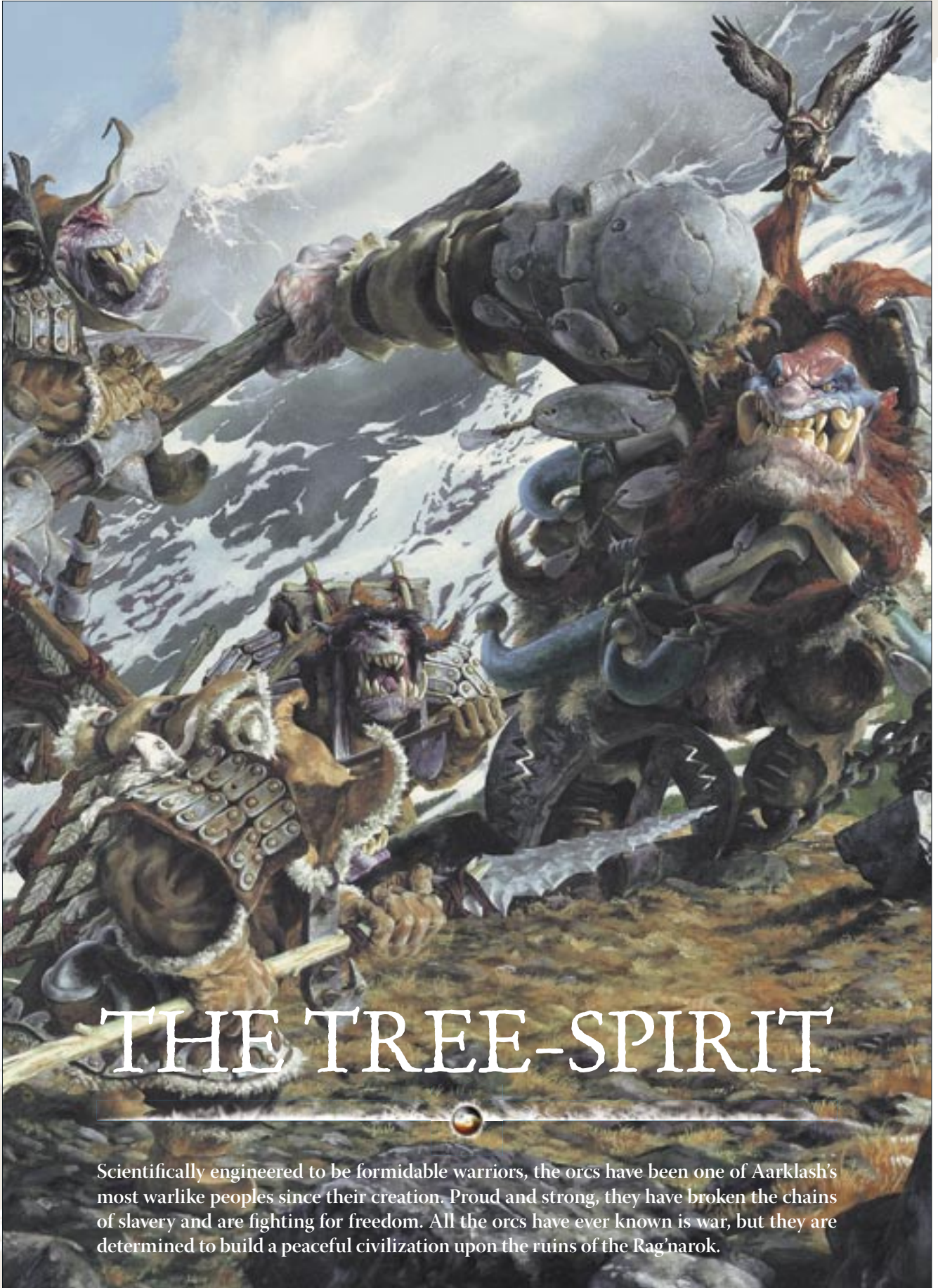
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THE TREE-SPIRIT

Scientifically engineered to be formidable warriors, the orcs have been one of Aarklash's most warlike peoples since their creation. Proud and strong, they have broken the chains of slavery and are fighting for freedom. All the orcs have ever known is war, but they are determined to build a peaceful civilization upon the ruins of the Rag'narok.



Larger and more muscular than most of their opponents, clad in thick leather armor and wielding impressive weapons, the orcs have been hunted down for ever. But today, as they finally stand united, they turn around to crush their enemies with a fist of steel. The young orc people compensates for its lack of discipline with invincible spirit and unrivalled brutality. Its rag-tag units pound everything into the ground as they cross the battlefield.

Gathered around the *raiks*, their war chiefs, the orcs are claiming the fertile lands of Avagddu as their own from now on. The army is composed of the two related cultures of their new people.

- The Spirit of Bran-Ô-Kor groups the orcs who used to live in the sun-scorched eastern deserts. Heirs to old magical traditions, they stress the importance of physical and spiritual force above anything else. They know of the power of naphta and they are the traditional breeders of brontops, massive and powerful mounts.

- The Spirit of the Behemoth groups the orcs that once lived in the high mountains of the west. Guardians of the Tree-Spirit, they rely on endurance and, inspired by their god Elokani, they believe in the glorious destiny of their people. They know the secrets of the forge and have mastered devastating combat techniques.



Stone warrior



HISTORY

The technomancers of the Scorpion, in their quest to engineer an army of slaves that would be both strong and fast breeding, created the orcs in their cloning tanks during the age of steel. This was a major mistake on the Syhar's behalf: the orcs rebelled in 853 and their escape was a bloodbath. Most of them found refuge in the parched canyons of Bran-Ô-Kor; others crossed the continent to establish themselves on the frozen heights of the mountains of the Behemoth.

Centuries have passed without the orcs being able to found a nation or get any kind of recognition from the other peoples of Aarklash. No matter where they tried to settle, it would emerge as a constant theatre of conflict between Light and Darkness; unwelcome on their own land and caught between a rock and a hard place, the orcs were forced to keep fighting for survival. Nevertheless, they managed to gather in tribes organized around their chiefs.

Both communities finally managed to re-establish contact when the Rag'narok burst out. Inspired by the dream of finally forming a sovereign people, they left their homes and took destiny into their own hands. The unbelievable violence of the Rag'narok, which had long turned their refuges into battlefields for Light and Darkness, had blown away their hopes, as they fled to avoid destruction. When the different orc communities finally met, it was on an even larger battlefield: Avagddu, the crossroads of civilization. Accompanied by the other peoples of the Paths of Destiny, they gathered around the Eagle and fought fiercely for every blade of grass, every thicket and every tree of their new promised land.



RAG'NAROK

The orcs have understood that the Rag'narok is unavoidable. The Armies of the Ways of Light and the Meanders of Darkness are meant to tear each other apart. In the end all there will be left will be ruin and dust. The orcs will still be standing though! Their people, inspired by ideals of freedom, are determined to found their own civilization around the Tree-Spirit even if it means resorting to brute force. The other nations are giving them no other choice. The ferocity of the orcs towards their enemies has doubled since the reunion of the two tribes: nothing can prevent them from accomplishing their destiny.

The orcs have many reasons to fight. First, they must ensure their survival. They have rooted the Tree-Spirit in earth that has been burnt many times and drenched in the blood of even more people. The feeling of brotherhood holding this young nation together is a matter of survival. Second, orcs cherish their freedom above anything else and many are those who would like to see them in shackles once again. Having once broken their chains, they are determined to break the necks of anyone attempting to oppress them. Finally, the orcs fight to emerge victorious from the Rag'narok. Once the war is over their civilization shall stand proud on the plains of Avaggdu. Only then will the warriors be al-

lowed to bury their weapons and, at last, taste the peace they sought for so long.

ARMY

The army of the Tree-Spirit is characterized by the strength of its fighters. From their point of view, the best way to protect oneself is to crush the enemy before he even realizes what is happening.

Perpetually at war, the orcs do not number that many yet. Even though they show great endurance in combat, they do not have the means to manufacture elaborate armor and complex ranged weapons. They rely on rudimentary, yet tough, technology and on material looted from the enemy to supply their army. Any

other weakness is compensated for by the intervention of shamanic spirits summoned by their magicians or by the blessings Elokani bestows on them through his faithful. The orcs believe in a strong mind in a strong body!

Every orc is a fighter who will raise his weapons whenever the wind carries the echo of war.

Brutes and wind warriors form the most numerous units of the Tree-Spirit. They are supported by crossbowman and incendiaries who, after having covered the advance of the rest of the army, will gladly jump into the fray.

Jackal warriors and stone warriors are the elite of their people. Equipped with oversized weapons and hardened by years of battles, they are a challenge for anything sent their way.





THE EAGLE

United by an ancient prophecy, the warriors of the Eagle are the descendents of the races whose existence was upset by the arrival of man on Aarklash. Seeking revenge or simply worried by the changes the continent is suffering, they fight against the presence of humans and the two principles this unwelcome race brought: Light and Darkness. They hope that one day they will be able to give back to Aarklash the face it had before the arrival of the people of Kel.

In action on the battlefield the warriors of the Eagle are a fascinating and terrible spectacle. They use the weapons Creation gave them since the realization of the prophecy: weapons and armor comparable to that of humans, but also immortals, elementals and incredible mystical powers. Casting aside their differences, the warriors of the Eagle fight with terrible determination: they have seen the future of Aarklash and know the whole continent needs them.

The Concord of the Eagle is led by the two oracles of the Thunder-eagle: Abharûn and Nyris, the princes of Shenroth. It is composed of fighters born on Aarklash, descendants of those who went into exile after the arrival of man, mortals born in the magical realm of Shenroth and magical creatures, which have joined them along their journeys. Relations between these communities is made easier by the minotaurs, the most faithful servants of the Thunder-eagle.



- The Eagle of Aarklash groups the warriors from the continent. Some have seen their civilization destroyed by humans, others have suffered from the Rag'narok. All have learned to speak Shen and have joined the Eagle to save Aarklash.

- The Eagle of Shenroth groups the warriors of this Realm and all the exiles gathered by the concord. There are many immortals, elementals and magical creatures among them. They are concerned by the sudden mystical changes caused by the Rag'narok.

HISTORY

When the humans of the people of Kel landed on the shores of Aarklash, they upset the life of the continent. The oracles of the Thunder-eagle mustered an army to fight the spawn of evil.

A terrible war ensued and the Concord was defeated. The survivors called upon the power of the Thunder-eagle to open a portal to Shenroth, his Realm of origin. During its exile, the Concord built a flying fortress so that it could travel from realm to realm. It prepared for the day when it was to return to Aarklash for revenge.

Soon after the beginning of the Rag'narok, several representatives of the Paths of Destiny realized that Aarklash was on the verge of disaster. They performed the ritual of Destiny to open the portal to Shenroth. The fortress of the Faathi emerged from the magical gateway, carrying the army of the Eagle.

The Concord welcomed all those willing to join and provided assistance to the peoples of Destiny. It fought the Limbos of Acheron, which caused the crash of the fortress in Avagddu. In the years following the Concord had to fight off the Ram to protect the wreck of its fortress. All the peoples of Destiny came to their rescue, until the attacks eventually stopped.

Today, the Concord of the Eagle has carved itself a territory in Avagddu, which it calls Ogma. The fortress seems beyond repair, but a real city has started to develop around the wreck.

The Eagle has decided to stay and fight!

RAG'NAROK

After the first Rag'narok, which almost everyone had forgotten about, the last humans of the continent were forced to leave. Aarklash found peace again and the Rag'narok ended. However,





ARMY

The army of the Eagle is diverse with some fighters of flesh and blood, while others are only made of pure magical energy. Coming straight from ancient times, it fights according to long forgotten rites and strategies. For all these reasons the Eagle army can seem rather odd to enemy commanders. Creatures and mystics are very common among its ranks, which is quite surprising for enemy fighters. Giants and minotaurs play the role of elites, while the centaurs are the Eagle's cavalry. Wild and merciless, these soldiers show no pity and fight with savage determination. The commanders of the Eagle are just like these fighters. They would rather attack than wait in defense. They never hesitate to unleash the power of the

the threat was still hanging over the continent. The Thunder-eagle, a powerful creature from the Realm of Shenroth, delivered a dark prophecy to some of the survivors: the day would come when man would set foot on Aarklash yet again and war would sweep across the continent in his wake. It is in the name of this prophecy that, over a thousand years later, the warriors of the Eagle are still fighting: they want to rid Aarklash of man so that peace may be found again. Once this is accomplished, the warriors of the Eagle shall become builders and give back to Aarklash the face it had before the second coming of man. Some of them want to go even further in their fight: the true danger announced by the prophecy is greater than men: the threat comes from all the nations that work for Light and Darkness, bearers of conflicts and tragedies. They want to get rid of the Cynwäll, the dwarves of Tir-Nâ-Bor, the Akkyshans and the devourers as well as the humans.

Independently from this long-term objective, the warriors of the Eagle must defend the borders of their new country each day: the troops of the Ram, the Scorpion and the Hyena are threatening to invade the region surrounding the flying fortress every day. The warriors of the Eagle are fighting for their future, to build a new civilization on Aarklash. Among them, some hope the fortress will be repaired, so that they can leave Aarklash, which they consider already lost. To them the best way to honor the prophecy of the Eagle is to flee while there is still time and re-build elsewhere what humans have destroyed on Aarklash. In the meantime, there is a debt that all the warriors of the Eagle need to repay: the peoples of destiny have saved their lives over the last few years. The Eagle now owes them a debt and its warriors are assisting their allies in battle all-over Aarklash!

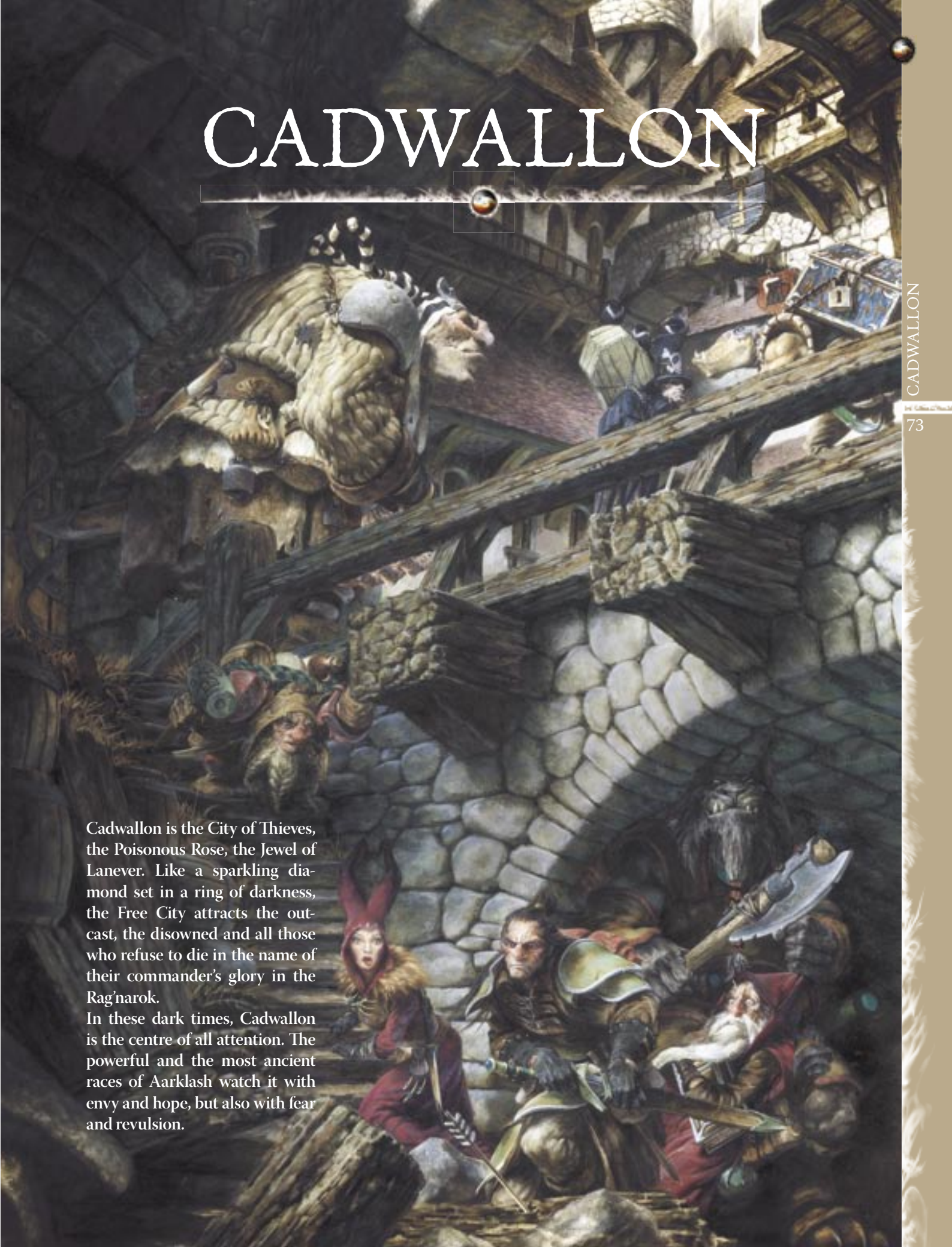
Elements and Aspects upon the enemy. They always make sure the enemy is caught in a defensive stance, at the mercy of the mystic powers of the Eagle.

The archons of the Faathi are probably the most famous warriors of the Eagle and the most feared across Aarklash. These minotaurs have sworn to remain loyal to the Thunder-eagle and are the chosen priests of the Concord. Appointed by the assembly of Destiny to watch over the equilibrium of Aarklash, they can call miracles, but also split the skull of any enemy. Some would rather make sure their people and the nations of Destiny are safe before anything else, while other archons have made the decision to exterminate Light and Darkness as quickly as possible. In both cases, they are great warriors that should not be provoked. The centaurs who accompany the Concord of the Eagle are originally from Dracynrän, a region now forgotten by man. Descended from the few who survived the madness of men, they fight with the energy of despair. Master archers as well as great lancers, they inflict heavy losses on the enemy protected behind their great shields!

CHRONOLOGY

1	Arrival of man on Aarklash.
25	Exile to Shenroth.
50	Construction of the flying fortress <i>The Fortress of the Faathi</i> .
1 003	Ritual of Destiny. Arrival of The Fortress of the Faathi.
1 004	Battle of the flying fortresses.
1 008	Foundation of Neo-Shenroth.

CADWALLON



Cadwallon is the City of Thieves, the Poisonous Rose, the Jewel of Lanever. Like a sparkling diamond set in a ring of darkness, the Free City attracts the out-cast, the disowned and all those who refuse to die in the name of their commander's glory in the Rag'narok.

In these dark times, Cadwallon is the centre of all attention. The powerful and the most ancient races of Aarklash watch it with envy and hope, but also with fear and revulsion.

Militiaman



The militia is in charge of keeping a semblance of law and order in the Free City and serve in the Duke's army if need be. In both duties, they work with the other legitimate armed forces of the city, such as the peers' troops, and tolerate those of the guilds. Its officers and leaders gladly submit to this exercise, primarily because they are aware of the militia's limitations: political plotting and geographical borders hinder its powers, and the militia often has to negotiate to achieve its goals.

The divisions and factional struggles riddling the Immobilis army are, oddly enough, its best weapon. A weapon further sharpened by the unbelievable variety of exiles who find refuge inside the walls of the Jewel of Lanever.

Each guild has its own peculiarities and its own alliances; and each tends to hire members of certain peoples. The militia works as the link holding together this incredible blend of cultures and species. Those capable of a little brutality get to join the militia; those with an ounce of guile will find a place in the guilds. Finally those with the gold get to hire the services of the both the violent and the cunning.

HISTORY

Cadwallon is a historical place full of myths. Legends tell of peoples that used to live there many eons ago.

One day, a group of mercenaries settled this forsaken place. They were the founders of Cadwallon, as it is known today.

Known as the "Dogs of War", they blindly obeyed their leader, Vanius. They cleared the vestiges of the ancient Cynwäll city, hoping to unearth artifacts left behind by the elves. The two hundred Dogs of War were organized into twenty-one free companies, each one led by one of Vanius' lieutenants. However, the buried secrets of Cadwallon also attracted others. The forces of the Meanders of Darkness tried to chase the latest settlers away, but the Dogs of War held on. The sudden appearance before the battle of a magical deck of twenty-two tarot cards certainly helped in this miraculous victory.

Vanius' *tour de force* gave birth in 832 to the Free city of Cadwallon. The officers who remained by their leader's side founded the first noble families of the city. They managed to recover treasures of unbelievable value from underneath the city.

Over the years, as it grew in size and influence, Cadwallon welcomed many craftsmen who organized themselves into guilds to secure the city's prosperity. Thanks to this prosperity and to its envied status as a free city, the Jewel of Lanever intends to fight only the battles of the Rag'narok it is willing to.





RAG'NAROK

Anyone born in Cadwallon is considered to be a Cadwë, meaning that he or she is free from other nations, their struggles and their laws. But only two thirds of the inhabitants are true Cadwallon natives. The other residents, well established or simply transitory, come from cultures fighting for the supremacy of their beliefs in the total war that is the Rag'narok. In Cadwallon, the Rag'narok is only another opportunity to make more money: as long as independence is secured, battles are a chance to amass colossal fortunes.

Prosperous, independent and diplomatically neutral, Cadwallon attracts many travelling merchants, refugees fleeing the troubles of the Rag'narok and even emissaries sent to negotiate on neutral ground... The most influential guilds of the city take the opportunity to find a place in the general political and diplomatic landscape. Openly breaking the traditional independence of Cadwallon, they have weaved networks of alliances with certain nations and entertain private armies, which intervene in the Rag'narok. For this reason, many envoys come to Cadwallon to reinforce these relations or, on the other hand, to end them.

CHRONOLOGY

255	Settlement of goblin exiles (Kraken Harbor).
832	Founding of Cadwallon, the Free city. Battle of the Wall of Earth.
833	Charter of the leagues decreed by Vanius I.
835	Charter of the fiefdoms and the peers decreed by Vanius I.
956	Invasion attempt by Water Elementals.
983	The great Akkyshan raid that led to the rebirth of the leagues.
995	Accession of Duke Den Azhir.

ALLIES OF THE GUILDS IN THE RAG'NAROK

Guild of Architects:	Boar, Dragon, Griffin and Lion.
Guild of Blades:	All peoples.
Guild of Ferrymen:	All peoples.
Guild of Goldsmith:	Boar, Griffin, Ram, Rat and Scorpion.
Guild of Usurers:	All the peoples of the Meanders of Darkness.
Guild of Thieves:	Boar, Hyena, Lion, Rat, Ram, Scorpion and Spider.
Guild of Cartomancers:	Boar, Dragon, Griffin, Lion and Rat.

THE ARMY OF IMMOBILIS

The Immobilis army is built around the guilds. Each one of them has its own private army, specialized in all sort of areas, ranging from assassination to war machines. The main body of the troops is usually provided by the city militia, which offers (for payment!) properly trained and solidly-equipped militiamen. Leadership is in the hands of specialized fighters from the guilds: assassins, architects, usurers... These bands of mercenaries will often be reinforced by unusual troops whose unexpected powers are carefully kept secret by the guild hiring them. It generally includes some allies. It is rare to see the Immobilis army set out without calling upon fighters from



Cartomancer mages use the magic of the tarot that saved the city when it was created. In their hands, playing cards become the ideal means to cast spells: cursing the enemy with ridiculously bad luck or, on the contrary, bestowing unbelievably good fortune upon allies. So proud warriors become clumsier than toddlers and inebriated tavern thugs turn into the best soldiers ever to stumble onto a battlefield.

Ahsa Ruyar



one of the other nations taking part in the Rag'narok. Even necromancers of the Ram can be found in these armies, despite the well-known public enmity between the city of Cadwallon and the Limbos of Acheron. This seemingly eclectic assemblage of troops is certainly not as chaotic as one would expect. Cadwallon is a refined city, home to many brilliant generals coming from all horizons. Diversity creates surprise and the enemy rarely knows how to deal with an Imobilis army.

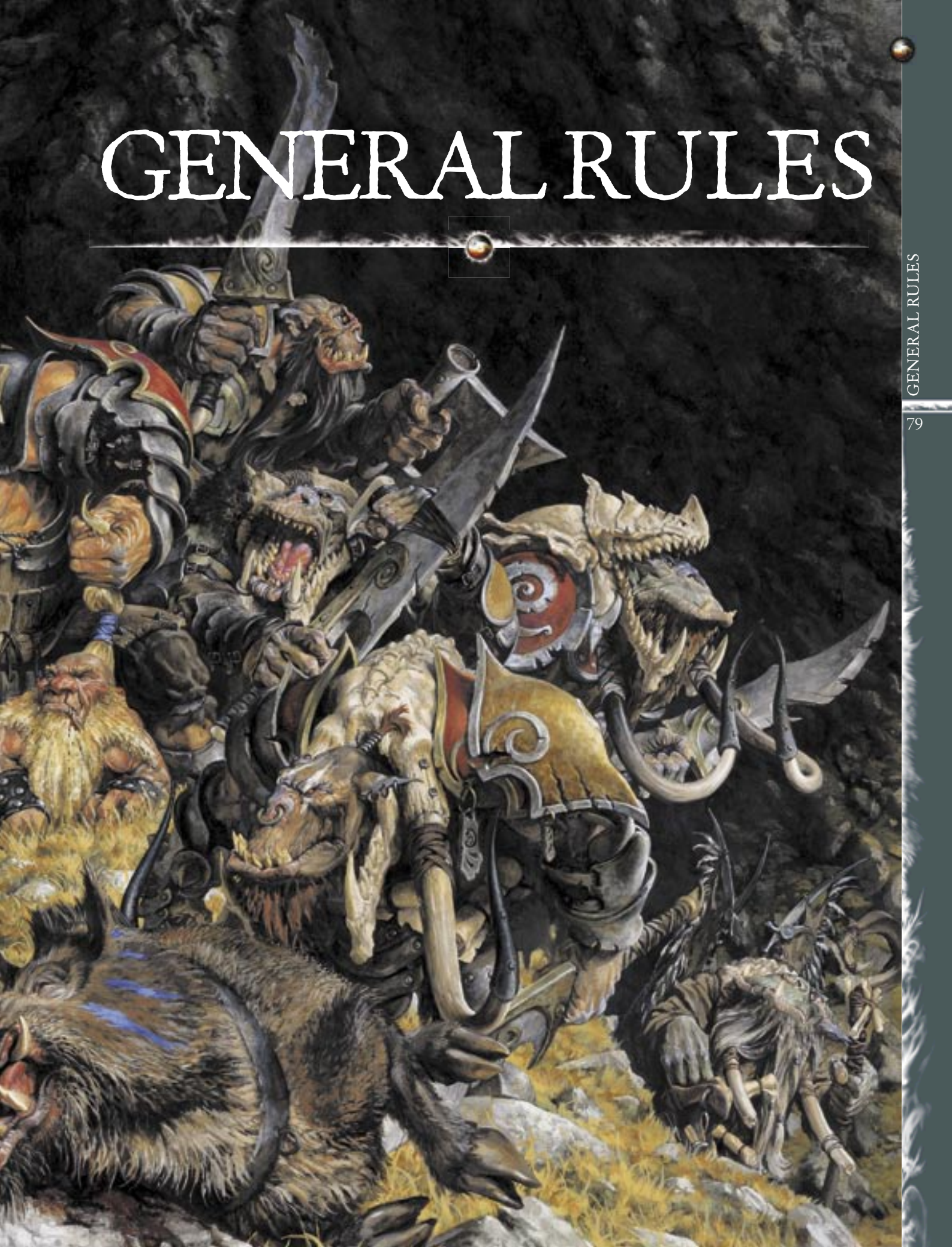
Khaurik's triggers are one of the most famous and most feared troops of Cadwallon. These ogres are well known for the physical power that makes their race one of the most dreaded on Aarklash. Their halberds, their oversized swords and their massive hammers reap, slash and crush with no mercy. For further protection, Khaurik's triggers use enormous firearms to make it easier to get rid their most resilient enemies.







GENERAL RULES



GENERAL RULES



This chapter presents the essential rules for a game of *Confrontation*: how to resolve the various tests, how damage is managed and how a game proceeds.

MEASURING A DISTANCE

Distances (in cm and in range bands) are measured with a ruler. Any ruler will do, but the RACKHAM tape measure has been designed for miniature games and makes measuring ranges easy.

The distances must be measured from the edge of one element to the edge of another. It can be either the edge of a miniature's base or the edge of a terrain element.

When one unit shoots at another, the **only** measurement taken is from the edge of the leader's base to the edge of the enemy leader's base. Any terrain element or fighter that is only **partially** within a certain distance is always considered to be in the shorter of the two distances.

Important! You are not allowed to measure any distance before declaring an action. The action is declared first and any measuring performed afterwards.

UNITS

All the fighters in *Confrontation* are part of **units**, groups of one or more fighters sharing the same category (infantry, cavalry, creature, war machine or titan; see below). Each unit is represented by a card (see p. 84), which lists their main in-game characteristics. The combination of all a player's units is known as his **company**.

Each unit includes a **leader**, indicated by the player at the beginning of the game. This fighter is a **standard fighter** (see below); he has the same characteristics as the other members of the unit. He is used as a reference point when measuring distances.

When the leader is eliminated, he is replaced by another fighter in his unit. The player designates the **standard fighter** (see below) closest to the former leader to become the new

NOTION OF CONTACT

Two elements (miniature or terrain element) are in contact when any of their parts touch, including base, weapon, edge of a terrain element, etc.



leader. If there are only special fighters left, the closest to the former leader becomes the leader.

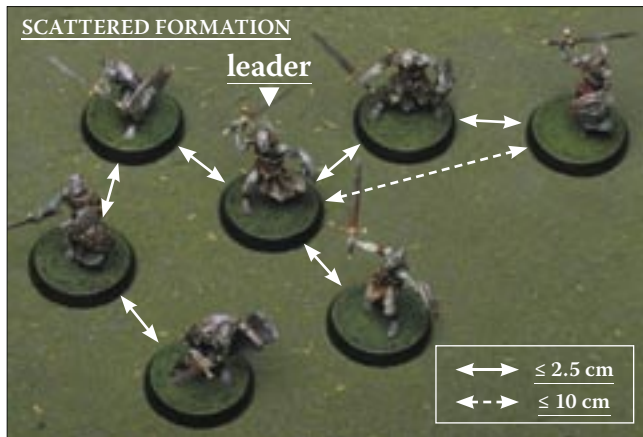
Incarnates (see p. 112) are always the leaders of their unit.

UNIT FORMATION

Inside a unit, the positions of the miniatures obey strict rules. This is called the formation.

- **Scattered formation:** Each fighter has to be within 10 cm of the unit leader and each fighter has to be within 2.5 cm of another fighter in the unit. This formation only needs to be checked at the end of the unit's movement.

Any fighter who is in contact with an opponent does not need to stay in formation.



- **Close formation:** Each fighter has to be within 10 cm of the unit leader. The miniatures are supposed to be in contact and form ranks as equal a possible. The fighters must remain in formation during their whole movement.



Scattered formation is the default formation. Some nations teach their soldiers to take advantage of fighting in close formation, which allows them to benefit from additional tactics (see the respective *Army Book*). Units composed of only one fighter are always in scattered formation.

A unit in contact with an opponent does not need to stay in formation

CATEGORY OF TROOPS

There are five troops Categories:

- **Infantry** includes all foot soldiers.
- **Cavalry** includes all mounted fighters, no matter their mount, and centaurs of all kinds.
- **Creatures** includes all the animals and monsters that occasionally join an army.
- **War machines** are all the engines of destruction and siege weapons known for their terrifying power. **Fortifications are also included in this category.**

- **Titans** are the most massive and powerful fighters, strong enough to crush entire armies on their own.

Some Categories (infantry, cavalry and creatures) are also split into three Ranks.

- **Rank 1** fighters represent the majority of the troops fighting on the battlefield. Enrolled from the population in the more organized nations or trained traditionally for combat in the more warlike cultures, their strength lies as much in their numbers as in their combat skill.

- **Rank 2** fighters are the most experienced and dangerous warriors among their people. Their better training and equipment means their intervention is often decisive.

- **Rank 3** fighters are death embodied. Their names are universally known across Aarklash. Their presence on the battlefield warms the hearts of their allies and chills the soul of their enemies.



TYPE OF TROOP

The type of a unit is determined by the name of the standard fighters that it is composed of.

Example: *A unit whose type is "conscripts of the Griffin" is mostly composed of conscripts of the Griffin standard fighters and conscripts of the Griffin special fighters.*

POWER

The **Power** of a unit is a measure of its ability to overpower its enemies, either during a charge or after a m  le. To calculate the Power of a unit, you need to total the Power of all its individual members.

A fighter on an infantry base (3 cm) has a Power of 1.

A fighter on any larger base has a Power of 2.

SPECIAL FIGHTERS AND STANDARD FIGHTERS

Some fighters have specific roles (see “Incarnates”, “Mystics” and “Morale” chapters). They are called **special fighters**, as opposed to **standard fighters**.

The term “special fighters” designates...

- **Incarnates:** Every army has its heroes, famous characters who inspire courage in the troops and sow panic in their enemies’ hearts. Most of the time they are strategic geniuses and exceptional fighters, chosen by the gods themselves to serve as their champions. Death has no power over them!

An Incarnate is identified by a personal name on his card (see pp. 112-117). **Each company has to include at least one Incarnate.**

- **Mystics:** Magicians 🎩 cast spells and faithful 🏹 can call upon the gods for miracles to support their comrades or smite the enemy. The presence of either in a company’s ranks shows that excellence in combat can be combined with the mastery of the mystic lore of Aarklash!

- **Standard bearers and musicians:** These special fighters are in charge of fuelling the troops’ morale and fighting spirit. They signify hope and victory to those in their ranks.

The sight of a standard, the clear sound of a horn or the deep beat of a drum are a way of reminding the soldiers that courage is the first weapon of any army!

- **Specialists:** As their name suggests, specialists are fighters that have mastered a particular field. In game terms, they trigger special effects.

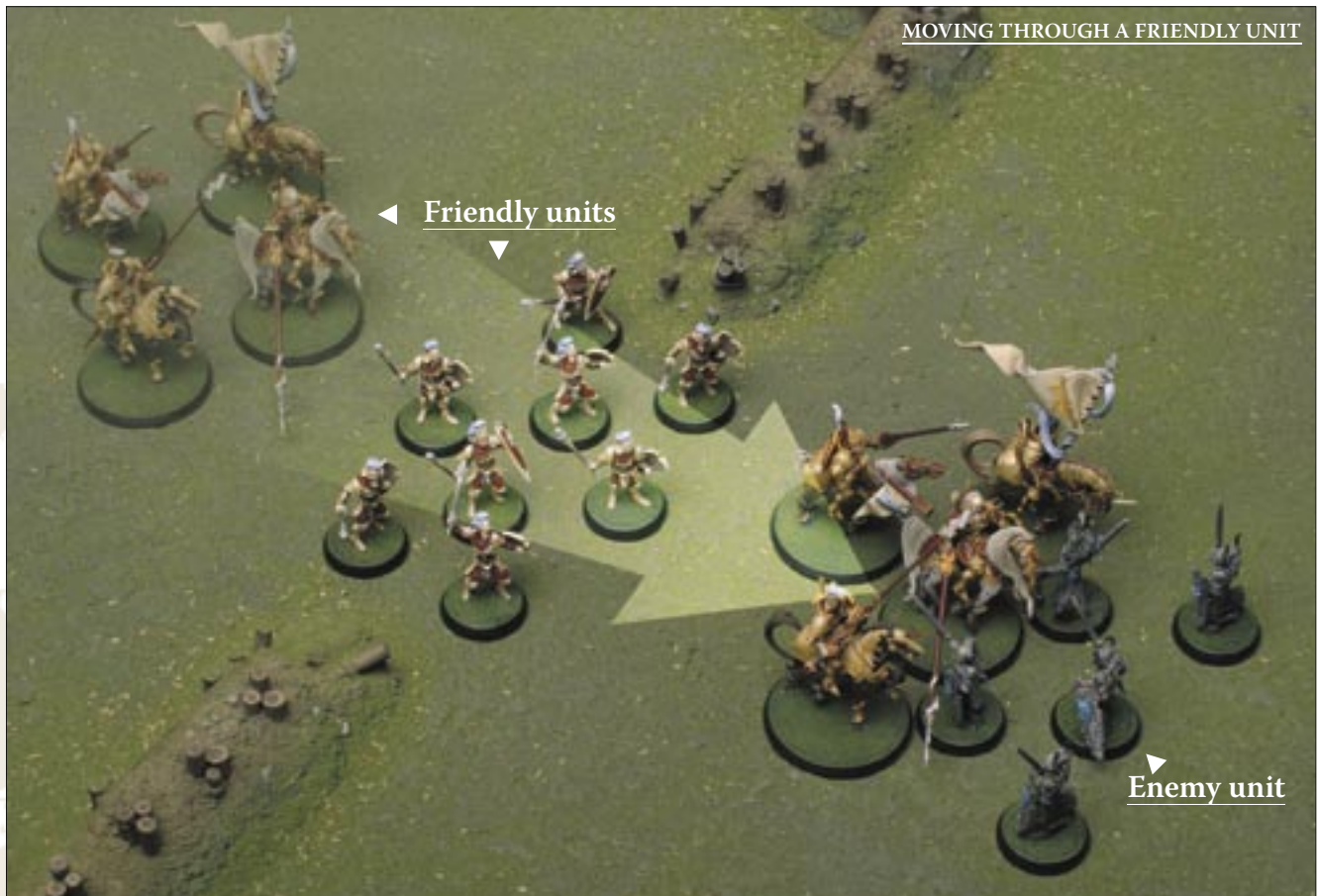
MOVING MINIATURES

A unit can change formation at the beginning of its activation.

A unit can move in any direction. The maximum distance it can travel depends on the fighters and the movement type selected (see Activation phase, pp. 90-97). A free unit can change formation after any movement.

Other fighters and impassable terrain elements constitute obstacles that need to be skirted around. Even a knight in heavy armor cannot ride through a stone wall. When a fighter moves, his base must be able to pass between all the obstacles in his way.

Infantry and cavalry units on the same side and in scattered formation do not hinder each other’s movement and they do not need to be skirted around. However, enemy units cannot “move through” them. If the unit does not have enough movement to move entirely through another unit or an obstacle, the moving unit stops 1 cm in front of it.





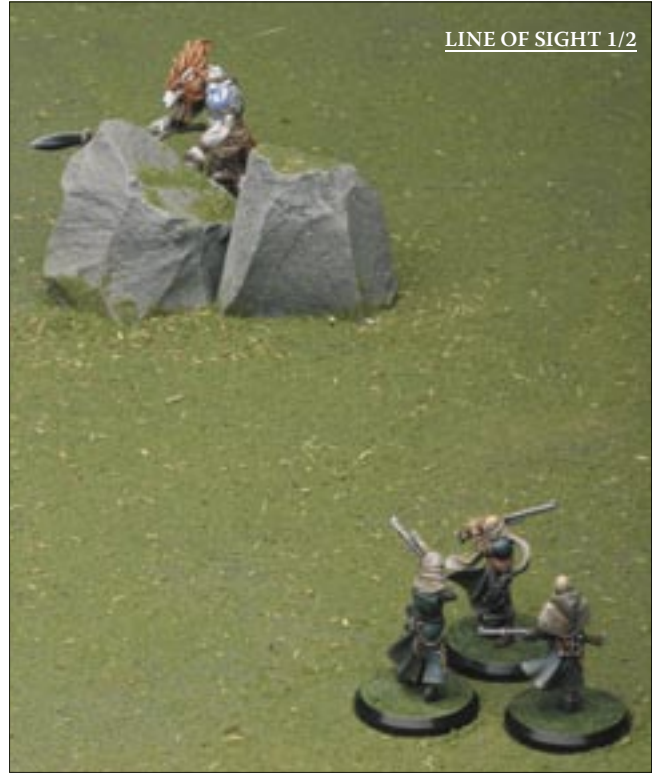
SKIRTING AN OBSTACLE



CONFLICTING GAME EFFECTS

Conflicting game effects may prevent the correct resolution of a situation. In this case, each player implicated rolls a die. Whoever rolls the highest result can pay one Elixir point to choose the game effect that is applied. If he does not wish to spend this point, none of the game effects are applied.

LINE OF SIGHT 1/2



FIELD OF VISION AND LINE OF SIGHT

All miniatures have a 360° field of vision. Soldiers are capable of turning around when something threatens them from behind or from the side – a whole unit could hardly miss the “sneaky” approach of a group of enemy soldiers!

A fighter has a **line of sight** on an element when he can see it. Obstacles can prevent a unit from seeing enemies.

When 2D terrain is used (a gaming poster for instance), a fighter has a line of sight if it is possible to trace an imaginary line between the fighter’s base and the base of the targeted element, without crossing any obstacle.

When 3D terrain is used (hedgerows, etc.), the player adopts the point of view of the fighter, by getting down to the miniature’s level and “looking through its eyes”. If the miniature can see any part of the target the fighter has a line of sight.

LINE OF SIGHT 2/2





CARDS

The cards supplied with *Confrontation* miniatures list the fighters' characteristics and some useful information for resolving their actions. Called **reference profiles** or just **profiles**, they are also used to help identify the fighters and their weapons.

Moreover, fighters have abilities or special tactics listed in their corresponding Army Book.

Notes:

1. **Courage** can be replaced by **Fear** : The higher the value the greater the chances are the fighter's enemies will be struck by fear.

2. **Health** can be replaced by **Structure** : Number of structure points the war machine or fortification has.



Totem
Symbol of the people the fighter belongs to.

Movement
Base value used to calculate the distance (in cm) the fighter can cover when he moves.

Defense
The higher the value the harder it is to hit the fighter in combat.

Resilience
The higher the value the harder it is to wound the fighter.

Courage¹
The higher the value the lower the chances the fighter will end up in rout.

Hand to Hand combat
The values needed to resolve a m el e combat.

Range
The values needed to resolve ranged attacks.

Dice
The number of dice the fighter has to attack (in hand to hand combat or from range, depending on the line read).

Attack
The higher the value the greater the chances the fighter will hit the enemy with a m el e or ranged weapon.

Strength
The higher the value the easier it is for the fighter to wound his enemies.

Type

Rank
Indicates the fighter's rank in his army. This value is used when building a company.

Category

-  infantry
-  cavalry
-  creature
-  war machine
-  titan

Health²
Number of health points the fighter has.

UNIVERSAL TABLE OF RESOLUTION

When a *Confrontation* fighter undertakes an action the universal table of resolution is used to determine if he succeeds or if he fails.

To perform an action you need both its **action value** (generally a characteristic) and its **difficulty**. The descriptions of the various actions indicate which values you are going to use. The difficulty is either a characteristic or a fixed value imposed by the rules. In the second case, the fixed value appears in parentheses.

Example: “Each player rolls a Courage test (8)” means that the difficulty for this test is 8. The action value is the Courage characteristic of the unit concerned.

You then do the simple calculation: **action value – difficulty**. The result indicates the column to read in the universal table of resolution. This column gives you the minimum result needed on a die for the action to be successful

: The action only succeeds on a and the total number of successes is halved (rounded up).

: The action succeeds on a and all and give bonus dice as if they were (see insert “bonus dice and re-rolls”).

UNIVERSAL TABLE OF RESOLUTION

.../-6	-5/-4	-3/-2	-1/0/+1	+2/+3	+4/+5	+6/...



Example: You want to perform an action whose action value is 4 and difficulty is 6. The subtraction gives $4 - 6 = -2$. You then read column “-2” on the universal table of resolution. This column tells us that the result needed on a die is or more.

The player then rolls a certain number of dice, depending on the test:

- **Courage test:** One die for the unit;
- **Attack test:** All the dice used in a hand to hand or ranged attack;
- **Strength test:** As many dice as the number of hits obtained. (See p. 96).

Each die that shows a result equal to or greater than that indicated by the table is a success. The number of successes is then totaled.



For Courage tests, whenever a game effect allows the rolling of several dice, only the one showing the best result is used and all the others are discarded.



DAMAGE

Hitting a fighter is not always enough to knock him out: you need to hit him hard enough.

Each time a fighter is hit by a *mêlée* attack, a projectile or any other game effect that could potentially wound him, the players resolve a test on the universal table of resolution:

- The **action value** is equal to the **Strength**  of the weapon used.
- The **difficulty** of the test is equal to the **Resilience**  of the target.

Each success means one damage point is inflicted on the target.

Each damage point takes away one health point from fighters or one structure point from war machines and fortifications. A fighter is eliminated when he has lost all of his health points. A war machine or a fortification is eliminated when it has lost all of its structure points.


The eliminated piece is removed from the battlefield.

PLAYING A GAME

A game of *Confrontation* always begins by **selecting a battle** (see *Let's play!*, p. 126). Once this has been decided, each player is allocated a certain number of army points (A.P.) to **build a company** (see p. 126) that he will take to battle. Both players then set up the battlefield and deploy their miniatures.

The first player plays his first unit, the second player then plays his first unit, the first player then plays his second unit, and so on, until all their units have been played. They are said to **activate their** units.

BONUS DICE AND RE-ROLLS




Every  or "6" obtained on a test allows the player to roll a bonus die. Any further success is added to those of the initial roll.

Additionally, some abilities allow the player to re-roll failures or, on the contrary, forces him to re-roll successes. The result obtained replaces the initial roll.


These two procedures are resolved in the following order:

- Re-roll failures or successes (if you must re-roll both failures and successes, these effects cancel each other out).

THEN

- Roll as many bonus dice as the number of  that you rolled. If you obtain more , they give you even more bonus dice. This continues as long as you keep obtaining a .

It should be noted that **bonus dice can never be re-rolled**.

In a Fear or Courage test, every  earns the company one Elixir point, but does not give any bonus dice.



A game lasts a certain number of game rounds. This number may be defined by the battle or by the players themselves. A game round is split into three phases. Each phase is detailed in its own chapter hereafter.

1 – Tactical phase (p. 88)

The players determine the order in which they will activate their units and decide who goes first.

2 – Activation phase (p. 90)

The players take turns to activate their units. The fighters move across the battlefield, cast spells and call miracles, shoot at their enemies, engage them in hand to hand combat and resolve *mêlées*.

3 – Control phase (p. 98)

The players assess the consequences of the preceding phases: calculation of mana and faith points for the mystics, review of which objectives have been fulfilled. The round ends with this phase.

ACTIVE PLAYER, PASSIVE PLAYER

The players take turns during a game of *Confrontation*. The player whose turn it is to play is called the **active player**. All other players are **passive players**. Once the active player has finished his action, he **hands the lead** to the player to his left. He becomes passive and the next player becomes the active player.



TACTICAL PHASE



Each round begins with the tactical phase. During this phase, the players plan their actions for the round that has just begun. They perform the following actions in the order given below:

- 1/ Ordering the activation sequence
- 2/ Authority opposition
- 3/ Rallying

1/ ORDERING THE ACTIVATION SEQUENCE

The **activation sequence** represents the order in which the units will be played during the round. To constitute his activation sequence, each player picks up the cards corresponding to each of the units in his company that are either on the battlefield or about to enter the battlefield.

Hereafter, you will find six game modes for ordering the activation sequence listed in increasing level of complexity. “Marauder” is the default game mode. Choose the one that best suits your gaming style!

The game modes offer many advantages:

- The players can choose a random strategic challenge by rolling a die and playing the mode corresponding to the result.
- A beginner can choose an easier game mode to play against a more experienced player to balance the game. Meanwhile an experienced player can choose to make the game more challenging by choosing an expert game mode.

- These modes can simulate particular battle conditions. The enemy has a spy in your ranks? You will be playing “master strategist” until you find him!

Once the activation sequence has been constructed it is not possible to change its order until the following round.

Some game modes are subject to particular rules (see Activation phase pp. 90-97).

■ **Barbarian:** No activation sequence is constructed. Taking turns, the players reveal the card of their choice from their deck and activate the corresponding unit. Cards that have been revealed are put to one side to show which units have already been activated.

■ **Marauder:** The players shuffle their cards **face down** into a single deck. The first active player (see further) draws the first card and hands it to its owner, making him the new active player. The unit represented by the card is activated. When all the actions of this unit have been performed, the player on the left of the player who originally drew the card, draws the next card, thus activating the corresponding unit, etc.

■ **Warlord:** Each player shuffles his deck and, without looking at it, places it **face down** in front of him. The first player reveals his first card and activates the corresponding unit; the next player then does the same. Every player has a random activation sequence!

■ **General:** Each player places his cards in front him, **face down**, from left to right in the order they wish to play them.

Master strategist: Each player prepares his activation sequence in secret. All the players place at the same time their cards in front of them, **face up**, from left to right in the order in which they wish to play them.

Military genius: Each player prepares his activation sequence in secret. The players are divided into two sides. All the players place their cards in front of them from left to right in the order they wish to play them. One of the two sides places its cards **face up** and the other side places them **face down**. The side that plays face up remains the same for the whole game.



ACTIVATING A UNIT

When a card is revealed from the activation sequence one unit of the type of troops it represents may be played. It is considered activated even if the unit does nothing. When all the actions of a unit have been resolved, another card is revealed.

2/ AUTHORITY OPPOSITION

Each company is led by an Incarnate; the one with the highest Authority value is the Commander of the company.

The players perform an Authority opposition with their respective Commanders. They each roll a die and add their Commander's Authority to the result.

- If a player gets a on the die, he automatically loses the Authority opposition.
- If all the players get a on the die, they all re-roll the Authority opposition.
- If the die shows a , the player gets to choose if he wants to re-roll the die and add the new result to the previous . However, if the re-rolled die shows , the Authority opposition is lost! The die can continue to be re-rolled as long as it shows a . If a game effect allows a player to roll several dice, only the best one is kept. If he chooses to re-roll a , any other die that rolled a different result is discarded.
- If several players roll a the player whose Commander has the lowest Authority re-rolls first.

The player who obtains the highest final result wins the Authority opposition. In case of a tie, the test is re-rolled.

If the Commander has the “Strategist” ability, a bonus die is rolled on the Authority opposition (only the best die is kept).

If the Commander is part of a unit in rout, or if the company does not include any Incarnate with an Authority value, the result of the Authority opposition is the result of the die alone (modified by possible game effects).

The winner of the Authority opposition chooses who the first active player will be. He may choose himself. The winner of the Authority opposition gets other advantages during the round, so it is useful to remember who it is.

BATTLES INVOLVING MORE THAN TWO PLAYERS

Some battles involve more than two sides. In this case, the winner of the Authority opposition chooses who goes first. The winner can choose himself. The players play in clockwise order starting with the first active player.

INCARNATES, LEADERS AND COMMANDERS

- Incarnates play a crucial role in their companies and in the strategy of their army. Without them, the troops might as well head straight for the slaughterhouse. A unit can only have one Incarnate in its ranks. He is always the leader. If he is eliminated, the standard fighter of the unit closest to the former leader becomes the leader. If there are only special fighters left in the unit, the closest to the former leader becomes the leader.
- The Incarnate with the highest Authority value is the **Commander** (in case of a tie, the player chooses). It is the Commander's Authority that is used for the Authority opposition. If the Commander is eliminated, the Incarnate with the highest Authority value immediately takes over as Commander. If there is no replacement available the company remains without a Commander. In such cases the Authority oppositions are rolled with a single die and no Authority value is added to the result.

ACTIVATION PHASE



During the activation phase players take turns to activate their units. An activated unit can move, attack from range, use its mystical powers and engage in furious mêlées!

Reminder: The active player is the player whose turn it is to play.

The winner of the Authority opposition decides which player goes first. The player whose turn it is to play is called the “**active player**”

The active player resolves the following steps in the order below:

- 1/ He draws, reveals or picks a card according to the game mode selected;
- 2/ The corresponding unit is activated and the player who controls it resolves its actions;
- 3/ The active player hands the lead to the next player, who becomes the active player.


Important: In Marauder mode the active player changes whenever, during the first step, he draws the card of a unit that is not his.

UNIT SITUATION

A unit’s situation determines the actions it can undertake. There are two situations:

♦ **Free unit:** A unit is free when none of its members are in contact with the enemy. A free unit may use all the actions described in this chapter. This situation can be combined with Rout.

♦ **Engaged unit:** A unit is engaged when at least one of its members is in contact with an enemy.

An engaged unit cannot attack from range. Its free members can cover a distance of up to as many cm as their Movement  in order to engage an enemy engaged in the same mêlée. To leave a mêlée, an engaged unit first needs to disengage (see p. 93). This situation can be combined with Rout.

Additionally, a unit may be in **rout**. In this case, it has lost hope and it tries to leave the battlefield through the closest edge of the table. Its actions are limited (see Morale, p. 101). Rout can be combined with one of the other unit situations (free or engaged).

DRAWING THE CARDS: SPECIAL CASES

Identical cards: A player may have several identical cards in his activation sequence. In this case, revealing one of them allows him to activate any of the units designated by this card.

Card of an eliminated unit: When a player draws the card of a unit that has already been eliminated, he passes his turn. The card is removed from the deck.

DRAWING THE CARDS

The drawing of the cards is different depending on the mode selected for the game (see 1/Ordering the activation sequence). The next step is Activating the unit.

BARBARIAN MODE

The active player picks one of his cards and goes on to the next step “Activating a unit”.

MARAUDER MODE

The first active player draws the first card without revealing it to his opponent.

If it is one of the opponents’ cards, he reveals it and hands it to him. The corresponding player becomes the active player and goes on to the next step “Activating a unit”.

If it is one of his cards, he has two options:

- He reveals the card and goes on to the next step “Activating a unit”;
- He places the card in reserve. This can be done once per round and per player.

The card is not revealed, it is put aside and the player passes his turn. When his turn to draw a card comes again, the player can choose not to draw a card and play the one he has in reserve instead. If there are no more cards to draw, the player plays his reserve card.

ANY OTHER MODE

The active player chooses one of the following actions:

- **He reveals the first card of his activation sequence.** The corresponding unit is activated: the player goes on to the next step “Activating a unit”;
- **He chooses to put the first card of his activation sequence in reserve.** This can be done only once per round per player. The card is not revealed, it is put aside and the player passes;
- **He plays his reserve card.** This card is revealed instead of the first card in his sequence. The corresponding unit is activated and the player goes on to the next step “Activating a unit”.

ACTIVATING A UNIT

When it is activated a unit can perform one of the following actions. The player must announce the action before measuring distances.

- Walk;
- Walk and/or ranged attack and/or mystic action (in any order chosen by the player);
- Run and/or mystic action (in any order chosen by the player)
- Assault and/or mystic action (in any order chosen by the player).

It is possible to decide not to do anything. The unit is still considered activated.

Once the action chosen has been resolved the first player hands the lead to the player to his left, who becomes the active player. The activation phase ends once each player has revealed his entire activation sequence.

In Marauder mode, the active player is the player whose card has just been revealed. The activation phase ends when the deck is empty and when all the reserve cards have been played.




RALLYING




Some units might rout when they are confronted with a high number of enemies or when they face frightening opponents. (see *Morale* p. 100-101).

Every routing unit tries to rally during its activation. The player resolves a Courage/Fear test against a difficulty of 1. The Courage /Fear value used is the highest found among the unit’s fighters. Units that succeed this test are no longer in rout, those that fail the test remain in rout. Rallied units are not considered as having resisted the Fear value that put them in rout.



MOVING A UNIT

A movement (walk, run or assault) depends on the action chosen and the Movement value  of the unit's fighters. **A unit's Movement value is equal to that of its slowest member.** Fighters take the most direct route when they move. The maximum distance (in cm) depends on the type of movement chosen:


- **Walk:** The unit can move in any direction. The maximum distance is equal to the unit's Movement . Walking does not allow the unit to engage an enemy unit.
- **Run:** Similar to Walk, but the maximum distance is equal to twice the unit's Movement .
- **Assault:** The unit moves towards the enemy unit designated by the player. The maximum distance of this movement is equal to twice the unit's Movement . An assault allows the unit to engage a single enemy unit.

OBSTACLES

A unit skirts around obstacles when it moves; impassable terrain elements or units are obstacles. Infantry and cavalry units on the same side and in scattered formation do not hinder each other's movement. However, they cannot finish their movement inside one another's formation. A unit that does not have enough movement to move entirely through an obstacle stops 1 cm in front of it.


- **If the unit is in close formation,** all of its fighters must stay in base to base contact during the whole movement. However, the number of ranks and the position of each fighter may change during and after the unit's movement.



Example: Griffin conscripts (Movement  10) have been issued orders to cross a narrow alley. They run in close formation for all of their movement: they adjust their ranks as they go through the narrow gap. Each one of them can cover 20 cm (2 x Movement cm). Left, right, left, right, left, right!

- **If the unit is in scattered formation,** it only needs to be in formation at the end of its movement.



Example: A little later, fang warriors (Movement  15) start running down the same alley, looking for their enemies. Each one of them can run (30 cm maximum) as he wishes: their formation is only checked after they have moved. The beasts have been unleashed!

Reminder: A fighter can pass between two obstacles as long as his base fits through the gap. It is possible to climb terrain elements.

FLIGHT

Units with the "Flight" ability travel both on land and in the skies. When they move they ignore the obstacles in their way. Units with Flight are always in scattered formation. Fighters who do not have this ability cannot join their unit.

ASSAULT

An assault is a movement that allows a unit to engage the enemy in mêlée.

- A **free** unit can assault an enemy unit;
- An **engaged** unit can assault an enemy unit it is in contact with. In this case only the free fighters of the unit can move to engage enemies, but all the fighters in contact after the movement can attack – even those who have not moved!

The player measures the distance (skirting round obstacles) separating the assaulting unit from the designated enemy unit.

• **If this distance is greater than twice the unit's Movement**, the assault fails. The unit moves as close as possible to the designated unit and remains in formation.

• **If the distance is less than or equal to twice the unit's Movement**, the unit goes into scattered formation. The assault succeeds and both units are engaged (see p. 96).

All of the assaulting fighters are moved in the order chosen by the player. If possible, each of them who has enough movement is placed in contact with an assaulted fighter. If their base allows them to, and if the player wants to, he can engage several fighters at once.

The assaulting fighters out of reach are moved in as close as possible, respecting the formation rules. This is war!

Example: *The unit of Griffin conscripts led by Abel assaults the great fang unit led by Onyx.*

The Griffin player decides to move conscripts 4, 5, and 6 first. They assault Onyx, one after the other;

The player then moves Abel and places him in contact with both fang warriors 2 and 3;


Then it's the turn of conscripts 2, 1 and 3 who assault, one after the other, fang warriors 2, 1 and 3;

Conscript 7 is out of assault range. He stays behind his unit, ready jump into the fight.

This placement gives two advantages to the Griffin player: he has assaulted all the fang warriors and he has surrounded Onyx with the maximum number of fighters. The fang champion is not in a good position! Of course, the Griffin player could have chosen to move his fighters in a different order, if he had another strategy in mind.

DISENGAGEMENT

When a unit leaves a mêlée, it disengages. The fighters in contact with the enemy are eliminated. The unit is free to act normally. However, it cannot declare an assault against the unit(s) it disengaged from.

Any assault involving at least one frightening unit  requires a Courage/Fear test (see Courage test, p. 101). The test is taken by the courageous unit or, in the case of two frightening units, by the one with the lowest Fear value. If both units have the same Fear value, no test is required.



CHARGE!

The assaulting unit is considered to have performed a charge if the following conditions are fulfilled:

- The assaulting unit was free at the time of its activation;
- The assault succeeded;
- Its Power is greater or equal to that of the assaulted unit.

A charge gives an extra re-roll on attack tests against the assaulted unit, until the end of the round.

A fighter in the assaulting unit can attack only the fighters of the assaulted unit.

DAMAGE AND WOUNDS

Some fighters can endure several wounds before being eliminated. A fighter who takes a damage point that does not eliminate him receives a “damage” marker.

INTERFERENCE

The marksmen can only hit the targets that at least one of them can see. The targets that cannot be seen by any marksman cannot be hit.

If any kind of obstacle (terrain or miniature) stands between the unit of marksmen and the unit targeted, there is interference: the difficulty of the ranged attack is increased by two points.

If there is any doubt, trace two imaginary lines connecting the left and right edges of the shooting unit to the left and right edge of the unit targeted. If there is any obstacle in the zone between them, there is interference.



- If the unit succeeds at the test, the assault takes place normally;
- If the unit fails the test and is the active unit, it is in rout and its activation ends, but it remains where it is.
- If the unit fails the test and it is not the active unit, it is in rout and it is subjected to Morale rules.

UNIT RANGED ATTACK

A unit can attack from range if at least one of its fighters fulfills the following conditions:

- He has ranged combat characteristics;
- His unit is free.

Ranged attacks are resolved either before or after the unit's movement. All the marksmen of the unit who have the same profile shoot at the same target simultaneously; marksmen who have different profiles shoot in different salvos.

Each salvo is resolved according to the following steps:

- 1/ Choice of the target and the marksmen
- 2/ Measuring the range
- 3/ Ranged attack test
- 4/ Strength test
- 5/ Removal of the losses

The player can choose in which order the salvos are resolved. It is possible to decide not to shoot with a certain profile of marksman. For example, if a special fighter has a ranged weapon that is different from that of the standard fighters accompanying him, it is possible to choose not to shoot with one of the profiles.

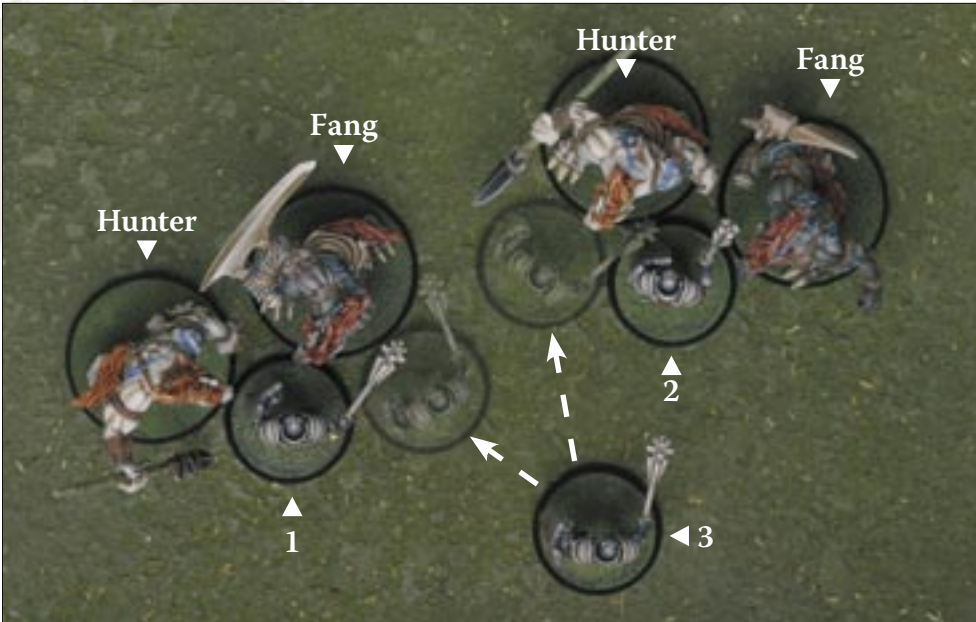
1/ CHOICE OF THE TARGET AND THE MARKSMEN

The active player designates an enemy unit as the unit's target. It needs to be able to see at least one fighter of the unit it is shooting at. It is impossible to target an engaged unit.

Only the marksmen who can see a fighter of the targeted unit can shoot.

2/ MEASURING THE RANGE

The distance between the two units is measured from leader to leader using the range marked tape measure. The range is the difficulty for the ranged attacks.



Example: The conscript unit has suffered heavy losses at the beginning of the round. When it is activated, the Griffin player has two possibilities:

- Either he declares an assault. He then chooses on which unit, and therefore which fighter is engaged by conscript n°2: the fang or the hunter. If conscript n°3 engages the fang, conscripts n°1 and n°2 will only be able to attack the fangs. If conscript n°2 engages the hunter, conscripts n°1 and n°2 will only be able to attack the hunters
- Either he declares no movement at all. The conscripts do not move; conscript n°1 can attack the fang while conscript n°2 attacks the hunter, and vice versa. They can also attack fighters who are part of the same unit.

PERFORATING SHOTS

Some ranged weapons are so powerful that they can eliminate several enemies in one go. These are perforating shots. Perforating shots can eliminate more enemies than there were marksmen.

AREA OF EFFECT WEAPONS

Some ranged weapons can affect an area rather than a single target. Area of effect weapons are indicated in the Army Books.

Area of effect weapons can eliminate more enemies than there were marksmen. They can also eliminate targets the marksmen cannot see. A single template is used per salvo, no matter the number of marksmen.

Successful Ranged attack tests increase the Area of effect of the weapon; failures cause the ranged attack to deviate.

To determine who is hit by the area of effect of a weapon, the player places the template over the fighter of his choice among those in the targeted unit that the marksmen can see. The fighters located even partially under the template suffer the Strength test.

If at least one failure is rolled on the ranged attack test the shot deviates. To resolve this, roll a die: the result shows the direction of the deviation (the template shows six numbered directions). The template is then moved one centimeter (one graduation) in this direction per failure on the Ranged attack test.

If all the Ranged attack tests are successes, the template stays where it is.


Once the template is in position, the player determines the zone affected by the ranged attack. The Area of effect gives the graduation read on the template. All the fighters covered, even

those only partially in the Area of effect, suffer a Strength test. The Area of effect is determined as follows:

- If the result of "Ranged attack – range" is a challenge the shot misses completely and does not hit anything;
- If all the Ranged attack tests are failures, the Area of effect is that of the weapon used;
- If there is at least one successful Ranged attack test, the Area of effect is that of the weapon multiplied by the number of successful Ranged attacks. If the result exceeds 10, the Area of effect is 10 and all the fighters affected suffer two Strength tests instead of one.



3/ RANGED ATTACK TEST

The player rolls the number of dice indicated by the profile's ranged combat characteristic , multiplied by the number of marksmen. The action value is their Ranged attack, the difficulty is the range measured. Each success inflicts a hit. Each failure is a miss.

4/ STRENGTH TEST

The active player rolls one die per hit. The action value is the Strength of the ranged weapon used; the difficulty is the Resilience of the fighters of the targeted unit. Each success inflicts one damage point on the targeted unit.

5/ REMOVAL OF THE LOSSES

Damage points are distributed to eliminate as many fighters as possible. The fighters closest to the leader of the unit of marksmen are eliminated first. Eliminated fighters are removed from the battlefield.

It is possible to cause more hits and more damage points than dice rolled (see General rules), but a salvo cannot eliminate more targets than there were weapons shot.



COMBAT

A combat is resolved when a unit is engaged with an enemy unit at the end of its movement or when an engaged unit chooses not to move when it is activated. The fighters on both sides then form a **mêlée**, where the active unit hacks its enemies to bits in hand to hand combat. The latter will only be allowed to retaliate during their next activation... if they survive.

A **mêlée** is split into a number of **combats**. Each combat opposes two profiles of fighters: an **attacker** profile for the active unit and a **defender** profile for the unit being assaulted.

The active player chooses the order in which the fighters of his unit resolve their combats.

- A fighter can only fight against the enemies in contact with his base or his miniature;
- A fighter can be involved in several successive combats if he is in contact with enemies with different profiles. In this case, his combat dice are split between the different combats he takes part in.

Each combat is resolved following the steps in the order below:

- 1/ Choice of weapon
- 2/ Hand to hand attack test
- 3/ Strength test
- 4/ Removal of the losses

1/ CHOICE OF WEAPON

The active player selects a combat: a profile from his active unit (the attackers) against a profile from the enemy unit (the defenders). The attackers corresponding to this profile strike the defenders with whom they are in contact.

Important: *Any special fighter (leader, standard bearer, musician, mystic, etc.) is grouped with the troops of his unit as long as he shares the same characteristics.*

Each attacker has a number of combat dice printed on his card. These dice are used for the whole **mêlée** and need to be split between the different combats where applicable.

If an attacker is going to be involved in several successive combats, the player chooses how many dice he attributes to the current combat. He may decide to not to use any; in this case the attacker does not participate in this combat.

2/ HAND TO HAND ATTACK TEST

The active player rolls the attackers' combat dice. The action value is the Attack value of his fighters, the difficulty is the defenders' Defense. Each success is a hit. With a little luck, it is possible to score more hits than combat dice! (see General rules)

3/ STRENGTH TEST

The active player rolls one die per hit. The action value is the attackers' Strength, the difficulty is the defenders' Resilience. Each success inflicts one damage point on the defenders. It is possible to inflict more damage points than hits obtained!

4/ REMOVAL OF THE LOSSES

The active player attributes the damage points to the defenders **in contact with his attackers**, eliminating as many enemies as possible. The eliminated fighters are removed from the game.

The combat is over. The active player then resolves the next combat starting from step 1.

The unit's activation is over.

TACTICS

During their training the warriors of the Rag'narok are taught to execute deadly martial tactics. On the battlefield these feats are often decisive. In Confrontation, tactics allow the players to make tactical choices, increasing the potential of their units.



CONTROL PHASE

During the control phase, each player evaluates the situation of his company on the battlefield. The player determines which objectives he controls and collects the Elixir indispensable for his Incarnates. He performs the following actions in the order below:

- 1/ Calculation of faith points and mana points
- 2/ Maintenance of effects
- 3/ Collection of Elixir
- 4/ Time out

The player who won the Authority opposition resolves the entire control phase first.

1/ CALCULATION OF FAITH POINTS AND MANA POINTS

Faithful and magicians reconstitute their mystic energy pools (see Mystics, pp. 106-111).

2/ MAINTENANCE OF EFFECTS

Some game effects may last from one round to the next. Starting with the winner of the Authority opposition, the players manage these effects during the control phase, in the following order:

- **Costs:** Some effects require the spending of faith points or mana points to last from one round to the next.



- **Negative effects:**

The players resolve the effects that handicap or threaten to eliminate fighters;

- **Abilities:**

The players resolve the effects linked to abilities;

- **Resurrection and reinforcements:**

The players resolve the effects that allow a fighter to come back on to (resurrection), or to enter (reinforcements), the battlefield.



3/ COLLECTION OF ELIXIR

In *Confrontation*, companies do not fight just to take control of cities or strategic routes. The Incarnates who lead them into battle are guided by the gods. These heroes fight to collect their Elixir, fragments of their soul tying them to their god, allowing them to wield supernatural powers and to achieve their fate.

Each battle of *Confrontation* details the objectives present on the battlefield. During the collection of the Elixir, each player determines the objectives he controls.

An objective is controlled by the player who has the greatest total Power (see p. 81) within 10 cm. Fighters in rout do not count towards this total. In case of a tie, no one controls the objective. An objective remains under control until the next control phase, even when the control conditions are not fulfilled anymore.

Each player obtains the number of Elixir points corresponding to the objectives they control (these numbers are indicated by the war council). The Elixir points are used to spark the Incarnates' powers and to win the battle.

Once a player has reached the number of Elixir points indicated by the war council, he wins the game.

4/ TIME OUT

This step simply marks the end of the round and the passage to the next one.



MORALE


Strategy alone is not enough to win a battle. The bravery of the fighters or their chances of scaring the enemy away are also crucial.


A unit's morale is defined by one of two states: by default, fighters are **valiant**. When things turn sour, they are in **rout** and tend to run for the hills. Courage tests and Fear tests determine when and how a unit's state changes.

To support its soldiers in combat, each company can include Incarnates and war staffs. Their presence helps to keep the units valiant throughout the battle.

COURAGE AND FEAR

Because of their size, their reputation or their supernatural aspect, some fighters can frighten their opponents. The presence of such warriors may affect the course of combats and the outcome of mêlées.

 This icon indicates Courage. Fighters with this symbol on their card are said to be **courageous**.

 This icon indicates Fear. Fighters with this symbol on their card are said to be **frightening**.

Frightening fighters use their Fear value to resolve any Courage tests they may have to make. All the rules that apply to Courage also apply to Fear. However, frightening fighters can also terrorize their opponents and rout them.



COURAGE TEST

A valiant unit is forced to take a Courage test in either of the following circumstances:

- **During its activation:** If the unit has fallen to below half the number of members it started with. In this case, the difficulty of the test is 1. Incarnates and familiars are members of a unit. The difficulty may be increased by two aggravating factors:

- + 2 if the unit is engaged with units with a greater Power;
- + 2 if the unit is engaged with a frightening unit.

- **During an assault involving a frightening unit:** The difficulty is equal to the highest Fear value in the frightening unit.

During an assault involving two frightening units, only the one with the lowest Fear rolls the Courage test. If it is a tie, no Courage test is rolled.

The action value is the highest Courage.

When a unit fails its Courage test it is in rout.

Units in rout never need to take Courage tests, with the exception of rallying tests.

RALLYING

At the beginning of its activation, if the unit is in rout, the players roll a Courage/Fear test (1). This test is made with the highest Courage/Fear value in the unit as the action value.


The difficulty of this test can be increased by:

- + 2 if the unit is engaged with a unit with greater Power;
- + 2 if the unit is engaged with a frightening unit.

A unit in rout that successfully passes this test regains their valiant state. Rallied units are not considered as having resisted the Fear value that placed them in rout.

FLEEING

When a unit flees all of its fighters that are in contact with any enemy fighter are eliminated.

A fleeing unit moves twice its Movement  cm towards the nearest edge of the battlefield. It is considered to be in scattered formation and moves in a straight line, skirting around terrain and friendly units.

A fleeing unit is eliminated if:

- At least one of its fighters leaves the battlefield through one of its edges;
- Its fleeing movement brings the unit in contact with an enemy unit. The deserters are intercepted and slaughtered without mercy!



WAR STAFFS

A **war staff** is composed of an Incarnate accompanied by a standard bearer and/or a musician. The standard bearer and the musician are identified thanks to their equipment (standard or musical instrument). A unit can include only one standard bearer and one musician.

A war staff including an Incarnate, a musician and a standard bearer is considered **complete**.

EFFECTS OF A WAR STAFF

Units in the same company gain advantages in presence of a war staff:

- **War staff including a standard bearer:** The units that can see the standard can use the Courage, Fear and Authority values of a war staff to resolve their own Courage or Authority tests;
- **War staff including a musician:** The units that are within 30 cm of the musician can use his tactic;
- **Complete war staff:** Both effects are cumulated.

A unit can only benefit from the effects of a single war staff. If a unit is in a position where it could use more than one war staff, the player chooses which one to use.

The values shared by the war staff are those the Incarnate would use if he had to take the test himself – even if these values are those from the Incarnate of yet another war staff!

Some complete war staffs also give specific tactical bonuses to their unit; these are described in the relevant *Army Books*.

War staffs that are in rout no longer share Courage, Fear and Authority values, and none of their possible tactical bonuses can be used.

COMMANDER

The companies of the Rag'narok are not led by some chaotic bunch of Incarnates. They all obey the orders of one individual: the Commander. He is the Incarnate with the greatest Authority in the whole company. If there are several possible Commanders the player may choose which one is the Commander.

The Commander gains a special privilege: his unit rolls two dice to resolve Courage tests.

The Authority opposition of the tactical phase is always resolved using the Authority of the Commander. If his unit is in rout, his Authority is equal to 0.

When the Commander of a company is eliminated, the player immediately designates a new Commander (selected in the same way as the previous one).

MORALE STATES

VALIANT UNIT

A valiant unit is ready for battle and acts normally. It is determined to defeat the enemy, even if it means putting their own lives in jeopardy.

UNIT IN ROUT

A unit in rout no longer believes victory is possible.

It tries to leave the battlefield as quickly as it can.

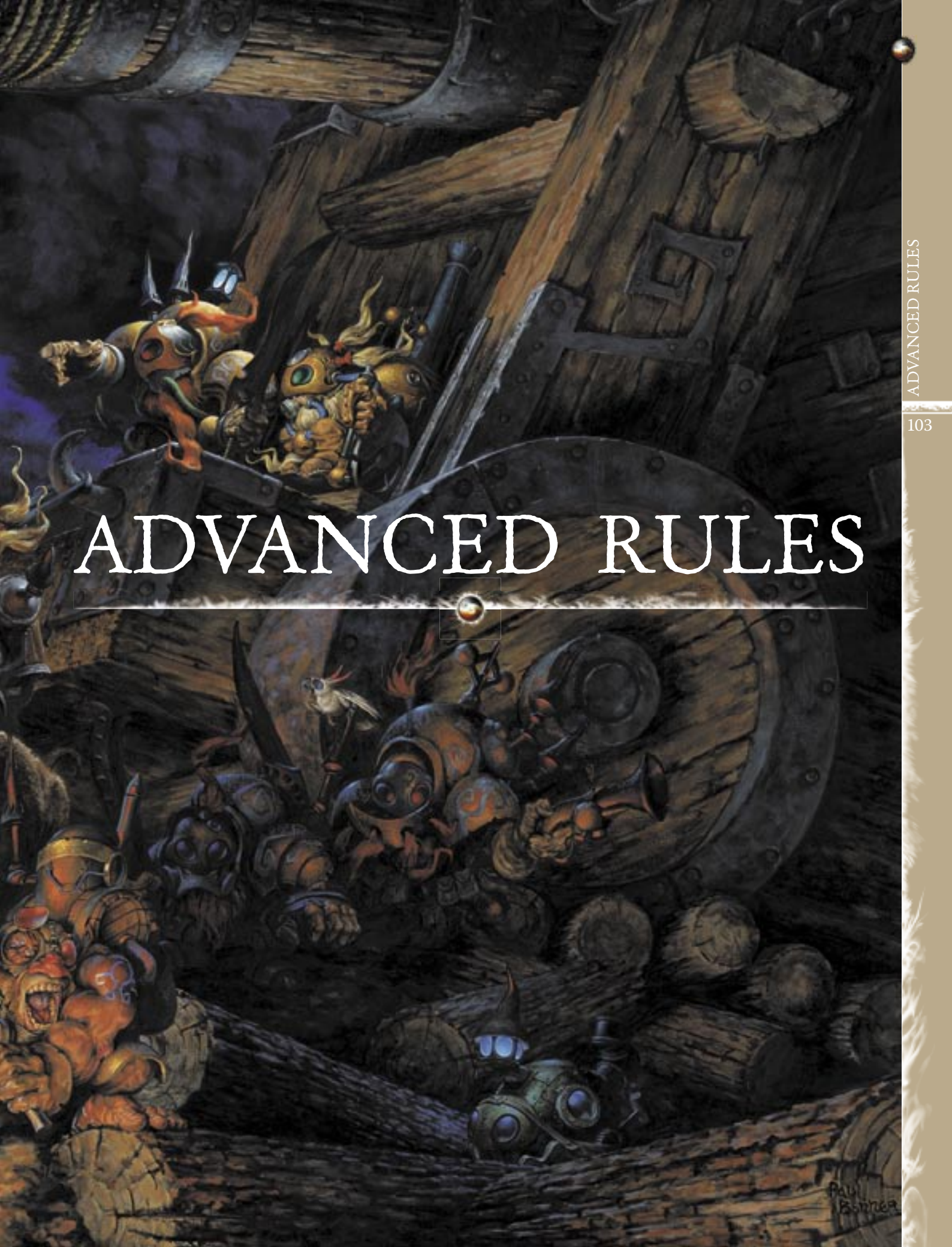
A unit in rout is subject to the following effects:

- The Authority and Attack of its members are equal to 0;
 - When the unit is activated it flees. It disengages if necessary;
 - It cannot use any tactics.
 - It cannot shoot or use any mystic effects.
- However, it recovers its mystic resources as usual.
- It does not count towards the control of objectives.

IMMUNE TO FEAR

During an assault a unit automatically succeeds any Courage test whose difficulty is lower than or equal to a Fear value it has already resisted.





ADVANCED RULES

PAUL BOSTER

UNIT CATEGORIES

It is safe to say that not all units are the same. Each Commander gets to choose from infantry, cavalry, war machine, creature and titan units to form his strategy. Each of these categories has its own advantages and disadvantages, defining the roles in which they excel!

INFANTRY

Infantry includes all the ordinary fighters, meaning those who move around by their own means and who are not war machines, beasts or gigantic beings. Infantry is the standard category in the rules of *Confrontation: the Age of Rag'narok*. Therefore, infantry units have no special rules.



CAVALRY

Cavalry includes all mounted fighters and centaurs of all kinds. Cavalry is quick and uses its speed to boost its efficiency in combat.

A distinction needs to be made between **heavy cavalry**, protected by thick armor, and **light cavalry**, more vulnerable but considerably more agile.

All cavalry units benefit from the following effects:

- **Cavalry charge:** A cavalry unit only needs to be free to perform a charge (see p. 94), regardless of the Power of the enemy unit assaulted.
- **War mount:** All cavalry fighters have the “Disengagement” ability. An engaged fighter who has this ability is not eliminated when he disengages.

Heavy cavalry units benefit from the following effects:

- **Charging strength:** When a heavy cavalry fighter charges he adds his Attack to his Strength to resolve Strength tests.

Light cavalry units benefit from the following effect:

- **Leap:** A light cavalry fighter can jump over or on top of obstacles shorter than him without any penalties.

CREATURES



Creatures are animals and monsters that occasionally join an army. Few in number, creatures show some unique abilities, making them much more violent than normal fighters!

These monsters are specially trained for war. They will fight till the last one of them falls. A Creature unit that falls below half of its original number of fighters does not roll a Courage test at the beginning of its activation.

WAR MACHINES



War machines are engines of destruction, products of advancing technology or results of occult science. War machines have structure points instead of health points. They need to be manned by a crew. The number of fighters needed in this crew is indicated in the description of the war machine. A war machine without at least one crewmember or pilot cannot be activated; when its card is played the player controlling it passes his turn.

The machine and its servants form a single unit. During its activation, the servants can shoot with their own ranged weapons when they have one or with the war machine.

TITANS



Titans are colossal fighters, so big that they are already worth a small army on their own.

Titans ignore difficult terrain. No game effect can move them or ground them.

A titan gets the “Disengagement” ability: an engaged fighter with this ability is not eliminated when he disengages.



Titans are so massive they are represented by several cards: one for each part of their gigantic body. One of them is their profile card; the others are titanic ability cards. **All these cards are placed in the activation sequence.** The titan’s powers and actions are played when the corresponding card is revealed.

The player can definitely sacrifice a titanic ability card to cancel the result of a Strength test rolled against his titan (this card may have already been activated). A titan is considered a single unit despite the number of cards representing it.

A titan is an extraordinarily tough fighter. It can withstand almost any force that Creation throws its way. Apart from normal attacks, only those mystic and ability effects that inflict Strength tests can affect titans. Moreover, a Strength test rolled against a titan never generates any bonus dice and no advantageous effect or ability can ever alter the result needed by the attacker.

MYSTICS



Mystics are the esoteric fighters of *Confrontation*. They use occult lore to invoke supernatural effects: the faithful  call upon the power of the gods, while magicians  unleash the might of the elements!

FAITHFUL

Faith is both a horrible burden and a formidable force of life and action. A burden because the faithful imposes upon himself obligations that reflect the ideals of his gods - the greater his faith, the stricter and greater the constraints he imposes upon himself. However, these burdens can be effectively weightless to the faithful as bearing them means pleasing the gods and promoting their beliefs. Therefore the faithful only feels the formidable force that his faith grants him. By putting his faith in these superior beings he creates a paragon that helps him push himself to the limit. At the same time, his faith gives him the certainty that Immortals are watching him during those difficult moments, protecting him or expecting something from him. This conviction is a source of felicity; it allows the faithful to overcome the suffering that fate puts in the path of his destiny.

The more zealous faithful develop such a great amount of faith that they can channel it and communicate to some extent with the object of their faith. Faithful use divination, a practice that earned its name from the first few faithful, who would use their faith to communicate with their gods, in order to guarantee their contentment and hear their commandments. Only later did they discover that they could implore the gods to intervene directly on Aarklash through miracles. The rites have therefore kept the name of the primitive practice of the early faithful.

The faith of the faithful is strengthened by miracles. When a battle is won thanks to Immortals, when an ill-omened pregnancy gives birth to a healthy child, when the wind finally brings the much needed rain to the fields... The believers double their devotion, their faith increases. This faith can then be used by the faithful to call upon the gods, who in turn, strengthen the faith of the believers. This mystic circle confers great power to the faithful, and it is to keep and maintain that power that cults were created.

Cults vary depending on the gods or pantheons which the faithful call upon.

- **Open polytheism.** The gods exist and there are many of them. No faithful can deny the presence of other gods, and each venerates his own divinities. However, that state of mind is rarely a sign of tolerance. The races of Aarklash often clash in the name of their gods and the signs they have been sent.

- **Exiled gods.** In the dawn of time gods used to walk on the surface of Aarklash, but had to flee in exile. The reasons behind that departure are hinted about in stories of the horrible war in which the gods faced one another. The explanation differs depending on the myths: punishment from a higher being, exodus following the disappearance of mana, retreat of the survivors... The gods now reside outside Aarklash, in other Realms.

- **Tangible actions of the gods.** The gods are believed to be meddling in the lives of the people of Aarklash, either on their own, or through their faithful who have called upon them. Miracles are considered to be answers to these calls.


- **The existence of faithful,** go-betweens for the divine and the mortals. The term faithful perfectly describes the es-

sense of these messengers of divine will: they show unbreakable loyalty to one or several gods. These days, the word “believer” has evolved and some cultures use other synonyms.

- **A hierarchy of faithful.** In most cults, the faithful are organized in a pyramidal structure. This hierarchy differs from one culture to the next, but the deans are always the most respected as they are the most experienced and powerful faithful on Aarklash. They direct, guide and organize the life of their people according to their cult, culture and belief.

- **Miracles are meant to alter, create and destroy.** Just like the saying stating that faith can move mountains, faithful are able to alter Creation and pull off incredible feats. They also have the power to create, drawing inspiration from divine grace. Finally, in their hands faith is a powerful weapon that can send anyone back to the Void. Miracles are classified according to the aspect of faith they are related to.

These fragments are part of a framework common to almost all races of Aarklash, a general religious culture and the foundations of liturgic traditions. According to common beliefs this universal cult comes into play in the more significant moments of life: birth, ascending into adulthood, death... To this common ground, faithful add myths and rites specific to their cultures and beliefs.

Faithful are messengers of higher divine powers. They have an additional characteristic, Fervor . They use faith points to call miracles. Communions are a type of miracle so powerful that they often require several faithful to call them. Unlike miracles, communions are not always successful.

Every faithful masters one or more aspects of divination (alteration, creation or destruction).

Only Incarnate faithful (see p. 112) can be given communions during company building.

FAITH POOL

Communions and miracles are called by spending **faith points**. These points are channeled from the fervor of the fighters in the company.

Each unit has its own **faith pool**. The size of the faith pool is calculated at the beginning of the game and then during each control phase. A unit has as many faith points as the total Fervor of every faithful in the unit, added to the number of members in the unit.

Unless mentioned otherwise, communions and miracles can be called several times per round.

Any faith points not used by the end of the activation phase are lost.

CALLING A MIRACLE

Miracles are individual divine effects. Each faithful has his own miracles (detailed in the *Army Book* of his army) and can call them simply by spending faith points from his unit's faith pool. Miracles cannot be censured.



CALLING A COMMUNION

Communions are tremendously powerful miracles, capable of affecting whole units or even an entire battlefield. They require great quantities of faith points, so it is not uncommon to see several faithful gather in a unit to help an Incarnate faithful call a communion. Moreover, communions require a Fervor test to prove the Incarnate's faith.

Communions are defined by the following parameters:

- **Name**

- **Cult:** This is the cult linked to a people. Only members of this people can call the communion. “Universal” means that all peoples have access to it. Some communions are reserved to a particular Incarnate faithful. In this case, the name of the Incarnate faithful replaces the cult.

- **Aspect:** Alteration, creation or destruction. Only the Incarnate faithful who calls the communion needs to master this aspect. “Universal” means that all Incarnates faithful have access to it.

- **Value:** The value of a communion represents its power. The higher the value, the more spectacular the effects. An Incarnate faithful can be given as many communions as the player wishes during company building. The total of their value is added to that of the Incarnate's other attributes (see *Attributes* p. 115).

- **Faith:** The number of faith points required to make the call.

- **Difficulty:** Communions require a Fervor test to succeed. The difficulty for this test is indicated here.

- **Target:** Possible targets.

- **Duration:** The period of time the communion is active: instantaneous, until the end of a particular phase, until the end of the round, until the end of the game, and so on.

- **Effects:** The effects that are applied if the call succeeds.

A communion is called according to the following steps:

- 1/ Designation of the Incarnate faithful, the communion and the target
- 2/ Expenditure of faith points and exaltation
- 3/ Censure
- 4/ Fervor test
- 5/ Resolution of effects

1/ Designation of the Incarnate faithful, the communion and the target

The player designates the Incarnate faithful, the communion he wishes to call and the target. The Incarnate faithful needs to be able to see the target.

2/ Expenditure of faith points and exaltation

The Incarnate faithful's unit spends a number of points equal to the cost of the communion. Some communions also require additional faith points to fuel their effects.

The unit can spend extra faith points to "exalt" the communion to increase its chances of success. For every faith point spent in exaltation the player rolls one more die on the Fervor test (step 4).

3/ Censure


Censure allows a faithful to cancel the calling of a communion. The unit of the censuring faithful needs to have a line of sight to the unit calling the communion.

To censure a communion the unit spends as many faith points as the unit calling the communion.

The communion then has no effect.

The faith points spent by both units are lost.

4/ Fervor test

If the communion is not censured, the player rolls a Fervor test . The action value is the Fervor of the Incarnate faithful; the difficulty is that of the communion. The player rolls one die, plus one more die per faith point spent during the exaltation. He keeps the result of his choice.

A single success is all that is needed to call a communion.

If the difficulty is a characteristic then it is the highest characteristic value in the targeted unit that is used. If the characteristic is modified by a game effect then the difficulty is equal to the modified value.

Regardless of the outcome of this test, the faith points are spent.

FEAR MY POWERS!

Mystical effects (miracles and spells) have unlimited range. Line of sight is all that is required.



5/ Resolution of effects

If the Fervor test succeeds the effects of the communion are applied.

MAGICIANS

All life on Aarklash is bound by cosmic energies that scholars call **Elements**. The fluctuations and balances that bind these forces influence not only the behavior of living creatures, but also the magical manifestations of Creation. There are 6 Elements, and the four *primordial Elements* should be distinguished from the two principal Elements, or *Principals*.

- *Water, Air, Earth* and *Fire* are the primordial Elements. They are naturally present on Aarklash. Their manifestations are visible every day.

- *Light* and *Darkness* subtly influence the Elements.

Primordial Elements are intimately linked to each action or manifestation in the material world. All of them attract or repel one another, but none is supposed to have supremacy over the others. When it does happen under the influence of a great power or a foolish magician, the result is always disastrous and the consequences irreversible.

Each Element has an opposite Element with which it is in constant struggle. These elemental oppositions guarantee Aarklash's balance.



Water is unpredictable, cannot be held captive and is often excessive. It opposes **Fire**, destructive, insatiable but purifying.

Earth, principle of fertility is unchanging yet malleable. It opposes **Air**, quick and intangible.

Light, symbol of purity and harmony is benevolent. It opposes **Darkness**, pernicious and underhanded, yet attractive. Mysterious, Light opposes only Darkness. The latter Principle's corrupting nature means that it opposes all other Elements, including itself. Thus, Darkness can annihilate the magic it generates, while Fire can only counter the influence of Water.


Light is the principal governing evolution while Darkness reigns on entropy. They both influence the four primordial Elements. They bestow Good and Evil, values inherent to all self-aware beings. They have a conscience which, fragmented as it may be, tries to survive and to expand its influence on primordial Elements.

Mana is the source of all magic. Drawn from divine essence, it crystallizes in the shape of precious stones gorged with elemental energy: the gems. These no longer exist in their natural state on Aarklash. They are brought back from other worlds by highly skilled mages, the **Voyagers**, who journey from world to world through mysterious gates. Gems are therefore rare and costly. Even experi-

enced Voyagers have trouble distinguishing the stones, vulgar or precious, which are found throughout Creation.

The Voyagers bring **gems** back from the elemental Realms, although the magical gateways they use generally appear for only a few days. However, legends and rumors suggest that permanent portals leading to specific Realms exist.

The rarity of portals is reflected in the number of gems available on Aarklash. The battles of the Ragnarok force the magicians who are more and more numerous on the battlefields, to find immortal gems.

Magicians bend the elements to their will. They have an additional characteristic, Energy . They use **mana points** to cast **spells**. **Rituals** are more potent but also more unreliable spells, whose casting often requires the presence of other magicians.

Each magician is connected to one or more elements (Air, Earth, Fire, Water, Light or Darkness).

Only Incarnate magicians (see p. 112) can be given rituals during company building.

ELEMENTAL REALMS

Worlds other than Aarklash exist in Creation: the *Realms*. Their nature is often a source of confusion among the profane. Many types of Realms exist, and collectively scholars refer to them as Creation.

The more common Realms in the universe are of elemental nature, they are intimately bound to the elements. The **primordial Realms** are therefore linked to Air, Water, Fire and Earth. There also exists **principal Realms** linked to Light and Darkness. The former are called celestial and the latter abyssal.

Each elemental Realm is divided into a multitude of locations that have their own physical, moral and biological laws. Each of these "universes" has a unique and autonomous existence, just like Aarklash.

All are populated by different species that live together despite their evolutionary differences and according to the nature of their environment.

These outsiders are not all made of flesh and bone. Indeed, the domain that influences a Realm has a strong impact on the aspect of its inhabitants. Thus, Realms of Darkness are inhabited by

Darkness Elementals, *ira tenebrae*, morbid puppets, etc.

Aarklash distinguishes itself from the other Realms in many ways. It is the world of origin of beings made of flesh and blood, and even though the commoner has no clue about this, magicians are aware of this singularity. Their understanding of it grows as they ponder Creation, practice their art and meet inhabitants of other "planes of existence".

Aarklash is one of the rare worlds where all Elements are in perfect balance. If one of them were to prevail on the others, the consequences would be disastrous. It is therefore with a certain anxiety that the elemental lords, the Sihirs, watch the recent emergence of Darkness.

In a rare quirk of Creation, Elementals cannot manifest on Aarklash without having been invited to. This and the long absence of mana in its natural state has convinced the Voyagers to make Aarklash the most important trading ground for gems in the entire Creation.

MANA POOL

Rituals and spells are cast by spending the **mana points** contained in the magicians' precious gems of mana.

Each unit has its own **mana pool**. The number of mana points is calculated at the beginning of the game and then during each control phase.

For each unit including at least one magician:

1/ If the unit contains an Incarnate magician, the player rolls two dice and totals their results. If it doesn't, he only rolls one die;

2/ This result is added to the sum of the Energy  values of the unit's magicians.

3/ The final total is the number of mana points the unit gains.

Unless mentioned otherwise, ritual and spells can be cast several times per round.

In contrast to faith points, unused mana points are retained from one round to the next. However, a unit cannot have more than 30 mana points in its pool.

CASTING A SPELL

Spells are individual magic effects. Each magician has his own spells (see *Army Book*) and can cast them simply by spending mana points from his unit's mana pool.

Spells cannot be countered.

CASTING A RITUAL

Rituals are extremely potent but very complex spells, designed to be cast on the battlefields of the Ragn'arok. They require such great quantities of mana that it is not uncommon to see magicians gather in units to share their gems of mana. Rituals also require an Energy test to put the magician's control of elements to the test.



Rituals are defined by the following parameters:

- **Name**

- **Path:** This is the path of magic linked to a people. Only members of this people can cast the ritual. "Universal" means that all peoples have access to it. Some rituals are reserved to a particular Incarnate magician. In this case, the name of the Incarnate magician replaces the path.

- **Element:** Air, Earth, Fire, Water, Light or Darkness. Only the Incarnate magician who casts the ritual needs to master this element. "Universal" means that all Incarnate magicians have access to it.

- **Value:** The value of a ritual represents its power. The higher the value, the more spectacular the effects. An Incarnate magician can be given as many rituals as the player wishes during company building. The total of their value is added to that of the Incarnate's other attributes (see *Attributes* p. 115).

- **Mana:** Number of mana points required to cast the ritual.

- **Difficulty:** Rituals require an Energy test to succeed. The difficulty for this test is indicated here.

- **Target:** Possible targets.

- **Duration:** The period of time the ritual is active: instantaneous, until the end of a particular phase, until the end of the round, until the end of the game, and so on.

- **Effects:** The effects that are applied if the casting succeeds.

A ritual is cast according to the following steps:

- 1/ Designation of the Incarnate magician, the ritual and the target
- 2/ Expenditure of mana points and exaltation
- 3/ Counter-magic
- 4/ Energy test
- 5/ Resolution of effects

1/ Designation of the Incarnate magician, the ritual and the target

The player designates the Incarnate magician, the ritual he wishes to call and the target. The Incarnate magician needs to have a line of sight to the target.

2/ Expenditure of mana points and exaltation

The Incarnate magician's unit spends a number of mana points equal to the cost of the ritual. Some rituals also require additional mana points to fuel their effects.

The unit can spend extra mana points to "exalt" the ritual to increase its chances of success. For every mana point spent this way, the player rolls one more die on the Energy test (step 4).

3/ Counter-magic

Counter-magic allows a magician to cancel the casting of a ritual. The unit of the magician using counter-magic needs to have a line of sight to the unit casting the ritual.

To counter a ritual the unit spends as many mana points as the unit casting the ritual.

The ritual then has no effect.

The mana points spent by both units are lost.

4/ Energy test

If the ritual is not countered, the player rolls an Energy test (⊕). The action value is the Energy of the Incarnate magician; the difficulty is that of the ritual. The player rolls one die, plus one more die per mana point spent during the exaltation. He keeps the result of his choice.

A single success is all that is needed to cast a ritual.

If the difficulty is a characteristic then it is the highest characteristic in the targeted unit that is used. If the characteristic is modified by a game effect then the difficulty is equal to the modified value.

Regardless of the outcome of this test, the mana points are spent.

5/ Resolution of effects

If the Energy test succeeds the effects of the ritual are applied.

SPECIAL RULES

SUMMONING FIGHTERS

Fighters can be summoned to form new units that are placed on the battlefield, as long as they respect the following rules:

- The number of fighters in the unit must be greater than or equal to the troop's standard number of fighters per unit as defined in its *Army Book*;
- The summoned unit may appear anywhere the mystic can see it;
- The summoned unit is placed out of contact with the enemy;
- The summoned unit is placed so that no fighters or terrain elements have to be moved.

The unit is not activated during the round when it has been summoned. Its profile card will be added to the activation sequence for future rounds.

A magician can summon as many units as he wants over the course of a game. However the maximum number of units summoned by this magician and present on the battlefield at the same time is equal to his Rank.

The magician cannot summon anymore units as long as this limit is reached.

FAMILIARS

Each Incarnate magician can be accompanied by a number of familiars equal to or lower to his Rank (⊕, ⊕⊕ or ⊕⊕⊕).

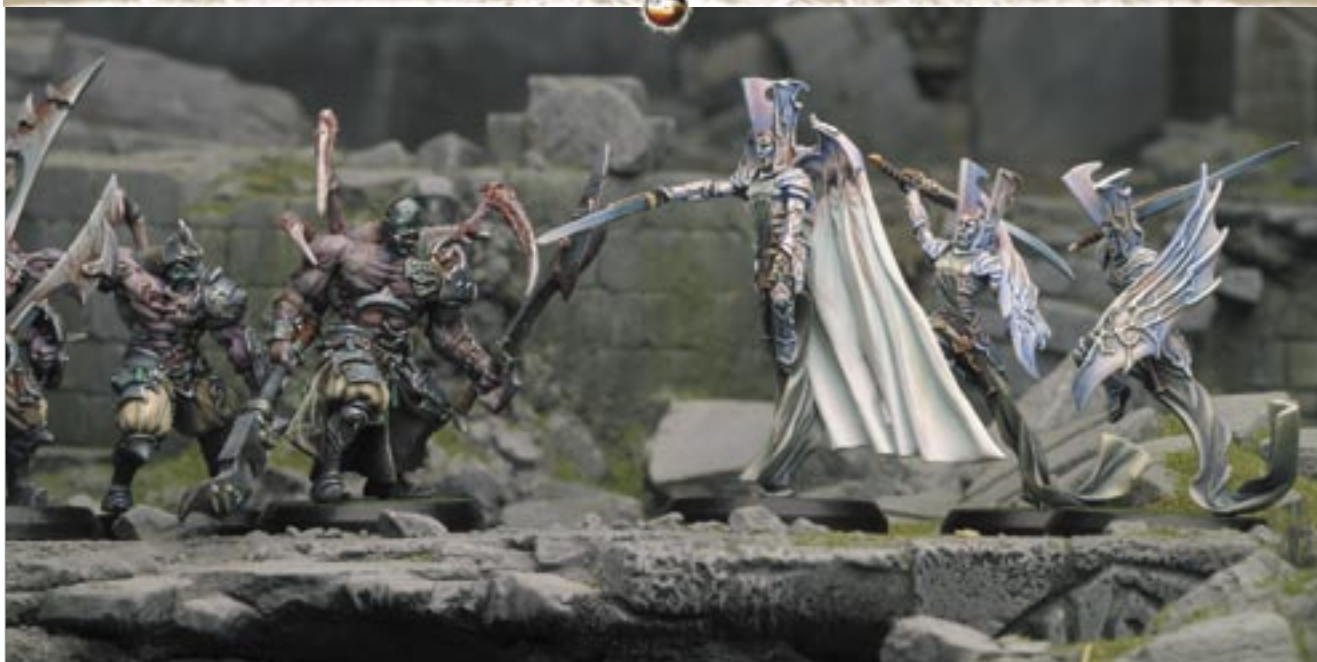
When the mana points are calculated the player rolls one bonus die per familiar associated to the magician.

A familiar must remain within 3 cm of his magician and in formation. A familiar cannot do anything other than move. It is immediately eliminated whenever it is in contact with an enemy or whenever it suffers a Strength test.

Familiars are considered to be both attributes and fighters. However, just like Incarnates, they do not count towards the unit's number of fighters.




INCARNATES



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INCARNATES

A fighter is an Incarnate if he has the Authority characteristic . Incarnates are exceptional fighters gifted by the gods. They get advantages and options that are not mentioned on their reference card. Incarnates have several assets, here are the details.

A HERO WILL NEVER DIE

An Incarnate is a champion of the gods, who was invested by them with incredible powers. As a counterpart, fragments of their soul, the Elixirs, have been dispersed throughout space and time.

Often unaware of their status, many Incarnates believe they only owe their powers to themselves and ignore that their fate is no longer in their hands. They are agents of the gods in the Rag'narok and are urged to gather their Elixirs to reach the Harmony, the ultimate power.

INCARNATION

The gods incarnate mortals who have captured their interest, no matter the distance or the numbers. They choose whoever they want, whenever they want and often prefer, though not always, individuals from the people they watch over. As this special relationship is forged for better and for worse. Save for a few exceptions, one is not born an Incarnate. One has to experience an incarnation. Immortality has a cost: when they incarnate an individual, the gods tear away part of his psyche, fragment it and spread these fragments throughout the in-

finity of the Realms (See *Mystics* p. 106). What is left of the soul after this terrible trial is called Essence. The fragments dispersed by the gods are the Incarnate's Elixirs. The Essence and the Elixirs, specific to each Incarnate, are different from mana and faith.

Another life then begins for this new Incarnate. Now invested with a divine mission and yet often unaware of it, he seeks to recover his Elixirs to restore his Essence. He casts himself, body and soul, into an insane quest to find himself and follows the long path designed by the god who took control of his fate.

THE RIGHT STUFF

The Incarnates can manage the impossible; they are the heroes of the Rag'narok. They have many powers. Through the power of their Elixirs, these champions can fend off whole regiments with daring counter attacks. Their master strikes, fed by divine ire, reap enemies no mortal hand could ever scratch. Their heroic actions can rally companions in rout and help their people win legendary battles.

Incarnate magicians, true masters of magic, can bend magic to serve their will and draw mana from deep inside themselves to feed the devastating spells they have intuitively mastered.

By their side, the faithful who have been incarnated are the messiah of the gods they have chosen to serve. The flame burning within them sets fire to the braziers of faith and war. What King would fear defeat with these divine champions leading his armies?

Incarnates are immortal. A swift twist of fate will always save an Incarnate from death: the arrow heading for the heart of the champion finally hits a medallion, a flask or some brave anonymous soldier who stepped into the trajectory as an ultimate sacrifice. And even if the Incarnate is maimed, charred and scattered by the wind, the will of the gods is never affected. The memories of the witnesses are altered, the ashes gathered and the wheel of time warped.



There is only one exception to this rule: in certain circumstances, an Incarnate will die by the hand of another Incarnate. It is one way, among many others, for gods to settle their arguments or to unfold their plots. Each god designates his champion and the winner scores an important victory for his god. Most Incarnates do not live long enough to understand that they cannot die of old age. Less than a handful of Incarnates are aware of their immortality. Most grasp very little about their powers. Many believe that their aptitudes are the result of their own experience and not a god given gift. Those who have understood that they are part of a great cosmic plan designed by the gods are few and often at the height of their career. Such understanding requires great sensitivity, which is the field of faithful and magicians. Those who do understand conceal their knowledge because knowing the secrets of the gods means drawing their anger and the attention of their champions.

Finally, being an Incarnate means being branded by a god. This distinctive feature is recognized by other gods and, as surprising as it may be, by magic itself. The few who know this singular property can use it to recognize or find Incarnates: some spells will not work and some miracles cannot be called in their presence.

THE ELIXIRS

The Essence of an Incarnate is incomplete until he has gathered his Elixirs. Therefore he often feels unfinished, obsessed by an object, a location, an event or a dream... This spiritual need prevents the Incarnate from ever feeling comfortable, no matter where he is.

Each time an Incarnate finds a significant Elixir he experiences a new Incarnation, and with it a new burst of power.

To set off to find one's Elixirs is a dangerous mission. An Incarnate's Elixirs can be anything and anywhere, even in time. It can be an artifact held in a great place in the tutelary god's plane, a lost piece of knowledge that must be found and delivered; a secret or a location that the Incarnate must reach at a key moment. Many gods use Elixirs to try and guide the Incarnates on a precise route. Others spread them randomly, because they are only interested in their champion's potential.

The most perverse or warlike gods sometimes give the Elixirs of an Incarnate to another Incarnate, urging them to fight for the mastery of a world at war. These rivals are called Shadows and they are the source of many legendary duels through the history of Aarklash.

An Elixir can also be a precise location in space and time. A particular event, the fulfilling of a quest or the understanding of something will reveal to the Incarnate that part of his Elixir was slumbering deep inside of him. The fate of each Incarnate is unique.

LIVING AS AN INCARNATE

Being an Incarnate means losing control over one's destiny without further explanation and being thrown into an epic odyssey. The existence of an Incarnate is strongly influenced by the god who has chosen him. Sometimes his fate follows his personal aspirations; sometimes it doesn't.

An Incarnate is on a quest; he is trying, often without being aware of it, to reach his next Elixir and his next Incarnation.

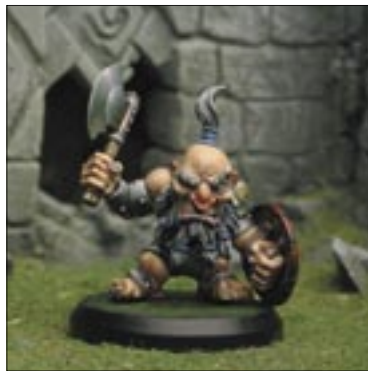




Each incarnation is more powerful than the last; the quest for Elixirs is a quest for identity but also for power. Before the dawning of the Rag'narok, many Incarnates were accompanied by followers as they went on adventures inspired by the quest for their Elixirs. Some tried to ignore the call of fate by dedicating themselves to a cause. But since the great battle has begun, the Incarnates are slowly revealing themselves to the rest of the world through their accomplishments. These exceptional individuals step into their due position as agents of higher powers and champions of the Rag'narok.

Some scholars are starting to understand that these people truly are extraordinary and try to find out why, with varying degrees of success. The three or four wiser people who have a clue of what the Elixirs might be are building a hypothesis on how to harness this incredible power, whereas the anonymous crowd is whispering, feeding on rumors and beginning here and there to worship Incarnates as demigods. Armies rise in their wake, sending Aarklash deeper into the Rag'narok.

It sometimes happens that an Incarnate himself understands the supernatural nature of his new abilities and realizes he is the stake of higher interests. He then has to make a choice, the only true choice of legendary heroes: follow his destiny or his own free-will. Those who choose their own free-will become voluntary orphans and wandering champions tormented by contradictory aspirations. Their road often leads them to Cadwallon, the refuge of exiles from all horizons.



Nine out of ten Incarnates ignore their nature and the powers they have. They believe they owe these capacities to their own expertise or to their luck.

And one Incarnate out of ten merely knows a fragment of the truth. He has realized he possesses strange powers or felt a higher entity looming over his fate. Among those who furthered their research and obtained a greater part of the truth, some refuse to be the gods' toy and rebel against their condition, without much success: their road always leads them to their Elixirs. Others embrace the cause of their god and finish the task that was given to them, adding great glory to their name.

One Incarnate out of a hundred knows the whole truth. He knows the extent of his powers and knows he will never die. The very few who have achieved this level of consciousness have told no one about it for fear of the terrible consequences.

HARMONY REGAINED

No matter what happens, an Incarnate will never revert to the mortal he once was before his Incarnation. When he finds a significant part of his Essence he might be caught in successive incarnations, each one leading him to the next step on his trip.

When an Incarnate manages to gather his Elixirs and restore his Essence, he lives his apotheosis: the harmony. Having overcome the divine trials he transcends the laws of Creation for a moment and frees himself from the influence of the gods. Some Incarnates choose to fade away to merge with the Creation and

try to weigh on the coming fatality. Others prefer to remain with the other creatures. Among them some become loners, free to use their fabulous powers as they wish. Finally, others remain faithful to their cause and carve their place in history: these warriors become the major allies of the people they fight for, magicians become virtuosos, and the faithful grow to be the avatars of their tutelary god.

INCARNATES AND COMPANY BUILDING

Incarnates require particular attention during company building.

Each Incarnate is a unique fighter. There can only be one of each Incarnate in a company.

Some Incarnates have more than one miniature available, each of which is associated with a different profile. This is notably the case when they can be played either as foot soldiers or as cavalry fighters. It is also the case when they have several incarnations. Regardless of the number of possible profiles for an Incarnate, only one of these profiles can be included in a company.

ATTRIBUTES

An Incarnate can be given artifacts, rituals and communions. These attributes are chosen freely during company building. However, the sum of the values of these artifacts, communions and rituals must be lower than or equal to the number indicated in the Incarnate's description (see *Army book*).

JOINING A UNIT

An Incarnate joins a unit in the same army as him. Only one Incarnate may be included in each unit.

An Incarnate is not counted in a unit's standard or maximum number of fighters, but his cost in A.P. is added to that of the unit. Some Incarnates are champions of a particular type of standard fighters. When this is the case, they can only join units composed of these specific troops.

An Incarnate is always the leader of his unit.

ADVANTAGES OF INCARNATES

Incarnates have roles of their own detailed in the Army Books. Notably, they have more health points and more dice than the other fighters of their army.

They also have an extra characteristic: Authority. It represents the influence these heroes have on the troops. It is added to the roll required by the Authority opposition at the beginning of each round.



AN INCARNATE AND HIS UNIT

Each Incarnate has a special role in his unit. He moves at the same time as the unit and respects its formation, but the Incarnate can act independently:

- When attacking from range, the Incarnate shoots in his own separate salvo. He can choose a different target than the rest of his unit;
- In a mêlée, the Incarnate has his own separate combat, even if he shares the same characteristics as the standard fighters.

DAMAGE DISTRIBUTION

Incarnates have the favor of the gods who made them their champions. This protection makes it very difficult to eliminate them: bullets tend to miss them, arrows always find another target, blows never seem to land, and so on.

When a unit as a whole is targeted, its Incarnate never suffers any Attack or Strength tests as long as there are other fighters in the unit. Even if these fighters are completely hidden or out of reach, they receive the hits and suffer the Strength tests instead of the Incarnate.

So, when a unit is targeted, its Incarnate can only be eliminated if he is the last fighter in the unit.

However, when an Incarnate is specifically targeted, all ordinary rules apply and he can be eliminated normally.

ELIXIR

Incarnates have a touch of divine grace. They are stronger, faster, smarter than mortals. The price they pay for this is the loss of part of their soul. The missing fragments of their soul are turned into Elixir. Incarnates set out on quests and struggle to collect their Elixir, the completion of which will eventually help them achieve Harmony. Until this deliverance they can channel and use this energy to obtain extraordinary powers.




Elixir pool

Each company has an Elixir pool, represented by tokens or counters (either official markers or dice). At the beginning of the game, this reserve is equal to the number of Incarnates in the company. Some artifacts or game effects allow this initial pool to be increased.

During the game the Elixir pool increases when battle objectives are controlled or fulfilled by the company. This pool also increases or decreases depending on the actions of the Incarnates. Any gain or loss of Elixir points is immediate and can happen at any time in the round, except during “time out”.

Earning Elixir

A company earns Elixir points in the following circumstances.

- A company earns 1 Elixir point each time one of its units passes a Courage test while rolling a .

- When one Incarnate eliminates another, his company earns the Elixir value indicated on the profile of the eliminated Incarnate. An Incarnate eliminated by another Incarnate cannot be resurrected.

- A company earns Elixir points for each battle objective it fulfills or controls. The number of points earned is indicated by the war council (see *Let's play!* p. 126).

Spending Elixir

All of the company's Incarnates can tap into the Elixir pool to perform feats. Each feat can be activated whenever the Incarnate needs it.



Each feat can only be performed once per Incarnate per activation, including that of an enemy unit.

- During a ranged attack, an Incarnate marksman can choose which fighter of the unit he shoots at for 1 Elixir point.

- Some artifacts have effects that require Elixir points to be spent. These effects and their cost are described with the artifact.

- A Rank 3 Incarnate can become the avatar of a god for 15 Elixir points. He recovers all his health points.

He also gets one more hand to hand Attack die and one more ranged Attack die until the end of the game.

This is not a bonus die, so it can be re-rolled. Additionally, the mystic pool of his unit immediately recovers 15 faith points and 15 mana points. This can be done only once per Incarnate per game.

- Before an Incarnate rolls a characteristic test, the player can get one more die for 1 Elixir point.

- When an Incarnate rolls a characteristic test, the player can re-roll all of his failures for 1 Elixir point.

- When a characteristic test is taken against an Incarnate, the player can force his opponent to re-roll all of his successes for 1 Elixir point.

- If an Incarnate is eliminated during the round, he can be resurrected before the time out phase at a cost detailed in his description (see *Army Books*). He comes back into the game with all his health points and his attributes. His unit gets a number of mana points equal to the Incarnate's Energy and a number of faith points equal to the Incarnate's Fervor.

The Incarnate is placed in his unit once more (as long as formation rules are respected). He cannot be placed in contact with an opponent. If there is not enough room to place the miniature, the resurrection does not happen – the Elixir points are spent nonetheless. If his unit does not exist anymore, he cannot use this feat. If the Incarnate was eliminated by another Incarnate he cannot use this feat either.

- When an Incarnate's unit has to roll a Courage or Fear test, the test is automatically a success for one 1 Elixir point.

When this is the case, the success does not make the unit immune to the Fear that caused the test.



THE BATTLEFIELD

A grove, a river or a bulwark can be problematic at times, but they can also become precious allies. Ignoring terrain is the best way to turn it into a handicap; however, when used properly it will provide those small advantages that can turn uncertain victory into positive triumph.

CROSSING AN OBSTACLE

By default moving through a terrain element is impossible. In certain cases a unit needs to sheathe its weapons and make an extra effort to reach its destination. A walking unit (see p. 92 Moving a unit) can cross an obstacle. In this case, its fighters can only move half of their Movement. If this does not allow them to reach the other side of the obstacle the fighters end their movement on the obstacle. In either case, the distance traveled is measured without considering height.

A unit cannot cross an obstacle that is taller than the shortest of the unit's fighters.

Sometimes the problem is not the height of the obstacle but its depth: stretches of water, crevices, and so on. In these cases none of the unit's fighters can end his movement on the obstacle. If the fighters' movement is not enough to get across the obstacle cannot be crossed and the unit stops right in front of it.

War machines cannot cross obstacles.

OPENING AND MOVING TERRAIN ELEMENTS

To open something like a chest or a door a fighter must be in contact with it. The player simply declares that the fighter opens the chest or the door. A unit can enter a building or a terrain element if all the unit's fighters can stand inside it.

Some items, detailed in the presentation of the battle, can be carried by fighters. To pick up one of these items a fighter must end his movement on it. The item is then placed on the miniature's base. The war council (see p. 127) details how many of these items can be carried by a single fighter. If the carrier is eliminated, the items fall to the ground at the exact spot where the carrier stood. A carrier can voluntarily drop an item at the beginning or at the end of his movement. The item is then placed by the player in contact with the carrier's base.

If the carrier leaves the battlefield, the item is placed at the edge of the battlefield through which the fighter left. Note, some war councils may state that the item is kept by the bearer and that its evacuation gives Elixir points.

DESTROYING TERRAIN

Some terrain elements can be destroyed, but this is possible only when it is clearly stated by the war council. These are terrain elements that are pretty much waiting to fall apart. But even so, unless the obstacle is specifically targeted it cannot be damaged when it is caught in an area of effect.



A terrain element can be attacked in hand to hand combat. However, the fighters in contact with it are not considered engaged. They are not considered as being in a m el e for the purposes of ranged attacks.

When a terrain element is destroyed the fighters located either on it or inside it are immediately eliminated.

The "Common terrain elements" table indicates the characteristics of the terrain elements most frequently found on a battlefield.

The Defense of a terrain element is always equal to 0.

COMMON TERRAIN ELEMENTS

	Resilience	Structure points
Altar	8	4
Shed	4	8
Timber house	6	10
Stone house	8	10
Low wall	8	4
Tent	0	4







READY TO PLAY?

RAISING AN ARMY



Armies do not appear on battlefields out of the blue. Even the most powerful tyrants need to raise an army, train the troops and divide them into units to build a company that can be sent to battle.

During a game each player controls a **company**. Like a real medieval army, a company is composed of several smaller groups called **banners**, themselves divided into **units**. During this preparation phase each player chooses his units to assemble banners that comply with the fighting methods of the chosen army's people. These choices are recorded on the company sheet (see Appendixes).

GATHERING THE TROOPS

Raising an army requires significant resources: many able men and as many weapons to equip them. The army points (A.P.) cost of a fighter represents his skills and equipment; therefore, it is a good indicator of his efficiency on the battlefield. However, a company composed exclusively of the best soldiers available would be particularly difficult to play, since it would not be able to deal with all the battle situations covered by the game rules. This is why the order of the banners presents a balanced mix of troops.



Each player is given a certain number of A.P. to build his company. This value is either detailed by the war council or agreed upon by all the players. Each player totals the cost in A.P. of the units of his company. The total A.P. value of the company has to be equal to or lower than the amount specified either by the war council or agreed on by the players.

INCARNATES

Incarnates lead the troops into battle. Without them a unit loses its soul. Incarnates are essential parts of a company.

A **company** must include at least one Incarnate to command it: who better than someone chosen by the gods to lead your army into battle?

A **unit** may include only one Incarnate: a single mind to lead each group of soldiers, otherwise it would be chaos.






The Incarnate who has the greatest Authority  is the **Commander** of the company. When several Incarnates have the same Authority value  the player chooses which one is the Commander.

An Incarnate can join any unit of the company, unless his description says otherwise.

An Incarnate can be given artifacts as well as rituals or communions. These Attributes are chosen freely during company building. However, the total value of these Attributes has to be equal to or lower than the number indicated in the Incarnate's description (see *Army Book*).

ORDER OF THE BANNERS

Each army is built according to a precise hierarchy depending on the people it comes from and how these people tend to wage war. This structure is called the "order of the banners".


The order of the banners is presented as a list of five slots. Each slot is optional, except for the one marked with a “!”, which is a compulsory slot. Each slot indicates the unit’s or the Incarnate’s Category (infantry , cavalry , creatures , war machines ) or titan ) and Rank, in parenthesis.




A banner is complete when all five slots are filled. Each slot can only be filled once per banner.

A company can include an unlimited number of banners. A new banner can only be created if the previous ones have been completed.

Example: *The order of the banners of the order of the Temple (Griffin) includes the five following slots:*




- Infantry unit   !
- Infantry unit   /   
- Infantry unit    /   /   
- Cavalry unit   /   /   
- War machine unit 



Grant starts off by filling the compulsory slot: he selects a unit of fusiliers (infantry ) as his first unit. He then decides to boost his hand to hand striking power. He picks a Griffin conscript unit and a templar unit. This fills the following two slots in the order of banners:

- Unit 2: Griffin conscript unit ();
- Unit 3: Templar unit ( );

If he wished to include a third infantry unit, Grant would not be able to since his first banner is not complete. The remaining slots do not allow any other infantry units.

Grant must complete this first banner, with cavalry and war machines, before being allowed to build a second one.

He decides to take a templar rider unit as his cavalry choice They are   , which fits the fourth slot.

Once Grant has chosen a war machine unit, he will be allowed to start a second banner. The latter will have to include the priority slot first: Grant will have to pick a Rank   unit.



UNITS

Once a player has chosen which units to take he then determines the number of fighters and composition of those units.

NUMBER OF FIGHTERS

Each unit has an associated standard and maximum number of fighters. The **standard number of fighters** is the minimum number of fighters a unit must include when it is sent to the battlefield. The **maximum number of fighters** is the maximum number of fighters a unit can have (not including Incarnates).

The *Army Books* indicate the cost in A.P. of a standard unit and a maximum unit, as well as the cost of adding extra fighters to standard units. When an Incarnate is included in a unit his cost is added to that of his unit.





COMPOSITION

All the fighters in a unit have to come from the same troop type. However, a unit can include both standard fighters and special fighters (see p. 82). The *Army Books* indicate the nature and the number of special fighters allowed for each unit.

Standard fighters and special fighters (standard bearers, musicians, warrior-mages, warrior-monks, and so on) count towards the unit's number of fighters.

UNITS OF MYSTICS

Warrior-mages and warrior-monks can be grouped in to units of mystics. These units are detailed in the *Army Books*.

Important: Remember that an Incarnate does not count towards a unit's number of fighters!

However, once the unit is constituted and the game has started, the Incarnate counts as a member of the unit, notably for the control of objectives and Courage tests

An Incarnate cannot be chosen to constitute a unit on his own.

ALLIANCES

The peoples of Aarklash are split into three ways of alliance, symbolizing the values they share: the ways of Light, the paths of Destiny and the meanders of Darkness. Within the same alliance, the armies support each other to a certain extent.

So when he builds his army, the player can include in each banner a unit from one of the peoples his army is allied to. This unit must respect the company's order of the banners and fills a slot in the banner it has joined.

EQUIPMENT

Equipment includes weapons and armor in addition to all the items that have special effects (artifacts, potions, and so on).

All the fighters in a unit have the same equipment, except Incarnates, standard bearers and musicians. By default, the standard equipment of each unit is detailed in its *Army Book*. This equipment is included in the unit's A.P. cost.

THE COMMANDER

The Incarnate with the highest Authority in his company is the Commander: it is his Authority that will be used for Authority oppositions (see p. 89).

ASSAULT AND REINFORCEMENT

In some battles all the units of a company are not always fielded at once. In this case, the player must split his units into two groups:

- **Assault units** are available from the beginning of the battle;
- **Reinforcement units** join the battle when certain conditions have been fulfilled.

Once a company is formed, each player marks his reinforcement units on his company sheet, depending on what is required by the war council. These units will join the battle only once the conditions described by the war council are fulfilled.

The number of army points (A.P.) each player can spend on assault units and reinforcement units depends on the battle. The company as a whole (assault units and reinforcement units) must comply with the order of the banners.

The Commander cannot be part of the reinforcements. A company whose remaining Incarnates are still reinforcements doesn't have a Commander anymore, until an Incarnate enters the battlefield.

TROOPS REVIEW

Once a player has built his company it is strongly recommended to review it to check its A.P. value. If the total is too high, there is still time to make some adjustments.

It is also time to check if the order of the banners has been respected and if the company includes the required Incarnates. Once the troops have been reviewed, the battle can begin!



LET'S PLAY!



The miniatures are out of the box, the rules have been read; it's time to play! It takes half an hour to two hours to play a game of *Confrontation*.

This chapter explains how to prepare a battle:

- 1/ Selecting a battle
- 2/ Army building
- 3/ Setting up the game
- 4/ Play!

It also presents six different ready to play battles. It is possible to play *Confrontation* with the sole objective of eliminating all enemy fighters. However, Rackham publications, notably *Cry Havoc*, contain ready to play scenarios. These scenarios have specific objectives (controlling a bridge, holding a position, etc.) and special rules to add greater depth and more fun to games.

1/ SELECTING A BATTLE

Before anything else, the players need to agree on which battle they are going to play. This choice can be made by rolling a die (the six battles in this book are numbered). In this case, the youngest player rolls a die and reads out the battle indicated by the die roll.

2/ BUILDING AN ARMY

For each battle, the “war council” section indicates the number of army points (A.P.) each company is allowed. It also presents any possible special rules. Once all the players have this information, they can build their companies (see Raising an army). If a number of A.P. is not specified, the players need to agree on one as long as they respect the instructions of the war council.

3/ SETTING UP THE GAME

Battles rarely take place on completely open ground. All sorts of obstacles are there to offer cover to fighters and to hinder their advance. Terrain elements can be used to represent this. The war council generally gives a map of the battlefield. This map indicates the position and nature of the terrain elements. When there is no map, the battlefield is divided into as many zones as there are players. The players then need to agree on the amount and nature of the terrain elements used. These terrain elements are placed depending on the type of battlefield:

- **Borderland:** The players take turns, starting with the youngest. They pick a terrain element and place it on the battlefield. Once all the elements are placed, each player rolls a die:

whoever obtains the highest result gets to pick his zone first and then, in clockwise order, the other players choose their zone.

- **Pacified region:** These battles require an attacker and a defender. The players determine their role first and their zone afterwards. The defender chooses half of the terrain elements and places them in his zone of the battlefield. The attacker does the same with the remaining elements

- **War of positions:** Each player's zone is determined randomly. Each player then chooses a terrain element and places it in his zone, starting with the youngest. Once all the elements have been placed, the battle can begin.

4/ PLAY!

The players know what their battle objectives are and they have understood the battle rules. They have built their companies and chosen a battlefield. The game itself can now begin.

The players mark out the deployment zones, as indicated by the war council.

They then roll a first Authority opposition (see *Tactical phase* p. 89). The winner chooses the player who starts deploying first. This player places his first unit inside his deployment zone, wherever he wants. The player to his left then deploys his first unit, and so on. The players take turns to place their units one after the other. The companies are getting ready for battle!

Once all the units have been placed, the players build their activation sequence, (see *Tactical phase* p. 88). They roll a new Authority opposition; the winner chooses who plays first.

One after the other the units advance on the battlefield, leaving only death and despair in their wake. Dreadful mêlées take place, some units try to find shelter, while others rush towards the battle objectives. High above them the gods continue to plot and enjoy themselves.

This is the Rag'narok!



BATTLES

From a mortal's point of view, the Rag'narok is pure madness. Yet, in the war rooms and in the kings' courts, the war of the gods is being carefully planned. It is organized into campaigns and battles; each company has a role to play in the final victory.

A campaign is a group of battles, taking place on the same battlefield or organized around a single strategic objective. On the other hand, a battle is fought on a limited battlefield and is organized around a local or tactical objective.

Each game is a battle. All these battles include general rules, presented hereafter. However, each battle is unique; its parameters are described in the presentation of the battle: the **war council**.

To randomly select a battle, roll one die:

■ : Pitched battle

■ : King of the hill

■ : Invasion

■ : Charge!

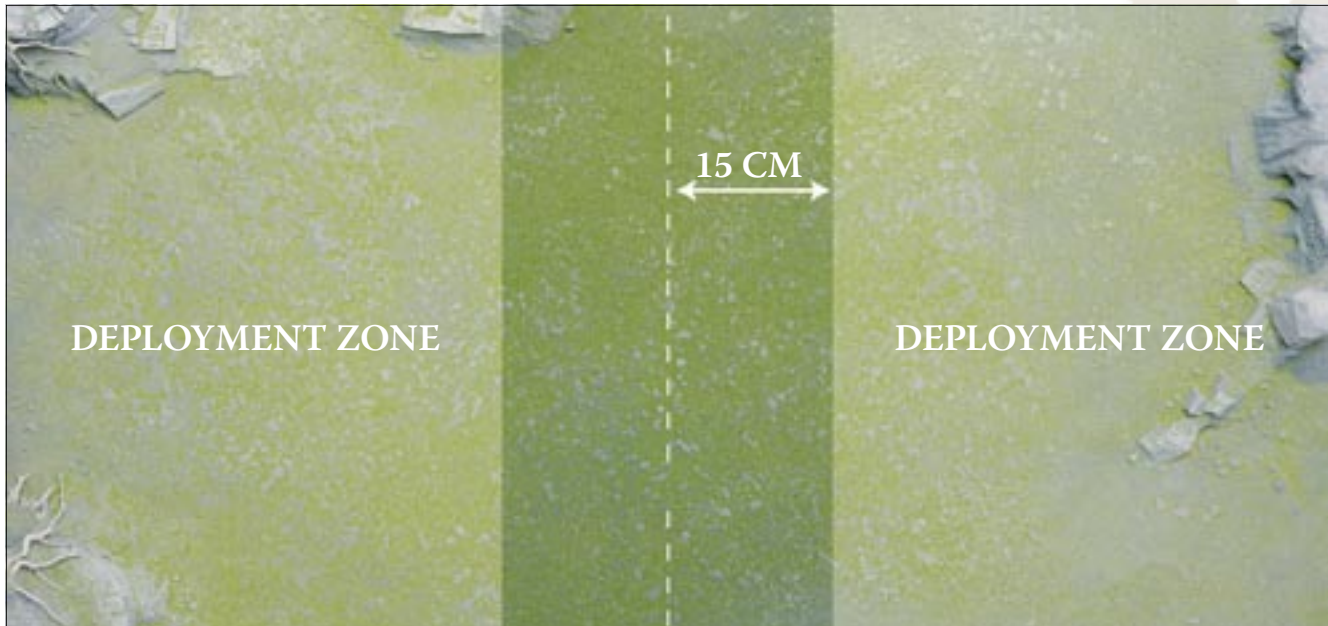
■ : Skirmish

■ : Breakthrough

FORCES AVAILABLE

Most battles indicate the number of army points (A.P.) allowed for each company. Sometimes this value may differ between the companies joined in battle in order to reflect the particular circumstances of a battle.

Some missions do not specify the number of A.P. allowed; the players agree on a number and build their companies according to that.



APPROACH

The approach defines how the miniatures are brought into play. Most of the time this means deploying them in a deployment zone. This is the area where the player places his units at the beginning of the game. Units must respect formation rules (see p. 81) when they are placed. All the fighters in the unit must fit within the deployment zone.

Often the war council comes with a map which shows the deployment zones of the various companies. When this is not the case, the companies are deployed in **battle lines**. The battlefield is split down the width into two equal halves. Each player's deployment zone begins 15 cm away from this line.

In some battles, a company will not be deployed before the battle. Instead, the units enter the battlefield directly from the edge of the battlefield, during their first activation. The war council indicates through which edge(s) of the battlefield these units can enter.

OBJECTIVES

During a battle, each company tries to obtain tactical advantages and win the game.

A battle comes with objectives. Fulfilling these objectives allows the company to generate Elixir points. Not only can these Elixir points be spent to trigger the Incarnates' special powers, but they are also used as victory points: the player who has a set number of Elixir points or who has the most at the end of the game wins.

The nature of the objectives is diverse. Most often, they are the following:

- Controlling a zone or a terrain element (see *Control phase* p. 98);
- Eliminating certain enemy units;
- Evacuating units from the battlefield.

SPECIAL RULES

This part of the war council details the battle's special rules. These rules are often related to a terrain element or a battle objective, but they can also simulate particular circumstances (weather conditions, lighting, etc.)

TRUCE

This section indicates the circumstances that end the game and how Elixir points are counted to determine the winner.



1 – PITCHED BATTLE

FORCES AVAILABLE

Each player has the same number of A.P. to build his company.

APPROACH

Borderland.
Battle lines.

OBJECTIVES

- Eliminating a Rank 1 unit: 2 Elixir points.
- Eliminating a Rank 2 unit: 4 Elixir points.
- Eliminating a Rank 3 unit: 6 Elixir points.

SPECIAL RULES

Eliminating a unit: A company earns the Elixir points indicated when an enemy unit is eliminated, no matter the circumstances.

TRUCE

The battle ends after the sixth round. The player who has the most Elixir points wins. If both players have the same amount, the game is a tie.



2 – KING OF THE HILL

FORCES AVAILABLE

Each player has the same number of A.P. to build his company.

APPROACH

Borderland, with the following modification: a hill (or any similar terrain element) is placed at the center of the table. This element is called “the hill”.

Battle lines.

OBJECTIVES

- Controlling the hill: 5 Elixir points.

SPECIAL RULES

None.

TRUCE

The battle ends once a player reaches 20 Elixir points in the control phase. This player wins.





3 – INVASION

FORCES AVAILABLE

Each player has the same number of A.P. to build his company.

APPROACH

Borderland.
Battle lines.

OBJECTIVES

- For each unit outside of any deployment zone: 2 Elixir points.
- For each unit in the opponent's deployment zone: 5 Elixir points.

SPECIAL RULES

None.

TRUCE

The battle ends after the sixth round. The player who has the most Elixir points wins. If both players have the same number the game is a tie.

4 – CHARGE!

FORCES AVAILABLE

The battle requires an attacker and a defender. The attacker is allowed twice as many A.P. as his opponent.

APPROACH

Pacified region.
Battle lines.

OBJECTIVES

Before deploying, both players, starting with the defender, designate two terrain elements. All four terrain elements become objectives.

- Controlling an objective: 5 Elixir points.

SPECIAL RULES

None.

TRUCE

The battle ends once a player reaches 20 Elixir points in the control phase. This player wins.



5 – SKIRMISH

FORCES AVAILABLE

Each player has the same number of A.P. to build his company.

APPROACH



Ⓐ - Player A's deployment zone

Ⓑ - Player B's deployment zone

Borderland.

At the beginning of the battle the companies are not deployed as usual. The battlefield is split in to eight equally sized sections. Each of these sections is a deployment zone for one of the armies, as indicated on the map. The units are deployed as usual in these zones; however, each player must deploy his company in as many zones as possible.

OBJECTIVES

- Eliminating a Rank 1 unit: 2 Elixir points.
- Eliminating a Rank 2 unit: 4 Elixir points.
- Eliminating a Rank 3 unit: 6 Elixir points.

SPECIAL RULES

None.

TRUCE

The battle ends after the sixth round. The player who has the most Elixir points wins. If both players have the same number the game is a tie.



6 – BREAKTHROUGH

FORCES AVAILABLE

The battle requires an attacker and a defender. The attacker is allowed twice as many A.P. as his opponent.

APPROACH

Pacified region.
Battle lines.

OBJECTIVES

During this battle, each player earns Elixir points for different reasons:

The defender (each round):

- All the attacker's units are still in their own deployment zone: 5 Elixir points.
- All the attacker's units are inside of the defender's deployment zone: 0 Elixir points.
- Any other case: 2 Elixir points.

The attacker:

- For each unit evacuated: 5 Elixir points.

SPECIAL RULES

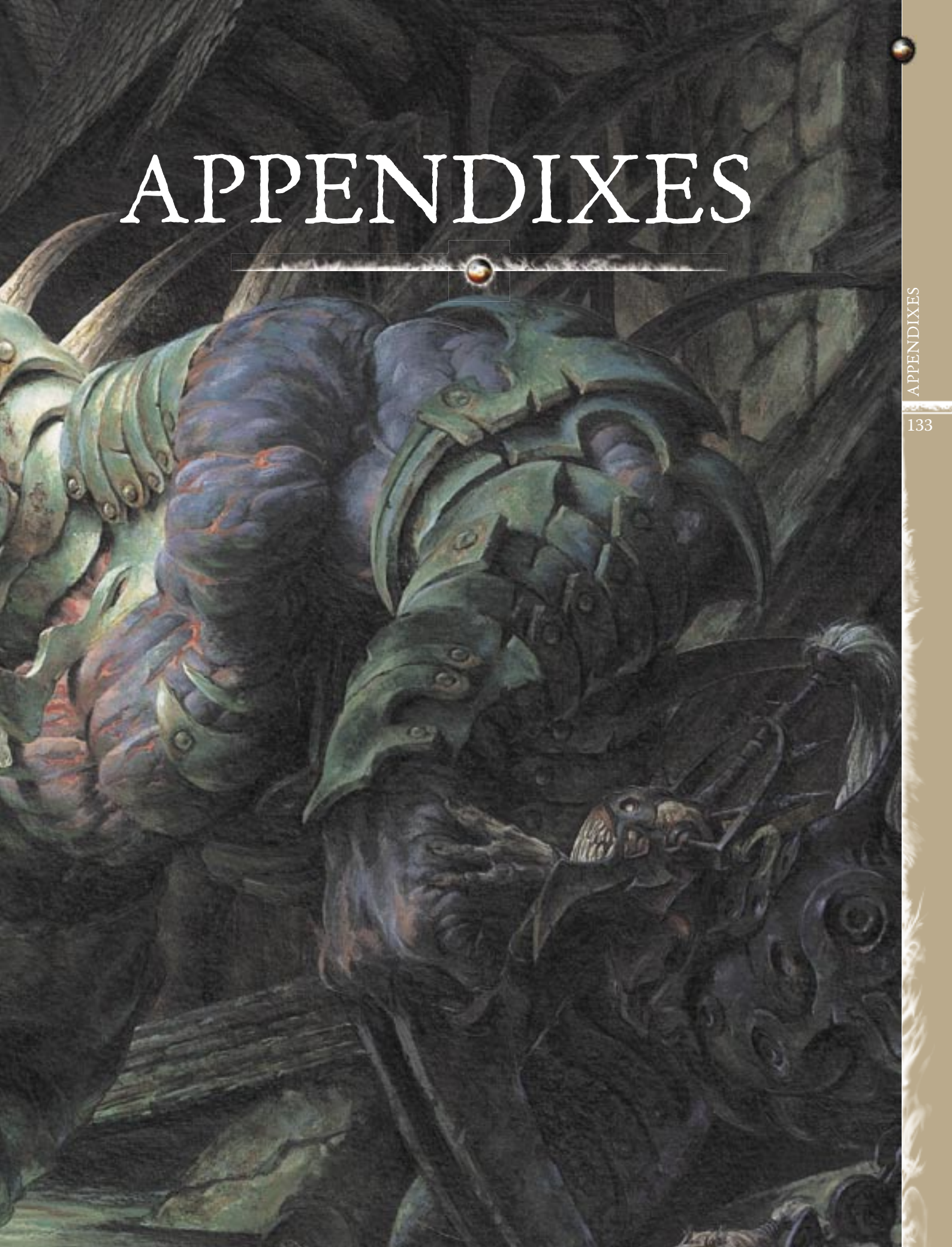
Evacuating a unit: To evacuate a unit, the attacker must make it leave the battlefield through the edge opposite his deployment zone. A unit is evacuated when its leader manages to get beyond the limits of the battlefield.

TRUCE

The battle ends once a player reaches 20 Elixir points in the control phase. This player wins.



APPENDIXES



RULES SUMMARY



UNIVERSAL TABLE OF RESOLUTION

UNIVERSAL TABLE OF RESOLUTION

.../-6	-5/-4	-3/-2	-1/0/+1	+2/+3	+4/+5	+6/...

Some game effects allow the player to re-roll failures or, on the contrary force him to re-roll successes. The results obtained replace the previous.

For every obtained on the test the player will roll one bonus die.

Any additional success will be added to those obtain on the initial roll. **Bonus dice are never re-rolled.**

So, once you have rolled the dice:

1/ Re-roll failures and successes when necessary. (If you encounter conflicting game effects, each player implicated rolls a die. Whoever rolls the highest result can pay one Elixir point to choose the game effect that is applied. If he does not wish to spend this point, none of the game effects are applied.)

2/ Roll as many bonus dice as there were obtained. If more are obtained, more bonus dice are generated.

On a Courage or a Fear test, a will earn the company one Elixir point, but will not generate a bonus die.

PLAYING A GAME

A game lasts a certain number of game rounds. This number may be defined by the battle or by the players themselves. A game round is split into three phases. Each phase is detailed in its own chapter.

1 – TACTICAL PHASE

Each round begins with the tactical phase (p. 88). During this phase, the players plan their actions for the coming round. They accomplish the following actions in the order below:

- 1-1/ Constituting the action sequence
- 1-2/ Authority opposition

2 – ACTIVATION PHASE

Whenever a routing unit is activated, the player rolls a Courage/Fear (1) test. The test may be rolled with the highest Courage/Fear value found in the unit. If the unit succeeds this test, it is valiant once again and can act normally.

During the activation phase (p. 90), the players activate their units in turn. An activated unit moves, attacks from range, uses its mystical powers and engages in furious mêlées!

The winner of the Authority opposition chooses which player plays first. The “**Active player**” is the player whose turn it is to play.

The active player goes through the following steps in the order below:

2-1/ He draws, flips over or indicates a card, depending on the game mode;

2-2/ The corresponding unit is activated and its actions are resolved by the player controlling it;

2-3/ The active player hands the lead to the player to his left who becomes the active player.

Important: *In Marauder mode, the active player may change during the second step if he draws a card that is not his.*



Assault

Assault is a movement that allows a unit to engage an enemy unit in mêlée.

- **Free** units may assault an enemy unit (except if they have disengaged in the same activation);
- **Engaged** units may assault one of the enemy units it is in contact with. Only fighters free of any opponent can engage enemies. But only the fighters in contact with fighters from the assaulted unit can attack – including fighters who have not moved!

Ranged attack

An engaged unit cannot attack from range.

Each salvo is resolved following the steps in the order below:

- 1/ Choice of the target and the marksmen
- 2/ Measuring the range
- 3/ Ranged attack test
- 4/ Strength test
- 5/ Removal of the losses

Hand to hand attack

Each combat is resolved following the steps in the order below:

- 1/ Choice of weapon
- 2/ Hand to hand attack test
- 3/ Strength test
- 4/ Removal of the losses

To leave a mêlée, an engaged unit has to disengage first. This situation can be combined with Rout.

3 – CONTROL PHASE

During the control phase (p. 98), each player evaluates the situation of his company on the battlefield. The player determines which objectives he controls and collects the Elixir (p. 115) indispensable for his Incarnates. He performs the following actions in the order below:

- 1/ Calculation of faith points and mana points
- 2/ Maintenance of effects
- 3/ Collection of Elixir
- 4/ Time out

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GLOSSARY



☉: The action only succeeds on a **☉** and the total number of successes is halved (rounded up).

☉: The action succeeds on a **☉** and all **☉** and **☉** give bonus dice as if they were **☉** (see insert “bonus dice and re-rolls”).

Aarklash: World of *Confrontation*.

Active player, passive player: The players take turns during a game of *Confrontation*. The player whose turn it is to play is called the active player. All other players are passive players. Once the active player has finished his action, he hands the lead to the player to his left. He becomes passive and the next player becomes the active player.

Army Book: Publication dedicated to an army, detailing its history, its organization as well as the characteristics of its fighters and its equipment.

Assault: Movement that allows a unit to engage the enemy in *mêlée*.

- A **free** unit can assault an enemy unit;
- An **engaged** unit can assault an enemy unit it is in contact with. In this case only the free fighters of the unit can move to engage enemies!

Any assault involving at least one frightening unit requires a Courage/Fear test. The test is taken by the courageous unit or, in the case of two frightening units, by the one with the lowest Fear value. If both units have the same Fear value, no test is required.

A fighter in the assaulting unit can attack only the fighters of the assaulted unit.

Authority **☑**: Indicates that a fighter is an Incarnate.

Barbarian mode: No activation sequence is constructed. Taking turns, the players reveal the card of their choice from their deck and activate the corresponding unit. Cards that have been revealed are put to one side to show which units have already been activated.

Bonus dice: Every **☉** obtained on a test allows the player to roll an bonus die. Any further success is added to those of the initial roll. Bonus dice are managed after re-rolls. Therefore bonus dice are never re-rolled. A company earns 1 Elixir point each time one of its units passes a Courage test while rolling a **☉**, but the roll does not generate a bonus die.

Card of an eliminated unit: When a player draws the card of a unit that has already been eliminated, he passes his turn. The card is removed from the deck.

Categories: Families of fighters. There are five of them: infantry, cavalry, creatures, war machines and titans.

Cavalry (Category): All **Cavalry** units benefit from the following effects:

- **Cavalry charge**: A cavalry unit only needs to be free to perform a charge, regardless of the Power of the enemy unit assaulted.
- **War mount**: All cavalry fighters have the “Disengagement” ability. An engaged fighter who has this ability is not eliminated when he disengages.
- **Charging strength**: When a *heavy cavalry* fighter charges he adds his hand to hand Attack to his Strength to resolve hand to hand Strength tests.

- **Leap:** A *light cavalry* fighter can jump over or on top of obstacles shorter than him without any penalties.

Charge: The assaulting unit is considered to have performed a charge if the following conditions are fulfilled:

- The assaulting unit was free at the time of its activation;
- The assault succeeded;
- Its Power is greater or equal to that of the assaulted unit.

A charge gives an extra re-roll on attack tests against the assaulted unit, until the end of the round.

A fighter in the assaulting unit can attack only the fighters of the assaulted unit.

Close formation: Each fighter has to be within 10 cm of the unit leader. The miniatures are supposed to be in contact and form ranks as equal a possible. The fighters must remain in formation during their whole movement.

A fighter in contact with an enemy does not need to stay in formation.

Combat: See hand to hand attack.

Commander: The Incarnate with the highest Authority value in the company. His unit rolls two dice to solve Courage tests.

Communion (mystic effect): A communion is called according to the following steps:

1/ Designation of the Incarnate faithful, the communion and the target

2/ Expenditure of faith points and exaltation

3/ Censure

4/ Fervor test



5/ Resolution of effects

Communions are miracles.


Company: The whole of the fighters you lead. A company is composed of several sections called banners. A company must include at least one Incarnate.

Conflicting game effects: Conflicting game effects may prevent the correct resolution of a situation. In this case, each player implicated rolls a die. Whoever rolls the highest result can pay one Elixir point to choose the game effect that is applied. If he does not wish to spend this point, non of the game effects are applied.

Contact: Two elements (miniature or terrain element) are in contact when any of their parts touch, including base, weapon, edge of a terrain element, etc.

Courage : The higher the value the lower the chances the fighter will end up in rout. A company earns 1 Elixir point each time one of its units passes a Courage test while rolling a , but the roll does not generate a bonus die.

Creature (Category): A Creature unit that falls below half of its original number of fighters does not roll a Courage test at the beginning of its activation.

Defense : The higher the value the harder it is to hit the fighter in combat.

Disengagement: When a unit leaves a *mêlée*, it disengages. The fighters in contact with the enemy are eliminated. The unit is free to act normally. However, it cannot declare an assault against the unit(s) it disengaged from.


Engaged unit (unit situation): A unit is engaged when at least one of its members is in contact with an enemy.

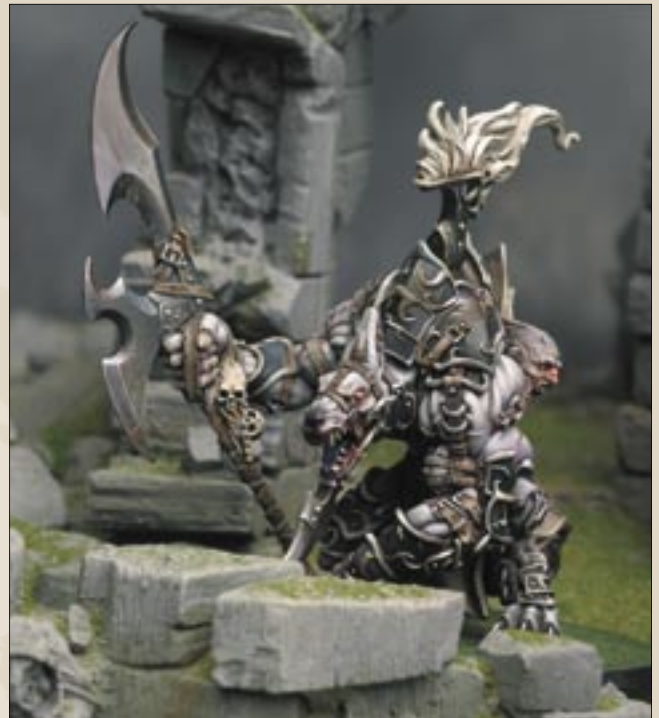
An engaged unit cannot attack from range. Its free members can cover a distance of up to as many cm as their Movement in order to engage an enemy engaged in the same *mêlée*. To leave a *mêlée*, an engaged unit first needs to disengage. This situation can be combined with Rout.

Elixir: At the beginning of the game, each company has a reserve of Elixir points equal to the number of Incarnates in the company. Some artifacts or game effects allow this initial pool to be increased.

During the game the Elixir pool increases when battle objectives are controlled or fulfilled by the company. This pool also increases or decreases depending on the actions of the Incarnates. Any gain or loss of Elixir points is immediate and can happen at any time in the round, except during “time out”.

Elixir (earning): A company earns Elixir points in the following circumstances.

- A company earns 1 Elixir point each time one of its units passes a Courage test while rolling a .



- When one Incarnate eliminates another, his company earns the Elixir value indicated on the profile of the eliminated Incarnate. An Incarnate eliminated by another Incarnate cannot be resurrected.
- A company earns Elixir points for each battle objective it fulfills or controls.



Elixir (spending): All of the company's Incarnates can tap into the Elixir pool to perform **feats**. Each feat can be activated whenever the Incarnate needs it. Each feat can only be performed once per Incarnate per activation, including that of an enemy unit.


- During a ranged attack, an Incarnate marksman can choose which fighter of the unit he shoots at for 1 Elixir point.
- Some artifacts have effects that require Elixir points to be spent. These effects and their cost are described with the artifact.
- A Rank 3 Incarnate can become the avatar of a god for 15 Elixir points. He recovers all his health points. He also gets one more hand Attack die and one more ranged Attack die until the end of the game. This is not a bonus die, so it can be re-rolled.

Additionally, the mystic pool of his unit immediately recovers 15 faith points and 15 mana points. This can be done only once per Incarnate per game.

- Before an Incarnate rolls a characteristic test, the player can get one more die for 1 Elixir point.
- When an Incarnate rolls a characteristic test, the player can re-roll all of his failures for 1 Elixir point.
- When a characteristic test is taken against an Incarnate, the player can force his opponent to re-roll all of his successes for 1 Elixir point.
- If an Incarnate is eliminated during the round, he can be resurrected before the time out phase at a cost detailed in his description (see *Army Books*). He comes back into the game with all his health points and his attributes. His unit gets a number of mana points equal to the Incarnate's Energy and a number of faith points equal to the Incarnate's Fervor.

The Incarnate is placed in his unit once more (as long as formation rules are respected). He cannot be placed in contact with an opponent. If there is not enough room to place the miniature, the resurrection does not happen – the Elixir points are spent nonetheless. If his unit does not exist anymore, he cannot use this feat. If the Incarnate was eliminated by another Incarnate he cannot use this feat either.

- When an Incarnate's unit has to roll a Courage or Fear test, the test is automatically a success for one 1 Elixir point. When this is the case, the success does not make the unit immune to the Fear that caused the test.

Energy : Indicates that the fighter is a magician.


Familiar: Each Incarnate magician can be accompanied by a number of familiars equal to or lower to his Rank. When the mana points are calculated the player rolls one bonus die per familiar associated to the magician.



A familiar must remain within 3 cm of his magician and in formation.

A familiar cannot do anything other than move. It is immediately eliminated whenever it is in contact with an enemy or whenever it suffers a Strength test.

Familiars are considered to be both attributes and fighters. However, just like Incarnates, they do not count towards the unit's standard or maximum number of fighters.

Faithful: Miniature that can call miracles (mystic effects).

Faith : Indicates that a fighter is a faithful.

Fear : The higher the value the greater the chances are the fighter's enemies will be struck by fear. A company earns 1 Elixir point each time one of its units passes a Fear test while rolling a , but the roll does not generate a bonus die.

Fighter: Any miniature.

Free unit (unit situation): A unit is free when none of its members are in contact with the enemy. A free unit may use all the actions described in this chapter. This situation can be combined with Rout.

General (mode): Each player places his cards in front him, face down, from left to right in the order they wish to play them.

Hand to Hand : All the values needed to resolve a m el e combat.



Identical cards: A player may have several identical cards in his activation sequence. In this case, revealing one of them allows him to activate any of the units designated by this card.

Incarnate (special fighter): An Incarnate is identified by a personal name on his card. Each company has to include at least one Incarnate.

- Only one Incarnate may be included in each unit. An Incarnate is always the leader of his unit. When he is eliminated, a trooper becomes the leader. The standard fighter closest to the former leader is designated as the new leader. If there are only special fighters left, the closest to the former leader becomes the leader.

- The Incarnate with the greatest Authority in the whole company is the Commander. When the Commander of a company is eliminated, the player immediately designates a new Commander (selected in the same way as the previous one). If there is no one to replace him, the company is left without a Commander.

Interference: The marksmen can only hit the targets that at least one of them can see. The targets that cannot be seen by any marksman cannot be hit.

If any kind of obstacle (terrain or miniature) stands between the unit of marksmen and the unit targeted, there is interference: the difficulty of the ranged attack is increased by two points.

Leader (Standard fighter): Each unit includes a leader, indicated by the player at the beginning of the game. He is used as a reference point when measuring distances.

When the leader is eliminated, he is replaced by another fighter in his unit. The player designates the standard fighter closest to the former leader to become the new leader. If there are only special fighters left, the closest to the former leader becomes the leader.

Incarnates are always the leaders of their unit.

Line of Sight (2D terrain): Determines if a fighter can see another element.

- A fighter can see his target if it is possible to trace an imaginary line between the fighter's base and the base of the targeted element, without crossing any obstacle.

- A fighter cannot see his target if it is impossible to trace an imaginary line between the fighter's base and the base of the targeted element, without crossing any obstacle.

Line of Sight (3D terrain): the player adopts the point of view of the fighter, by getting down to the miniature's level and "looking through its eyes". If the miniature can see any part of the target the fighter has a line of sight.

Magician: Miniature that can cast spells (mystic effects).



Marauder (mode): The players shuffle their cards face down into a single deck. The first active player (see further) draws the first card and hands it to its owner, making him the new active player. The unit represented by the card is activated. When all the actions of this unit have been performed, the player on the left of the player who originally drew the card, draws the next card, thus activating the corresponding unit, etc.

The first active player draws the first card without revealing it to his opponent.

If it is one of the opponents' cards, he reveals it and hands to him. The corresponding player becomes the active player and goes on to the next step "Activating a unit".

If it is one of his cards, he has two options:

- He reveals the card and goes on to the next step "Activating a unit";
- He places the card in reserve. This can be done once per round and per player.

The card is not revealed, it is put aside and the player passes his turn. When his turn to draw a card comes again, the player can choose not to draw a card and play the one he has in reserve instead. If there are no more cards to draw, the player plays his reserve card.

Master strategist (mode): Each player prepares his activation sequence in secret. All the players place at the same time their cards in front of them, face up, from left to right in the order in which they wish to play them.


Mêlée: A mêlée is split into a number of combats. Each combat opposes two profiles of fighters: an attacker profile for the active unit and a defender profile for the unit being assaulted.

The active player chooses the order in which the fighters of his unit resolve their combats.

- A fighter can only fight against the enemies in contact with his base or his miniature;
- A fighter can be involved in several successive combats if he is in contact with enemies with different profiles. In this case, his combat dice are split between the different combats he takes part in.

Military genius (mode): Each player prepares his activation sequence in secret. The players are divided into two sides. All the players place their cards in front of them from left to right in the order they wish to play them. One of the two sides places its cards face up and the other side places them face down. The side that plays face up remains the same for the whole game.

Mode: The way the activation sequence is ordered during a game. There are six different modes.

Movement : Base value used to calculate the distance (in cm) the fighter can cover when he moves.

Mystic (special fighter): Magicians cast spells and faithful call godly miracles to support their comrades or smite the enemy. Their presence is the demonstration that excellence in combat can be combined with the mastery of the mystic secrets of Aarklash!

Mystic effect: Game effect requiring a faithful or a magician. Mystic effects have unlimited range. Line of sight is all that is required.


Perforating shot: Perforating shots can eliminate more enemies than there are shooters.




Power: The Power of a unit is a measure of its ability to overpower its enemies, either during a charge or after a mêlée. To calculate the Power of a unit, you need to total the Power of all its individual members.

- A fighter on an infantry base (3 cm) has a Power of 1.
- A fighter on any larger base has a Power of 2.


Rallying: Every routing unit tries to rally during its activation. The player resolves a Courage/Fear test against a difficulty of 1. The Courage /Fear value used is the highest found among the unit's fighters. Units that succeed this test are no longer in rout, those that fail the test remain in rout. Rallied units are not considered as having resisted the Fear value that put them in rout.

Range : The values needed to resolve ranged attacks.

Rank : Infantry, cavalry and creatures are divided into three Ranks. Rank 1 fighters are the common troopers that fight on the battlefield. Rank 2 fighters are more experienced and more dangerous. Rank 3 fighters are the greatest of their kind.

Re-roll: additionally, some abilities allow the player to re-roll failures or, on the contrary, forces him to re-roll successes. The result obtained replaces the initial roll.

Re-rolls are managed before any bonus die is rolled.

Resilience : The higher the value the harder it is to wound the fighter.

Ritual (mystic effect): A ritual is cast according to the following steps:

- 1/ Designation of the Incarnate magician, the ritual and the target
- 2/ Expenditure of mana points and exaltation
- 3/ Counter-magic
- 4/ Energy test
- 5/ Resolution of effects

Scattered formation: Each fighter has to be within 10 cm of the unit leader and each fighter has to be within 2.5 cm of another fighter in the unit. This formation only needs to be checked at the end of the unit's movement.

A fighter in contact with an enemy does not need to stay in formation.

Units with the "Flight" ability are always in scattered formation.

Specialist (special fighter): As indicated by its name, specialists are fighters who excel in a particular domain.

Titan (Category): Titans ignore difficult terrain. No game effect can move them or ground them.

A titan gets the “Disengagement” ability. An engaged fighter with this ability is not eliminated when he disengages.

Titans are so massive they are represented by several cards: one for each part of their gigantic body. One of them is their profile card; the others are titanic ability cards. All these cards are placed in the activation sequence. The titan’s powers and actions are played when the corresponding card is revealed.

The player can definitely sacrifice a titanic ability card to cancel the result of a Strength test rolled against his titan (this card may have already been activated). A titan is considered a single unit despite the number of cards representing it.

A titan is an extraordinarily tough fighter. It can withstand almost any force that Creation throws its way. Apart from normal attacks, only those mystic and ability effects that inflict Strength tests can affect titans. Moreover, a Strength test rolled against a titan never generates any bonus dice and no advantageous effect or ability can ever alter the result needed by the attacker.

Totem: Symbol of the army to which the fighter belongs.

Unit: Group of one or more fighters sharing the same category (infantry, cavalry, creature, war machine or titan). It is impossible to separate the fighters of a same unit during a game. A unit includes only one leader at all times.

Unit in rout (morale state): A unit in rout no longer believes victory is possible. It tries to leave the battlefield as quickly as it can. Rout can be combined with one or the other unit situation (free or engaged)

A unit in rout is subject to the following effects:

- The Authority and Attack of its members are equal to 0;
- When the unit is activated it flees. It disengages if necessary;
- It cannot use any tactics.
- It cannot shoot or use any mystic effects. However, it recovers its mystic resources as usual.
- It does not count towards the control of objectives.

Valiant unit (Morale state): A **valiant unit** is ready for battle and acts normally.

Warlord (mode): Each player shuffles his deck and, without looking at it, places it face down in front of him. The first player reveals his first card and activates the corresponding unit; the next player then does the same. Every player has a random activation sequence!



War machine (Category): War machines have structure points instead of health points. They need to be manned by a crew. The number of fighters needed in this crew is indicated in the description of the war machine. A war machine without at least one crewmember or pilot cannot be activated; when its card is played the player controlling it passes his turn.

The machine and its servants form a single unit. During its activation, the servants can shoot with their own ranged weapons if they have one or with the war machine.

War staff: A war staff is composed of an Incarnate accompanied by a standard bearer and/or a musician. The standard bearer and the musician are identified thanks to their equipment (standard or musical instrument). A unit can include only one standard bearer and one musician.

A war staff including an Incarnate, a musician and a standard bearer is considered complete.

Units in the same company gain advantages in presence of a war staff:

- War staff including a standard bearer: The units that can see the standard can use the Courage, Fear and Authority values of a war staff to resolve their own Courage or Authority tests;
- War staff including a musician: The units that are within 30 cm of the musician can use his tactic;
- Complete war staff: Both effects are cumulated.

COMPANY RECORD#



COMPANY: A.P.:
 ARMY: REINFORCEMENT UNITS:
 FACTION:
 FACTION ADVANTAGE:
 FACTION DISADVANTAGE:

Unit#	Designation	Special abilities and attributes	Category	Rank	HP/SP																	
Troops					○○○○																	
Special fighter 1					○○○○																	
Special fighter 2					○○○○																	
Special fighter 3					○○○○																	
Incarnate					○○○○																	

Unit#	Designation	Special abilities and attributes	Category	Rank	HP/SP																	
Troops					○○○○																	
Special fighter 1					○○○○																	
Combattant spécial 2					○○○○																	
Special fighter 3					○○○○																	
Incarnate					○○○○																	

Unit#	Designation	Special abilities and attributes	Category	Rank	HP/SP																	
Troops					○○○○																	
Special fighter 1					○○○○																	
Special fighter 2					○○○○																	
Special fighter 3					○○○○																	
Incarnate					○○○○																	



COMPANY RECORD#

COMPANY: A.P.:
 ARMY: REINFORCEMENT UNITS:
 FACTION:
 FACTION ADVANTAGE:
 FACTION DISADVANTAGE:

BANNER# <input type="checkbox"/>	Designation	SLOT 1	SLOT 2	SLOT 3	SLOT 4	SLOT 5
		A.P.	A.P.	A.P.	A.P.	A.P.
TROOPS (NUMBERS)	Extra fighters					
	Special fighter 1					
	Special fighter 2					
	Special fighter 3					
INCARNATE	Attribute #1 (Value)	-	-	-	-	-
	Attribute #2 (Value)	-	-	-	-	-
	Attribute #3 (Value)	-	-	-	-	-
	Total number of fighters					
A.P. cost of the unit						

Cost of the banner

BANNER# <input type="checkbox"/>	Designation	SLOT 1	SLOT 2	SLOT 3	SLOT 4	SLOT 5
		A.P.	A.P.	A.P.	A.P.	A.P.
TROOPS (NUMBERS)	Extra fighters					
	Special fighter 1					
	Special fighter 2					
	Special fighter 3					
INCARNATE	Attribute #1 (Value)	-	-	-	-	-
	Attribute #2 (Value)	-	-	-	-	-
	Attribute #3 (Value)	-	-	-	-	-
	Total number of fighters					
A.P. cost of the unit						

Cost of the banner