

credits

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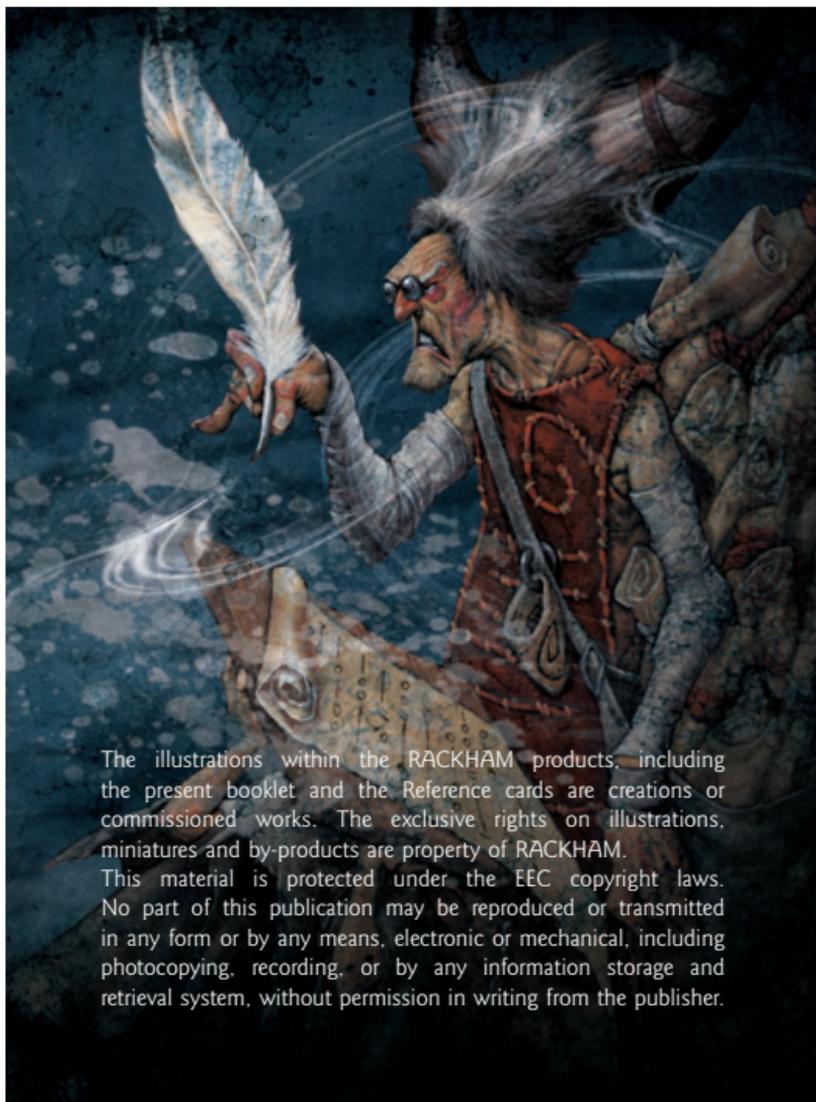
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The sewers of Cadwallon. One of the most dangerous places to be on Aarklash for those who don't know how to defend themselves correctly. For in addition to the unbearable stench and disease, they teem with every kind of vermin... and not only rats but also thieves, fugitives, down-and-outs, vagrants, and even Darkness itself !

In the soft glow of a torch, up to his knees in the nauseating muck, Alahel cautiously advanced. He was nearing his goal : the palace of Duke Den Azhir, the sovereign of Cadwallon, wasn't far anymore. The Messenger had to show up there where his enemies least expected him. So he decided to go through the sewers... But that thievish travelling performer had sold him a fake map, for which he had paid a high price too. Taken by rancour, Alahel swore to himself that he'd find that scoundrel and make him regret ever having met him, once he had taken care of this business. But Alahel's anger slowly turned to worry. What ever happened to Hogarth and Kahinir ?

Yet the day had started so well. Alahel, Hogarth and Kahinir had entered the city by the Western Gate the evening before, accompanied by their men. They all celebrated their victory over the Black Paladin in a small tavern in Cadwallon before going to sleep in silken sheets. An Adventurer's life can have its good sides if one has the right connections... But Alahel had other plans on his mind. He disappeared at sunrise and only came back in the late afternoon, feverish as an officer preparing for a gruelling battle. The Lion carried a leather bag branded with the seal of Alahan and a map of a part of the sewers of Cadwallon.

When he unrolled the parchment, all noticed that it had been carefully drawn on the bare skin of some unlucky fellow's back. Seeing the state it was in, it must have been removed in rather difficult conditions. A groan of disgust rose from the gathering. No one dared ask Alahel where he had gotten the map from, and especially not from whom. The Messenger explained that the militiamen that accompanied the Black Paladin during their clash the day before were part of the guard of a count of the city, a certain Lyiet Izhar, who is an attaché at the embassy of Alahan. The objective of Alahel's mission became crystal clear : he was sent by King Gorgyn to clarify the situation concerning the count's activities. The Black Paladin's presence confirmed Alahel's suspicions : Lyiet Izhar was plotting with the forces of Darkness. Hogarth and Kahinir volunteered to help the Lion, after all he had saved the Kelt giant's life !

But how to confound Izhar ? Duke Den Azhir was giving a reception in his palace tonight, and in his bag Alahel had evidence of the count's treachery. The presence of the guards would be a great obstacle... So the Messenger managed to find a map of an underground passage through the sewers leading to the palace's kitchens.

Alas, a traitor has revealed the Adventurers' intentions. As soon as they had entered the sewers they were attacked by armed men. Defeating them was easy, but it was nothing compared to what was to follow...

During their whole underground journey the heroes discovered more soldiers hiding in ambush, but who had themselves been taken by surprise by a predator that one guessed terrifying. They had been torn asunder before being devoured. At the last main sewer a

monstrous horde fell onto the troop like a nightmarish swarm. Ghouls, corrupted Wolfen, Goblins degenerated by multiple mutations, and even a few Dwarves of Mid-Nor had gathered for the scramble for the spoils.

A true battle took place in the catacombs of the free city. A cannibalistic appetite and survival instinct can increase an individual's strength tenfold !

All of them fought with the energy of despair, aware of what would happen to them in case of defeat.

Lashing out at the enemy left and right without distinction, Hogarth shouted at Alahel telling him to get away and carry out his mission while he and his men held back the forces of Darkness in this putrid cellar. Having faith in the strength of the Colossus, Kahinir and their men, Alahel finished off a hideous polymorphous mutant blocking his way and then disappeared into a tunnel.

All this happened... some time ago.

Alahel kept on meandering in the narrow and malodorous passages, trying in vain to orient himself with his map. Finally he realised that it was completely useless and cast it aside with contempt. Several rats crawled down the walls to chew up this unexpected feast.

A distant noise broke the rhythm of Alahel's footsteps in the sickening gunk. The Messenger would have liked to believe in the presence of a harmless animal, but he knew that this was probably not the case. He hid in a corner at the crossing of two passages, jamming his torch into a crack in the passage opposite him. Like this he could surprise his adversary.

He didn't have to wait long. A dreadful shadow moved along the sewers' walls, followed by others that were just as scary. Several Ghouls slowly approached, sniffing the air in search of a victim. Alahel couldn't understand how these abominable creatures could orient themselves by the sense of smell in this pestilential place...

The necrophagous Ghouls moved along the walls with their powerful claws. One of them entered the lit passageway and stopped short, sensing the inhospitable warmth of the flame. With a clumsy gesture it made the torch fall into the water before Alahel could react. Despite his courage, the Lion repressed a tremble of pure terror while darkness reclaimed its place. Now he was as blind as his adversaries and as vulnerable as a newborn baby.

A nasty growl a few centimetres from his face made him lose his cool. Alahel made a big step to the side and swung his blade Deliverance. It hit a soft and bloody mass, giving him a feeling of relief at the same time as one of apprehension. He pulled a tinderbox from his pocket and brought Light back into the tunnel and into his heart.

Before him stood a monstrous carnival of flesh, fangs and rusted metal : the abominations had found him. Fear gave way to rage... The Lion let out a roar of defiance and prepared himself to fight death head on. But none of the creatures moved. A strange force seemed to hold them back.

– « This torch is yours, stranger. »

The broken and withered voice came from behind Alahel. The Messenger spun around. Deliverance sliced the air looking for its enemy's heart, yet only found wood where it hoped to find flesh. The torch that was put out a few seconds earlier had just been used to turn his weapon from its trajectory. It was now in a fleshless hand with long and crooked fingers... The master of this macabre ceremony stood before him : a dreadfully thin Living-dead draped in a heavy black cape and wearing a top hat on his head. His naked arms seemed unreal, as if their wasted muscles could lift mountains. Alahel again tried to hit his adversary to no avail. Sparks flew when Deliverance met the dagger that the Living-dead held in the other hand. The Messenger's fury abated for a moment when the torch rekindled on its own, burning with a purplish and eerie flame.

– « I do not wish for your death. At least not right now. Your friends are in a safe place, it only depends on you if they stay there. »

– « You're lying. Go back to Hell, creature of Darkn... »

A strange feeling came over Alahel's mind when he became able to see in obscurity as if it were broad daylight. What evil tricks was this individual playing on him ?

– « To Darkness I belong, to Darkness I shall return... If they had wanted to kill you, they would have done so a long time ago. Yet for reasons that you cannot understand, the powers of Darkness

wish for you to carry out your mission here. Let me guide you to your destination as a ferryman brings a traveller to the banks of resurrection... »

Alahel didn't let down his guard. But when he realised the situation he was in, he understood that he didn't have a choice. Almost against his will he nodded his head in agreement. And that's how a strange cortege of Death incarnate crossed the sewers of Cadwallon, leading a pure soul towards its destiny. Alahel knew his journey was over when he saw the light of a fire through an iron grill at eye-level. One by one the monsters had left their host to return to Darkness.

– « You will reach Den Azhir's palace by opening this little grill. Be very careful, you will enter the torture chamber... Your friends will meet you outside at dawn. »

The Messenger had mixed feelings.

– « I know that you are here only to carry out some evil plan. Yet without you I wouldn't be of this world anymore. A debt of honour remains a debt of honour. My name is Alahel and I am under an obligation to you. »

The strange being was shaken by spasms, as if it had wanted to laugh.

– « When you sink the blade of your sword into Lyiet Izhar's cowardly heart, tell him that the Bogeyman's next hand of tarot cards will be tattooed onto the skin of his back. »

Alahel turned pale when he realised to what point Death had deceived him.



i n t r o d u c t i o n

You have just acquired a figurine intended for the war game **RAG'NAROK**. This game stages vast armies from numerous peoples that confront each other on epic battlegrounds for the dominion or the survival of their species. For you to be able to play with the RAG'NAROK figurines, here are the **CONFRONTATION** game rules and those of its supplement **DIVINATION**.

CONFRONTATION is a game that marks the beginning of RAG'NAROK in small skirmishes with often crucial consequences. Its supplement DIVINATION is devoted to the various aspects of faith, the power of the gods and of their faithful.

To start playing CONFRONTATION you just need a few 6-sided dice (D6). You can start a game with your friends right after choosing your figurines !

To date the CONFRONTATION rules are enriched by three supplements : INCANTATION that deals with the laws and mysteries of Magic, FORTIFICATION that is devoted to the various war machines, and INCARNATION that allows your Characters to evolve by going on heroic quests.

As your armies grow, you will be able to use the RAG'NAROK rules to simulate bigger conflicts. Some rules differ between CONFRONTATION and RAG'NAROK, but going from one system to the other presents no difficulty, the game principles being the same.

We hope that CONFRONTATION will give you as much fun playing it as we have had creating it !

t h e f i g u r i n e s

RACKHAM takes the greatest care at every stage of the design and the making of each of your figurines.

For best results when painting your figurines, we recommend the use of a modelling knife, as well as a selection of small paintbrushes and acrylic modelling paint.

Before you start painting your figurines, remove all excess metal with your modelling knife, with the blade facing outwards to prevent hurting yourself. Then apply a black or white undercoat.

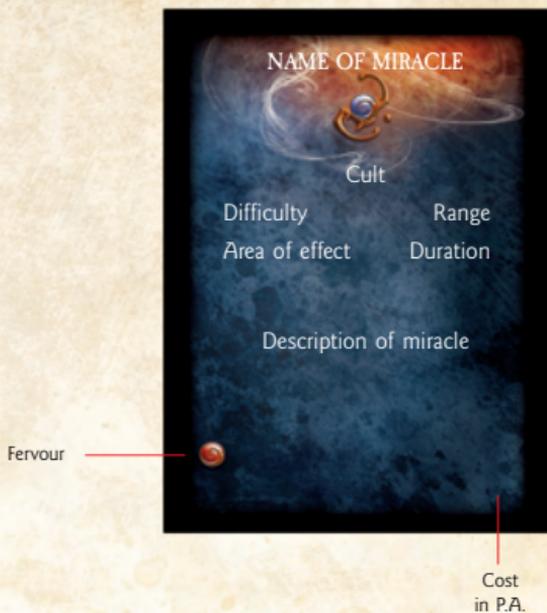
Once both stages completed, you are ready to start painting your figurine. The Reference card supplied in the blister pack can be used as a painting guide or you may wish to invent your own colour schemes to give a personal touch to your army.



t h e m i r a c l e c a r d s

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.



miracle description

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** pulls an element from nothing to make it appear on Aarklash.



- **Destruction** sends a fragment of Aarklash to oblivion.

- **Alteration** more or less profoundly modifies the Faithful's environment.

Each Aspect present on a Miracle card is followed 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 level. 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.

protectors of the faith

Among common mortals the Faithful generally inspire a kind of respect mixed with fear, for they are the keepers of their brothers' souls.

The Faithful are often Characters : they are distinguished from other fighters since they have a name of their own. For more on the rules concerning Characters, see page 42 in the CONFRONTATION rule booklet. Like Magicians, the Faithful cannot use Counter-Attacks.

Some Faithful differ from their peers for their devotion is a weapon to be used in the battle they have chosen to wage. These fighters are known as Warrior-Monks.

Warrior-Monks are not necessarily Characters and they can use Counter-Attacks. You can find the rules concerning Warrior-Monks in the New Abilities section on page 40 of this booklet.

Faithful and Warrior-Monks have an additional characteristic : Faith. Three numbers surrounding the Spiral of Faith represent the Faithful's degree of understanding of his divinity's three Aspects.

The number on top of the Spiral corresponds to Creation. The one to the left symbolises Alteration. 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 his god can carry out through him. Among the Faithful's Abilities are listed the Cult he belongs to and his Aura of Faith. This value is expressed in centimetres and indicates the Faithful's range of influence.



The Aspect levels can only be modified by effects that specifically target them. Effects that affect all characteristics, such as the Mutagenic Ability, have no consequences on a Faithful's Aspects. The Faithful's Rank indicates his level of conviction. The **Devout** are often sent to the front to uphold the fighters' spiritual strength. **Zealots** begin to perceive their deity's mysteries. And lastly, **Deans** have been chosen to be their divinity's eyes and voice.

A rumour coming from the Desert of Syharhalna speaks of a fourth level of conviction in which the Faithful incarnates his god, body and soul. Could there be a fourth Aspect ?

the cults of aarklash

There are many gods who each watch over Aarklash with a different vision : indulgence, hatred, amusement... but always with a certain greed. Every civilisation on Aarklash worships a particular pantheon.

Three Paths without any real essence seem to group these deities. Observers of this phenomenon have named them the Meanders of Darkness, the Paths of Destiny and the Ways of Light. Some miracles are specific to only 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 who 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 Lilith, 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 Drupe 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 Drupe only claim a one and unique master : Cernunnos.

The **Dwarves of Mid-Nor** honour a god who no one can represent and who is much older than he seems. Only the Despot, the first and most powerful of the Dwarves of the Chasms, knows the true reasons that drive the Possessed to sacrifice the souls of the Living to the god Mid-Nor.

the paths of destiny

No **Devourer of Vile-Tis** would ever accept to bow down before any god. The sombre Wolfen only honour the teachings of the Beast and deny the power of the other divinities. In the Profaner's presence all faith wavers... Even the laws of reality don't have any meaning in their eyes !

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 !

The **Wolfen** pay homage to their celestial mother Yllia, the Moon. Their savage hunts take place under her benevolent gaze and blood-filled rituals follow their victories. Glory to the great predators of Aarklash !

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 embody the soul of their people. Believing in them is believing in Eternity...

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...

The ways of Jackal are pitiless. The **Orcs** know this and respect those who 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.



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 in 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 who 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 who 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 page 24 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, unless he is a Warrior-Monk.

t e m p o r a r y f a i t h

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.** level. 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
Zealot
Dean

every 3 believers within his Aura of Faith
every 2 believers within his Aura of Faith
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.

c a l l i n g a m i r a c l e

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.

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.

u s i n g c e n s u r e

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 who 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.

s p e c i a l c a s e s

Two divinities give special attention to the exercise of their will on Aarklash : Merin and Mid-Nor.

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 who holds grudges and is present within every one of his children. The Faithful **Dwarves of Mid-Nor** 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 provide T.F. points to the Faithful of their people in the usual way, but not to those of their Allies. If they aren't of any people, then they are counted in the Aura of Faith of all the Faithful following their Path of Alliance.

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

g a m e e x a m p l e

Misan went over his calculations one more time. He knew that this was useless, for his intuition never failed him, but he felt a need for certainty when faced with the menace revealed by the fateful aligning of the stars...

The Goblin Faithful Xherus the Visionary left the sewers of Cadwallon after a sudden revelation. He has undertaken a mission of utmost importance : to unify the countless Goblin tribes thanks to the sacred language of the god Rat. Unfortunately the Lion Faithful Misan the Clairvoyant, a talented astrologer, has interpreted the prophecy of the heavens and has predicted the outcome of this insane quest. Unless someone puts an end to Xherus's dreams of greatness, the Goblin people will be unified and no one will be able to stop them !

Their paths finally cross. The two Faithful, each at the head of a small army, prepare for a bitter battle. Aarklash's future is at stake !

Misan the Clairvoyant's cult worships Arin, the god of the Lions. His Aspect rates are : Creation 2 / Alteration 1 / Destruction 0. He can use the following miracles : Benevolent Luminescence (Cult of the Ways of Light, Creation 1 / Alteration 1 / Destruction 0) and Salutary Intuition (Cult of Arin, Creation 0, Alteration 1, Destruction 0).

Facing him is Xherus the Visionary who honours the Cult of Rat, the god of the Multitudes of Goblins. His Aspect rates are :

Creation 1 / Alteration 2 / Destruction 0. He is equipped with the following miracles : Tide of the God Rat (Cult of Rat, Creation 1 / Alteration 0 / Destruction 0) and Distraction (Cult of the Paths of Destiny, Creation 0 / Alteration 1 / Destruction 0).

After the Movement phase the Divination phase begins.

Misan the Clairvoyant's Aura reaches 10 cm around his figurine. Six Lion fighters are within this perimeter. His Temporary Faith / T.F. rate for this round is calculated as follows : 6 befriended fighters + 1 for himself makes a total of 7 fighters. Misan is a Devout so this result must be divided by 3 and rounded off to the higher integer. So Misan's T.F. is equal to 7 for this round.

As for Xherus, he has 10 Goblin fighters within his Aura of Faith of 7.5 cm. One of these is a winged Psychomutant flying at Level 1 : he isn't counted in Xherus's Aura of Faith since he is at Level 0. This makes a total of 10 fighters (9 + Xherus), making Xherus's T.F. equal to 4 seeing that the Goblin Faithful is also a Devout.

The forest's edge seemed to come to life when dozens of Goblins appeared from the thickets and trees.

A shimmer of resolution close to madness replaced the fleeting gaze characteristic of their species... From the heart of the horde came a bent and blind old man : Xherus the Visionary, the herald of this emerging crusade.

Misan has a Discipline rate of 6 against Xherus's of 3. The Clairvoyant of the Lion thus Calls his miracles first.

Aware of the overwhelming numbers of Goblins, Misan attempts to Call Luminescent Benevolence onto himself. This miracle's Difficulty is equal to 6. He must get a result of 3 or more on his Divination Roll in order to succeed. But Xherus isn't going to make it easy for him ! The Goblin has a line of sight onto his opponent and decides to sacrifice 1 T.F. point to Censure him.

Misan thus loses 1 T.F. point and must now get a result of 4 or more to Call his miracle. He then decides to use an additional Divination die to increase his chances of success... His T.F. falls to 1, so he now must get a result of 5 or more, but he can roll two dice... 6 and 2 ! Arin has heard the Call and Misan is suddenly surrounded by a blinding aura that threatens to burn all opponents who get too close.

Misan loses an amount of T.F. points equal to the miracle's Fervour, meaning 3. This brings it down to -2, which is equal to 0.

Xherus's incredible presence alone was enough to galvanise the Goblins. Inspired by a frightening faith, the Rat's offspring were now more than just an army in which its strength is based on unity. Like a swarm of locusts they formed a body that was slave to its unspeakable instincts.

But the Paladins of the Lion weren't easily impressed ! Misan entrusted his salvation to Arin, the solar god of the Kingdom of Alahan. The divine will was carried out when the Clairvoyant's silhouette was surrounded by an aura of light...

Now it's Xherus's turn to act. He tries to Call the Tide of the God Rat so that it drowns his enemies. This miracle's Difficulty is of 8 and he has 3 T.F. points available. His opponent doesn't have any Temporary Faith left and thus cannot Censure him ! Rat is generous and grants Xherus a 5 on his Divination Roll. A swarm of vermin gathers at the Faithful's feet and gets ready to throw itself at the Lion warriors like a predator with a thousand fangs but only one mind.

Xherus loses 2 Temporary Faith points, the equivalent of the miracle's Fervour. He still has 1 T.F. point left, which he decides to keep until the next Divination phase. A good idea since the Distraction miracle is to be Called during the Movement phase !

Thus begins a new round in the confrontation...

The gods have already set their immortal gaze onto the battle that has just begun. The Faithful gather their troops around themselves to unleash divine fire and fury at their enemies...

t h e i m m o r t a l s

Many warriors believe that the Faithful are just manipulators who 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.

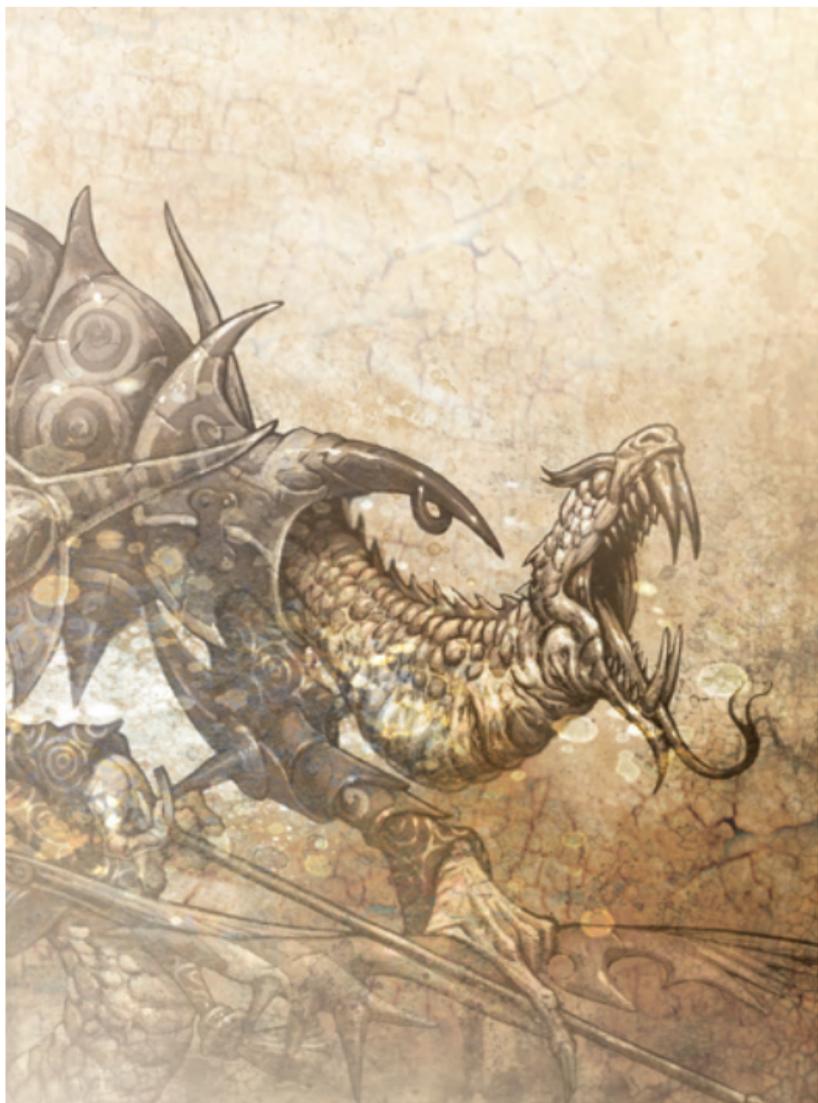
The Immortals are grouped in the same way as the Alliances presented in the CONFRONTATION booklet : the Ways of Light, the Paths of Destiny and the Meanders of Darkness.

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 groups 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.

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 with the Paths of Destiny. A Being of Destiny is immune to the Assassin Ability. It can Charge an enemy who it didn't see at the beginning of its movement and detects Scouts who are within its Charging range. A Being of Destiny is considered as having the Consciousness Ability.

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 Light / X : the Beings of Light serve the cause of justice in all its forms, be it intransigent or merciful. They are affiliated with 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 an enemy's control. They are considered as having the Righteous Ability.

The prophetic writs of the first Faithful and the translucent papyruses of the ancient civilisation of Ishim'Re sometimes wander from the point when they tell of things that were already legend at the time of their authors... These feverish writings tell of the heroic deeds of the Immortals who reigned as masters on Aarklash before the Age of Battles, before the gods and their court were forced into exile by the inexorable power of Time. In order to reign, they needed emissaries and armies; the Immortals of the External Circles, though numerous and powerful, were not enough to carry out their blood-filled plans. While their Empires of Eternity were in decline, the gods of Clarity and of Obscurity turned towards their worshippers to finish their work before their unavoidable extinction. This dark era was that of the enigmatic Utopia of the Sphinx's sacrament and of the terrifying Ophidian Alliance...

n e w a b i l i t i e s

Loyal / X : the armies of Aarklash are sometimes made up of warriors who 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.

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.

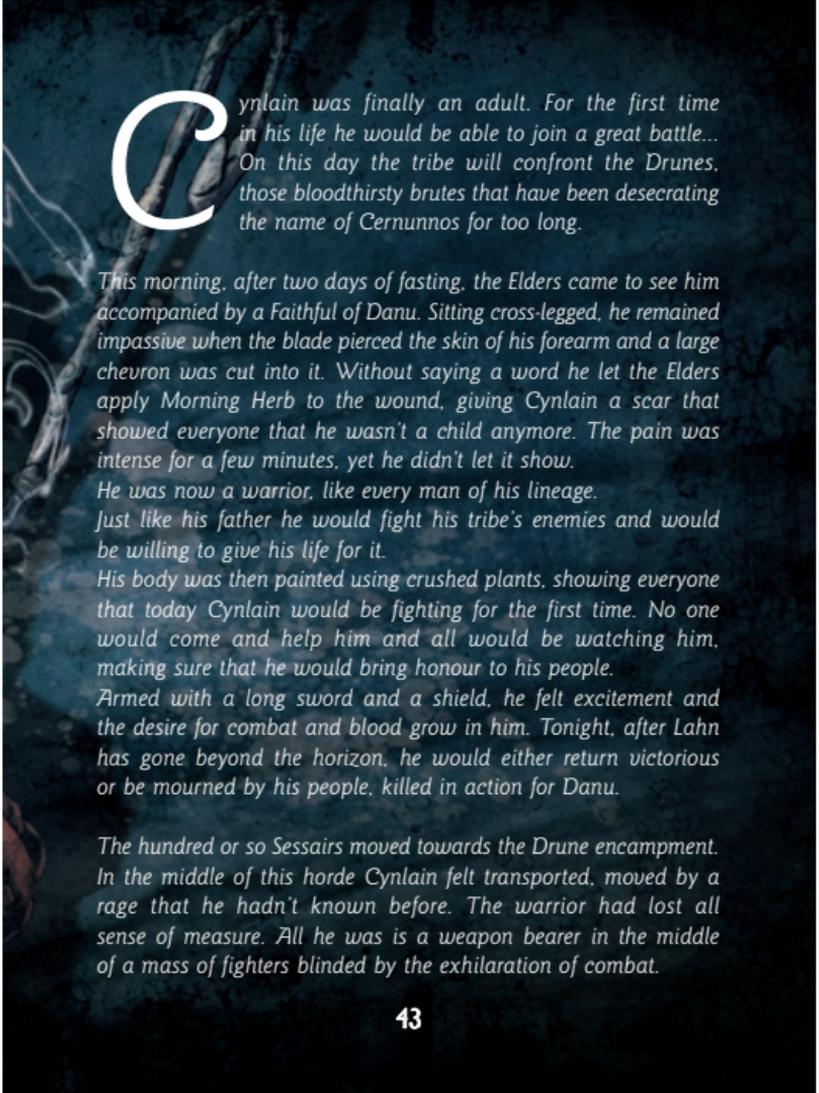
Martyr / X : every god of Aarklash has his worshippers, and some of these worshippers show an exemplary or even suicidal fervour. When a Faithful of your camp needs Faith, he can sacrifice a warrior who has this Ability at any time during a round. The sacrificed fighter must be in base-to-base contact 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.

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.

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.

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.





Cynlain was finally an adult. For the first time in his life he would be able to join a great battle... On this day the tribe will confront the Drones, those bloodthirsty brutes that have been desecrating the name of Cernunnos for too long.

This morning, after two days of fasting, the Elders came to see him accompanied by a Faithful of Danu. Sitting cross-legged, he remained impassive when the blade pierced the skin of his forearm and a large chevron was cut into it. Without saying a word he let the Elders apply Morning Herb to the wound, giving Cynlain a scar that showed everyone that he wasn't a child anymore. The pain was intense for a few minutes, yet he didn't let it show.

He was now a warrior, like every man of his lineage. Just like his father he would fight his tribe's enemies and would be willing to give his life for it.

His body was then painted using crushed plants, showing everyone that today Cynlain would be fighting for the first time. No one would come and help him and all would be watching him, making sure that he would bring honour to his people.

Armed with a long sword and a shield, he felt excitement and the desire for combat and blood grow in him. Tonight, after Lahn has gone beyond the horizon, he would either return victorious or be mourned by his people, killed in action for Danu.

The hundred or so Sessairs moved towards the Drune encampment. In the middle of this horde Cynlain felt transported, moved by a rage that he hadn't known before. The warrior had lost all sense of measure. All he was is a weapon bearer in the middle of a mass of fighters blinded by the exhilaration of combat.

In an instant they were in the camp, massacring everything that moved without distinction. Able-bodied or wounded warriors, it didn't make any difference to them... they were all Drones, their hereditary enemies.

– « Cynlain, listen to me... »

Stopped in his tracks, Cynlain looked around him. Was he dreaming ? Did someone just say his name ?

– « Cynlain, come to me ! »

The young man was paralysed by his stupor. Whose voice was this ? Who was this woman calling him ?

Next to him a Drune fell, killed by a spear.

– « Who are you ? » he called, his voice covered by the tumult of the battle.

– « Cynlain, my little one, don't you recognise me ? »

– « Mother ? »

Could it be that his mother's spirit was talking to him ? She had died when he was still a child. His memories of her were vague, yet his heart could not deceive him.

Around him the shouts doubled in strength. There was no doubt about their victory anymore.

– « Cynlain, my son, you must leave, this battle is not in your favour. Danu has let me warn you, allowing me to see you one last time. »

Dropping his weapon and his shield, he made his way through the fray between the fighters, dodging several blows, passing through the flames, stepping over corpses. He would find his mother again, the one that bore him, the one that he missed greatly during his childhood, the one that loved him so much.

Out of breath, gazing at the forest in front of him, Cynlain hoped that he hadn't made a big mistake. No, it couldn't be, only Danu would allow his mother to warn him.

– « Over here, my child. »

The voice seemed nearer now. Running on, he soon found himself at the mouth of a cave.

– « Come closer... come closer, Cynlain. »

He entered the cave with a smile on his lips, happy to again see the one that was taken from him. She was there, he could barely make her out in the dark, only glimpsing a sweet, feminine silhouette. His mother's spirit was before him, may Danu be thanked forever.

It is only once she turned around that he realised the horror of the situation. The creature facing him had nothing to do with a woman.

– « My son, aren't you happy to see me again ? »

Horrified, Cynlain felt his world collapse around him. His mother was now a Banshee, one of those beheaded adulteresses that were turned into Living-Dead by the forces of Darkness.

He now understood why his father always refused to explain to him how she had died.

– « So your father didn't tell you everything ? May he be damned, may both of you be damned ! »

Opening her mouth and holding her head in her outstretched arms she let out a scream of unimaginable strength, making an incredible terror rise in Cynlain. Petrified, he saw two splendid women with skin as white as ivory appear from the shadows. Like wild animals they pounced onto him, their fangs ripping his flesh, a true living feast. Howling in pain he felt the Banshee's lifeless gaze on him. Then a few words were heard, cutting short the howl of the one that once was his mother.

A man entered the cave. Clothed like a Sessairs, his back slightly bent with age, he carried a spear in his left hand and a small statue of the Goddess in the other. He glowed with a soft light that got stronger until it illuminated the whole cave. Making sinister growling sounds, the two pale women, whose faces were now covered with the warrior's blood, threw themselves at the intruder. Raising his hand and closing his eyes, the man stopped them in mid-flight. They spat their hatred at his face, baring their fangs, gesticulating in the air like puppets... He then clenched his fist and they disintegrated, falling to the ground as dust.

On his knees, holding his forearm, Cynlain realised that his mother was gone. The man got down in front of him.

– « Show me your arm. » he said with a voice cracked by the years.

– « O... OK. »

Cynlain didn't know what made him suffer more, the wound or the painful bitterness he felt beating at the bottom of his heart.

– « I am Nemehd, priest of Danu. Let me take a look at your wound. »

– « How did you know ? »

With a steady hand Nemehd lightly touched the wound and whispered a prayer. The flesh closed itself, only leaving an impressive scar as a souvenir.

– « Danu led me to you, young warrior. »

– « That was my mo... mother... »

– « There is no use in speaking, if Danu allowed this encounter, then she had her reasons for it... even if today you do not understand them. Go back to the village, the wounds

that you carry in your heart will take some time to heal, but I know that you will come out bigger and stronger. When the day comes, you will have to be ready to pay back your debt towards Danu. »

Getting up, Cynlain passed next to the man, looking at him one last time.

– « You aren't coming with me ? »

– « No. It is my duty to stay here. I have chosen to live away from the tribes. » he answered with a deep voice tinged with sadness.

– « Will you find my mother again ? »

– « Return to your home, the time is not right. »

Without another word Cynlain left the cave, more lost than ever, not knowing what to tell the Elders and to the ones that saw him leave the battlefield.

From the cave Nemehd watched the warrior's silhouette slowly disappear in the distance, knowing that he would never see him again.

– « Yes Cynlain, I must find your mother... the woman that I loved and that your father beheaded. »

*« ... And the gods' servants
will carry hope and hatred
in their hearts. Their faith
will open the eternal gates
of redemption or those of
damnation... »*



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