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Thanks to all the testers : Frédéric Anger, Séverine Delagarde, Sébastien Gautier, Philippe Jung, Florent Mousset, Édouard Negre, Jacint Oros, Sylvain Roux, and to all who have lent their support.

CONFRONTATION is published by **RACKHAM**

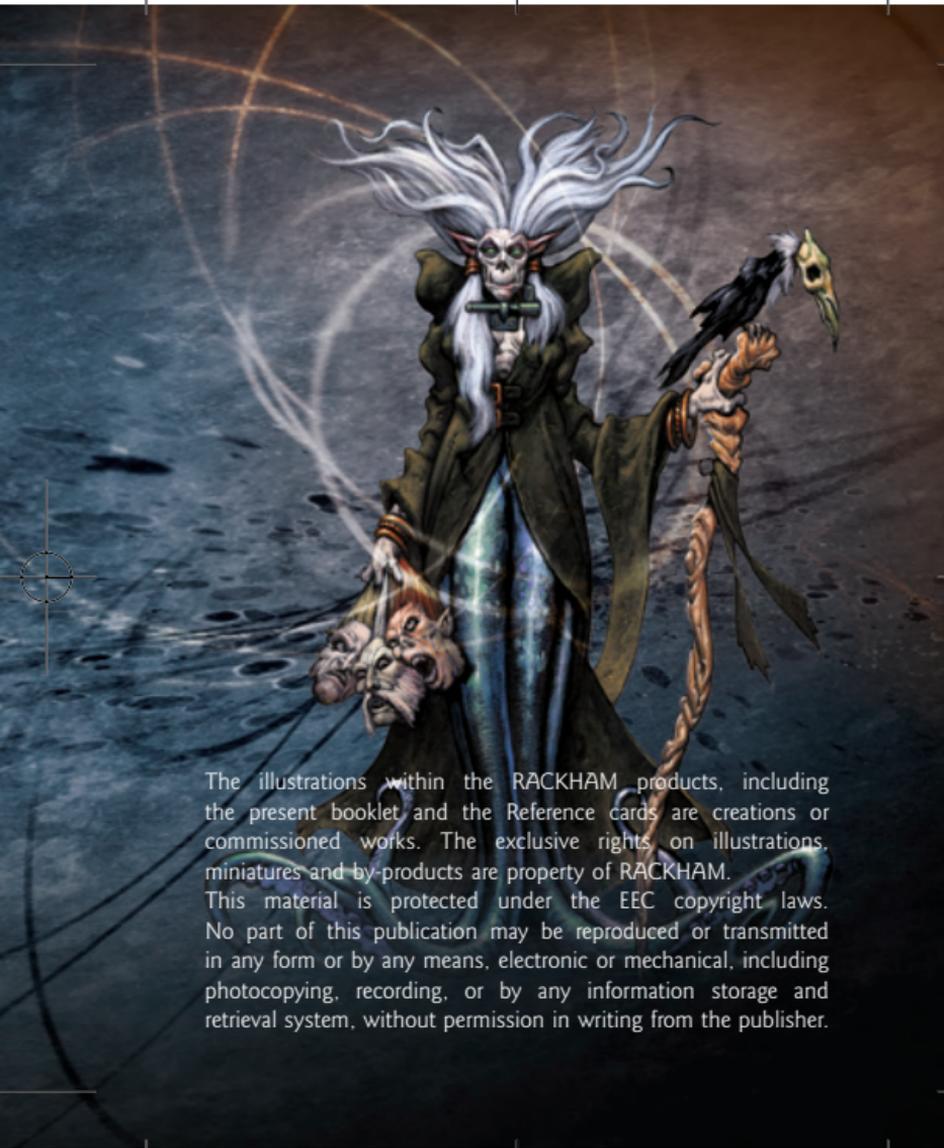
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Printed by Imprimerie Fournié (31131 TOULOUSE)

September 2004



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*A*lahel the Messenger, Adventurer of Alahan and herald of King Gorgyn, is journeying to the free city of Cadwallon where he is to accomplish a mysterious mission. But the road to the ancient city of the Elves is full of dangers : Alahel has encountered Tharn, a Champion of Darkness, and his troops have suffered heavy losses. Setting his mission before his pride, the Messenger of Light chose retreat.

Yllia was at her highest. However, in the depth of night, a pure light betrayed the turmoil that gripped Meliador's tower. Inside, a small winged being was holding a large bowl of water. Urio, the Air Familiar, seemed to be in a trance. Leaning over the recipient, Meliador, after having pronounced an ancient Hermetic phrase, plunged a gem of Light into it.

« What are you doing, Master ? » asked another Familiar who looked perplexed on the ritual.

« I sense that Alahel has serious troubles, Shanis ! »

The crystal-clear water of the large cup gradually changed into bluish steam, revealing to Meliador's eyes the distant vision of a dear friend.

The Magician briefly saw the formidable battle that had just taken place between his protégé and Tharn, the Crane-Warrior. The perfidious ambush in this deserted village had been bloody.

but the warriors of Alahan had fought valiantly. They had been able to go on but many of them were wounded. Meliador decided to intervene. He stepped through his laboratory's window, followed by his two Familiars. Supported by a strong gust, he could now travel with the winds. The trio flew towards the horizon.

The village square was as empty as Alahel had found it, but Meliador knew now that it was only a decoy. He could feel the close presence of Darkness : his two Familiars were flying a few metres above ground, their eyes seeking the enemy. The forest was drowned in the half-light, there was only silence. Suddenly, a lugubrious voice was heard.

« Mortal, you do not belong here. I feel the power that impregnates your gaze and I know how noble the blood in your veins is. If your virtue granted you a spark of reason, go away, your time has not yet come. If you are here to bear Light into Darkness, you will meet your destiny. »

The voice seemed to come from everywhere. It was powerful without being deafening, covered and melodious at the same time. The Celestial seized his Set of Prisms and whispered to his Familiars to stay alert while he gathered his power. Even if he had never heard this voice, it seemed strangely familiar to him.

The Living-dead soon arose, emerging from their hiding places, grunting in sinister ways. Among the decaying zombies and the white skeletons were victims of the first massacre, still bearing the noble insignias of the Lion.

A Nightjar came circling around the three messengers of the Light. After having harassed the two Familiars with its hoarse and harrowing cry, it came to rest on an invisible perch. An ill omen, the bird hunter of souls foreboded worse than death.

« Gorgon ! » breathed Meliador repressing a shudder. The raptor cried hoarsely as if to impose silence as its mistress appeared. And she came out of the shadows, pure blasphemy towards life.

Looking down on the Magician with scorn and hate, the Necromancer spoke with a hissing voice.

« Meliador, insolent mortal, do you really believe you can eternally stand against me ? »

The Lion did not respond to the provocation, he knew his opponent well but would not have made the mistake of underestimating her.

The Gorgon had been seen lurking near the Forest of the Raised Stones, exploring the sewers of Klüne or even haunting the corridors of a Griffin monastery. The last witnesses had seen her in Cadwallon.

One day, their paths were bound to cross...

More was needed to intimidate Meliador. Grasping a handful of Mana gems, he pronounced a short litany in the Kelt language. His words seemed to fly towards the firmament, waking an ancient and awesome power. Clouds threatened to invade the sky

as the air was charged with electricity. The Mage's feet left the ground as electric arcs ran along his body. Lightning ripped the sky, foreboding the fury to come.

The Gorgon knew this spell well, too ancient and too brutal to come from the Hermetic Magic of the Lion. In immemorial times she had fought Magicians capable of unleashing such a storm. She believed them all dead... All except the one who had defeated her when time did not yet exist.

With a wave of the hand, she created a Portal of Darkness above the ground. A Morbid Angel came out of it, opening its dried out wings in a threatening way. Meanwhile, the two familiars were spreading chaos amongst the Living-dead. Breaking rotten bones as they went, the elemental creatures were compensating their small size with incredible vivacity. But the Morbid Angel proved to be quicker still. When Urio attempted to interpose himself between it and his master, the vile creature avoided him, neglecting this too modest prey to swoop down on the Magician. Meliador slowly raised a hand, as if to stop the macabre puppet in mid flight. A ray of light pierced the sky, reducing the Morbid Angel into dust in a blinding halo.

Distracted by the creature, the Magician hardly had the time to see his enemy point at him in turn. Out of nowhere, she materialized a flight of flaming projectiles that darted through the air towards him. The first Arrow of Hecate hit Shanis, sending him back to the plane of Light. The second deviated from its trajectory in pursuit of Urio. Meliador let his anger surge : in the air in front of him he traced an ideogram that stopped the murderous flight.

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All around the two Magicians the air had become heavy and crackled with magic energies. Disoriented by all the occult powers unleashed, the macabre puppets roamed at random, blind to the presence of the Adept of Light. As determined as ever, Meliador let all the power of his last few gems surge through him. The Celestial, hand stretched towards the sky, appeared for a brief instant as an angel of Light, before sacrificing all his energy in an ultimate prayer to the Ancients.

Answering his call, a lightning bolt fell on the Gorgon with a deafening clap of thunder.

« Leave this land that you should never have walked. I command you ! » cried Meliador.

But only a horrible and grotesque sniggering was heard for an answer.

« No, my old foe, not yet, not this time... »

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

You have just acquired a figurine intended for the wargame **RAG'NAROK**. This game stages vast armies, that confront each other on epic battlegrounds for the dominion or the survival of their species. To allow you to play with the **RAG'NAROK** figurines, here are the **CONFRONTATION** game rules and those of its supplement **INCANTATION**.

CONFRONTATION, completed by its supplement **INCANTATION**, is a game that marks the beginning of **RAG'NAROK** in small skirmishes with often crucial consequences.

CONFRONTATION offers a simple game system that enables you to simulate skirmishes between rival factions with loads of game play and fun.

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

The **CONFRONTATION** rules are enriched by three supplements : **INCANTATION** that deals with magic and spells, **DIVINATION** that is devoted to the various aspects of Faith, and finally **INCARNATION** that allows your Characters to evolve by playing Adventure scenarios.

As your army grows, you will be able to use the **RAG'NAROK** rules to simulate bigger conflicts. Some rules differ between **CONFRONTATION** and **RAG'NAROK**, but to go from one system to the other will present no difficulty, the game principles being the same.

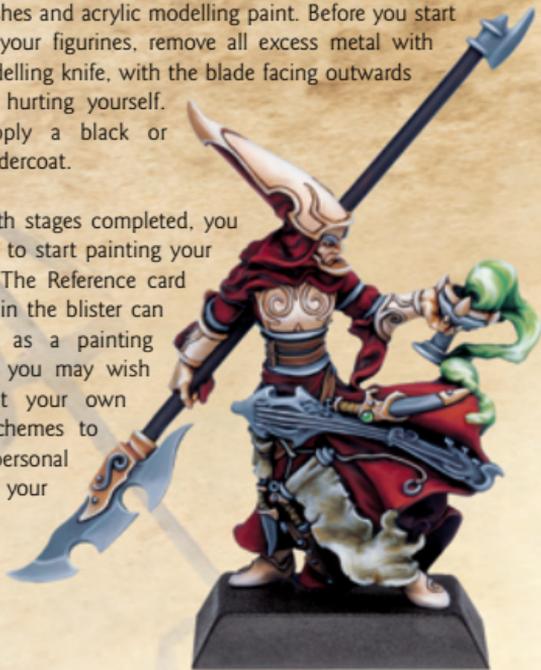
We hope that **CONFRONTATION** will give you as much fun playing it as we have had creating it.

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.

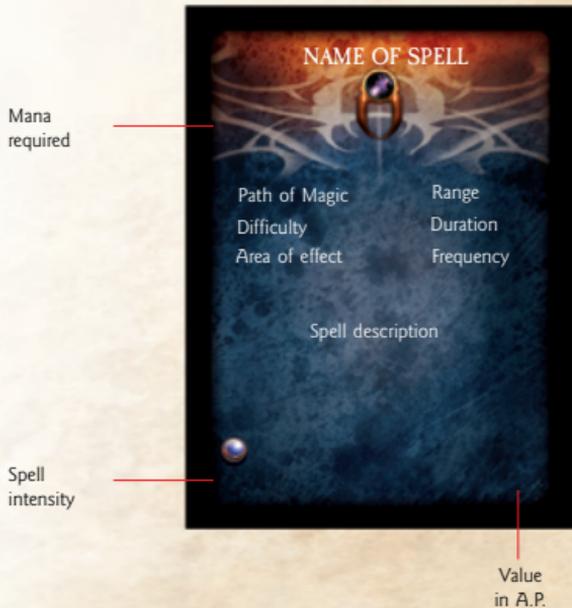
For best results when painting your figurines, we recommend the use of a modelling knife, as well as a selection of small paintbrushes and acrylic modelling paint. Before you start painting your figurines, remove all excess metal with your modelling knife, with the blade facing outwards to avoid hurting 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 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 s p e l l c a r d s

INCANTATION figurines have various cards. As in 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  are called MAGICIANS.



m a g i c d e s c r i p t i o n c h a r a c t e r i s t i c s

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. At the beginning of the game, a Magician has 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 perform 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 also 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.

Alahel followed Meliador through his laboratory. The incredible mess all over this place amazed the Messenger. The Magician's tower was big enough to house a whole garrison, yet he now had to watch where he put his feet to avoid stepping on anything...

« What is all this good for, my friend ? » asked Alahel.

« I know what you're thinking. But every dusty trinket, each mouldy book and each cracked vial are the indispensable component of at least one spell. I need all this to maintain my control over the Elements ! »

« By Arakin, is there no way to... »

Alahel suddenly heard a sinister creaking sound coming from a scarlet globe on his right.

« No, be silent ! Some names must not be pronounced near an Orb of Kalyor ! »

t h e e l e m e n t s

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 Realms. To obtain them, Magicians make pacts with beings from these strange domains. 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.

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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.

« The best Magicians consider that Essence precedes Form. They perceive their environment as well as possible, and act rather than react to distinguish the subtle nuances of Creation. »

- Meghan the Enchantress



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.



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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 their mastery of 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...

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 . 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.

Withdrawn within their cyclopean cities, the **Cynwäll Elves** live far from the world, little-known by the peoples that surround them. At the tops of the Behemoth Mountains, they breed the immense Dragons of the heights, which they use as mounts. Their peculiar use of the Principle of Light will no doubt surprise more than one of their opponents.

Primary domain : Light.
Forbidden domain :
Darkness.

Theurgic Magic is what the **Griffins** call the Heart of Merin. 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 : the gift of Creation. Through Fire and steel, they carry the word of their almighty god, Merin.

Primary domain : Fire.
Forbidden domain :
Darkness.



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. They reject Darkness, principle of corruption and destruction.

Primary domain : Light.

Forbidden domain : Darkness.

Tampering with death is the **Acheron Necromancers'** source of 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. 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.

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.

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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.

Primary domain : Darkness.

Forbidden domains : Light and Fire.

Under Yllia's glare, the **Wolfen** follow the Path of Whispers. 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 **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 opposes Telluric Magic. The Lictors base themselves on organic components to drain the earth's energies. Only gems of Darkness permit the desired effects.

Primary domain : Darkness.

Forbidden domains : Light and Air.

The **Daïkinee Elves** live in symbiosis with the surrounding nature, amidst the Fayes, creatures of elemental essence. The Daïkinee Sentinels know 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.

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 create 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.

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.

On the plains of Avagddu, the Kelt Barbarians of the **Sessairs** Clan live in close relationship with nature. 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.

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 unlucky victim...

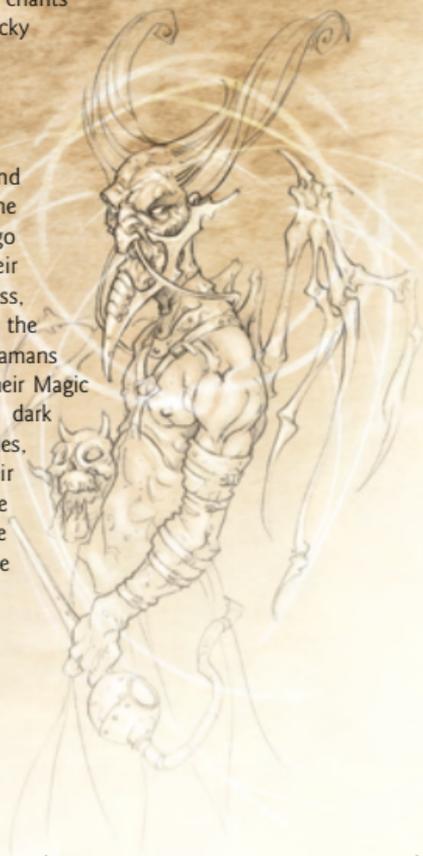
Primary Domain : Water.

Forbidden Domain : Earth.

Overcome by hatred and resentment, the Kelts of the **Drupe** 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 Drupe have turned to Darkness and have given themselves over the vilest rites.

Primary domain :
the fundamental Elements.

Forbidden Domain : Light.



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 .

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 of Elemental Magic, a Magician must imperatively master the Element necessary for its Incantation.

The journey was long, but Irix had not weakened. She has been Ophyr's student for several years now and her legs were used to marching endlessly with Yllia's protégé. The two Wolfen were presently at the entrance of a small cave from which a humid breeze came out. An underground spring !

After a few minutes they came to a vast chamber with a lake in the middle. A gigantic stalactite fed it tirelessly, drop after drop.

« What do you hear, Irix ? »

« The song of the Water freed from the Earth and the Air. »

« You are still deaf. The ripple that the drop makes on the lake's surface is the whisper of the goddess Moon... »

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.

t h e m a n a r e s e r v e

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.

c a s t i n g a s p e l l

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.

t h e i n c a n t a t i o n

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. 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 THE EFFECTS OF A SUCCESSFUL INCANTATION

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 ! The effects of a successful Incantation 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.

By investing additional gems during or after the Incantation Roll, some spells allow you to modify their effects. 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 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 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.

r e c o u n t e r i n g m a n a

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 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 have in reserve. The Recovery Table indicates the number of gems that will be added to their 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 :

When engaged in Hand-to-Hand Combat a Magician cannot concentrate with the same intensity. Instead of subtracting the number of gems in his reserve, he subtracts twice this amount. Warrior-Mages and Magicians following the Paths of Necromancy and Hermetism are however not subject to this rule, they recover gems as usual even if they are engaged in Hand-to-Hand Combat. A Magician taken by Fear can cast spells, use Countermagic, and recover Mana in the normal way. For Orcs, a result of 1 on a Recovery Roll is not considered a failure.

t r a n c e

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.

g a m e e x e m p l e

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 the game with 3 gems of Air  and 4 of Light . 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  and 1 of Fire .

F i r s t r o u n d

Meliador's Initiative  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  and 3 of Air . 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  against the spell's 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, 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...

r a n k s a n d
a r t e f a c t s

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.

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

Certain fighters sometimes possess unusual innate magic capacities or talents acquired in the course of long years of research or experiments: the Abilities. They are indicated on the Reference cards.

Some Abilities are expressed with a variable rating / X. For example, the Devotion / 3 Ability means that the fighter's sacrifice grants 3 gems to the Magician who sacrifices him. The Spirit of the Earth Ability means that a natural 1 on the Incantation Roll is not an automatic failure.

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.

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.

Devotion / X : some warriors 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 warrior 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.

Warrior-Mage : compelled to the same discipline as warriors, they also learn to use the power of Mana. 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 can recover Mana as if they were not engaged. Warrior-Mages are incapable of going into Trance. They can use the Counter-Attack.



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 of the cursed gift bestowed upon them by the Moon, and discover only too late the night star's influence on their behaviour. The Selenites used to be able to find refuge on the Island of Tycho in the far south of Aarklash. But since the destruction of their sanctuary by the forces of evil, the children of the Moon are on their own... 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 I 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.

t a b l e o f e l e m e n t a l o p p o s i t i o n

ELEMENTAL DOMAIN	OPPOSITE DOMAINS
Light	Darkness
Air	Earth and Darkness
Water	Fire and Darkness
Fire	Water and Darkness
Earth	Air and Darkness
Darkness	All including Darkness
Instinctive	None

Absorption : For example, to absorb a spell made up of one gem of Fire and one of Water, 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.

Counter : After having made his Incantation Roll, a Magician manages to cast a spell by getting a total result of 9.

For a Counter to be successful, the Magician attempting the Counter who has a Power rating of 4 must spend one gem of any Element and get a 5 or more on his Incantation Roll to reach the total of 9 set by the opposing Magician who cast the spell being countered.

mana recovery table

During a Mana Recovery Roll, a Magician makes an Incantation Roll (Power + 1D6). From the result of this Incantation Roll he subtracts the number of gems left in his Mana Reserve. Depending on his Rank, the result indicates the number of Mana gems recovered according to the recovery table below.

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

Mana Recovery in Hand-to-Hand Combat : a Magician engaged in Hand-to-Hand Combat must subtract twice the number of Mana gems left in his Mana Reserve from the result of the Incantation Roll. Warrior-Mages and Magicians that master Hermetic Magic or Necromancy are not affected by this rule.

Trance : a Magician in Trance doesn't subtract anything from the result of his Incantation Roll when recovering Mana.

Orc Magicians do not consider a result of 1 as a failure during Mana Recovery Rolls.

Mana Reserve : a Magician's Mana Reserve is equal to twice his Power rating.

The hunt, which had started a few hours earlier, would soon reach its end. Before the first rays of Lahn bathed the forest of Hidrella, the presence of troops of Acheron would be no more than an unpleasant memory.

For having desecrated the tombs of valorous Wolfen, for having transformed them into zombies, having insulted their memories and Yllia herself, it had been decided that they would be exterminated. Killyox and about thirty Wolfen attacked the damned of Acheron's encampment, sending them back into the eternal sleep from which they should never have awoken. But a Necromancer had managed to flee. She wouldn't go far alone in this forest, and would soon meet the same fate as the other abominations... A group made up of a handful of Wolfen helped by a Lonewolf had been sent on her pursuit. The hunt was on, now it was only a matter of time.

Breathing heavily, Azaël ran through the forest. Her survival depended on her ability to flee. If the Wolfen caught her, everything would be over ! Never would she finish the plans she had concocted, never would she fulfil her destiny... The attack had been so violent and unexpected. Not one of her servants had survived, not one of the Wolfen Zombies she held so dearly had escaped from her enemies' destructive rage. Killyox would pay for this. Sooner or later she would have him in her power, and that day his death would be extremely slow, a mixture of suffering and humiliation to become a zombie in the end. Forever one of Azaël's slaves...

« She's coming. The sentries have reported her presence. »

Only a few more metres left. Soon Azaël would be safe and the threat would disappear. Those damned Wolfen were there, a few minutes behind her. Azaël could hear them hunting her down, howling and making horrible snarling sounds.

Their prey wasn't very far, the pungent stench of her carnal dress leaving a trail easily followed by the Wolfen. In this cloudless night the Wolfen were the masters of the forest, and Yllia would be proud of her children. In her name, they would eliminate the cursed one that had dared soil their territory with her presence. The hunt was almost over, the Necromancer's silhouette was within their sights.

Out of breath, Azaël contemplated the insurmountable mountains that thrust their peaks high up into the air in front of her. The next few minutes would be decisive: she had to find a way out, quickly !

The Wolfen saw her searching for a few seconds and then disappear into a cave. She was caught in a trap. Growling ferociously, they followed her into the cave one after the other. There, at the end of the cave was the Necromancer, her foul odour giving away her presence. It was now useless for her to flee or to hide, she was within their fangs' reach.

At the centre of the cave, a few metres underground, Azaël watched the pack of Wolfen enter the chamber. There were lots of them, more than she had expected. But this was unimportant, for them it was already too late.

Before they could realize what was happening, the trap closed in on them. A flood of Mid-Nor Dwarves hit them, ready to show the Wolfen the price of venturing into their territory. Their bodies patched together and deformed, wielding weapons shaped as strangely as their faces, these Dwarves had little left in common

with their cousins of Tir-Nâ-Bor. Taken by surprise, the Wolfen were soon caught in a terrible fray. As soon as one Dwarf was killed another took its place. The constrained area and the overwhelming number of warriors of Mid-Nor left little doubt as to the outcome of the battle. The Wolfen fought with the energy of despair. For many minutes, attacked from all sides by an ever more numerous and aggressive adversary, they sowed death within the Dwarves' ranks. They had been trapped and were now paying the price. Just before dying, the Lonewolf made a last silent prayer to Yllia, imploring the goddess not to let Acheron take possession of their bodies. After the last Wolfen had expired, Azaël opened her book of curses. Time had come for her to prepare the ritual.

At the head of a pack of new Wolfen Zombies the Necromancer delighted in her victory. In exchange for a few gems of Darkness the Mid-Nor Dwarves had given her the strength needed to accomplish her mission. Now it was time for her to fulfil her destiny and hunt the one who should become the leader of her unit of Wolfen Zombies : Killyox.

« ... This age shall be the one the Ancients choose to designate their champions. These shall toil in broad daylight or in impenetrable darkness, and they shall be vanquished by none but themselves... »

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« ... So the Magicians will
unleash the Elements in the
chaos of a fierce struggle,
in the name of their people
and their gods... »



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