

# CONFRONTATION

## Rules Book



**Confrontation, Incantation,  
Incarnation and Divination Booklets**

**Compilation by [Nasthyr](#)**

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# Confrontation

## The reference cards

Each figurine's characteristics and attributes are summed up on a card called a Reference card. Some warriors have several cards : these describe artefacts or special capacities reserved to them.

## The characteristics

The characteristics of each figurine are represented by pictograms followed by numbers. These pictograms are identical for each army. The name indicates the type of troop the warrior belongs to. Some warriors have their own name and are called CHARACTERS.

**MOVEMENT / M.** : number of centimetres that the figurine can cover by moving normally. All moves depend on the Movement. The second number represents the normal moving distance of flying creatures when they manoeuvre in their particular environment.

**INITIATIVE / INI.** : symbolises the warrior's reflexes, reaction speed, wits and readiness of mind. A fighter with a high Initiative rating will often act before his opponents.

**ATTACK / ATT.** : the first of the two numbers reflects knowledge in the art of hand to hand combat. The higher the number, the better the warrior will master formidable fighting techniques.

The second rating reflects **STRENGTH / STR.** the physical or magical power of the blows the fighter will inflict in hand to hand combat. Strength takes into account the offensive equisatum mentioned on the Reference card.

**DEFENCE / DEF.** : the first rating includes dodging, the parrying techniques and the defence equipment.

The second number symbolises **RESILIENCE / RES.** the capacity to take blows, to resist pain and be tenacious. It includes the defensive equipment mentioned on the Reference card.

**AIM** : capacity to efficiently use a long distance weapon. Some fighters do not have a number associated with Aim : this means that they cannot fire. The weapon used, its range in cm and its own Strength are indicated in the Equipment part of the Reference card.

**COURAGE / COU.** : this rating symbolises the bravery, the composure and the fortitude of the warrior when faced with terrifying creatures. Courage is opposite to Fear.

**FEAR** : some creatures, by their repulsive or horrible nature, are capable of spreading panic within the enemy's ranks and possess a rating in Fear. Fear is opposite to Courage.

**DISCIPLINE / DIS.** : this characteristic reflects willpower, tactical ability and military strategy. Disciplined warriors are excellent soldiers who react rapidly to orders or who know how to efficiently lead their troops.

**POWER / POW.** : Power is the sum of occult knowledge and spell casting ability. Only Magicians and certain creatures possess Power. Power is not used in the CONFRONTATION rules but is fundamental to INCANTATION.

**FAITH** : the supplement DIVINATION is devoted to the various aspects of Faith. Faith represents the intimate link that ties a believer to his god. The higher the ratings, the more the believer will be able to accomplish Miracles. Only the Faithful and certain creatures possess scores in Faith.

**EQUIPMENT** includes the weapons, armours and objects carried by the figurine. Some troops have special equipment.

Other rarer artefacts have formidable powers and belong to Characters.

**ABILITIES** indicate the particular capacities that the figurine possesses. You will find the list of the main Abilities at the end of this booklet.

**RANK** symbolises the position or status of the warrior within his army. There are eight ranks in the hierarchy.

- Irregular : the figurine is not a proper soldier.
- Regular : the fighter is an ordinary soldier of his army.
- Veteran : this is an experienced warrior.
- Special : a specialist is formidable in his own line of combat.
- Elite : an elite counts amongst the best soldiers of his army.
- Creature : a dangerous fighter capable of facing many enemies.
- Living Legend : an emblematic figure of the army.
- Major Ally : a fantastic being, an infallible support to the army.

**ARMY POINTS / A.P.** measure the warrior's value. The higher the number, the more powerful the fighter. This evaluation allows to balance the forces that will confront each other.

## The sizes

Four different sizes exist for the figurines and scenery elements. These have influence, in particular on Firing and Physical Feats.

- **Small** : Dwarf Bombardier, Familiar, Goblin Brat, Mid-Nor Dwarf, No-Dan-Kar Goblin, Tir-Na-Bor Dwarf.
- **Normal** : Giant Barbarian, The Griffin Executioner, Human, Melmoth, Sasia Samaris, Spectre of Acheron.
- **Large** : The Almighty Crâne, Brontops, Cavalryman, Devourer, Dirz Tiger, Elemental, Minotaur, Sophet Drahas, Troll, Wolfen.
- **Very large** : Belial, Dragon, Giant.

The Equipment and posture are not taken into account in the size of a figurine.

## The counters

War-staff and Character miniatures, except Magicians and Faithful, come with pre-cut counters. These counters will allow you to quickly identify the condition and wound level of a fighter on the Battleground. Two other counters will give you the opportunity to create Trap effects.

## Making a characteristic roll

In some cases, players will have to make a die roll regarding a particular characteristic. This test determines if an action is a success or a failure.

To make a characteristic roll, all you have to do is roll a D6 and add the result of the die to the score in the relevant characteristic. If the die result is 6, you may immediately re-roll the die and add the new result to the previous total. You may re-roll the die as long as you get a 6. This does not apply to Damage rolls.

On the contrary, if the die result is 1, the roll is an automatic failure, whatever the action undertaken might have been (a simple roll, Ability roll or any other).

This rule goes also for a re-rolled 6 : a 6 followed by a 1 ends up to be a failure as well.

It may happen, in some cases, that a characteristic's score drops under 0. This eventuality is perfectly acceptable, except for Resilience / RES. If a fighter's Resilience drops under 0, he is then considered KILLED OUTRIGHT and immediately removed from the Battleground.

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## Setting up the game

The only necessary elements are a game surface, called the Battleground, and several 6 sided dice (D6) to resolve characteristic rolls.

Each player sets up his group of fighters (figurines), and adds up the number of Army Points / A.P. of all his warriors. As a rule, this total must be equivalent for each player, in order to balance out the armies that will oppose each other. So the winner will be the finest strategist...

A player's total may be slightly higher than his opponent's, if the imbalance does not exceed half of his least expensive figurine's value in A.P.

A reference card represents up to the number of figurines originally provided in the blister pack. There may not be more than one figurine representing the same Character on the same side.

## The approach

Once the Battleground is set up, it is divided into two equal sections, called deployment areas. Each player then decides on which side he will place his troops. The fairest way to choose sides consists in rolling a die. The player with the highest score gets to choose his deployment area. This method forces the players to organize the Battleground in an impartial manner, as none of them knows which side will be his.

The Approach is the phase where all the figurines are placed, one after the other, on the Battleground, before the battle itself. The player's Reference cards are shuffled and placed in a pile, face down. Each player then rolls a die based on his army's best Discipline rating : the « **Approach Roll** ». In the case of a tie, the dice are rolled again.

The player who has won the Approach Roll picks up the first card. This card represents the fighter(s) that can be deployed, in other words, placed in the player's deployment area.

When a player picks up one of his own cards, he may choose to keep it in hand and activate the warriors it represents later.

This card is called the Reserve card. Each player may only have one Reserve card at a time though the player who has won the Approach Roll may keep one extra Reserve card. It is possible to activate as many Reserve cards as one wishes, but only in one's own game round.

When a player picks up a card that represents enemy troops, the player to whom the figurines belong to must immediately deploy the pieces that the card represents. It is impossible to swap a card given by an opponent with a Reserve card. A player may never deploy a piece that does not belong to his side. The card is then put aside. It is now the next player's turn to pick a card.

Under no circumstances may a figurine be deployed in order to be able to Charge or Engage an enemy figurine in the first round. This rule does not take into account magical artefacts, spells and Abilities which affect the Movement.

In the case when a player should pick up a card and there are none left, he must deploy the figurines that correspond to one of his Reserve cards. Once all cards have been picked up and all pieces deployed, the Approach phase is over.

The first Confrontation round can now begin...

## Game round

A Confrontation round is divided in game phases which symbolise all of the fighters' actions. Each game round is divided into three phases which always follow each other in the same order.

### 1 . movement

The players first move their troops...

### 2 . firing

then, those equipped with long range weapons, may fire...

### 3 . hand to hand combat

And finally fight in Hand to Hand Combat. Once the Combats are over, another game round starts.

## Movement phase

The Movement phase allows the players to move their figurines on the Battleground. In order to establish which fighter will move first, all the Reference cards are shuffled and a new pile is made. As for the Approach phase, each player will make a die roll based on his side's best Discipline score. This roll is called the « Tactical Roll ». The Tactical Roll takes the same form as the Approach Roll.

The player who wins the Tactical Roll :

- picks up the first card.
- may keep one more Reserve card.
- will act first in case of a tie on the Initiative in the Firing phase.
- will freely split the frays in the Hand to Hand Combat phase, and will choose the order in which the combats will be resolved.

Each player, in turn, picks up a card, and may choose to keep it as a Reserve card according to the Approach rules. There are no limits to the number of Reserve cards a player can activate simultaneously. A Reserve card is activated when a figurine can be moved. The activation of a Reserve card cannot interrupt an enemy's Movement. The figurines represented by the card can move. A figurine does not have to use its whole Movement rate, and can even stand still !

Obstacles can also slow down troops. Towards the end of this booklet, you will find a Movement Table. Only one Movement type can be chosen in a Movement phase. All Movement types are explained below.

A fighter can move through another fighter only if their cards are activated at the same time.

A warrior who engages an enemy in a fray after a move, must be placed in total base to base contact with his opponent. The figurine's base size determines the maximum number of opponents that can be engaged with it :

- Infantry / 25 x 25 : 4 opponents.
- Cavalry / 25 x 50 : 6 opponents.
- Creature / 37.5 x 37.5 and bigger bases : 8 opponents.

## Main movements

### WALKING

The figurine can move in any direction up to a number of centimetres equal to its Movement characteristic and can freely position itself at the end of its move.

### CHARGING

Charging is a very fast move which enables a figurine to engage an enemy in Hand to Hand Combat. A figurine must be able to see the opponent it wants to Charge before it moves. A figurine's field of vision is of 180° from the middle of the front side of its base. The charging warrior can double his Movement rating and go round obstacles.

If the « target » is out of Charge range / M x 2, the warrior must use twice his Movement rating in his target's direction, and face it.

A figurine can Charge another figurine or a battle objective (a fort, an object to be recovered, etc...). A figurine can even Charge to run on the Battleground. In this case, there is no need for a target.

A warrior who has been Charged by an enemy, suffers a -1 penalty to Initiative, Attack and Defence until the end of the round. These penalties are not cumulative if several warriors have Charged the same figurine and cannot bring a characteristic under 0.



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## ENGAGEMENT

Engagement is a less brutal Movement than a Charge, but it enables the warrior to Engage in Hand to Hand Combat an enemy not visible at the start of his move. The figurine that vises to Engage an opponent in Hand to Hand Combat can use up to double its Movement rating. If the Engagement is successful, the opponent suffers no penalties.

## PHYSICAL FEATS

To do a Physical Feat, a characteristic roll must be made based on a Feat score equal to the Movement characteristic divided by 2,5. It is impossible to Fire while accomplishing a Physical Feat.

## SWIMMING

A warrior who wishes to swim makes a Feat Roll from which he subtracts his Resilience score. If the result is higher than 0, he can use half his Movement rating in the liquid environment. otherwise, he suffers an automatic Light Wound and stays still.

## JUMPING

To jump, the warrior must have a run-up space available equal to the distance he wishes to jump, be it a long jump or a high jump. An enemy can be Engaged in Hand to Hand Combat after a jump; the effects are then the same as for a Charge.

**The long jump** : the warrior runs and makes a Feat Roll with a difficulty equal to  $4 + 1$  for each length of his own base it takes to get to the other side. If he succeeds, he reaches the other side's edge and his move ends.

**The high jump** calls for a Feat Roll with a difficulty equal to the height, in cm, the warrior wants to jump + his Resilience score. The difficulty is reduced by two points if the obstacle is of a smaller Size than the figurine. If the roll succeeds, the fighter finds himself behind the obstacle and his move ends.

Jumping over troops is a high jump. The height is determined by the Size of the largest figurine(s) over which the fighter vises to jump. SMALL : 2, NORMAL : 4, LARGE : 6, VERY LARGE : 8.

If the warrior fails, he suffers a Leg Wound with a Strength equal to the number of cm he wanted to jump (high jump) or the distance to the bottom (long jump).

## CLIMBING

Climbing an obstacle calls for a Feat Roll from which is subtracted the warrior's Resilience. The warrior then climbs a number of cm equal to the final result of the Feat Roll. Place a marker to represent the figurine's position. If the roll is negative, the warrior falls : he takes a normal Wound with a Strength equal to the distance from the ground to the point where he started his climbing Movement. If he has failed when he was on a flat area, big enough for his own base to stand, he suffers no Wound.

If a warrior, for whatever reason, decides to deliberately fall, he suffers a Leg Wound with a Strength equal to the distance from the ground, but will subtract his Feat score from the Damage Roll. There will be no need for a Damage Roll if the result of the subtraction of the Feat Score from the Strength of the fall is negative. In other words, as long as the fighter's fall does not exceed his Feat Score he will remain unharmed.

## Special movements

## DISENGAGEMENT

A fighter can Disengage from a Hand to Hand Combat during his Movement phase. He cannot Disengage from a combat if he has been Charged or Engaged in the current Movement phase or if he is Engaged with the maximum of opponents allowed by his base (see Movement phase).

If he wishes to Disengage from a combat, he must succeed on an Initiative Roll. This roll has a difficulty of  $4 + 2$  per opponent

Engaged against him. If he succeeds, he can move at his normal Movement rate in any direction. He may even Engage another opponent or fire normally. If he fails, he cannot break away from the combat, and he will not be able to put any dice in Attack in the next Hand to Hand Combat phase. He may however Counter-attack or use the Ambidextrous Ability. A fighter may not Re-engage an opponent he has just Disengaged from in the same round.

## DODGING

Whether he is making acrobatic moves, or moving very close to the ground, the fighter who Dodges moves at half his Movement rate and will not be able to do anything else until the end of the round. However, the range of the shots fired at him will be one level higher. For example, a Short range Aim becomes a Medium range Aim. Troops with a mount in their Equipment cannot Dodge, nor can a Dodge be accomplished in Hand to Hand Combat.

It is possible to fire through one's own troops when they are Dodging. A fighter can also fire without penalties through a Dodging warrior.

## INFLUENCE OF FEAR

Loathsome creatures inhabit Aarklash : some may have a malignant and cynical intelligence, or possess mignoter powers. Confronted by such visions, a warrior may lose his calm and no longer react normally to orders or flee. Before Charging or Engaging a figurine in Hand to Hand Combat, the target must be designated and the necessary moving distance measured. A warrior will have to test his Courage against Fear only if the Hand to Hand Combat is possible.

These same rules apply when a warrior is Charged or Engaged by a Fear-inducing creature. When you have to test for Courage, roll a D6 and add the result to your Courage characteristic. The penalties due to Fear are  $-1$  to Initiative, Attack and Defence. They are cumulative with penalties due to being Charged, but they cannot lower a characteristic below 0.

- if the result is strictly greater than your opponent's Fear, the test is successful and the combat goes on normally. A lesser or equal result is a failure.

- if the warrior fails his test when Charged or Engaged by a Fear-inducing creature, he suffers Fear penalties. If the warrior's Reference card had not yet been activated, he runs away from the frightening creature at double his Movement rate, turning his back to it. He will not Disengage from a combat in which he is Engaged. The Fear-inducing creature must finish its move even if its target has run away. It can designate a new Target if the initial target is out of reach. To reach its new target, it has at its disposal the rest of its Movement rating. It may go on until its Movement rate is exhausted.

- if the warrior fails his test when trying to Charge or Engage a Fear-inducing creature, he is paralysed by dread. He cannot move voluntarily and suffers Fear penalties until the end of the round. If the dreadful creature Charges or Engages him in turn, he will automatically flee. If another creature Charges or Engages him, he again tests his Courage in order not to run away. If the warrior leaves the Battleground because of Fear, it is counted as a loss. In the case when several figurines Charge a Fear-inducing creature simultaneously, only one test is done for the whole group, using the highest Courage amongst the warriors and adding a  $+1$  bonus for each additional fighter. The result is applied to every warrior involved. On the contrary, if several Fear-inducing creatures Charge simultaneously the same figurine, they benefit from the same  $+1$  bonus to Fear.

*Note* : 12 Morbid Puppets, activated simultaneously, cannot all declare a Charge against an Alahan Spearman who can be Engaged by a maximum of 4 opponents.

During each following Movement phase, a warrior under the influence of Fear can attempt another Courage Roll once his Reference card is activated. The difficulty of this new test will

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be the same as the one that made him run away. This roll is called a « **Rallying Roll** ». If he succeeds, he can play normally. As long as he fails, he keeps running away.

Note that a fleeing fighter cannot be rallied during the Movement phase in which he succumbed to Fear even if his Reference card had not yet been activated at the time. A warrior who kills outright the figurine that frightened him is automatically rallied.

When a warrior has overcome his Fear facing a frightening creature, he is no longer affected by all creatures with an equal or lower Fear rating, until the end of the game. To succeed on a Rallying Roll does not immunise the fighter against the Fear that made him run away.

The Fear-inducing creatures ignore its effects.



## Firing phase

During the Firing phase, troops equipped with long distance weapons come into action and may fire at any enemy they see. A figurine's field of vision is of 180° from the middle of the front side of its base.

The line of sight between the marksman and the target must be clear of any obstacles because every element on the Battleground is considered to be a scale representation of what it symbolises. Unless otherwise stated, a figurine may only fire once per round.

To be able to fire, a fighter must :

- see his target.
- not be engaged in Hand to Hand Combat.
- not have moved by more than his Movement rating in the Movement Phase, nor have done a Physical Feat or any Dodging.

You may not measure the distance between you and your target before having designated it. The distance between a marksman and his enemy is measured once the player has designated his target. If the target is out of range, the firing results in an automatic failure.

Warriors fire one by one, starting with the one with the highest Initiative. If several warriors of your army have the same Initiative rating, they will fire simultaneously. If warriors of different armies have an identical Initiative rating, the marksmen belonging to the player who had the highest Tactical score will fire first.

To fire, make an Aim Roll (roll a D6 and add the result to your Aim characteristic). Depending on the range of the target and the type of Firing chosen, the difficulty will be more or less high. It is possible to fire « through » a figurine that is Dodging.

In Confrontation, there exist three ranges and four different types of Firing. Other modifiers can also be added. Another particular Aim exists : Counter-Firing.

## Firing range

The weapon included in the marksman's Equipment has three ranges expressed in centimetres : Short, Medium and Long as well as its own Strength. In normal conditions, the basic difficulties are as follows / a result of 1 on an Aim roll is always a failure :

- Short : 4
- Medium : 7
- Long : 10

## Types of firing

When he fires, a fighter may choose one of the four following types of Firing, depending on his move :

- **Static Firing** : the marksman has not moved. It is the standard firing option. The difficulty is identical to the base test. This does not include possible extra modifiers.
- **Dynamic Firing** : when the marksman has moved, without exceeding his Movement characteristic, his aim is less precise. The difficulty is increased by one.
- **Precision Firing** : the marksman takes time to aim properly. The Precision Firing is declared when it is the marksman's turn to act. For the remainder of the Firing phase, his Initiative is considered as being two points lower for the Firing order resolution, and only for that. His firing is delayed. In return, his Firing difficulty is lowered by one point. A markka may not use the Precision Firing advantages more than once in a given round.
- **Rapid Firing** : the opposite of Precision Firing, Rapid Firing is based on speed more than on aiming. The Rapid Firing is declared any time during the Firing phase. Increase the

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marksman's Initiative by two points for the Firing order resolution, and only for this, but also increase the Firing difficulty by one point. A marksman may not use the Rapid Firing advantages more than once in a given round. It is possible to add the advantages of different Firing types. For example a Dynamic Firing and Rapid Firing. The Initiative may drop below 0 for certain types of Firing.

## Firing modifiers

All modifiers apply to the Aim Roll difficulty :

- The target is only partially visible due to scenery or an obstacle of smaller Size... : +1
- The figurine that blocks the aim is dodging : no modifier
- According to the Size of the target, Firing modifiers may apply :
  - Small +1
  - Normal 0
  - Large -1
  - Very Large -2
- The target is engaged in Hand to Hand Combat : If the Aim Roll is a success, determine which figurine is hit between the initial target and all those in base to base contact with it, by rolling one or more D6.
- A Small figurine counts as 1
- A Normal warrior counts as 2
- A Large size fighter counts as 3
- A Very Large creature counts as 4

*Example : a Goblin Marauder (Small) is engaged by a Rider of Redemption (Large) and a Griffin Spearman (Normal). If a nearby Griffin Fusilier decides to aim at the Goblin, he has only one chance in six to hit his target :  $1 + 2 + 3$ .*

Note : all Aim modifiers add up.

## Counter-firing

In the Movement phase, if you hold in your Reserve the card of a marksman who is Charged or Engaged by an enemy warrior, you can immediately play the card and declare a Counter-Fire. The Counter-Firing is immediately resolved and the difficulty is fixed automatically at 6. You cannot add the Counter-Firing to a Precision Firing or a Rapid Firing. If the fighter is Charged or Engaged by a Fear-inducing creature, he must first test for Courage before rolling for a Counter-Fire.

In case of a failure, he flees and cannot fire. Whatever the consequences of the Counter-Firing, the marksman will not be able to place any dice in Attack in the next Hand to Hand Combat phase. If the marksman kills his target in this way, he may move up to a maximum distance equal to his Movement characteristic. If the Counter-Firing marksman's Reference card represents several warriors, only those Engaged or Charged will be concerned by the Counter-Firing rules. The other figurines are no longer considered in Reserve and must move immediately. If the marksman hits his target, the attacker rolls two dice to determine the damage and refers to the Wound Table at the end of the booklet. The result applies immediately.



## Hand to hand combat phase

The Hand to Hand Combat phase is a critical moment in a Confrontation game. It is the moment when each player's tactics will decide for each fighter's fate.

### THE COMBAT AND THE FRAY SPLITTING

During confrontations, a group of fighters in Hand to Hand Combat is called a fray. Some frays may sometimes appear complex, in particular when the armies present have a high number of fighters in « base to base » contact.

The player having won the Tactical Roll at the beginning of the round (see Movement phase), decides the way in which the frays will be split. Each combat, after splitting, is resolved by the confrontation of a warrior with one or more other warriors. A figurine which is Engaged at the beginning of the Hand to Hand Combat phase may never be without an opponent after the splitting of the fray.

### COMBAT RESOLUTION

Each combat is resolved independently of the other Hand to Hand Combats. The results of a combat (wound, death) apply immediately. The procedure is as follows :

1 - Each player rolls for Initiative for his warrior. The dice are rolled simultaneously. In case of a tie, re-roll the dice until one side takes the advantage. The one with the highest score strikes first : he is the **Attacker**. His opponent is then called **Defender**. When several figurines are Engaged in a combat, only one test is done for the whole group. The Initiative of the warrior with the highest rating is then used with a +1 bonus for each additional warrior. The result is applied to all warriors Engaged in this combat.

2 - Once Initiative is determined, players will choose between several combat tactics : they will attack, defend or both. A fighter always has a die for himself plus one per enemy in base to base contact with him. If the combat is a « one-to-one », each player will have two D6 in hand. If the fight is several against one, the player with several warriors takes two D6 per warrior on his side. His opponent takes one D6, plus one additional die per enemy Engaged against him. Each die allows an Attack or a Defence.

The Defender divides his dice first, and announces which dice will serve to attack and which to defend. He can choose either not to attack or not to defend.

The Attacker then places his dice.

3 - The Attacker will then freely set a difficulty level for his Attack, in other words, he will attempt a more or less difficult strike that will be therefore more or less difficult for his opponent to parry. He announces the difficulty that he will try to reach or best with his Attack Roll. If the roll result (ATT + D6) is equal or higher than the difficulty he had decided on, he strikes his opponent. The Defender will then try to avoid the blow. To do this, he rolls for Defence, if he has placed dice in Defence. He must obtain an equal or higher result than the level set by his opponent for his Attack Roll. If he succeeds, he avoids the blow. If he misses, the Attacker will be able to roll for Damage and determine the amount of damage done.

Go to stage 4.

The minimum difficulty level of any Attack Roll is always equal to the opponent's Defence characteristic, if and only if the latter has placed at least one die in Defence. The Attacker rolls all his Attack dice before the Defender can try to parry. However each Attack Roll can have a different difficulty level. The Defender must choose which Attack he wishes to parry **before** he rolls his Defence die or dice.

4 - To determine damage, the Attacker rolls two D6 for each successful Attack that has not been parried and then checks the Wound Table. The result is applied immediately.

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**5** - If the Defender still has fit warriors and Attack dice, he can retaliate (go back to stage 3).

## SUSTAINED DEFENCE

The Sustained Defence allows a warrior to parry several Attacks with the same Defence die under the two following conditions :

- The warrior is faced with several opponents in Hand to Hand Combat.
- The warrior has placed at least as many dice in Defence as he has in Attack.

After rolling his Defence dice, the Defender may assign one and only one of his successful parries to Sustained Defence. With this Sustained Defence die, he may attempt to parry an additional Attack : the difficulty level is then increased by 2 points. If this first Sustained Defence parry is successful, he may attempt to parry another Attack with this time an increased difficulty of +4. Then, if he has succeeded again, he can parry yet another Attack at + 6 and so on, this as long as there are Attacks to parry and he succeeds in parrying them !

Once the die assigned to the Sustained Defence has been used for it, a Character can no more combine the effects of the Sustained Defence with the ones of the Ambidextrous Ability or the Counter-Attack.

## PURSUIT MOVEMENT

At the end of a combat, all the warriors who have participated in the elimination of an enemy with whom they were Engaged in Hand to Hand Combat, can move at half their Movement rate, in any direction. This special Movement is only allowed once per warrior and per Hand to Hand Combat phase.

With a Pursuit Movement, a figurine can Engage and fight new opponents, as long as it can reach enemies that are not yet Engaged or if it can join a combat not yet resolved. In the same way as an Engagement (see Movement phase), a Pursuit Movement is not considered a Charge. A Pursuit Movement is considered a normal Movement and there is no particular modifier and it can lead to Courage Rolls as detailed in the chapter « Influence of Fear ».

## CHARACTERS

In the world of CONFRONTATION there exist extremely powerful individuals. These Characters are particularly tough and have survived many battles, forging friendships and forming mortal rivalries in the course of their destiny. They are distinguished in that they have their own name. The particular status of these Characters gives them unique Abilities reserved to them.

## MULTIPLE ATTACKS AND DEFENCES

In a combat, Characters can unleash a hail of blows on their opponents and have the capacity to defend themselves against several enemies. In game terms, this means that a Character may have more combat dice than the average fighter. For each additional die, the Character suffers a -2 penalty in Attack and Defence. You may have as many additional dice as his Attack and Defence characteristics allow, but neither may be lowered below 0. The additional dice as well as the modifications they entail will last until the end of the round.

## THE COUNTER-ATTACK

A Character can attempt to Counter-Attack rather than defend himself. He must announce it just before his Defence Rolls. The difficulty of his rolls is then increased by 2 points. Each success allows him to cancel an enemy Attack as for a normal Defence, but also allows him to gain an additional Attack die against the opponent whose Attack has been Counter-Attacked.

The Magicians and the Faithful cannot Counter-Attack.

The Warrior-Mages and Warrior-Monks can Counter-Attack, even if they are not Characters.

## MASTER STRIKE

If your Character has at least two dice in Attack, he can attempt a Master Strike. Do only one Attack Roll, all other Attack dice are lost. If the Attack is not parried by the opponent add the difficulty chosen for the Attack Roll to the result on the following Damage Roll.

## Combat example

*While the armies of Alahan and Acheron are battling in the distance, a small Lion detachment lead by the Red Lioness attempts to reach the battlefield. As they get to the surroundings of a nearby wood they are attacked by a few scattered living-dead.*

*With a terrifying howl, a Wolfen Zombie Charges a Paladin. The Paladin is within Charging distance of the Wolfen Zombie. Before the Acheron player moves his figurine, the Alahan player rolls for Courage 🎲 to determine whether his Paladin succumbs to Fear 🎲 or resists it. The Paladin's Courage characteristic rates 5 while the Fear score of the Wolfen Zombie is 8. The Paladin has to roll 4 or more on his D6 in order to best the Fear rating of his opponent. The Alahan Player rolls 5 and therefore gets a total Courage result of 9 / 5 (COU) + 4 (die result). The brave Paladin knows no fear and will not flee. He suffers no penalties due to Fear but as he is Charged he suffers a -1 penalty to Initiative 🎲, Attack 🎲 and Defence 🎲 until the end of the round.*

*The figurine of the Wolfen Zombie is moved and placed in total base to base contact with the Paladin's base. The two fighters are now in Hand to Hand Combat. At this point, each player does an Initiative test to determine which one will take the advantage over his opponent.*

*The Acheron player rolls a 2, which gives him a total of 5 / 3 (INI) + 2 (die result). The Alahan player also rolls a 2 for a total of 4 / 3 (INI) + 2 (die result) - 1 (Charge penalty). His score being lower, the Alahan player has to place his dice first. As it is a one to one combat, each figurine has two D6. Cautious, the Alahan player chooses to place one D6 in Attack and the other in Defence. Seeing this, the Acheron player, quite confident in his fighter's strength, places both dice in Attack.*

*The Wolfen Zombie strikes first and the Acheron player now determines the complexity of the Attacks of his fighter. He freely chooses for each Attack a difficulty level which he has to reach or best by rolling a D6 and adding the result of the roll to his Attack characteristic of 6. He chooses a difficulty level of 9 for both his strikes. The results on the Attack dice are 2 and 5. Only one Attack reaches the level of 9.*

*The Paladin now attempts to parry. His Defence level is the same as the Attack level his opponent has chosen. He has to parry at a level of 9. His Defence rating is 3 - 1 = 2 as he is still penalised by the Charge. He will have to roll a 6 followed by at least a 2 on his D6 as a 1 is an automatic failure on a characteristic roll even if it is rolled after a 6. Anxious, the Alahan player rolls his unique Defence die and gets a 3. This is not enough to parry his opponent's terrible blow.*

*The Wolfen Zombie wounds his enemy. The Acheron player rolls two D6 to determine the damage caused by the Attack of the fierce creature. The dice show a 3 and a 6 which adds up to 9 + STR 13 (the Wolfen Zombie's Strength) - RES 7 (the Paladin's Resilience) = 15. The players read the Wound Table at the end of this booklet. The smallest result locates the Wound : 3 / the Torso . The final result is 15 in the Torso : a Critical Wound. The Wound effects are immediate : all the Paladin's D6 results on INI 🎲, ATT 🎲, DEF 🎲 and AIM 🎲 will be reduced by 3 points until the end of the game. Diminished but still standing, the Paladin is ready to Attack in turn...*

*At a short distance from there, the Red Lioness has been Charged by 4 Zombies and has just gained the Initiative. The Zombies have two D6 each, that is a total of 8 dice. Hoping to eliminate the Lion Heroine by outnumbering her, the Acheron*



# Confrontation

player places all his dice in Attack. The Red Lioness has one D6 + one additional die for each enemy in base to base contact with her. That is a total of five D6. The Alahan player chooses to place two D6 in Attack and three in Defence.

The Zombies having placed no dice in Defence, the Alahan player chooses the lowest Difficulty level : that is 8. The Attack rating of the Red Lioness is indeed 7 - 1 due to the Charge penalty and a result of 1 on a characteristic roll is an automatic failure.

The Lion player rolls his 2 dice and gets a 1 and a 5. Only one of his Attacks succeeds. When rolling for Damage, the Red Lioness manages to Kill Outright one of the Zombies on a double thanks to her Sacred Sword.

The three surviving Zombies can now Attack. The Acheron player has only 6 dice left. He chooses a difficulty level of 7. He rolls all his dice simultaneously and gets 6, 2, 5, 6, 2 and 3. The Attack characteristic of the Zombies rates 4. The Acheron player needed at least a 3 to reach the difficulty level of 7 that he had fixed. Four of his Attacks are then successful.

The Red Lioness must now attempt to parry the blows. The Alahan player rolls his 3 Defence D6 and gets 1, 4 and 3. The Lioness' Defence rating is 6 - 1 due to the Charge. Two of the Zombies' Attacks are parried.

As she succeeded in parrying at least one Attack, the Red Lioness may attempt a Sustained Defence. The difficulty level is equal to the initial difficulty increased by 2 points, that is 9. The Lion player rolls a die and gets a 5. Another Attack is parried.

After this first successful Sustained Defence, the Red Lioness can attempt to parry the last Attack. The difficulty is now increased by 4 points, that is 11. The Lion player will have to get a 6 on this roll in order to successfully parry.

Will Fortune smile once more on the Red Lioness...

Note : This example uses the characteristics of the 2nd incarnation of the Red Lioness.



## The peoples

After a long period of peace, war breaks out all over the continent of Aarklash. The number of skirmishes is increasing, announcing an era of Darkness and carnage.

All the peoples of Aarklash have waited long for this sanguinary age and are preparing for it. Some name it the Last Judgement, others Armageddon or Resurrection... But all know it under the name of Rag'Narok, the dusk of the centuries.

The **Lions of Alahan**, protectors of Justice and Light, fight to re-establish order and prosperity on Aarklash. But their land is threatened by the hordes of the damned who have returned from the Underworld.

The **Necromancers of the Order of the Ram** open portals of Darkness from Acheron, the dead world. The inexorable legions of living-dead which pour out mark only the beginning of their terrible power !

The **Cynwäll Elves** and their majestic dragons wake from their long meditation to rediscover a world that has almost forgotten them ! Who knows what kind of Magic animates their strange feats...

The **Dwarfs of Tir-Nâ-Bor** refuse fatality and prepare for Argg-Am-Ork, the end of their age. Living inside the Aegis mountains, they forge weapons and armours capable of driving back the one they steadfastly wait for : Death itself.

The **disciples of the Griffin Empire of Akkylannie** have raised an army for a new Crusade in order to find their prophet's tomb. They will purify the world with the fire of the One Truth of their god, Merin...

The **Orcs of Bran-Ô-Kor** are the youngest and most vigorous people of Aarklash. Nothing seems to be able to stop the powerful warriors of the God Jackal. Once a leader is chosen, they will surge across the world to satisfy their vengeance.

The **Alchemists of Dirz** and their bio-mechanical warriors watch their enemies patiently from the Syharhalna desert. At their Commodores' sign, they will release the horrors dormant in their laboratories and establish a new order on Aarklash.

The **Akkysan Elves** of the Forest of Webs have a heart as black as night. The Black Widows prepare to sacrifice Akkysan on Lilith's altar, the goddess of Blackness.

The **Wolfen** are the greatest predators on Aarklash. It is folly to believe that in them a portion of humanity has ever existed. This mysterious people considers others as prey. They will weave the names of their victims on long Strips of Whispers and howl their victories to Yllia, the Moon, until the end of time.

The peoples of Aarklash believe the **Goblins of No-Dan-Kar** want to conquer the world. For the Goblins, it is already done ! Wherever you go, they will be there before you. It has even been said that they have trained Trolls... Who will be strong enough to resist the tide of the God Rat ?

The **Daikinee Elves**, victims of a strange malediction, seek to reach the world of Fayes before their extinction. But is not their salvation elsewhere ? May those who believe them vulnerable be wary, for their soldiers have many lives...

The **Kelts** of the Avagddu plains, fierce nomadic warriors, seek the Ard Ri, the mighty king who will reunite them once again and guide them on the path of the Goddess Danu. Will he come forth from the Sessairs, the Drones or from yet another clan ?

The **Dwarves of Mid-Nor**, puppets of pure evil made of flesh and terror, gather around the Despot. None knows how deep their underground labyrinths are. Down to the centre of the earth perhaps, close to the abominations asleep since the dawn of time

# Confrontation

? Those who have tried to unravel this mystery have been found devoid of skin, clenching a precious stone containing their torn soul...

The **Devourers of Vile-Tis** have strayed from their Wolfen brothers and the Goddess Yllia. Their loyalty goes only to the one who has opened their eyes and guides them on the road of lies and vengeance, a spirit warrior whose powers know no boundaries : Vile-Tis, the Beast.

## The alliances

The Aarklash continent has entered an era of war which promises to be long... Faced with the horrors of the conflict, some peoples have common interests or similar philosophies which enable them to ally to face the greatest perils.

According to the army you play, certain alliances will be possible if it suits the story or scenario. Be careful ! Your army may not count more than 30% in A.P. of Allies or Mercenaries from another people.

*Other peoples observe Aarklash with eager eyes, awaiting the best moment to join the conflict.*

*And you ?*

*Which people will you choose to uphold your hopes and dreams on the battlefields of Aarklash ?*

*Within the shadows, the gods watch.  
The secrets of the Ancients slowly unravel...*

## The Meandering Path of Darkness

### **The Shadows of Acheron :**

Alchemists, Akkyshans, Drones, Mid-Nor Dwarves.

### **The Alchemists of Dirz :**

Acheron, Akkyshans, Mid-Nor Dwarves.

### **The Akkyshan Elves :**

Acheron, Alchemists, Mid-Nor Dwarves.

### **The Kelts of the Drune Clan :**

Acheron, Mid-Nor Dwarves, Devourers.

### **The Mid-Nor Dwarves :**

Acheron, Alchemists, Akkyshans, Drones.

## The Way of Light

**The Lions of Alahan :** Griffins, Cynwälls, Sessairs.

**The Griffin :** Lions, Cynwälls, Sessairs, Tir-Na-Bor Dwarves.

**The Cynwäll Elves :** Lions, Griffins.

**The Kelts of the Sessairs Clan :** Lions, Griffins.

## The Path of Destiny

**The Daikinee Elves :** Wolfen

**The Orcs of Bran-Ô-Kor :** Goblins, Devourers.

**The Wolfen of Yllia :** Daikinees.

**The Dwarves of Tir-Na-Nor :** Griffins.

**The Rats of No-Dan-Kar :** Orcs, Devourers.

**The Devourers of Vile-Tis :** Drones, Goblins, Orcs.



# Incantation

## The spell card

INCANTATION figurines have various cards. As for CONFRONTATION, their characteristics and Abilities are described on the Reference cards. The other cards are spell cards. If a fighter has one or more artefacts reserved to him, each one of them is described on a special card. All fighters with a Power characteristic (P P) are called MAGICIANS.

## Magic characteristics description

**Mana:** each spell needs a certain amount of magic energy to be cast. This energy comes from Mana gems. The number and type of gems needed for each spell appear on the card. A Magician has, at the beginning of the game, a number of gems equal to his Power characteristic. His Mana reserve can include gems from any Element he masters. A Magician cannot use gems from an Element he does not master.

**Paths of Magic:** Magic is not universal, each people on Aarklash understands and uses it in different ways. These differences are such that each people considers its own philosophy of the arcana as a Path of Magic understood and used by it and none other. The Paths of Magic are described in the chapter dedicated to the Magicians.

**Difficulty:** the difficulty represents the more or less elaborate ceremonial that the Magician must accomplish to cast the spell. During the Incantation, the Magician must equal or better this difficulty on a Power Roll by adding the result of a D6 to his Power characteristic. The difficulty may vary depending on various factors mentioned in the description of the spell. Some spells have a free difficulty. In this case, it is up to the Magician to decide on the spell difficulty before casting it.

**Range:** range indicates the maximum distance that can separate the Magician from his target. It is expressed in centimetres. Some spells have a range limited to the Magician only, or to a fighter in base-to-base contact with him. Others have an unlimited range.

**Area of effect:** a spell can only cover a precise surface area: its Area of effect. It can go from a single fighter or a precise zone to the entire Battleground.

**Duration:** each spell remains active for a limited lapse of time. If some have a very short period of activity, such as those with devastating effects, others linger on and continuously exude their energy.

**Frequency:** some Incantations though quite simple may be very long to call on. Other spells were created to be cast quickly in the midst of battle. The Frequency indicates the number of times a spell can be cast in a single round. Some spells are extremely powerful and complex and can only be cast once per game. The Frequency is not linked to the Magician's level.

**Description:** the effects of a spell are usually spectacular. The description gathers all indications about them. It also describes the exact consequences on the game.

**Special:** some spells are the exclusive secret of a caste of Magicians or of a particular Magician. Others need special ingredients to be cast. In this case, these specificities take precedence over the regular rules.

**Intensity of the spell:** each spell has a Magic Intensity. A Magician can only master a certain amount of Magic Intensity. He can choose numerous spells of low Magic Intensity or a single more powerful one. The Magician has an Intensity Potential equal to twice his Power characteristic. The sum of all the Magic Intensities of the spells he chooses must not exceed this rating.

**Army Points / A.P.:** like troops, spells and artefacts have a rating in A.P. This rating is added to the Magician's. The Magician can choose to use only a part of the spells and artefacts he is normally entitled to, or choose others than those he was supplied with.

## The elements

All life on Aarklash is governed by the Elements. The fluctuations and balances that link them influence the behaviour of living beings. In the same way, they govern magic manifestations.

There are six Elements among which four are primary Elements: Water, Air, Earth and Fire. Perfectly neutral, they are naturally found on Aarklash; outward signs of their presence can be seen daily. The other two Elements are called Principles; they are Light and Darkness. They subtly influence the other Elements.



The primary Elements are intimately bound to every action and demonstration in the material world. They all repel or attract each other. But none has, or should ever have, supremacy over all others. Should this happen, the consequences would be disastrous and irreversible. That is why each Element has its opposite, a diametrically opposed Element, with which it is in permanent conflict. These Elemental Oppositions guarantee the balance of Creation.



The Mana gems that are found on Aarklash come from the Elemental Kingdoms. To obtain them, Magicians make pacts with beings from these strange realms. Mana gems are the crystallized form of each Element. Their potential is enormous, provided they can recharge their essential energy.



Gems that circulate on Aarklash are subjected to harsh trading between peoples. Only Acheron, the Barony of the Living-dead, has the monopoly in the trade of gems of Darkness.

Incantation is the process by which Magic is channelled; Mana is the raw material that will allow the effects of the spell to materialize. As Magicians say, Essence precedes Form.

Each Element is symbolized on the spell card by a Mana gem.


Water  is elusive, unpredictable and often excessive. It is opposite to Fire , destructive, insatiable but purifying.

Earth , principle of fertility, is stable, yet malleable. It is opposite to Air , quick and intangible.

Light , symbol of harmony and purity, is beneficial but austere. It is opposite to Darkness , unpredictable, harmful, but so very attractive.

Light, pure and mysterious, is only opposite to Darkness. Darkness, because of its corrupting nature, is opposite to all other Elements, including itself, and all other Elements are opposite to it.

The type and number of Mana gems needed for a spell are described on the spell card. A Magician can only cast spells that use the Element or Elements that he masters. Likewise, if a spell does not belong to one of the Magician's Paths of Magic, he will not be able to cast it.

In some cases, a spell does not require any particular Element. The gem will in this case be replaced by a neutral symbol . But if such a spell needs several gems to be cast, the Magician can freely combine gems of several Elements to do so.


# Incantation

## Magic and magicians

Both feared and respected, Magicians are uncommon beings. Some are sought for their beneficial powers. Others have extended their domination through fearsome enslaving powers.

The reason why most of them despise or neglect the use of brute force remains mysterious: but their spells are all the more formidable in combat. Magicians are often Characters. Characters stand apart from other fighters as they have their own name: the special rules applying to Characters are to be found in the CONFRONTATION booklet.

A category of Magicians called Warrior-Mages is the only one that knows how to combine the magic arcana with the art of war. Contrary to "pure" Magicians, most Warrior-Mages are not Characters. To learn more about the Warrior-Mages' specificities refer to the New Abilities section at the end of this booklet.

Magicians and Warrior-Mages have an additional characteristic: Power  that symbolizes the Magician's mastery of the elemental energies. There are four levels of magic. They symbolize the Magician's experience. The first level is Initiate, next is Adept, then comes Master and finally Virtuoso.

Initiates have concentrated their knowledge round a unique Element. Adepts complete their knowledge by studying a second Element. This magic mastery grants them with possibilities that Elements used separately cannot accomplish.

The power and knowledge that the Masters possess raise them to the top of the Magicians' hierarchy. Their perfect mastery of three Elements allows them to see beyond appearances of the material world.

Virtuosos are beings of legend, mentioned with deference by the Masters themselves. Only the wisest or maddest are capable of grasping the actual extent of their abilities.

Magicians always master at least one Element: the Primary Domain bound to the essence of their people. Some Elements are however forbidden. Magicians are incapable of accessing the arcana of these Elements except for the Virtuosos, who are not limited by the Forbidden Domains of their people. Each people follows one or more Paths of Magic. The main ones are described below, but others, as formidable, are yet to be discovered...

The greatest Magicians on Aarklash are the **Mages of Alahan**. They study the Elements in their purest quintessence, symbolizing this research by Light. Their Magic is practised following complex Incantations and formulas: Hermetic Magic. For them, Magic is more than an art, it is a science in itself, which must be practised with caution.

The extent of their powers is impressive. They reject Darkness, principle of corruption and destruction.

**Primary domain: Light**  
**Forbidden domain: Darkness**

Tampering with death is the source of the **Acheron Necromancers'** magic rituals. They are the only ones to have pledged loyalty to Darkness. Their Path of Magic, Necromancy, consists of calling back the dead, as much in spirit as in matter, but also of giving Death the semblance of Life. Many Necromancers have defied the guardians of the underworld and have come back among their kin. The macabre puppets that make up their armies grant them with inexhaustible power, that of life beyond death. They cower from Light, which could destroy them and have the greatest difficulties in mastering Water, too unpredictable for their Machiavellian plans.

**Primary domain: Darkness**  
**Forbidden domains: Light and Water**

Withdrawn within their cyclopean cities, the **Cynwäll Elves** live far from the world, little-known by the peoples that surround them. On the high peaks of the Behemoth Mountains, they breed the immense Dragons of the heights, which they use as formidable mounts.

As Rag'Narok is drawing near, they more and more often leave their retreat, subtly placing themselves on the scene among the mighty powers of Aarklash.

Their peculiar use of the Principle of Light will no doubt surprise more than one of their opponents.

**Primary domain: Light**  
**Forbidden domain: Darkness**

Under the Aegis Mountains, the **Tir-Nâ-Bor Dwarves** master the Earth's energies. By using the energy currents that go through the earth, the Alchemists can activate the potential of various mixtures of filings and other metallic salt solutions that they use in their Incantations: this is Telluric Magic. The greatest Dwarf Magicians claim that Magic is only an extension of themselves. Behind this riddle lies the greatest of the Dwarves' secrets.

**Primary domain: Earth**  
**Forbidden domain: Darkness**

What the **Griffins** call the Heart of Merin is the Path of Theurgic Magic. For them, Magic is not the incarnation of a dream or the mastery of occult powers invisible to the layman's eye, but well and truly a gift from the one god, Merin: the gift of Creation. The Preachers, the Inquisitors and the Darkness Hunters watch over their people's salvation. Through Fire and steel, they carry the word of their almighty god, Merin.

**Primary domain: Fire**  
**Forbidden domain: Darkness**

Magic is not one of the **Orcs'** preoccupations. However, some of them develop a form of Instinctive Magic. This practice makes use of raw magic energies, to which the Orc Shamans are sensitive, to cast their strength in forms as diverse as they are brutal.

Gems used by Instinctive Magic are symbolized on the spell cards by the neutral symbol (PICO NEUTRE). These practitioners of the intuitive arts cannot call upon the Elemental Paths of Magic, but can use Primagic. As they do not discern the true nature of the gems they use, Orc Magicians cannot counter or absorb spells. Also, when an Orc Magician casts a spell of Instinctive Magic, it cannot be countered nor absorbed.

**Primary domain: None**  
**Forbidden domain: None**

The ultimate goal for the **Alchemists of Dirz** has gradually turned into a quest for the perfect human being. What was to be humankind's future proved to be an incurable evil. Technomancy, the Path of the Alchemists, uses Darkness to link the organic to the mineral, the animate to the inanimate, with impious transplants. The Technomancers, masters of transformation and Constructs, create under their ziggurats the unnatural armies that are to ensure victory to the Scorpion Empire. Air, changeable and elusive, is at the opposite of their rational and scientific minds.

**Primary domain: Darkness**  
**Forbidden domains: Light and Air**

Long, heartrending screams can sometimes be heard from the Forest of Webs... The **Akkyshan**, corrupted to the core of their flesh by the dark powers they manipulate, serve the sombre intentions of Lilith, the Supreme Matriarch. Scaëlin, the first Black Widow, carries in her bosom a scourge ready to be unleashed. Her daughters put to death all males whom they capture in orgies of pain and blood.

**Primary domain: Darkness**  
**Forbidden domains: Light and Fire**

# Incantation

Under Yllia's glare, the **Wolfen** follow the Path of Whispers. Whispering constantly, the pack leads its prey to its doom. When the whisper becomes howl, it is often already too late. As the Wolfen Shamans call on Yllia's benediction for them and their territory, lamentations rise as a sign of curse. Led by the moon in the night, Light amidst Darkness, the Wolfen are influenced neither by Light nor Darkness.

**Primary domain: Water**  
**Forbidden domains: the Principles**

The Magic of Air suits the **Goblins** well. As tortuous and unpredictable as they are, this Element guides them on the Path of Sorcery. With parchments, Goblin Shamans are capable of enslaving all the Elements. Indeed their adaptability is such that neither Light nor Darkness can resist them. They care so little about concepts of Good or Evil that the influences of both these Elements are naturally accepted as an additional strangeness in their fluctuant genetic heritage.

**Primary domain: Air**  
**Forbidden domain: None**

The **Dwarves of Mid-Nor** were disowned by the Dwarves of Tir-Nâ-Bor. They have been relegated to the earth's stratum where magma flows. Their Chthonian Magic is the Path that is opposite to Telluric Magic. The Lictors base themselves on organic components to drain the earth's energies. Only gems of Darkness allow for the desired effects. The corrupted and tainted air that stagnates in their underground passages bans them from mastering this Element.

**Primary domain: Darkness**  
**Forbidden domains: Light and Air**

The **Daikinee** Elves live in perfect symbiosis with the surrounding nature, amidst the Fayes, creatures of elemental essence. The Daikinee Sentinels know, thanks to Fayerly Magic, how to awaken nature's protective soul. They violently reject Fire, destroyer of forests, as well as Darkness.

**Primary domain: Water**  
**Forbidden domains: Darkness and Fire**

In the plains of Avagddu, the **Kelt Barbarians of the Sessairs Clan** live in close relationship with nature, they follow the Path of Shamanism. Their Magicians do not really dominate the Elements, they borrow their energies to answer all the necessities that their nomadic lifestyle implies. They make Talismans, Gesas, to obtain these favours.

**Primary domains: the fundamental Elements**  
**Forbidden domains: the Principles**

Overcome by hatred and resentment, the **Kelts of the Drune Clan** have long ago turned away from their people's beliefs. Nevertheless, they have not forgotten the knowledge of the ancient Shamans of the people of Kel. But their Magic has been perverted by the dark powers of their demonic allies, the Formors. Under their influence, the Drunes have turned to Darkness and have given themselves over to the vilest rites.

**Primary Domains: the fundamental Elements**  
**Forbidden Domain: Light**

Deprived of territory and despised by their Wolfen brethren, the **Devourers of Vile-Tis** roam Aarklash spreading sorrow and devastation in their path. It is in the impure blood of their enemies rather than in the crystal-clear water that the insane Haruspices read the coming quirks of fatality. And the agonizing clank of the Howling Chains chants the name of their next victim...

**Primary Domain: Water**  
**Forbidden Domain: Earth**

**Elemental Paths** are not true Paths of Magic, but a group of spells common to all the Paths of a given Element. Even if their Incantation differs from one people to the next, the effects are the same.

There exists an Elemental Path for each Element. To use a spell from an Elemental Magic, a Magician must imperatively master the Element necessary to its Incantation.

**Primagic** is not considered a Path of Magic in the strict sense. This ancestral aspect of Magic gathers all the spells that directly affect magic energies. This Path is accessible to all and its spells can be cast with any type of gems. The number of gems needed for the Incantation of a Primagic spell is represented by a neutral gem.

## The laws of magic

When setting up their armies, players choose which spells they will give each Magician. Every Magician must possess his own spells.

REMINDER: Magicians can have as many spells as they wish, as long as they do not exceed their Intensity Potential, which is their Power rating times 2.

During a Confrontation, two Magicians cannot swap spell cards. Each one of them must have his own set of spell cards. Nevertheless two magicians within the same army can have the same spell as long as they both pay its cost in A.P.

Spells and artefacts have a cost in A.P. These are added to the Magician's overall cost.

In case of exceptions to these rules, the indications on the card take precedence over the general rules.

The Magic phase is incorporated into the Firing phase.

Fighters who wish to cast a spell or fire can do so in this phase, starting with the one with the highest Initiative. If several figurines on a same side have the same Initiative, consider their firing and Incantations as simultaneous.

In case of equal Initiative on enemy sides, the one who has won the Tactical Roll acts first. Refer to the CONFRONTATION booklet for the rules regarding the Tactical Roll.

Incantation requires total concentration. In the same round, it is impossible for a Magician to cast a spell and fire, make a Physical Feat, run or Charge.

Spells, artefacts affecting Movement, and Warrior-Mages are not concerned by this last rule. To cast a spell, the Magician must either see or be in base-to-base contact with his target.

A fighter engaged in a fray can be a spell's target as long as he is in the Magician's line of sight, even partially.

## The mana reserve

Incantation is only the performance of a magic process. It is the magic power supplied by the gems that causes the effect expected by the spell caster.

The Magician draws the gems that he needs to cast a spell from his Mana reserve.

For each Magician a reserve holding a number of gems equal to his Power is set up at the beginning of the game. If he masters several Elements, he can choose gems from the Elements he wants. When attempting a Mana recovery, it is possible that the quantity of Mana recovered exceeds the initial quantity, but never can the total number of gems in the Magician's reserve exceed twice his Power rating.

Magicians cannot swap Mana.



# Incantation

## Casting a spell

Each Magician, starting with the one with the highest Initiative, can cast his spells one by one and in the order he wants. To cast a spell, he must use the gems necessary for the Incantation, which are then removed from the Mana reserve. The Magician's level determines the number of spells he can cast in a single round. His level is not linked to the Frequency of the spells used:

MAGICIAN'S LEVEL	SPELLS USABLE EACH ROUND
Initiate	2
Adept	3
Master	4
Virtuoso	5

*Example: Melkion the Flaming is Adept. During a Magic phase he can use three different spells. The number of Incantations for each of these three spells is limited by their Frequency and Melkion's Mana reserve.*

A Magician cannot gather multiple identical spell cards to be able to cast a same spell several times in a same round.

A Magician can cast spells when engaged in Hand-to-Hand Combat without suffering any penalty.

## The incantation

The Magician rolls a D6 and adds the result to his Power rating. If the total is higher or equals the difficulty of the spell, the Incantation is successful. If not, it fails. This roll is called **Incantation Roll**.

As for any other characteristic roll, a result of 1, either natural or obtained after applying modifiers, is considered an automatic failure, even after re-rolling a 6.

For spells with a free Difficulty it is up to the Magician to determine the Difficulty in the same way as for an Attack Roll.

## The incantation types

To summon the might of Magic amidst the fury of battle is far more complex than an Incantation made within a Magician's lair. During a Confrontation, an Incantation Roll can be liable to certain modifiers:

**Rapid Incantation:** a Magician may want to cast this difficult and hazardous type of Incantation to alter the battle's outcome. He gains two points in Initiative until the end of the current Magic phase. This speed bonus increases the Difficulty of all his spells by one point until the end of the round.

A Magician cannot cast a rapid Incantation more than once per round. It is announced anytime during the Magic phase and cannot be cancelled.

**Prolonged Incantation:** the Magician draws out his gems' essence to increase his chances of success. A prolonged Incantation is declared during the Magic phase when it is the Magician's turn to cast spells. He loses two points in Initiative until the end of this Magic phase. The difficulty of the spells cast in this phase is lowered by one point. A Magician cannot cast a prolonged Incantation more than once per round. Once announced, it cannot be cancelled.

## Applying a successful incantation's effects

The target must be within the spell's range. A spell can only be cast once per round on a given target whether it has been successful or not. If the Incantation hits a target in a fray, the allocation roll does not apply. The mind is surer than the hand!

A successful Incantation's effects apply immediately. If a figurine's Resilience drops below 0 due to a spell's effect, it is considered **KILLED OUTRIGHT** and immediately removed from the Battleground.

A Magician can choose not to cast any spell during a Magic phase.

## Improving one's mastery

To increase his chances a Magician may consume additional gems. In this way he gains an Incantation die for each additional gem invested. The results of the dice are not added up, only the best will be kept as Incantation Roll. When casting the spell, the Magician announces the amount of gems that are to be invested to increase his chances.

Some spells allow you to modify their effects by investing additional gems during or after the Incantation Roll. The consequences of this improvement are specified on the spell card.

## Countermagic

When a spell has been successfully cast, an enemy Magician can attempt to cancel its effects.

To attempt Countermagic, the Magician that wishes to Counter must have the spell caster in his visual field.

REMINDER: A figurine's field of vision is of 180° from the middle of the front side of its base.

Besides, he must be within the spell's range. In other words, in case of a "Contact" range he must be in base-to-base contact with the spell caster. In case of a "Free" range, it is the range chosen for the Incantation at stake that will be taken into account.

A Magician engaged in Hand-to-Hand Combat can may attempt Countermagic.

There are two methods, Absorption and Counter.

### Countering a spell

The Counter consists in smothering the magic energies during the Incantation. The Magician must dominate the power unleashed by his opponent's gems. He can spend a single gem of any Element and attempt an Incantation Roll whose result must be equal to or higher than the result obtained by the spell caster, and not the spell difficulty. If he succeeds, the spell has no effect.

Only one Counter can be attempted, even if several Magicians have the possibility of doing so. It must occur right after the Incantation of the spell to be countered. Once a Counter attempt is announced, the gem is spent.

### Absorbing a spell

Absorption consists in spending the exact same amount of gems opposite to those used by the opponent for the spell's Incantation. In the case of a Primagic spell, the gems needed for Absorption are the gems opposite to those effectively used by the enemy Magician during the Incantation. Absorbing a spell does not require a roll, the cancellation is automatic. The Table of Elemental Opposition indicates which gem can cancel another when Absorbing a spell.

A Magician can try to absorb a spell after a failed Counter attempt.

# Incantation

## Recovering mana

By using his gems, the Magician consumes some of his energy. He must then try to rebuild his reserve by calling on the Elements' power. At the end of the round, each figurine with Power makes a Recovery Roll. There is no difficulty to this roll, the result must be the highest possible. A 1, either natural or obtained after applying modifiers, is however still a failure, even after a re-rolled 6.

All Magicians roll a D6 and add their Power rating to the result. They subtract the number of gems they still had in reserve. The Recovery Table indicates the number of gems that will be added to their Mana reserve.

The nature of the recovered gems is left up to the Magician after the Recovery Roll. Yet he may only recover gems of the Elements that he masters.

It is not possible for a Magician to have more gems in his reserve than twice his Power rating.

### particular cases :

A Magician engaged in Hand-to-Hand Combat cannot concentrate with the same intensity. Instead of subtracting the number of gems in his reserve, he subtracts twice this amount.

A Magician taken by Fear can cast spells, use Countermagic, and recover Mana in the normal way.

Warrior-Mages are however not subject to this rule, they recover gems as usual even if they are engaged in Hand-to-Hand Combat.

Likewise, Magicians following the Paths of Necromancy and Hermetism are not affected by the Hand-to-Hand Combat recovery penalty.

For Orcs, a result of 1 on a Recovery Roll is not considered a failure.

## Trance

Trance is a state of extreme concentration where the Magician's spirit leaves his body and wanders the Elemental Realms. It is announced in the Movement phase when the Magician's Reference card is activated.

A Magician can benefit from Trance's effects at the end of the round if he neither moves nor fires nor casts a spell and is neither engaged in Hand-to-Hand Combat nor has suffered a Damage Roll and is not currently subject to Fear.

Once announced, Trance cannot be cancelled, except in case of Hand-to-Hand Combat or Wound. It allows you to ignore the number of gems already in reserve for the Recovery Roll.

## Game example

Meliador the Celestial, followed by two of his Familiars Shanis and Urio, is opposed to a horde of Living-dead lead by the Gorgon. Meliador the Celestial is a Lion Adept. He masters Light and Air. His Power rating is 7, his Power Potential is therefore 14. The Lion player gave him the following spells: Banishment 4, Carrying Wind 5 and Storm of Light 0. The Magician starts with 3 gems of Air 3 and 4 of Light 4. The Gorgon is an Acheron Adept. She masters Darkness and Fire. Her Power characteristic rates 6, her Power Potential is 12. For the Gorgon the Acheron player has chosen the following spells: Arrows of Hecate 4, Morbid Angel Invocation 4 and the Eternal Torpor 0. The Necromancer starts with 5 gems of Darkness 5 and 1 of Fire 1.

### first round

Meliador's Initiative 6 is 6. He will therefore act before the Gorgon, whose Initiative is 4. Meliador attempts to release his most fearsome spell: the Storm of Light. The spell requires 4 gems of Light 4 and 3 of Air 3. The Mage will have to empty his Mana reserve and will not have any gems at his disposal to improve his mastery. He then makes a Power Roll 6 against the spell difficulty of 11. He rolls a 5 on his D6, which, added to his

Power of 7, makes 12. Meliador is successful. The air is charged with electricity when the supernatural lighting bolts tear through the sky ready to fall upon the creatures of Darkness. Meliador's reserve is empty, leaving him vulnerable...

The Gorgon now knows that her opponent has no gems left in his reserve. He will not be able to do any Countermagic. She decides to summon a Morbid Angel to harass Meliador. The spell requires 4 gems of Darkness and has a difficulty of 8. Contrary to her opponent, the Gorgon goes for caution and chooses to spend an additional gem of Darkness to improve her mastery. She therefore rolls two D6. 1 and 3! The result of 3 added to her Power rating of 6 allows her to best the difficulty of the spell. Without this additional expense, the Morbid Angel Invocation would probably have failed and the Darkness gems would have been needlessly wasted. Appearing suddenly from a sphere of Darkness, a Morbid Angel unfolds its long, emaciated wings and prepares for battle.

At the end of the round, Meliador makes his Mana Recovery Roll. He rolls a D6 and gets a 2. He adds his Power rating to it for a total of 9 and subtracts nothing, as he has no gems left in his reserve. As an Adept, he regains 5 gems. He chooses 4 gems of Light and 1 of Air. The Gorgon also makes her Recovery Roll. Her D6 indicates 5, for a total of 11 when added to her Power rating. As she possesses 1 gem of Fire in her Reserve, 1 is subtracted from the result. The total is then 10. She also regains 5 gems and chooses 2 gems of Fire and 3 of Darkness.

### second round

The Morbid Angel flies in Meliador's direction, ready to sacrifice itself for the cause of Darkness. Meliador, who wishes to avoid fighting against the Living-dead, chooses a final solution: Banishment. The difficulty of the spell is equal to his enemy's Fear 6 + 6, that is 6 + 6 = 12. Meliador spends the three gems of Light he just regained, plus one to increase his chances of success. The results of both dice indicate 6 and 6. The Morbid Angel is dispersed in blinding light. As for the perfidious Gorgon, she persists in wanting to divert her opponent's attention and exhaust his gem reserve. Calling upon infernal powers, she summons the power of the Arrows of Hecate, without resorting to additional gems. The total of her Power rating and the D6 indicates 11: a volley of flaming missiles heads towards Meliador. The Magician attempts to counter the spell. He spends his last gem of Air and does a simple Power Roll: 12! With a precise gesture, he draws an ideogram in front of him, stopping the howling darts before they can hit him. During the Mana Recovery Roll, Meliador obtains 3 gems of Light and 2 of Air. The Gorgon gains 5 gems of Darkness.

### third round

Meliador forebodes that the Gorgon will attempt to plunge him into Eternal Torpor. He wants to escape the creature's glare. But before that, he attempts to unleash the Light's fury. The Storm of Light that he previously invoked is indeed still active.

Meliador spends two gems of Light to make a bolt of lightning hit the Gorgon. Not wishing to risk a Wound, the creature immediately spends two gems of Darkness and automatically absorbs the spell. A veil of Darkness sucks up the bolt of Light... the forces oppose and then cancel each other out without a sound. Meliador acts before the Gorgon. He uses his last two gems of Air and one gem of Light to summon a Carrying Wind. The Gorgon's strategy is fruitless; the Lion Adept will not meet her deadly gaze this round.

The Necromancer dedicates 5 gems of Darkness to summon a new Morbid Angel. Another winged silhouette appears from a portal. The two opponents gauge each other. The Confrontation has only begun...

On the Battleground, magic energies, silent immaterial tornadoes, whirl around both Magicians. In the Gorgon's hand, the black gems radiate a macabre glow. And the Necromancer's eager glare is an omen of desolation. Meliador knows that look only too well and is aware that he must now win or die...

# Incarnation

Have you ever dreamt of seeing your characters evolve ? Of seeing them progress with the experience gained battle after battle ?

By playing **INCARNATION**, you bring new "life" to your heroes and add a new dimension to your confrontations. You'll see them progress, become more powerful, and maybe one day become legends which will forever mark the history of Aarklash. **INCARNATION** will let your Characters gain experience. This unique knowledge is represented by Experience cards, which are added to the figurine's Reference cards. To obtain this knowledge, your warriors must prove their courage and tenacity by accomplishing tasks worthy of their rank or by surviving a great number of battles.

## Creating a hero

To be able to make the most of **INCARNATION** you must first choose a **Hero**. This will be the main warrior in your confrontations, the one chosen by destiny to know glory. This Hero must be a Character.

You can also create a new Hero by giving the Incarnation competence described at the end of this booklet to a non-Character figurine.

Please note : An Incarnated figurine that usually has an effect on other Characters cannot himself benefit from this effect. For example, an Incarnated Bard of Alahan cannot himself benefit from his ability to let a die be rolled again each round.

## Experience points

One of the peculiar features of **INCARNATION** is the use of experience points. Gained on the Battleground, they influence your Hero's future. With these he can acquire new knowledge, pay for various services and maybe even push back the fatal Kiss of Death.

The more your Hero participates in confrontations, the more his knowledge will grow. While accumulating experience points he will attract the gods of Aarklash's attention. Maybe even their esteem, who knows?

As your Hero evolves and takes advantage of his potential, the entertainment he provides for the gods will slowly be replaced by concern, as they hate seeing one of their creations escape their control.

Only a Hero may have experience points, which he can use in many ways. In the Adventure mode, which is described in detail further on in this booklet, the Hero may spend them to give his Allies or Mentor an advantage.

If the Hero is still alive at the end of a Confrontation in which he participated, calculate the experience points he has earned using the table at the end of this booklet. His gains and losses are added up, but can never drop below zero.

Experience points can also be used for Resurrections. Every time your Hero comes back to life, his experience points will diminish and may reach zero, in which case the gods will have forgotten him and he will not be able to come back to life again. Resurrection is described further on in this booklet.

Often experience points can be used to modify the outcome of a roll of the dice. These points must be spent before rolling the die or dice.

Any spent experience points are permanently lost.

## The Experience cards

These cards represent knowledge or a technique that a Hero can gain in two ways :

- **On the battlefield** : by playing Experience cards and meeting the conditions described on the cards during the Confrontation.
- **Through apprenticeship** : by spending experience points previously earned.

All necessary information can be found on the card itself :

The **Conditions** indicate the Characteristics or Abilities that a warrior must possess to be able to gain a particular knowledge.

The **Exploit** describes a heroic deed. If it is accomplished by one of your Characters you can immediately attribute this card to him. He can thus use this card during his next Confrontation.

The **Effect** describes the advantages an Experience card brings when it is played.

**Army Points** / **A.P.** represent the value of a card when it is acquired by a warrior. The **cost in experience points** is equal to this amount.

**Recovery** makes known if the warrior still masters this technique after a Resurrection.

## Staking Experience cards

At the end of the Approach you can place up to three Experience cards face down in front of you. They are not assigned to any specific fighter, but represent the Exploits that your warriors must try to accomplish during a Confrontation. Make sure that some of your warriors meet the conditions noted on the Experience cards, or else they may not be allowed to gain this experience.

You may stake several identical cards, if you have multiple copies of the same card.

In Adventure mode the number of cards that can be staked is determined by the Act you are in.

Only a Character can acquire and profit from Experience cards if the following three conditions are met:

- The Experience card is one of those staked after the Approach.
- The Character meets the conditions described on the Experience card.
- The Experience card is uncovered right after the Character has completed the Exploit.

If one of your Characters completes the Exploit but you do not wish to allocate this card to him, do not uncover it. You don't even have to let your adversary know that you have completed an Exploit.

## Buying Experience cards

Between two Confrontations a Hero has the possibility of acquiring new knowledge by learning or training. By spending experience points he can buy an Experience card. Its cost is equal to the amount of A.P. noted on the card. As soon as the experience points are spent, the Hero benefits from the advantages and limitations of this card.

All spent experience points are lost. It is not possible to "sell" a card that one has acquired.

A Hero may only acquire a specific Experience card once, unless stated otherwise on the card.

On the other hand he may use experience points to buy an Experience card he had previously acquired on the battlefield. The staked card is considered lost and replaced by the one paid for with experience points.

## Using Experience cards

During all following Confrontations your fighters will be able to use the techniques they have learnt. But this knowledge has its price and they will have to pay the cost of the card in A.P. before each Confrontation.

The cost varies depending on how the Hero acquired the card:

- If he won it on the battlefield, he must pay the normal cost in A.P.
- If he earned it through apprenticeship, it only costs him half its value in A.P.



# Incarnation

## Resurrection

Unfortunately it can happen that on the paths of glory the Hero has an encounter with death. Yet some mysteriously return to life and continue their quest, not knowing what has happened to them.

Resurrection is not risk free, especially for Characters' memories. They can thus forget some parts of their lives.

At the end of a Confrontation in which your Hero was KILLED OUTRIGHT, you may attempt to bring him back to life. If your Hero has left the Battleground, then Resurrection is not necessary.

Resurrection is done in several steps.

Heroes are brought back to life by the gods of Aarklash. Unfortunately they often get bored with their toys ! Roll 2 D6. If the result is strictly lower than the number of times the Hero has already been resurrected, then the gods have abandoned him. He will rest in peace, far from the gods and their cruel games. A double 1 is an automatic failure of this test.

If your Hero passes this test successfully, then he may pay his return to life in experience points.

When in a normal, non-Adventure Confrontation, roll a D6. The result is the amount of experience points the Resurrection costs.

When in Adventure mode, the number following "Victory" on the played Act card is the amount of experience points you must pay to be resurrected.

Be it in Incarnation or Adventure mode, if your Hero was KILLED OUTRIGHT by a Character figurine, then the amount of experience points needed for Resurrection is multiplied by 1.5.

**If he doesn't have the experience points needed, then the Resurrection automatically fails.**

You must then take a Recovery test for each of the Experience cards the Character owns. Roll a D6 for each card. If the result is more than or equal to the number following "Recovery" on the Experience card, then the card is kept by the Character. If not, then the card is lost. This card may later be staked or bought again.

You may modify this roll by spending experience points. Each point spent brings a +1 bonus to your die roll. But a natural 1 remains an automatic failure.

In Adventure mode resurrecting an Ally or your Mentor is different. To bring them back to life, roll a D6. The result must be higher than or equal to the number following "Victory" on the card of the Act played.

To help an Ally or Mentor come back to life, the Hero may spend 1 or more experience points. Each point spent adds a +1 bonus to the die roll. A natural 1 remains an automatic failure.

The Mentor and the Allies must then take a Recovery test for each of their Experience cards so as not to lose them. For this test the Hero may not use experience points to add a bonus.

## Truce

Between two Confrontations, your Hero can heal his wounds, and may also learn new techniques or acquire various objects. Spending of experience points must be done right after the end of the Hero's Confrontation.

Healing is automatic, but any purchases made cost the Hero experience points.

He may:

Buy an Experience card. A hero may only buy one per Truce.

Buy objects or services. A Hero may only buy three objects and one service per Truce.

You will find lists of objects and services in our future supplements.

## Truce in Adventure mode

In Adventure mode Truce is a time of resting and learning for your Hero. During this period it is your Opponent's turn to let his Adventurer play an Act and your turn to be the Shadow player. These terms are explained further on in the pages about the Adventure mode.

The Adventurer may spend an amount of experience points equal to twice the cost in A.P. of an

Experience card to buy these for his Mentor or Ally. They may only acquire one Experience card each per Truce.

## Adventure Mode

**Incarnation** allows you to let your Hero evolve. In Adventure mode he can go on great quests and rediscover forgotten secrets. Throughout a long and hard journey your Hero will seek out his Shadow, the enemy he will have to confront, to finally reach the ultimate goal of his trek: the Elixir.

A Hero attempting such a challenge is called an **Adventurer**. He has the same capacities as any other Hero. All the rules described in this booklet stay valid unless otherwise noted on a card.

For clarity's sake, the player whose Hero is going on an Adventure will be called the **Adventurer player**, and his opponent will be called the **Shadow player**.

## Before going on an Adventure

The first step in the Adventure mode is one of the most important of the game. You will have to create your Adventurer, his Mentor and the Shadow, the relentless enemy stalking your Hero, played by your opponent.

The **Adventurer** must be a Character. He can be any existing Character or any warrior whom you have given the Incarnation Ability described at the end of this booklet. A Mercenary or Stateless

Adventurer must choose a people he is bound to before the start of the Adventure.

The Adventurer's **Mentor** is both his master and his guide during the Adventure. He must come from the same people as the Adventurer and his Rank must be equal or superior to the Adventurer's.

An Adventurer may choose not to have a Mentor. In this case he will not be granted a Supernatural Gift, but at the end of Act I the experience points gained during this Act will be doubled.

The **Shadow** is a terrifying opponent chosen by the gods to defy the Adventurer. He represents his biggest fear but also his greatest challenge. As he advances in his quest, the Adventurer unavoidably gets closer to their final encounter.

The **Supernatural Gift** is the first form of help given by the Mentor. The Adventurer will only receive one Supernatural Gift in his lifetime. Even if he goes on another Adventure, he will not be given another Supernatural Gift.

The **Elixir** is the goal of the Adventurer's quest. It represents the ultimate reward after a long search and tiring journey. The Elixir can be an Artefact or an Ability held by the Shadow.

**Allies** are Characters that accompany the Adventurer. They live their own lives independently of the Adventurer's quest, but their destinies meet for the duration of the Adventure. Their numbers vary according to the Act being played, and can be modified by Experience cards or during Truce. They must be of the same people as the Adventurer or of an allied people.

**Followers** are warriors that accompany the Adventurer and his Allies during the Adventure. A Follower cannot be a Character

# Incarnation

and must be of the same people as the Adventurer he accompanies.

Before going on an Adventure, you and your opponent must create your Adventurers and their respective Shadows.

First each chooses an **Adventurer**, then a **Mentor** if you decide to have one.

Then select a **Supernatural Gift** for your Adventurer if you have chosen to have a Mentor. This can be an Artefact, an Experience card or a spell of which the Intensity is more than 1. In this case the Supernatural Gift will only cost half its normal value in A.P.

Because the Supernatural Gift is offered by the Mentor, it is he that must meet the conditions needed for its use. The Mentor can only transmit objects having a specific card **with a cost in A.P.** as a Supernatural Gift. Don't forget that a Character without Power cannot cast spells, just as a Water Initiate cannot throw Fireballs!

Now choose the **Shadow** that will be opposed to your partner's Adventurer. The Shadow's global cost must not be more than twice that of the Adventurer. The Shadow may have two Experience cards and an Artefact card, which are not added to his total cost. Make sure he meets the Conditions on all of these cards. The Shadow can only be deployed during Act III.

Choose an **Elixir**, which will be associated to your Adventurer. If this Elixir is an Artefact card, it is given to the Shadow. He will keep it and can use it as long as the Adventurer hasn't vanquished him.

Make sure the Adventurer meets all the Conditions to use this card. The Shadow doesn't have to meet the Elixir's conditions.

If the Elixir is an Ability, it must be chosen among those held by the Shadow. Only Abilities found in the **CONFRONTATION** booklet may be selected. The Additional Limb, Colossal, Enormous, Gigantic, Living-dead and War-horse Abilities may not be chosen as an Elixir.

And last but not least, you may select spells and artefacts for your Adventurer and his Mentor. Don't forget that the maximum number of artefacts and spells that a Character can possess is determined by his Rank. See the **INCANTATION** booklet for details.

The Supernatural Gift and the artefacts that your Adventurer might recover are not restricted by his Rank. They don't either count in this calculation.

## The scenario cards

**INCARNATION** uses a series of cards called scenario cards. They represent the different Acts that make up the Adventurer's quest. Through these you will learn more about the relationship between the world of Aarklash and your Adventurer's life.

The scenario cards are presented in three different forms, each of them symbolising an episode of the Adventure.

The following elements are shared by the three types of cards.

The **Act** is used only in Adventure mode. It represents the progress your Adventurer makes in his quest. Whatever the outcome of the battle, the Act can always let your Adventurer gain experience in the form of staked cards or experience points. The only condition being that he remains alive...

The **History** presents the lands, the situation and the events surrounding the Adventure. Sometimes it is linked to a specific Character, in which case this one must be present during the Confrontation.

The **Objective** represents the mission you have been given. It is the acme of the Act. Only by reaching the Objective can the Adventurer go on to the next Act.

Once a game is done, apply the effects of **Victory** if you have reached your Objective. The number following the Victory indicator is the amount of experience points needed for the Adventurer to resurrect if needed.

If the Objective is not reached, apply the effects of **Defeat** at the end of the confrontation.

The **Duration** indicator is the maximum number of rounds you may play to reach your Objective.

In order to ensure the compatibility with the Adventure cards of a previous version, add 3 to the number of rounds indicated on the card to determine the Act's Duration.

The Confrontation ends immediately once the set Duration has been surpassed.

**Deployment** indicates the zone in which the Adventurer player sets up his troops during the Approach.

The various types of Deployment are described below.

The number of **Army Points** / **A.P.** represents the maximum value of each player's army. As usual, you are free to adapt the number of A.P. to the format of your games.

## Deployment

We suggest you use a 100 x 60 cm game surface, called the Battleground. You can create a landscape in any way you like.

## A new approach

There are six types of Deployment in Incarnation :

**Battle** : deploy your fighters in your half of the Battleground.

**Hunt** : deploy your troops all over the Battleground, but your fighters must be separated from each other by their normal Movement distance.

**Outflanking / Overwhelmed** : place your troops in your half of the Battleground and less than 10 cm from the lateral edges of the Battleground.

**Defence** : your fighters are deployed in a straight line in your half of the Battleground with less than 5 cm between each one. If you have figurines left, make another line less than 10 cm behind the first one.

**Entrenchment** : your troops must be deployed in your half of the Battleground more than 20 cm from the centre and more than 10 cm from the lateral edges of the Battleground.

**Siege** : your fighters may be deployed anywhere on the Battleground outside of your adversary's imaginary Entrenchment.

The Adventurer player must use the Deployment indicated on the Scenario Card.

The Shadow player uses the Battle deployment unless instructed otherwise.

## The steps of the game

Only one of the two players may let his Adventurer play an Act in the Adventure mode. For greater enjoyment, we suggest you and your partners take turns in playing the Adventurer and the Shadow.

If he wishes to, the Shadow player may use his Adventurer during his opponent's Act. In this case he can stake an Experience card and gain experience points in the usual manner.

# Incarnation

If this Adventurer is killed, his Resurrection cost is determined by the Act being played.

To start, the Adventurer player reveals the Act that will be played. Then each player determines his army list according to the amount of A.P. given in the scenario, using the method described in CONFRONTATION.

All players controlling an Adventurer present on the Battleground may stake Experience cards. These must be placed face down. These cards serve as stakes and may be won during the game.

If the Act's conditions of Victory are met, the Adventurer and his troops retreat to heal their wounds and to relish their success. During this break the Adventurer may spend experience points and the Shadow player takes his turn playing the Adventurer.

If the Act's conditions of Victory are not met, but the Adventurer is still alive, only apply the effects of Defeat explained on the card of the Act played.

If the Act's conditions of Victory are not met and the Adventurer has been killed, you may try to bring him back to life (see the section on Resurrection).

And last but not least, the Shadow player selects an advantage in the list below. These apply during the next game in which his Adventurer is present.

The Adventurer gains +1 in Courage / Fear until the end of the Confrontation. This bonus cannot be transferred by Leadership.

The Adventurer gains +1 in Discipline until the end of the Confrontation. This advantage cannot be used by a Living-dead Adventurer.

The Adventurer is allowed to stake an additional Experience card.

The Adventurer wins an additional 10% of experience points.

If the Adventurer is a Magician or a Warrior-Mage, then he may attempt a Mana Recovery Roll during the Approach of the next Act played.

The Adventurer gets a +1 bonus at his next Resurrection test. This bonus may be chosen more than once and is accumulative. It only falls to zero once a Resurrection test is successful. Example : a player having played the part of the Shadow player 8 times and having chosen this advantage each time will make his next Resurrection test with  $2D6 + 8$ . After his Resurrection this bonus drops to zero.

## Act I

The first scenario of an Adventure is always an Act I. The Adventurer faces a new quest or has just started his trek. If the Adventurer is alive and victorious at the end of Act I, you may continue his quest in Act II.

### Allies and Mentors

During Act I, the Adventurer may be accompanied by his Mentor if you wish, but he may not have other Allies at this point in the Adventure.

### Followers

Only the Adventurer may be accompanied by Followers within the limits of the A.P. granted for this Act.

### Experience

You may stake only one Experience card during the first Act of the Adventure. However, there is no limit on the recovery of experience points.

### Outcome

#### Fatality

If your Adventurer dies during Act I, his Resurrection will cost him at least 3 experience points. This amount is subject to the usual modifiers. If he doesn't have the points needed, the

Adventurer cannot be brought back to life. The gods not having noticed him, he doesn't benefit from their clemency yet !

#### Possible consequences

If your Adventurer survives but hasn't reached his Objective, apply the effects of Defeat. Unless noted otherwise, he will have to play an Act I again until he succeeds.

If your Adventurer survives and accomplishes his Objective, apply the effects of Victory. During the next Confrontation he will choose an Act II scenario. The Adventurer is now completely submerged in the Adventure, and only death or success will get him out of it.

## Act II

The second part of the Adventure is made up of a variable number of Act II scenarios. These are trials that the Adventurer will have to pass. You may play as many Act II scenarios as you wish. The reward for Victory will always be equal to the scenario's difficulty, as long as your Adventurer stays alive...

This Act lets the Adventurer gain the experience necessary for him to triumph over his Shadow.

### Allies

You may have as many Allies as you wish during an Act II.

### Followers

The Adventurer, his Mentor and his Allies may have their own Followers.

### Experience

You may stake up to three Experience cards during an Act II.

### Outcome

#### Fatality

If your Adventurer is dead at the end of the Confrontation, his Resurrection will cost the amount of experience points equal to the number following the Victory indicator on the card of the Act played. This amount may be modified depending on the circumstances in which the Adventurer died.

If the Adventurer can't pay the amount, he can't be brought back to life. Never will he meet his Shadow.

#### Possible consequences

The same Act II may not be played twice in a row, whether the Adventurer has succeeded or not. But it may be played again at a later time.

For an Adventurer to move on to Act III, the player must announce his wish to do so before deployment in an Act II scenario, and he must then succeed in this Act. This announcement is made after the Approach phase. Some Adventures follow a logical order, so don't skip any steps !

## Act III

Act III is the most dangerous part of the Adventure. All the experience that the Adventurer has gained during Act I and then Act II will be needed for him to be triumphant : he will finally meet his Shadow, menacing and invincible. The Supernatural Gift is starting to fade. It is most likely that it will have disappeared altogether by the end of this encounter...

### Allies and Mentor

Only his closest of friends may follow the Adventurer in this ultimate trial : his Mentor, who only will cost half of his global value, and another Ally at his usual cost in A.P.

### Followers

The Adventurer, his Mentor, and his Ally may have their own Followers.

# Incarnation

## The Shadow

Your opponent must add the Shadow to his own troops. It doesn't cost him any A.P. Your Adventurer will finally see the face of the terrifying adversary the gods have placed in his path.

## Experience

You may stake up to three Experience cards, plus one per additional Character (not counting your Adventurer) in your army.

## The struggle against the Shadow

Act III can only succeed if the Adventurer kills his Shadow himself. If the Shadow is killed by anyone else, then the Act is automatically a failure. The Adventurer still gains the experience points or the Experience cards won during this Confrontation. Apply the effects of Defeat.

## Outcome

### Fatality

If the Adventurer fails facing his Shadow and dies, but is able to pay the cost of Resurrection, then he returns to Act II.

If the Adventurer loses an Experience card during a Recovery test, then the Shadow automatically wins it and may use it. In case of multiple losses, randomly determine which card the Shadow wins.

### Possible consequences

If Act III is a success, the Supernatural Gift is lost. The Adventurer takes possession of the Elixir that he has so desired, and can start a new quest... or retire.

If the Adventurer and his Shadow are still alive at the end of Act III, then the Hero returns to Act II. Yet the Adventure is far from over ! His Shadow will be ready for the next time they meet. The Adventurer doesn't lose his Supernatural Gift and his Shadow earns an extra Experience card chosen by the Shadow player.

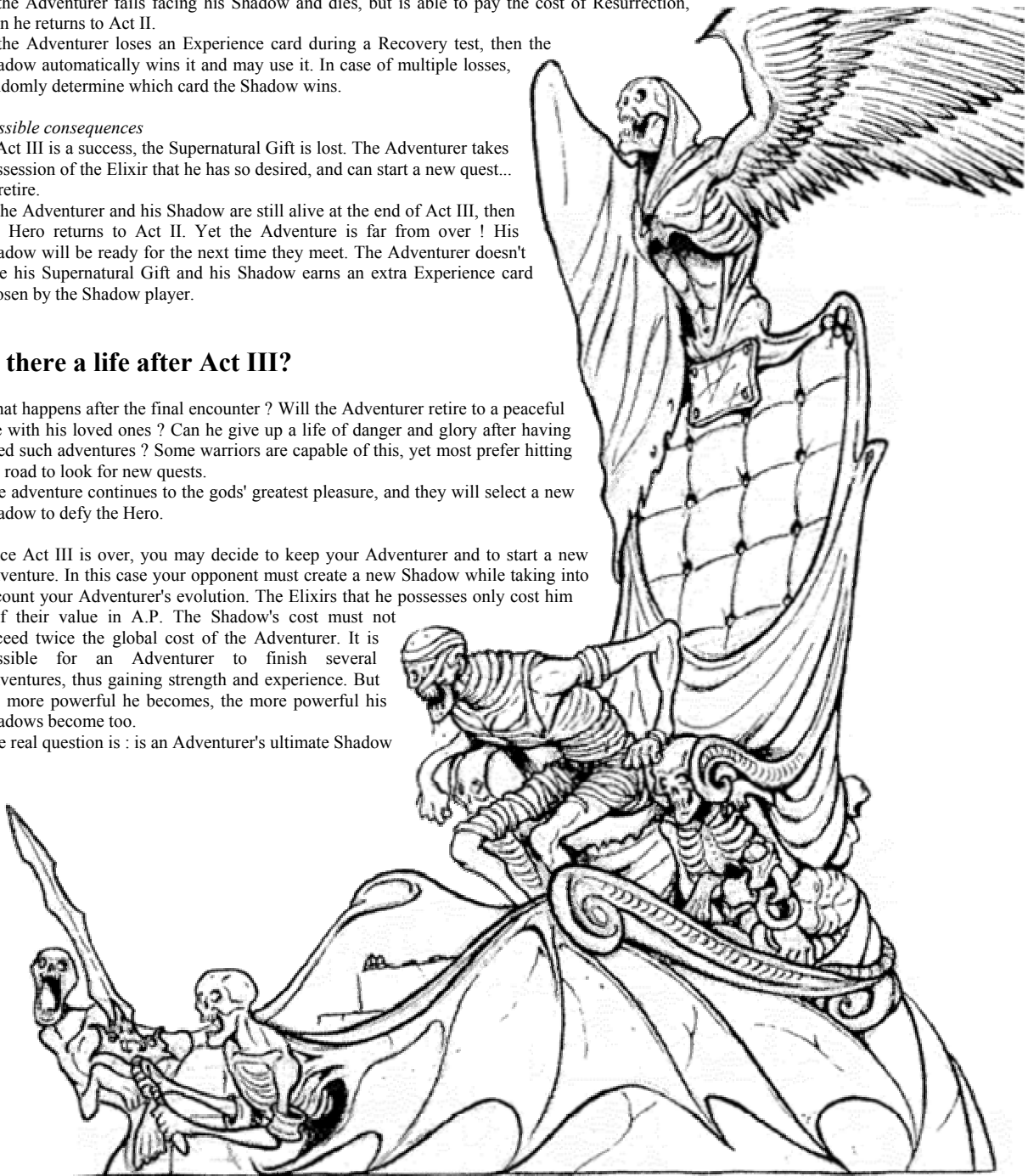
## Is there a life after Act III?

What happens after the final encounter ? Will the Adventurer retire to a peaceful life with his loved ones ? Can he give up a life of danger and glory after having lived such adventures ? Some warriors are capable of this, yet most prefer hitting the road to look for new quests.

The adventure continues to the gods' greatest pleasure, and they will select a new Shadow to defy the Hero.

Once Act III is over, you may decide to keep your Adventurer and to start a new Adventure. In this case your opponent must create a new Shadow while taking into account your Adventurer's evolution. The Elixirs that he possesses only cost him half their value in A.P. The Shadow's cost must not exceed twice the global cost of the Adventurer. It is possible for an Adventurer to finish several Adventures, thus gaining strength and experience. But the more powerful he becomes, the more powerful his Shadows become too.

The real question is : is an Adventurer's ultimate Shadow




# Divination

## The Miracle cards

The DIVINATION figurines have several types of cards. As in CONFRONTATION, their characteristics and their Abilities are described on their Reference cards.


The other cards are Miracle cards. If one of these fighters has one or more magic artefacts, then each one of them is described on a separate card.

Figurines that have the Spiral of Faith  on their Reference card are called FAITHFUL.

## Description of the miracles' characteristics

**ASPECTS** : the aspects symbolise the action taken by the divinity to make the miracle happen. The Aspects are represented by three numerals around the Spiral of Faith.

- **Creation**, above the Spiral, pulls an element from nothing to make it appear on Aarklash.
- **Alteration**, to the left of the Spiral, more or less profoundly modifies the Faithful's environment.
- **Destruction**, beneath the Spiral, sends a fragment of Aarklash to oblivion.

Each Aspect present on a Miracle card is accompanied by a number representing the degree of initiation needed by the Faithful in order for this miracle to happen through him. A god cannot make great miracles happen through a Faithful having low levels in the Aspects ! The level of mastery of the three Aspects is indicated on the Faithful's Reference card around the Spiral of Faith . The higher a Faithful's Aspect levels, the closer the Faithful is to his divinity.

**CULT** : there are many gods on Aarklash and all do not rule the same aspects of Creation. Each people has its own Cult. Some miracles are shared by several Cults, others come from the Universal Cult and can thus be adopted by all peoples.

**DIFFICULTY** : the Difficulty represents the degree of communion needed to complete the miracle. The higher the Difficulty, the more the Faithful's god will be capricious or unwilling to answer his servant's prayers. The power of the gods is very limited on Aarklash, and a too sudden intervention might bring the Faithful bad luck.

To allow the miracle to happen, the Faithful must equal or surpass the given Difficulty on a **Divination Roll**, meaning the sum of the result on a D6 and his Temporary Faith rating. Temporary Faith is explained in the chapter on the rules of Faith. Some miracles have a free Difficulty : in this case the Faithful sets the Difficulty before starting his prayers.

**AREA OF EFFECT** : most miracles have a defined field of action, represented by the Area of effect. It can range from a fighter to a given area or even to the whole battlefield.


**RANGE** : the Range indicates the maximum distance that can separate the Faithful from the miracle's target. It is expressed in centimetres. The Range can sometimes be limited to the Faithful or a fighter in base-to-base contact with him. The most powerful miracles have an unlimited Range !

**DURATION** : though the gods may be eternal, the miracles that they produce are not. The Duration represents the lapse of time during which the miracle's effects apply.

**DESCRIPTION** : in the miracle's description you will find all indications concerning it and its effects on the game. A miracle is a manifestation of divine power, so do not underestimate it...

**SPECIAL** : some miracle's are the secret of a Faithful or of a defined class of Faithful. Others need certain conditions to be met in order to happen. In any case the rules explained in the

Special section of the miracle take precedence over the normal rules.

**FERVOUR**  : completing a miracle, especially in the middle of a battlefield, is a physical as well as spiritual feat. Fervour indicates the number of points of Temporary Faith consumed by the Faithful to Call the miracle. You will find more information on Temporary Faith in the chapter on it.

**ARMY POINTS / A.P.** : just like the various fighters and artefacts, miracles also have a value in Army Points that is added to the Faithful's overall value. The Faithful may choose to use all or a part of the miracles to which he has access, or to select others than the ones he is supplied with.

While the four Elements and the two Principles of Magic influence the existence of all Creation, the will of the gods rules the fate of all beings that are part of it. No profane being can say how many gods there are watching over Aarklash. Some divinities seem identical from one people to the other yet still confront in merciless struggles. The real stakes of these celestial and infernal wars are sometimes absurd and inexplicable. But those that have travelled to the four corners of Aarklash know that appearances are deceptive !

## mysteries of old

The Mage Kyllion the Elder has once proposed a most observant theory, which was later confirmed by the Shaman Enoch the Elementalists thanks to his Mask of Contemplation. Legend has it that in very ancient times the gods walked among men. Some had created prosperous kingdoms, others ruled with terror and blood : these divine protectorates were known as Empires of Eternity. A dreadful war between Good and Evil broke out... The gods' powers were so great that their struggles threatened the balance of Creation. Then a great cataclysm destroyed the world as it was. The Empires of Eternity were wiped from the surface of Aarklash, but the gods could not die : their power was too great... They were forced into exile by a "superior entity" and each one of them reconstructed his own territory at the confines of reality. The name of this supra-divine entity is never mentioned.

Yet Kyllion found its only known representation engraved at the top of a monolith standing on a minuscule island off the coast of Akkylannie. The few men that had survived the gods' madness found themselves left to their own in a world to be rebuilt. So that they wouldn't be tempted to build their own Empires of Eternity, the "superior power" created a scourge so horrible that it would kill the gods if they came back to Aarklash : Time. But that was without counting on the gods' malice. Though they couldn't walk the ground of Creation, their incredible powers could brave the ban by showing themselves through the will of their most devout servants. Man was mortal, but faith could be transmitted from father to son and thus last through time. In this way the gods continued their war through the intermediary of their Faithful. The common basis of the legends ends here. But as Kyllion and then Enoch had pointed out, a major historical fact contradicts this theory.

When the Barony of Acheron rose up against the kingdom of Alahan, three gods manifested themselves physically : Salaüel, the Lord of Darkness, and two of his children : Belial, the Prince of the Abyss, and Dhalilia, the Queen of Vice.

One of them remained on Aarklash, thus negating the ancient ban. He appears "when the fury of battle is at its peak and the earth is soaked with the blood of the dead" : Belial.

Trys the Divine, queen of Alahan and member of the Council of the Chimera, has justly brought to attention that it is since this dark period that war has slowly been taking over Aarklash. The rise of the Barony of Acheron, the Empire of Dirz, and the Sisterhood of Ashinân has happened within less than a century in three different places. A coincidence or a bad omen ?

# Divination

## The protectors of the Faith

The Faithful generally inspire a kind of respect mixed with fear in the common of mortals, for they are the keepers of their brothers' souls. By offering their lives to their god, they have earned his protection. Even Magicians, individuals that master the occult forces, keep their distance from the protectors of the faith... A Magician is always able to estimate the power of the Elements. Against a Faithful he is disarmed : the power of the gods is universal and unlimited.

The Faithful are often Characters : they distinguish themselves from the other fighters, for they have a name of their own. For the rules concerning Characters, see the CONFRONTATION rule booklet. Like Magicians, they cannot use the Counter-Attack.

Some Faithful differ from their peers, for their devotion is a weapon in the battle that they have chosen to lead. These fighters of the faith are known as **Warrior-Monks**. Warrior-Monks are not necessarily Characters, but they can use the *Counter-Attack*. You will find rules specific to Warrior-Monks among the new Abilities at the end of this booklet.

The Faithful and Warrior-Monks have an additional characteristic : Faith ✨. Three numerals around the Spiral of Faith represent the degree of the Faithful's understanding of his divinity's three Aspects. The number at the top of the Spiral corresponds to Creation. The one to its left symbolises Alteration. And the last one, beneath the Spiral, represents Destruction.

The higher the number corresponding to an Aspect, the more the Faithful is aware of his god's powers in the concerned domain. A Faithful's Aspect levels condition the type of miracles that his god can complete through him.

Among the Faithful's Abilities are the name of the Cult he belongs to and his **Aura of Faith**. The latter's value is expressed in centimetres and indicates the Faithful's zone of influence.

*Example : Xherus the Visionary, Goblin Faithful, has the Faithful of Rat / 7.5 Ability. His Aura of Faith has a radius of 7.5 cm around him.*

*His Aspects are 1 in Creation, 2 in Alteration, and 0 in Destruction. Xherus thus has access to miracles needing the Aspects Creation 1 and / or Alteration 2. His Destruction level is too weak for him to choose miracles of Destruction.*

The values associated with the Aspects can only be modified by effects that explicitly target them. Effects that affect all characteristics, such as the Mutagenic Ability for example, have no influence on the Faithful's Aspects.

The Faithful's Rank indicates his level of belief.

The **Devout** are often sent to the front line to support the spiritual force of the fighters. The **Zealots**, more open to the mysteries of faith, begin to see the true reasons for their deity's interventions. And finally the **Deans**, who have been chosen to be their divinity's voice and eyes : in them lies the power to open the seven celestial and infernal gates on Aarklash.

A rumour coming from the desert of Syharhalna tells of a fourth level of belief in which the Faithful embodies his god, body and soul. Despite the amused denials by the various Cults of Aarklash, this disquieting legend has found an echo among the Daikinee Elves, the Wolfen, and of course the Acheronians. Which sane individual would see some truth in such assumptions ? Could there really be a fourth Aspect ?

## The cults of Aarklash

There are numerous gods who each look at Aarklash with a different view : indulgence, hate, amusement... yet always with a certain desire. Every civilisation of Aarklash worships a particular pantheon.

Three Paths without real essence seem to regroup these deities. The observers of this phenomenon have named them the Meanders of Darkness, the Paths of Destiny, and the Ways of Light.

Some miracles are unique to each one of these three Paths.

### The Ways of Light

The proud Knights of the Kingdom of **Alahan** honour a whole pantheon of versatile gods. Most of them are in the image of justice and honour like the ideals of the Lion. Others work for less noble yet just as important causes.

To the **Griffins of Akkylannie**, Merin's splendour is infinite. Pope Innocent's soldiers follow the fiery god's precepts to the dot. They fight to become part of the Chosen Ones, those that will know the better world that they have been promised after the Age of Rag'Narok.

It is always hard to distinguish the mythical heroes from the true gods in the pantheon of the **Kelts of the Sessairs Clan**. Yet the divinities whose cult is the most steadfast among the tribes of Avagddu are without a doubt Danu and her three daughters the Matrae. However, several other divinities are also honoured with ritual celebrations.

No one knows the gods honoured by the enigmatic **Cynwälls Elves**. The ruins of their temples are thousands of years old and they never seem to discuss religion in the presence of strangers.

### The Meanders of Darkness

The Faithful of **Acheron** differ very much from their counterparts on Aarklash. Their strength is without comparison, for their god Salaüel has sent them his children to help them subjugate the other peoples. These avatars, such as Belial with Horns of Blackness, spread carnage and feed on terror.

They say that Arh-Tolth reigns over the empire of the **Alchemists of Dirz** from the foundations of Shamir, the alchemic tower. No one claims to have met him, but they whisper that just seeing his face makes one go mad... which would explain his Faithful's strange behaviour.

Scaëlin, the high priestess of the **Akkyshan Elves**, is the eye and the voice of Liliith, the goddess of Blackness. Her daughters, gifted with powers that defy imagination, are her armed hands. Woe to the male that gets close to them, for he would be consumed by the unfathomable anger that inhabits them.

Coming from the same people as the Sessairs, the **Kelts of the Drune Clan** recognise the existence of their old brethren's divinities. However, they don't worship any of them. Worse, they have an unlimited hatred for them... The Drones only claim a one and unique master : Cernunnos.

The **Dwarves of Mid-Nor** honour a god that no one can represent. Only the first and greatest of them, the Despot, knows the true reasons that push the Possessed to sacrifice the souls of the Living to the god Mid-Nor.

# Divination

## The Paths of Destiny

At the heart of the forest of Quithayran live creatures made of dreams and of power : the Fayes. These incarnations of nature's vitality are sacred to the **Daikinee Elves**, for they incarnate the soul of their people. Believing in them is believing in Eternity...

The ways of Jackal are pitiless. The **Orcs** know this and respect those that survive the rigours of Bran-Ô-Kor. Jackal is within every one of his sons, he is their earth and their homeland : to invade Bran-Ô-Kor is to attack all of the Orcs.

The **Wolfen** give tribute to their mother Yllia, the moon. Their savage hunts take place under her benevolent protection, and bloody rituals follow their victories.

Brutal, generous, extreme : such are the gods of the **Dwarves of Tir-Nâ-Bor**. Coming from the same family, the Dwarves' divinities have finally managed to reconcile in order to unite faced with a common enemy : their terrifying brother Mid-Nor !

Just like the god Rat, the **Goblins of No-Dan-Kar** can never be completely wiped out. Like Rat, the Goblins uncover the best-kept secrets. Like Rat, the Goblins are sly... And like Rat, the Goblins bite hard. Real hard...

No **Devourer of Vile-Tis** would ever accept to subjugate himself to any god. The sombre Wolfen only honour the teachings of the Beast and deny the power of all other divinities. In their presence all faith wavers...

## Calling on one's god

When building his army, the player chooses which miracles he will give to his various Faithful. Each Faithful must have his own miracles. During a Confrontation, two Faithful cannot trade their Miracle cards, though they may both have identical ones.

A miracle coming from a given Cult can be used by all the Faithful of the concerned Cult and only by them. There are two particular cases of this rule :

- A miracle dedicated to **one of the Alliances** – Meanders of Darkness, Ways of Light, Paths of Destiny – can be used by all the Faithful of the indicated Alliance.

- A miracle of the **Universal Cult** can be used by all the Faithful without exception.

A Faithful's Aspect levels must also be higher or equal to those required by the miracles that he wishes to acquire before the battle. A god cannot manifest himself through a Faithful that can't understand him !

*Example : the Priestess of Steel, who has the Faithful of Merin / 10 Ability, may decide to take miracles of the Cult of Merin, the Ways of Light, and the Universal Cult.*

*Her Aspects are : Creation 0, Alteration 2, and Destruction 1. None of her miracles can have a level higher than 2 in Alteration and 1 in Destruction, or have any level at all in Creation.*

There is no limit to the number of miracles a Faithful may have. Miracles and artefacts have a cost in A.P. that is added to the Faithful's total cost.

Please note ! **A Faithful can only use a given miracle once per round no matter which it is and if it succeeds or fails.**

Calling on one's god requires fervour, concentration, and application. During a same round it is impossible for a Faithful to Call a miracle and to :

- fire
- make a Physical Feat
- move a distance greater than his Movement rating.

Miracles, Abilities, artefacts and Experience cards affecting Movement are not concerned by this last point, nor are Faithful Warrior-Monks.

**Faithful that wish to call on their god can do so during the Divination phase that takes place after the Movement phase and before the Firing phase.** The one with the highest Discipline rating starts first, followed by the one with the second highest one, and so on. Any bonuses to the Discipline rating, such as Abilities or supernatural effects, apply normally.

If several Faithful in the same camp have the same Discipline rating, then the player controlling them decides in which order their miracles are carried out. If Faithful in opposing camps have the same Discipline rating, then the player having won the Tactical Roll acts first. See the CONFRONTATION booklet for the rules of the Tactical Roll.

Creatures that don't have a Discipline rating are considered to have a non-modifiable Discipline of 0. In order to carry out a miracle, the Faithful must see or be in base-to-base contact with its target.

However, a Faithful cannot carry out a miracle if he is in base-to-base contact with an enemy or if he has suffered a Damage Roll since the beginning of the round. Warrior-Monks are not concerned by this rule.

## Temporary Faith

To Call a miracle, the Faithful needs the faith of those that surround him. Without collective faith the god cannot intervene.

In game terms, the Faithful's conviction in his prayers is represented by his **Temporary Faith / T.F.** rating. This is directly linked to the Faithful's Rank and Aura of Faith printed on his Reference card.

At the beginning of the Divination phase, count the number of befriended figurines of the same people as the Faithful situated **even partially** within his Aura of Faith. The Faithful himself is also included in this total. Only figurines situated at the same altitude level as the Faithful are counted in this total. Adjust the result according to the Faithful's ratio and round it to the higher integer.

RANK	RATIO
Devout	1 point of T.F. for every 3 believers within his Aura of Faith
Zealot	1 point of T.F. for every 2 believers within his Aura of Faith
Dean	1 point of T.F. for every believer within his Aura of Faith

This new result is the amount of the Faithful's Temporary Faith / T.F. points available to him until the next Divination phase. Unused points are lost at the beginning of the next Divination phase. You can place one or more D6 next to the Faithful's figurine to represent his number of Temporary Faith points.

*Example : the Priestess of Steel counts 4 Griffin Spearmen in her Aura of Faith which is of 10 cm. Including the Priestess, there are a total of 5 believers within her Aura of Faith. With her ratio of 1 T.F. point for every 3 believers, she thus gets 2 Temporary Faith points.*

## Calling a miracle

Every Faithful can Call one or more miracles during a Divination phase, starting with the one with the highest Discipline rating.

If a Faithful has the opportunity to Call a miracle during the Incantation phase, compare his Discipline rating with the Magicians' Initiatives to determine the order of the spells' and miracles' resolution.

A Faithful can Call a given miracle only once per round, whatever his Rank and the number of miracles he has. If several Faithful have the same miracle, then it can be Called several times per round, but by a different Faithful each time.

The Faithful can choose not to Call any miracles in a Divination phase.



# Divination

Roll a D6 and add the result to the total amount of the Faithful's Temporary Faith to equal or surpass the Difficulty of the miracle being Called. This roll is called the **Divination Roll**. If the final result is less than the miracle's Difficulty, then the Faithful's god hasn't heard his prayers and the miracle doesn't happen. If the final result is greater than or equal to the miracle's Difficulty, then it happens. Apply the miracle's effects.

**REMINDER** : when making a Divination Roll a natural result of 6 may be rolled again. A result of 1 is always an automatic failure, even after having re-rolled a 6.

Like for an Aim or Incantation Roll, if a Faithful targets a figurine that is at a higher or lower Altitude Level than he is, he suffers a penalty of -2 on the result of his Divination Roll.

Calling a miracle consumes a part of the Faithful's Temporary Faith. Once the Calling of the miracle has been done, be it crowned with success or not, subtract the miracle's Fervour value from the Faithful's amount of Temporary Faith points. The miracle's Fervour value is printed on its card.

If the Faithful still has Temporary Faith points left, he may attempt to Call another miracle. He then uses his new amount of Temporary Faith points to carry out the miracle he wishes to Call.

The Faithful can thus Call miracles as long as he has at least 1 Temporary Faith point left. He may even do so if the miracle's Fervour is greater than the number of T.F. points left. In this case the Faithful's T.F. drops to 0 immediately after the Call.

The remaining T.F. points do not disappear at the end of the round, but only at the beginning of the **following** Divination phase. Some miracles can thus be Called outside of the Divination phase. This possibility is indicated on the miracle's card.

## Applying a miracle's effects

The miracle's target must meet all of the miracle's Calling conditions and must be in the Faithful's line of sight when the miracle is Called. The target must also be within the miracle's Area of effect and Range.

The effects of a successfully Called miracle apply immediately. If a figurine's Resilience falls below 0 due to a miracle's effects, then it is considered KILLED OUTRIGHT and is immediately removed from the game.

## Reinforcing the bond

To increase his chances of success, a Faithful may consume additional Temporary Faith points.

At the moment that the miracle is Called, the Faithful decides how many T.F. points he would like to spend. The Faithful's amount of T.F. points cannot become less than 1 in this way. The points spent are lost.

For each additional T.F. point spent in this way, the Faithful gets an additional D6 for the Divination Roll of the miracle he is Calling. The results of the dice are not added up, but only the one with the highest result is kept for the Divination Roll.

Some miracles allow Temporary Faith points to be invested during or after the Divination Roll to modify its effects. The consequences of these increases are described on the miracle's card.

*Example : Shaka Umruk, Faithful of Jackal, has a total of 3 Temporary Faith points and attempts to Call a miracle whose difficulty is 6. He reinforces the bond with his god by spending 1 T.F. point. His Temporary Faith then becomes 2 but he has one additional die for his Divination Roll. So he rolls 2 dice and must obtain a result of 4 or more in order for his Call to be heard by Jackal.*

## Censure

Very few individuals on Aarklash can oppose themselves to a god's will without being punished. As soon as a miracle has been completed nothing can stop it.

Aware of this, the Faithful very carefully watch their enemy counterparts on the battlefield. When one of them calls on his god, the Faithful only has a few seconds to react. He must then draw from his own devotion to try and neutralise his enemy.

During the Divination phase, after your adversary has announced his intention to Call a miracle with one of his Faithful but before the Divination Roll, you may apply Censure. You only have to spend the Temporary Faith points of one of your Faithful that has the enemy Faithful in his line of sight, even partially. Each T.F. point spent in this way cancels one of the targeted Faithful's T.F. points.

Several Faithful can associate to neutralise their adversary's Faith, the sum of the spent points reducing the Censured Faithful's T.F. points by the same amount.

If a Faithful's level of Temporary Faith is reduced to 0 following Censure, then the miracle he was attempting to Call automatically fails and he cannot Call any others during this Divination phase.

## Special cases

The society of the **Griffins of Akkylannie** is entirely based on the worship of the one and only god Merin. The Faithful of Akkylannie consider a result of 5 as being equal to a 6 on their Divination Rolls. They can thus roll it again if they wish to.

Mid-Nor is a warrior god that holds grudges and is present within every one of his children. The **Dwarf of Mid-Nor** Faithful also consider a result of 5 as being equal to 6 on their Divination Rolls, and can thus roll them again if they wish to.

Creatures that don't have a Discipline rating, such as the Living-dead and Constructs, do not count in a Faithful's amount of Temporary Faith. This rule also applies to elemental beings and Stateless fighters.

Mercenaries can give T.F. points to the Faithful of their people in the normal conditions. Moreover, unlike other Allies, Mercenaries also generate T.F. points for the Faithful of the same Path of Alliance as them.

In case of an exception to this rule, the indications on the card take precedence over the general rules.

## Game example

After the battle of the Min-Dolan Bridge, where the Pretorian Guard's charge smashed the demonic hordes of Mid-Nor to smithereens, the Priestess of Steel received orders to cross the Migol River with a phalanx of Griffin Spearmen in order to hunt down the Despot's servants.

The detachment soon caught up with a small troop of these sinister creatures led by Nerân the Scary.

More than just a simple skirmish, it is the gods themselves that will now confront using their Faithful as proxies.

The Priestess of Steel's Cult is "Merin" and her Aspects are Creation 0 / Alteration 2 / Destruction 1. She has the following miracles : "Burning of the Infidels" (Cult of Merin / Creation 0 / Alteration 0 / Destruction 1) and "Incarnation of Justice" (Cult of the Ways of Light / Creation 0 / Alteration / 2 / Destruction 0).

Nerân the Scary's Cult is "Mid-Nor" and his Aspects are Creation 1 / Alteration 1 / Destruction 1. He has the following miracles : "Enchantment of the Doll" (Cult of Mid-Nor / Creation 0 / Alteration 1 / Destruction 1) and "Summoning of the



# Divination

Reapers” (Cult of Mid-Nor / Creation 0 / Alteration 1 / Destruction 0).

The Priestess of Steel’s Aura of Faith is 10 cm. Six Griffin Spearmen are within this perimeter. Her amount of Temporary Faith (T.F.) is thus calculated using the following basis : 1 for the Priestess + 6 for the Spearmen, the sum divided by 3 because the Priestess’s Rank is “Devout.” Which, rounded up to the next integer, makes a T.F. of 3 for this round.

Nerân counts 8 Warriors of Mid-Nor and 4 Reapers within 10 cm of him. However, 2 of the Reapers are at Level 1 and are therefore not included in the calculation of the Faithful of Mid-Nor’s Temporary Faith. Being a Devout and having 10 believers plus himself within his Aura of Faith, Nerân benefits from 4 T.F. points.

The Priestess of Steel has a Discipline rating of 7 against Nerân’s of 3. She thus acts first. She is near enough to one of the Dwarves of Mid-Nor to Call the Burning of the Infidels miracle against him. This miracle’s Difficulty is 7. With her T.F. of 3 the Priestess must get a result of 4 or more on a D6.

But Nerân doesn’t want to let his adversary act freely. Since he has the Priestess in his line of sight, he sacrifices one point of his T.F. to Censure her. Nerân’s T.F. is thus reduced to 3 while that of the Priestess goes down to 2. She now needs a result of 5 or more on a D6 to equal the Burning of the Infidels’ Difficulty of 7. So the Priestess decides to risk it all and sacrifices one additional point of T.F. to reinforce her Bond with Merin. Her T.F. is reduced to 1 but she can roll two dice for her Divination Roll. She gets the following results : 2 and 5. Like all Griffin Faithful the Priestess of Steel considers a result of 5 as a 6 on all Divination Rolls.

The 5 obtained is thus transformed into a 6 and this result added to the Priestess’s T.F. of 1 allows her to equal the miracle’s Difficulty. Merin hears his devout servant’s call and inflicts a just chastisement on the miracle’s target. The Burning of the Infidels inflicts a Wound of a Strength equal to the Faithful’s T.F. at the time when the miracle is Called. In this case the Warrior of Mid-Nor suffers a Wound of a Strength of 1, which doesn’t kill him but inflicts a Serious Wound. The Priestess must now subtract the Fervour value of the miracle she has just Called from her amount of T.F. The Burning of the Infidels’ Fervour is of 2. The Priestess’s T.F. thus goes from 1 to -1, which is equal to 0.

It is now Nerân’s turn to call on his dark divinity. He tries opening a passage to allow the spirits of the demons of Mid-Nor to materialise on Aarklash.

The Invocation of Reapers miracle’s Difficulty is of 6 + 2 per demon summoned in addition to the first one. Nerân decides not to take a risk and limits his invocation to a single Reaper. Nerân’s T.F. is of 3, he thus needs a result of 3 or more on his Divination Roll.

The Priestess of Steel doesn’t have any T.F. points left to Censure her counterpart. Powerless, all she can do is pray to Merin...

But Mid-Nor hears Nerân’s petition. He gets a result of 4 on his Divination Roll and a horrible and grimacing winged creature materialises before him.

Confident in the might of their respective gods, the Faithful unite the believers around them to unleash the divine anger onto their enemies... A new round begins in the Confrontation.

## Immortals

Many warriors believe that the Faithful are just manipulators that use ancient beliefs and their people’s ancestral fears as a means to their end.

This is absolutely not true.

The gods themselves cannot manifest themselves on Aarklash, but the celestial and abyssal legions are here to prove that the legends are true... These divine beings with sometimes terrifying powers are called **Immortals**.

The Immortals are grouped in the same way as the Alliances presented in the CONFRONTATION booklet : the Ways of Light, the Paths of Destiny, and the Meanders of Darkness.

A given army can only include Immortals coming from its Alliance within its ranks.

An Immortal can join your army in two ways :

- Either he has been called before the battle : in this case spend the A.P. indicated on his Reference card when you build your army.

- Or he has been called by a Faithful having the appropriate miracle during the battle.

There are three Circles of Immortals that symbolise their power and their place in the divine hierarchy. The closer an Immortal’s Circle is to the Heart of Creation, the harder and the more dangerous his summoning will be.

The **Third Circle** regroups minor beings, servants of the celestial or demonic powers.

The **Second Circle** is made up of the fighters of the occult armies, the legions that would march upon Aarklash if the gods were to return to walk among men.

And the **First Circle** is composed of the most powerful and respected beings of the Prohibited Spheres. Their powers defy imagination.

Every Immortal has one of the Abilities listed below. For each one of them the X corresponds to the fighter’s Circle.

*Example : Being of Light / 2 is a Being of Light of the Second Circle.*



# Annexes

## Abilities

Some fighters possess particular faculties, sometimes innate, sometimes acquired after long training : Abilities. When a warrior possesses special Abilities they are mentioned on his Reference card. Each of their effects are explained below. Some Abilities are given with varied numbers indicated / X, as for Leadership or Regeneration. For example, Leadership / 10 means a leadership range of 10 cm. Regeneration / 5 means a success for a result of 5 or more.

**Additional limb** : a warrior who possesses Additional limbs can strengthen his offensive or defensive power by striking an opponent on all sides or by defending himself with relentlessness. This Ability is activated before the Initiative Roll, in the Hand to Hand Combat phase. The warrior may invert his scores in Attack and Defence. These effects last until the end of the round.

**Alliance / X** : whether by affinity, by chance or simply by interest, a fighter who possesses this Ability may join a people or a Path of Alliance referred to as X. He is counted as an Ally.

**Ambidextrous** : Ambidextrous warriors can skilfully wield two weapons simultaneously, which makes them truly formidable. Ambidextrous fighters can Counter-Attack without any penalty. They gain one Attack die for each successful Defence. Ambidextrous cannot be used at the same time as the Counter-Attack or the Sustained Defence.

**Assassin** : Assassins are warriors trained to carry out lightning Attacks as powerful as they are precise. An Assassin who Charges his victim rolls three dice for the first Damage Roll against it. He will choose the two dice most suitable to determine the gravity of the Damage inflicted. An « Assassin » is immune to the effects of this Ability.

**Authority** : a fighter with this Ability may not be a strategy genius, but has nevertheless a powerful aura of authority. When a fighter with Authority is involved in a fray, he chooses in what way the combats are split and in what order they will be resolved. A fray is a compact group of fighters in base to base contact with each other. The player who has won the Tactical Roll at the beginning of the round decides if all the combats of the fray at stake are resolved before or after the other frays. Assuming there are several frays each with a fighter with Authority, the player who has won the Tactical Roll decides the resolution order. If a same fray has enemy Authorities, this Ability has no effect.

**Bane / X** : through a strange gift of destiny or driven by a terrible hatred, the fighter with this Ability is capable of inflicting an enormous amount of damage to a particular type of individuals. When he rolls for Damage against his Bane, Damage is read one line lower on the Wound Table. It is not possible to go lower than the last line. Examples : Bane / Acheron, Bane / Fanatic, Bane / Elite...

**Being of Darkness / X** : corruption, desolation and destruction are the main reasons for existence of these dreadful creatures. They are bound to the Meanders of Darkness. A creature that provokes Fear is not immune to it anymore when faced with a Being of Darkness. Its Fear characteristic is turned into Courage. A Being of Darkness is immune to all forms of Fear, even of divine or magic origin. It cannot come under an enemy's control.

**Being of Destiny / X** : the concepts of Good and Evil are practically unknown to Beings of Destiny. They act according to their desires and their surroundings. They are affiliated to the Paths of Destiny. A Being of Destiny is immune to the Assassin Ability. It can Charge an enemy that it didn't see at the beginning of its movement and detects Scouts that are within its Charging range. A Being of Destiny is considered as having the Consciousness Ability.

**Being of Light / X** : the Beings of Light serve the cause of justice in all its forms, be it intransigent or merciful. They are affiliated to the Ways of Light. A Being of Light is immune to all forms of Fear, even of divine or magic origin, and cannot come under the enemy's control. They are considered as having the Righteous Ability.

**Blood brother / X** : this Ability illustrates the deep relationship that can tie two fighters who have time and again come close to death together. When one of your Characters has this Ability, he can call upon his Blood brother for a battle of importance. The A.P. cost of each of them is reduced by 25 % rounded up. This includes all artefacts, spells and miracles that might be chosen. But if one happens to die, his Blood brother takes away one point from all his dice rolls until the end of the game. This penalty does not apply to Damage Rolls.

**Born killer** : a Born killer's survival instinct is honed to the extreme. In Hand to Hand Combat, he may add a die to those he normally has. For a Born killer, a 1 is not an automatic failure on a Courage Roll.

**Bravery** : the valorous warriors who possess the Bravery Ability do not count a 1 on a Courage Roll as an automatic failure. A 5 equals a 6 on a Courage Roll and can therefore be re-rolled as such.

**Brutal** : some warriors are real brutes who deal blows of rare violence, very difficult to parry. A 5 equals a 6 on an Attack Roll and can therefore be re-rolled as such. For them, a 1 rolled after a re-roll on an Attack test is not a failure.

**Brutish charge** : the Brutish charge is a combat technique which enables the use of one's body weight as a means of attack. A warrior who possesses this Ability has an additional Attack die against the target he has Charged. This Ability has no effect during an Engagement or a Pursuit Movement.

**Colossal** : Colossal creatures ignore Wound penalties. When they are killed, do not remove them from the game... But apply the effects of a « Serious Wound ». Kill them once more and they will suffer a « Critical Wound ». They will have to be killed a third time to be dead for good.

**Consciousness** : a fighter with the Consciousness Ability may have extremely sharp senses, a mysterious gift or be simply highly attuned to his environment. Whatever the case, he can Charge an enemy he could not see at the beginning of his move. He also ignores the effects of the Assassin Ability and can detect Scouts who are within Charging distance.

**Construct** : a Construct is an automaton animated by magic or mechanical means. Many of these toys are reserved to children of the nobility. Others, however, are fearsome war machines! A Construct reacts automatically, without feelings: it knows neither Courage nor Discipline. A fighter with this Ability is immune to Fear, even caused by Living-dead. Also, it is not subject to the rules of Discipline: when it must make a Discipline Roll, its Discipline characteristic is considered equal to 0. A Construct cannot drown: it does not suffer a Light Wound if it fails a Feat Roll when attempting to swim.

**Desperate** : a Desperate has nothing to lose, either because he has already lost everything, or because he never had anything. A Desperate does not know Fear. Penalties due to the Influence of Fear are transformed into bonuses, and he will never run away. A Desperate can even Charge or Engage freely a Fear-inducing figurine.

# Annexes

**Devotion / X** : some warriors have such devotion towards their masters that they are ready to give their lives for the glory of those they serve. When a Magician on your side needs Mana gems, he can sacrifice a fighter with this Ability at any time during the round. The sacrificed must be in base-to-base contact with the Magician.

Through this act, the latter recovers X gems of one single Element he masters. Remove the warrior as if he had been KILLED OUTRIGHT. He is considered a loss.

**Dreadful** : creatures with the Dreadful Ability are particularly repulsive or disturbing. Their enemies must always test their Courage against their Fear, even if they have previously resisted it or if they have overcome a superior Fear.

**Enormous** : Enormous creatures ignore Wound penalties. When they are killed, do not remove them from the game... But apply the effects of a « Critical Wound ». Kill them once more and they will be dead for good.

**Exalted** : an Exalted Faithful has consecrated much more than just his life to his god. Only the most skilful can distinguish the voice of an Exalted Faithful from that of his divinity ! An Exalted Faithful doesn't consider a 1 as an automatic failure when making a Divination Roll, even after having re-rolled a 6.

**Fanaticism** : for a Fanatic a 5 equals a 6 on a Discipline Roll and can therefore be re-rolled as such. When a Fanatic fails a Courage test, he must attempt a Discipline Roll at the same difficulty level in order not to run away. He will still suffer the effects of Fear and will not be able to Charge or Engage the creature that scared him.

**Fencer** : Fencers have few equals in the mastery of the use of arms. They ignore the minimum level given by the Defence characteristic of the opponent when rolling for Attack.

**Fierce** : the Fierce are insensitive to pain, their fighting frenzy seems to prevent it. They are capable of enduring the most terrible blows and keep fighting. When a Fierce is KILLED OUTRIGHT do not remove him from the game. He is considered Critically Wounded and stays on the Battleground until the end of the round, no matter the damage he takes until his metabolism finally betrays him. Fierce is ineffective against any game element which removes a fighter from the game.

**Flight** : Flying creatures have two Movement ratings. The first one represents the ground Movement and follows the normal Movement rules. The second indicates air Movement and represents the rapidity with which the creature can move about in the sky. There are three height Levels :

- Level 0 : on the ground. Normal Movement rules.
- Level 1 : low altitude. The figurine ignores all ground types but must go round obstacles higher than the figurine's ground Movement rating.
- Level 2 : high altitude. The figurine ignores all ground types.

A flying figurine begins a game at Level 0. Moving to an adjacent level takes away 5 cm to the air creature's Movement characteristic. It is possible to go through several Levels in one go, including after a successful Disengagement. Figurines can only Engage or Charge one another if they are at the same altitude Level. If a creature is aimed at by a marksman who is one Level higher or lower than it is, the marksman suffers a - 2 penalty on his die. An Aim any further in altitude is impossible. The Incantation of spells and the call of miracles follow the same rules.

Airborne creatures can aim at a figurine one Level lower for a dive. Such a Movement is declared when the creature's card is activated. The airborne creature then Charges its target in the normal way, as long as it arrives at the same Level as its opponent. The Charge penalties and Fear Influence rules apply normally. In the following Hand to Hand Combat phase, the diving creature's Initiative, Attack and Strength will be increased by 3 points. These characteristics will come back to normal at the end of the round.

**Gigantic** : Gigantic creatures ignore Wound penalties. When they are killed, do not remove them from the game... But apply the effects of a « Light Wound ». Kill them a second time and they will suffer a « Serious Wound » and a third time for a « Critical Wound ». The fourth time they will be dead for good.

**Harassment** : Harassment allows a warrior to anticipate the Firing phase by firing during the Movement phase if his Movement type allows it. If he chooses to do so, he will not be able to opt for Rapid Firing or Precision Firing. Once he has fired, the warrior can finish his Movement and can even Engage an enemy in Hand to Hand Combat ! If the warrior chooses to fire in the Movement phase, he will not be able to fire in the Firing phase.

**Hard-boiled** : when a warrior rolls for Damage against a Hard-boiled fighter, the effects of the Wound are read one line higher on the Wound Table. It is not possible to go higher than the first line of the table. Hard-boiled does not apply against Exceptional Wounds (doubles) and the result KILLED OUTRIGHT on the Wound Table.

**Hardened** : some soldiers have lived so long amidst the battlefields that war has become their reason to live. Characters who master this Ability consider a 5 as a 6 on any dice roll, and can therefore re-roll it as such. Hardened has no effect on the Damage Rolls. It cannot be gained as a Supernatural Gift or as an Elixir.

**Hyperian** : Light fills the soul and blood of its children, the Hyperians. These individuals, through fate or choice, have been appointed to carry out the virtue and fury of the Principle of Clarity to deepest Darkness. The Hyperians are extremely rare and many of them have no idea of the origin of their strange power. A Hyperian fighter is immune to any form of Fear. The Hyperians naturally repel creatures with a Fear rate on their Reference card : these treat the Hyperians' Courage rate as if it were Fear and their own Fear as Courage. This rule also applies to the Living-dead, but not to Constructs. This unique power can not be passed on by Leadership. The Cynwall Elves are instinctively friendly with the Hyperians as if their destinies were linked. They can ally on any Battleground.

**Iconoclast** : Iconoclastic Faithful see their Temporary Faith depend on their enemies and not on their allies. To calculate their amount of Temporary Faith points, count the number of enemy figurines, no matter their people, that are within their Aura of Faith. The Faithful himself is included in this total amount.

**Immunity / X** : Immunities are magical or natural properties which protect certain fighters. A figurine with this Ability cannot be harmed by the element symbolized by X or is immune to Wounds located in the part of the body X.

**Implacable / X** : an Implacable who unleashes his fury will do anything to slaughter his opponents. Such a warrior can carry out up to X additional Pursuit Movements in the same round.

**Incarnation** : a warrior to whom this Ability is given doubles his A.P. rating. But he has now become a Character with all the advantages this status brings. Any non-Character can be given this Ability.

**Instinctive firing** : fighters trained to this type of firing can shoot after having moved a longer distance than their Movement, or having accomplished a Physical Feat. They can only do it at Short Distance and with a difficulty raised by + 3. They can also choose their target when firing in a fray.

# Annexes

**Leadership / X** : all warriors within distance / X of the figurine with this Ability may use its scores in Courage, Fear and Discipline if they have to test one of these characteristics. In the context of Alliances, only the « Leader's » people may benefit from these effects. All figurines within Leadership / X of a Standard-bearer gain a +1 bonus on Courage Rolls. All figurines within distance / X of a Musician gain a +1 bonus on Discipline Rolls. Leadership does not spread Fear to fighters who have a Courage rating on their Reference card and vice versa.

**Leap** : some creatures on Aarklash have learned to move by leaping. They are able to cross in a single Leap a distance equal to half their Movement rate, ignoring all obstacles, even a figurine, if their height is not bigger than their Movement characteristic in cm. A figurine can make two Leaps per turn, no matter the type of Movement. It is not possible to Leap when doing a Physical Feat.

**Living-dead** : by its very nature, a Living-dead creature ignores the effects of Fear. The Living-dead's nature is even so terrifying that a warrior with this Ability can frighten an enemy who causes Fear ! Against a Living-dead, a figurine that causes Fear is no longer immune. His Fear characteristic becomes Courage. A Living-dead is not subject to Discipline for he is under the influence of superior entities. When he has to roll for Discipline, his Discipline characteristic is considered to be 0. A Living-dead cannot drown : he does not suffer Light Wounds for failing a Feat Roll when trying to swim.

**Loyal / X** : the armies of Aarklash are sometimes made up of warriors that only live for a cause, be it ideal or nightmarish. Do not count a Loyal in the number of fighters within a Faithful's Aura of Faith when calculating his amount of Temporary Faith points : a Loyal within his Aura of Faith directly gives him an amount of T.F. points equal to X. If such a fighter is within an adverse Iconoclastic Faithful's Aura of Faith, then the Loyal Ability doesn't give him any T.F. points and he is counted like a normal fighter for the calculation of the Iconoclast's Temporary Faith.

**Martyr / X** : every god of Aarklash has its worshippers, and some of these worshippers show an exemplary or even suicidal fervour. When a Faithful of your camp needs Faith, he can sacrifice a warrior that has this Ability at any time during a round. The sacrificed fighter must be in base-to-base contact with the Faithful. Through this act, the latter benefits from an additional X Temporary Faith points. Remove the sacrificed warrior as if he had been KILLED OUTRIGHT. He is considered a loss.

**Master strike / X** : the most disciplined and most ferocious warriors have learned to concentrate all their energy in a split second and deal blows capable of splitting rock. A fighter with this Ability can attempt Master strikes in the same way as a Character. If one of his Master strikes strikes true, his Strength is increased by X for the following Damage Roll, and only for this one.

**Mercenary** : a Mercenary warrior goes into the service of anyone ready to meet the price. A Mercenary can fight alongside any army. He is then considered an Ally. This Ability is void if he fights amongst his own people.

**Mutagenic / X** : some peoples use stimulants that they inject into their own organism in order to increase their capacities. Before the Tactical Roll of each round, you may choose one Mutagenic fighter for every 100 A.P. of « Mutagenic » warriors in your army. The artefacts, spells, miracles and Experience cards of the « Mutagenic » fighters are to be included in this total. You must choose these figurines before anything else occurs in this round, such as Spell casting or applying any artefact's effect. For each chosen figurine, you can roll a die at anytime. The result + X is the amount of points you can add to one or more of his characteristics. You do not have to distribute the points immediately, but Mutagenic cannot modify a roll already made. Mutagenic cannot modify Power or any aspects of

Faith. A figurine with the Leadership Ability cannot pass on his modified Courage / Fear and Discipline ratings. A figurine can only benefit from one die each round, except if under the effect of a spell, a miracle or an artefact. All Mutagenic dice of one figurine are rolled at the same time. The effects of the stimulant end with the round. A natural or modified result of 1 on a Mutagenic Roll (that is if you roll a 1 or if you get a 1 by adding your die result to X) will be an automatic failure and will therefore grant no bonus. You may not re-roll a 6 on a Mutagenic Roll.

**Pariah** : a Pariah has long ago forsaken his people, either on his own initiative or by obligation. Even if he sometimes still fights alongside his former brothers, being a Pariah prevents him from taking advantage of the Leadership Ability from any figurine that is not itself a Pariah.

**Personal enemy / X** : the causes that fuel the conflicts on Aarklash are numerous. But there is one which causes more deaths than hurricanes : hate. If a Character deals with his Personal enemy and kills him outright, he automatically heals all his Wounds. He also « steals » an Ability from his enemy, which he chooses and will be able to make use of until the end of the battle.

**Possessed** : some fighters are no longer the masters of their destiny. They are inhabited by an entity which consumes their mind and influences their acts. The Wound penalties are considered to be one degree lower. For example, a Serious Wound will inflict the same penalties as a Light Wound. This faculty does not affect « STUNNED » or « KILLED OUTRIGHT ».

**Rallying cry** : once a game, the warrior capable of a Rallying cry can inspire his troops to acts of heroism. All the fighters of his people are immune to Fear until the end of the game round. The fighters who were fleeing are automatically rallied and can act normally again.

**Rapidity** : they may have long legs or a fast running pace, either way, warriors with the Rapidity Ability move at an extremely rapid rate. They can triple their Movement for any Movement type even when fleeing under the influence of Fear.

**Regeneration / X** : at the end of every round, a creature which has suffered Wounds can attempt to regenerate. Roll a die, on a result equal to / X or more, the effects are decreased one level. A Critical Wound becomes a Serious Wound for example. You may re-roll the die each time you roll a success. Reminder : « STUNNED » and « KILLED OUTRIGHT » are not Wounds, they cannot be regenerated.

**Reinforcement** : some peoples have the capacity to send Reinforcements during a game. Each warrior with this Ability who is numbered amongst the losses is placed on the side of the table. At the beginning of each round, roll a D6. On a 5 or a 6, you may take back the figurine with the lowest A.P. and place it anywhere on the Battleground. It cannot be placed in base to base contact with an opponent. On a 1 or a 2, the figurine with the lowest A.P. will lose the Reinforcement Ability. It will not be allowed to come back before the term of the game.

**Righteous** : some warriors know their destiny. The Righteous walk the enigmatic path of Truth, Harmony or unfathomable Darkness. Nothing can make them sway. A Righteous is immune to any form of Fear of any kind, even of magical or divine essence, and cannot pass under the enemy's control by any means.

# Annexes

**Scout** : during the Approach, the Reference cards of each army's Scouts are shuffled in a different pile. When the main Approach pile is exhausted, the Scouts are then deployed, in the same way. A Scout can be deployed anywhere on the Battleground, even in the enemy's line of sight. The Scouts can be deployed in order to Charge an enemy in the first round, but out of Walking distance of any enemy already deployed.

- If the Scout is deployed within his own Charge distance from an opponent, he is considered visible by the enemy.

- If the scout is deployed out of his own Charge distance from an opponent, he is considered « invisible » and cannot be the target of any of the enemy's actions.

As long as he does not take any action other than testing for Courage or one of his Abilities, or as long as an opponent does not come within Walking distance of him, the Scout is concealed and cannot be the direct target of any enemy's action.

**Selenite**: the origin of the Selenites is veiled in mystery. They seem to form a secret caste, living unbeknown to all, in the most distant corners of Aarklash. Few scholars know their story. Some Selenites do not know the cursed gift bestowed upon them by the Moon, and discover only too late the night star's influence on their behaviour. Before choosing the spells and artefacts of a Selenite, roll a D6 and refer to the following table:

1 to 3: day. No modifier

4: crescent moon. + 1 in INI and DIS

5: gibbous moon. + 2.5 in MOV and + 1 in COU / FEAR

6: roll a D6 and refer to the table below:

1: new moon. Possessed Ability.

2 to 5: half moon. + 1 in Power or Power 1 and Initiate of his people's Primary Domain if the fighter is not a Magician.

6: full moon. A free additional spell OR Born killer Ability.

The Selenites master the Path of Water in addition to those they may already possess. Bound to the same star as the Wolfen, they can ally with this people on any Battleground.

**Sharp shooter** : they may have a steady hand, years of training or be blessed by divine grace. Sharp shooters rarely miss their target. For them, an Aim Roll is not an automatic failure on a natural or modified result of 1 even after re-rolling the die.

**Spirit of ... / X**: some Magicians have a privileged link with one Element. Their knowledge of this Element is such that they are capable of controlling and affecting it according to their desires. When making an Incantation Roll made up, even partially, of this Element, a result of 1 is not considered an automatic failure. On the Reference card, the X is replaced by the name of the Element.

**Stateless** : the Stateless do not belong to any people, to any country... They only obey to their own rules. Their destiny lies elsewhere. A Stateless can join any army. The fighter will adapt so well to his environment that he will adopt the Ability most widespread within his new hosts' ranks at the beginning of the battle. He can only acquire in this manner the Abilities mentioned in the Confrontation section. For Abilities with varied numbers indicated / X, as for Leadership, Regeneration, Mutagenic or War cry apply the value X most widespread within the army.

**Survival instinct** : the self-preservation instinct is so strong with the warrior who possesses this Ability that Death will have to come in person to claim him. Before any Damage Roll that will apply to him, roll a D6 : on a result of 6, this wound will be automatically declared void.

**Thaumaturgist** : a Thaumaturgist's fervour is such that a battle's fury only makes his powers grow. When he reaches the Light Wound level, add 5 cm to his initial Aura of Faith. When he reaches Serious Wound it increases by 10 cm, and it increases by 15 cm when he reaches Critical Wound. If the Faithful should be healed, then his Aura of Faith is readjusted accordingly.

**Toxic / X** : there are many ways to kill or to defend oneself on Aarklash. Many creatures make use of toxic substances capable of neutralising their predators... or victims. Each round, before

the Tactical Roll, you can choose a Toxic warrior for every, even incomplete, 100 A.P. of warriors in your army who possess this Ability. The Toxic warriors' artefacts, spells, miracles and Experience cards are to be added to this total. The figurines must be chosen at the beginning of the Movement phase. Place a D6 next to every chosen figurine. This D6 is called the Toxic D6. Once each round, just before an Aim or Attack Roll, one of the chosen warriors will be able to replace one of his Aim or Attack dice with his Toxic D6. If the action accomplished with the D6 causes a Damage Roll, his target immediately takes a second Damage Roll with a Strength equal to X. Living-dead, Constructs and Immortal beings are immune to this Ability.

**Vivacity** : lightning reflexes are the hall mark of warriors with this Ability. For them, an Initiative or Feat Roll is not an failure on a natural or modified result of 1 even after re-rolling the die.

**War cry / X** : when charging an enemy to engage him in Hand to Hand Combat, the warrior lets out a cry of hate. This cry gives him a level of Fear equal to / X when he Charges. This allows him to fight a Fear-inducing creature without having to test for Courage. The War cry can only be used when Charging. The fighter will still use his Courage rating to resist Fear against a Living-dead.

**War fury** : a fighter affected by War fury is plunged into a state of uncontrolled destructive madness. This Ability is activated before the Initiative Roll, in the Hand to Hand Combat phase. The warrior may have an additional die in Hand to Hand Combat, but all his dice are then automatically placed in Attack. These effects last until the end of the round.

**War-horse** : some riders have trained their mounts as war-horses to help them in combat. In Hand to Hand Combat, the war-horse gives an additional combat die which is added to those his rider can normally have. This extra die is not added during a Charge. Troops mounted on a War-horse may Dodge.

**War-staff** : a War-staff consists of a Character with the Leadership Ability, a Standard-bearer and a Musician. All fighters within Leadership distance of any of the three members of the War-staff may use the Courage / Fear and Discipline scores of the Character + 2. In this case, the Leadership Ability is without effect except during the Approach phase. Every War-staff member must be within Leadership distance of at least one of the two other members for the War-staff bonus to possibly apply. The bonuses gained through the War-staff Ability can be taken into account during the Approach.

**Warrior-Mage**: starting in their early years they follow a very harsh education. Compelled to the same discipline as warriors, they also learn to use the power of Mana. The Warrior-Mages use Magic and the arts of war jointly. Their double Abilities make them formidable opponents.

They can cast spells after having run or made a Physical Feat.

Their Intensity Potential is equal to their Power score, and not of its double.

In Hand-to-Hand Combat, they recover Mana as if they were not engaged.

They are incapable of going into Trance.

They can use the Counter-Attack.

**Warrior-Monk** : Warrior-Monks are Faithful for who Faith is a battle and a way to fight. They jointly use Faith and the arts of war. Their dual Ability makes them particular Faithful, subject to the following rules :

- They can choose only one miracle during the building of armies. It absolutely must come from their people's Cult and from no other, excepting the Universal Cult.

- They can Call their miracle when in base-to-base contact with an adversary.

- They can Call their miracle even if they have suffered a Damage Roll since the beginning of the round.

- They can use the Counter-Attack.

- They can Charge, run, fire or make a Physical Feat and Call a miracle.

# Annexes

## Wound table

Roll two D6. The lowest result locates the Wound.  
Reminder : 6's are not re-rolled on a Damage roll, and a 1 is not an automatic failure.

The sum of both dice + Attacker's **STR** – Victim's **RES** indicates the level of Damage on the vertical line.

The intersection indicates the type of Wound inflicted.

The only thing left to do is to apply the Wound's effects.

DAMAGE	LEGS/1	ARMS/2	TORSO/3	HEAD/4,5,6
O or -	Stunned	Stunned	Light	Light
1 to 5	Stunned	Light	Light	Serious
6 to 10	Light	Light	Serious	Critical
11 to 15	Light	Serious	Critical	<b>Killed</b>
16 to 20	Serious	Critical	<b>Killed</b>	<b>Killed</b>
20 and +	Critical	Critical	<b>Killed</b>	<b>Killed</b>

If the Damage roll is a double, it is an **Exceptional Wound**. An Exceptional Wound does not take into account Strength and Resilience, it's a Wound with no modifiers.

### EXCEPTIONAL WOUNDS :

Double 1 : no effect

Double 2 : Stunned

Double 3 : **Light Wound**

Double 4 : **Serious Wound**

Double 5 : **Critical Wound**

Double 6 : **Killed Outright**

When a figurine is wounded, the number indicated by the die rolled for its **INI**, **ATT**, **DEF** and **AIM** is modified in the following way, before it is added to the relevant characteristic :

Stunned : -1 until the end of the round

**Light Wound** : -1 until the end of the game

**Serious Wound** : -2 until the end of the game

**Critical Wound** : -3 until the end of the game

**Killed Outright** : the figurine is taken out of the Battleground.

If the final result of the die (after a re-rolled 6 as the case may be) is lower or equal to 1, the action is a failure.

Example : An Alahan Paladin has a Critical Wound. He chooses to attack with a difficulty of 6. His Attack rating is 4. He must then get a final result of 2 on his Attack die. Due to the Wound penalty of -3, he must roll a 5 or higher to succeed (5 - 3 = 2). If an already wounded fighter is wounded again, and this new Wound is more serious than the previous one, apply the effects of the new Wound. If the new Wound is less or equally serious, the previous Wound is worsened by one level.

*Note* : « STUNNED » and « KILLED OUTRIGHT » are not Wounds. They do not worsen the level of Damage.

## Movement table

The ground is encumbered : forest, shallow water, brushwood...	Each encumbered cm counts for 2.
Ladder, rope...	Each cm counts for 2.
The ground is impassable : wall, deep water, rifts...	IMPOSSIBLE.

## Mana recovery table

RESULT	INITIATE	ADEPT	MASTER	VIRTUOSO
Failure	0	0	0	0
0 and -	1	1	2	3
1 to 5	2	3	4	5
6 to 10	4	5	6	7
11 to 15	6	7	8	9
16 to 20	8	9	10	11
21 and +	10	11	12	13

## Ranks and artefacts

According to their rank, Characters do not possess the same amount of artefacts.

CHARACTER'S RANK	ARTEFACTS
Initiate - Devout - Irregular - Regular - Veteran - Creature	1
Adept - Zealot - Special - Elite	2
Master - Dean - Living Legend	3
Virtuoso - Avatar - Major Ally	4

Some artefacts can be given to any type of warrior, others are the privilege of a certain fighter. In this case, the indications on the card take precedence over the rules.

## Table of elemental opposition

ELEMENTAL DOMAIN	OPPOSITE DOMAINS
<b>Light</b>	<b>Darkness</b>
<b>Air</b>	<b>Earth and Darkness</b>
<b>Water</b>	<b>Fire and Darkness</b>
<b>Fire</b>	<b>Water and Darkness</b>
<b>Earth</b>	<b>Air and Darkness</b>
<b>Darkness</b>	<b>All including Darkness</b>
<b>Instinctive</b>	<b>None</b>

To absorb a spell made up of one gem of Fire and one of Air, there are four possibilities:

Spend one gem of Water and one of Earth.

Spend one gem of Water and one of Darkness.

Spend one gem of Darkness and one of Earth.

Spend two gems of Darkness.

## Table of Experience Points

Losses caused within the enemy's ranks	10% of the A.P. eliminated by the Hero himself, rounded off to the higher integer.
For each Exceptional Wound inflicted on an enemy fighter by the Hero himself	1 point
If the Hero finishes the Confrontation without being wounded (STUNNED is not a wound)	2 points
For each Hero killed by your Hero	2 points
Losses caused by the enemy within the Hero's ranks	- 5% of the A.P. killed, rounded off to the higher integer
For each Exceptional Wound suffered by the Hero	- 1 point
If the Adventurer's Mentor is killed*	- 3 points
For each of the Adventurer's Allies killed*	- 1 point

\* Only applies to Adventure mode.

**Reminder** : the cost of artefacts, spells, miracles and Experience cards is to be counted in the sum of A.P. if their owner should be killed.