



Incantation 2 Rules of Play

Version 4.0

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Incantation

1 Crime and Punishment

With Alahel the Messenger, Adventurer of Alahan and herald of king Gorgyn, are on the way towards the free city of Cadwallon to fulfill a mysterious mission there. But the road towards the antique quoted of the Elves is full with dangers: Alahel met Tharn, a Champion of Darkness, and its troop underwent heavy losses. Making pass his mission before his pride, the Messenger of the Light chose the escape.

...

Yllia culminated at its point highest. However, in the heart of the night, a pure light betrayed the effervescence that reigned at the top of the tower of Méliador.

At the interior, a small winged being held a broad filled up water basin. Urio, the Familiar one of Air, seemed in fright. Leaned with the top of the container, Méliador, after having pronounced an antique formulates Hermétique, plunged a gem of Light there.

"That do you make, Master?" asked another familiar that attended perplexed the ritual.

" I feel that Alahel has serious difficulties, Shanis! "

The crystal water of the great cut changed gradually into bluish vapor, revealing with the eyes of Méliador the remote vision of a expensive friend.

The Magician then saw briefly the terrible combat which had just had place between its protected and Tharn, the Warrior-Cranium. The perfidious ambush in this deserted village had been bloody, but the warriors of Alahan had fought valiantly. They had been able to set out again but good number of them were wounded. Méliador decided to intervene. It spanned the window of its laboratory, follow-up of its two Familiar. Supported by a powerful breath, it could from now on evolve/move in the airs. The trio flew away towards the horizon.

...

The place of the village was as empty as Alahel had found it before, but Méliador knew now that it was only one lure. It felt the presence of very close Darkness: its two Familiar flew to a few meters to the top of the ground, seeking the enemy of the glance. The forest was plunged in the half-light, it had only silence there. Suddenly, one see of in addition to-fall was made hear.

" Mortal, you do not have your place here. I feel the capacity that impregnates your glance and I know the nobility of the blood that runs in your veins. If your virtue granted a spark of reason to you, moves away, your hour did not come yet. If you are there to carry the Light in Darkness, you will meet your destiny "

The voice seemed to come from everywhere. It was powerful without deafening, being covered and mélodieuse at the same time. The Celestial one seized its Set of Prisms and

murmured with its Familiar to remain vigilant while it gathered all its capacity. Even if it had never heard it, this voice seemed to him familiar étrangement.

The Undead ones expressed soon their presence, outgoing their masks by pushing sinister growls. Among the zombies pourrissants and the skeletons bleached were the victims of the first massacre, still carrying on them the noble badges of the Lion.

A Goat-sucker whirled around the three envoys of the Light. After having badgered the two Familiar ones of its song raucous and distressing, it came to be posed on an invisible perch. Sign of misfortune, the bird hunter of hearts announced quite worse than death.

" Gorgone! " blew Méliador by repressing a shiver. The raptor pushed a raucous cry like requiring silence with the appearance of its mistress.

And it came out of the shade, pure blasphemy against the life.

Measuring the Magician of a glance full with hatred, Nécromancienne spoke about a whistling voice.

" Méliador, insolate mortal, do you thus believe to be able to eternally draw up you on my path? "

The Lion did not answer the provocation: it knew its adversary, but would not have made the error to underestimate it.

One had seen Gorgone rôdant close to the Forest of Raised Pierre, exploring the sewers of Klûne or haunting the corridors of a monastery of Griffon. The last witnesses had seen it in Cadwallon.

One day or the other, their paths were to cross...

It was necessary some more to intimidate Méliador. Seizing itself of a gem handle of Mana, it pronounced a short litany, in the language of Keltois. Its words seemed to fly away towards firmament, awaking old and terrible capacity. Threatening clouds invaded the sky whereas the air took care of electricity.

The feet of the Magus left the ground whereas electric arcs ran along its body. Flashes tore the sky, predicting the fury to come.

Gorgone knew well this magic spell, too old and too brutal to result from the Hermetic Magic of the Lion. It had faced in immémoriaux times of the Magicians able to unchain such a Storm. It believed them all deaths... All, except that which had overcome it whereas time did not exist.

Of an epic of the hand, it revealed a Gate of Darkness above ground level. A Morbid Angel came out of there, spreading its long desiccated wings in a threatening way. On their side, the two Familiar ones sowed the disorder during the Alive ones. Crashing to pieces the bones rotted on their passage, the elementary creatures compensated for their small size by an incredible promptness. But the Morbid Angel still proved faster. When Urio tried to interpose between its Master and him, the infamous creature avoided it, forsaking this too modest prey to melt on the Magician. Méliador raised the hand slowly, like stopping the macabre headstock in full flight. A light beam pierced the sky, reducing the Morbid Angel in dust in a plugging halation.

Inattentive by the creature, the Magician had hardly time to see its enemy to indicate it in his turn. Nothing, it materialized a flight of burning projectiles which split the air in its direction. The first Arrow of Hécate struck Shanis of full whip, it returning instantaneously in its native plan, the plan of the Light. The second deviated of its trajectory to continue Urio. Méliador was then let invade by anger: it traced in the air in front of him an ideogram that stopped the fatal flight.

All around the two Magicians, the air had become heavy and crépitait of magic energies. Disorientated by this outburst of hidden powers, the macabre headstocks wandered randomly, blind men with the presence of the Follower of the Light.

Given than ever, Méliador was let invade by all the power of its last gems. The Celestial one, the hand tended towards the sky, appeared a short moment a such angel of Light, before sacrificing all its energy in an ultimate petition addressed to Old.

Answering its call, a flash melted on Gorgone in a deafening thunder.

"Leave this ground that never you should not have pressed. I order it to you!" howled Méliador.

But for any answer, it obtained only one odious and grotesque snigger.

"Not, my old enemy, not yet, not this time..."

2 Magic Cards

The models of **Incantation** come with different types of cards. As in **Confrontation**, their characteristics and their abilities are described on a reference card. The other cards are spells and artifacts.

If one of these models has one or more artifacts which are reserved for him, each one of them are described on a special card.

All the models with a Power characteristic are called Magicians.

3 Characteristics of Magic

3.1 Mana

Each spell requires a certain quantity of energy to be cast. This energy comes from gems of Mana. The number and the type of

gems necessary to cast each spell appear on the card.

At the beginning of the game, a Magician lays out a number of gems equal to his Power characteristic. This mana reserve can contain gems of any of the Elements that a Magician controls.

A Magician cannot use gems of an Element he does not control.

3.2 Colleges of Magic

Magic is not universal; each race of Aarklash conceives and uses it in a different way. These divergences are such that each race only regards his philosophy of the mysteries as the way of Magic, understood and used by him. Each race thus has its own College of Magic. The Colleges of Magic are described in the Magicians section.

3.3 Difficulty

The difficulty represents how elaborate a ceremonial the Magician must carry out to

cast the spell. At casting time, the Magician must equalize or exceed a spell's difficulty by a Power test, i.e. by adding the result of d6 and his Power characteristic.

Sometimes, the difficulty varies according to various factors mentioned in the description of the magic spell. Certain magic spells have a free difficulty. In this case, it is the Magician who chooses the difficulty of the magic spell before launching it.

3.4 **Range**

The range indicates the maximum distance that separates the Magician from his target. It is expressed in centimeters. Certain spells have a range of the only Magician, or with a combatant in base at base contact with him. Others have an unlimited range.

3.5 **Area of Effect**

A spell acts in a precise area: it is its area of effect. It can extend to only one combatant, a specified area or the battle field as a whole.

3.6 **Duration**

Each spell remains active during a limited time. So some have one very short working life like those with devastating effects, others last longer and distil their energy continuously.

3.7 **Frequency**

Certain spells can be very simple but very long. Other spells are cast quickly - during the fury of the combat. The frequency indicates the number of times that the spells can be cast in one turn.

Certain extremely powerful and complex spells can be cast only once per game.

The frequency is not related to the level of the Magician.

3.8 **Description**

The effects of a spell are usually spectacular. The description gathers all the information with regard to them. It also describes the exact consequences of the spell on the play.

3.9 **Special**

Certain spells are exclusive to a caste Magicians or a one particular. Others require certain ingredients to be cast.

3.10 **Power**

Each spell has a Power rating. A Magician can control only a certain total of Magic Power. He can choose many magic spells of low Magic or only one Power more significant.

The Magician can control spells of a total power equal to twice his Power characteristic. This is his Magic Potential. The sum of all the Powers of the spells that a magician chooses may not exceed this value.

3.11 **Points of Armies (P.A.)**

Like the troops, spells and artifacts have a value in P.A. This is added to the value of the Magician when purchasing the army. The Magician can choose to use some of the spells and artifacts to which he has access.

Note: A magician may purchase any spell or artifact that uses the same elements to which he has access and are not restricted to a certain race or model.

4 Elements

Life on Aarklash is governed by Elements. The fluctuations and balance of the Elements influence the behavior of the inhabitants of Aarklash. In the same way, the Elements govern magic.

4.1 Primary Elements

There are six elements. The four primary elements are: Water, Air, Earth and Fire. Perfectly balanced, they are naturally present on Aarklash; their effects are visible to everyone.

4.2 Principle Elements

The other two Elements are called Principles. They are Light and Darkness. They subtly influence the other elements.

The primary Elements are closely related to each action or demonstration in the material world. All are repelled or attracted by each other. But none has, nor should have, supremacy over the others.

4.3 Elemental Opposition

If that occurred, the consequences would be disastrous and irreversible. This is why each Element has its opposite, an Element diametrically opposite, with which it is in eternal conflict. These Elementary Oppositions guarantee the balance of creation.

4.4 Elemental Gems

The gems of Mana which one finds on Aarklash come from the Elemental Kingdoms. The Magicians conclude pacts with the beings of these strange fields to obtain some. The gems of Mana are the crystallized shape of each Element. Their potential is enormous, with the proviso of giving them to reload this energy.

The gems that circulate on Aarklash are the subjects of rough exchanges between the people. Only Achéron, Baron of Undead, has the monopoly of the trade of the gems of Darkness.

Incantation is the process of manifesting Magic: Mana is the raw material that will allow materialization of the effects of the spell. As say the Magicians, the power precedes the form.

4.5 Elements

Each Element is symbolized on the cards of fate by a gem of Mana.

4.5.1 Water and Fire

Water is imperceptible, unforeseeable and often excessive. It is opposed to Fire, destructor, insatiable but purifying.

4.5.2 Earth and Air

The Earth, principle of fertility, is inalterable and yet malleable. It is opposed to the Air, rapid and intangible.

4.5.3 Light and Dark

The Light, symbol of harmony and purity, is beneficent, but austere. It is opposed to Darkness, underhand, pernicious, but so much attracting.

4.6 Opposition

The Light, pure and mysterious, is opposed only to Darkness. Darkness, because of their corrupting nature, is opposed to all the other Elements and all the other Elements are opposed to them.

4.7 Gems and Casting

The type and the number of Mana gems required by the spell are described on its card. A Magician can cast only magic

spells using the Elements that he controls. In the same way, if a magic spell does not belong to the one of the Colleges of Magic of the Magician, he will not be able to cast the spell.

4.8 **Neutrality**

In certain cases, a spell does not require any Element in particular. The gem will then be replaced by a symbol of neutrality. But if such a magic spell requires several gems to be cast, the Magician is able freely to combine gems of several Elements to do it.

5 Magic and Magicians

Both feared and respected, magicians are isolated from the rest of society. Some are needed for their beneficial abilities; others extended their domination due to terrible powers.

The reason that the majority of them misuse or neglect physical force is mysterious: their spells are more frightening in the combat.

5.1 **Personalities**

Magicians are often Personalities. Personalities are distinguished from the other models because they have a unique name.

See **Confrontation** for rules for Personalities.

5.2 **Warrior-Mage**

A category of Magicians, called the Warrior-Mage, are the only ones who can bind the mysteries of Magic to the science of the combat. Contrary to the "pure" Magicians, the majority of the Warrior-Magi are not personalities.

See the New Abilities section on page 19 for more information on the Warrior-Mage.

5.3 **Power Characteristic**

Magicians and Warrior-Magi have an additional characteristic, Power, which symbolizes the control of elementary forces of the Magician.

5.4 **Levels of Magicians**

There are four levels of magic. They symbolize the experience of the Magicians. The first level is that of Initiate; then comes Adept, then Master and finally Virtuoso.

5.4.1 **Initiate (Initié)**

The Initiates are knowledgeable about a single Element.

5.4.2 **Adept (Adepte)**

The Adepts supplement their knowledge by the study of a second Element. This control opens possibilities to them that the Elements used individually cannot achieve.

5.4.3 **Master (Maîtres)**

The power and knowledge of the Masters raises them at the top of the Magician hierarchy. Their control of three Elements enables them to see beyond appearances of the material world.

5.4.4 **Virtuoso (Virtuose)**

The Virtuosos are magicians of legend, spoken of with respect by the Masters themselves. Only wisest or most insane can bring their power to this level.

5.5 Colleges of Magic

The Magicians always control an Element: the college related to the essence of their people.

Certain Elements are prohibited. The Magicians are able to learn the mysteries of these Elements. Each people follow one or more College of Magic. The principal ones are described below, but others, quite as frightening, remain to be discovered...

5.5.1 Sorcerers of Alahan

Primary college: Light

Prohibited college: Dark

The largest Magi of Aarklash are the Sorcerers of Alahan. They study the Elements in their purest form, symbolizing this research by the Light.

Their magic is practiced according to Incantations and the complex rituals of Hermetic Magic. For them, Magic is more than one art; it is a science that is practiced with precaution.

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

5.5.2 Necromancers of Achéron

Primary College: Darkness

Prohibited College: Light and Water.

The handling of death is the source of the ritual magic of the Necromancers of Achéron. They are the only ones to be pledged to Darkness. Their way of Magic, necromancy consists in calling upon the dead ones as well in spirit as out of matter, but also to give to the Dead the appearance Life.

Many of the Necromancers faced the guardians of death, and returned to the

living. The macabre troops which constitute their armies give them an inexhaustible power, that of the undead.

The Necromancers fear the Light that could destroy them and distrust the Water that is too chaotic for their Machiavellian plans.

5.5.3 Cynwälls Elves

Primary College: Unknown

Prohibited College: Unknown

Withdrawn in their cyclopean cities, the Cynwälls Elves live far from the world, ignoring the people that surround them. On the high peaks of the Béhémouth Mounts, they raise the immense Dragon of Cîmes to serve as their frightening mounts.

Their prophecies predict a dark future. Which Magic do they practice? None or all? Many scholars tried to solve this enigma without ever being able to answer it...

5.5.4 The Dwarves of Tir-Na-Bor

Primary College: Earth

Prohibited College: Dark

Under the Aegis Mounts, the Dwarves of Tir-Na-Bor control the power of the Earth. By using the currents of energy that cross the ground, the Alchemists can activate the power of the various mixtures of filings and other metal salt solutions that they use in their incantations. This is the Telluric Magic. The grandest dwarf Magicians claim that the magic is only one extension of them. Under this enigma one of greatest secrecies of the Dwarves hides.

5.5.5 Griffons

Primary College: Fire

Prohibited College: Dark

What Scratch calls the Heart of Merin is the College of Théurgique Magic. For them, Magic is not the incarnation of the dream or the control of invisible hidden powers to the eye of the laymen, but indeed a gift of a single god, Merin: the gift of Creation. The Preachers, Inquisitors and the Hunters of Darkness take care of the safety of their people. By fire and iron, they carry the word of Merin.

5.5.6 Orcs

Primary College: Any

Prohibited College: None

Magic does not form part of the Orcs. However, some of them develop a form of instinctive magic. The wizards of the orcs are sensitive to rough magic energies that they use to project various brutal forces.

The gems used by the Instinctive Magic are represented on the spell cards with the neutral symbol. These manipulators of the intuitive arts cannot call upon the Colleges Elementary Magic, but use primitive magic.

As they do not distinguish the true nature of the gems they use, the intuitive wizards cannot counter or absorb magic spells. The nature of Instinctive Magic generates spells that can neither be countered nor absorbed.

5.5.7 The Alchemists of Dirz

Primary College: Dark

Prohibited College: Light and Air

The goal of the Alchemists of Dirz led to the search of Surhomme. The future of humanity proved to be an incurable evil. Technomancy, the College of the Alchemists, uses Darkness to bind

organics and mineral, animated and inanimate by the impious Cleric's Offices.

Technomancers, Masters of transformations and constructs, create under their ziggurats the unnatural armies that will ensure the victory of the Empire of the Scorpion.

The changeable and imperceptible air is contrary to their rational and scientific way of thinking.

5.5.8 Akkyshan Elves

Primary College: Earth

Prohibited College: Light and Fire

From the fabric of the forest sometimes escapes long tearing howls. Akkyshan elves corrupt their flesh by the dark powers they handle to further the dark intention of Lilith, the Supreme Matriarch. Scäelin, the first Black Widow, carries in her hand a plague that is on the brink of spreading. Her daughters conduct orgies of fire and blood to put to death all their male captives.

5.5.9 Wolfen

Primary College: Water

Prohibited College: Light and Dark

Under the light of Yllia, the Wolfen use the College of Murmurs. Whispering unceasingly, the pack involves its prey towards their fate. When the murmur becomes howl, it is too late.

When the Wolfen Shamen call down the blessing of Yllia on their land and people, the lamentations arise as a curse.

Carrying out their rituals by the light of the moon in darkness, the Wolfen are not influenced by either Light or Darkness.

5.5.10 Goblins

Primary College: Air

Prohibited College: None

Air magic is appropriate for the Goblins. As tortuous and unexpected as they, this element guides them on to the College of Sorcery.

By means of scrolls, Goblin Shamen are able to control all the elements. Their adaptability is such that neither the Light nor the Dark can resist them. The Goblins worry so much about the concepts of Good and Evil that the influence of these two elements is accepted as natural, like an additional factor in their fluctuating genetic inheritance.

5.5.11 The Dwarves of Mid-Nor

Primary College: Dark

Prohibited College: Light and Air

The Tir-Na-Bor Dwarves rejected the Dwarves of Mid-Nor. They are exiled in the levels in the ground where the magma flows. Their Chthonienne Magic is the College that is opposed to the Telluric Magic.

The Lictors base their power on organic components to drain the energies of the Earth. Only the gems of Darkness make it possible to obtain the desired effects. The corrupt air that stagnates in their dungeons does not make it possible for them to control this Element.

5.5.12 Daikinees Elves

Primary College: Water

Prohibited College: Darkness and Fire

The Daikinees Elves live in perfect harmony with nature, surrounded by Fairies, the elementary creatures. The

Daikinees Sentinels know, thanks to the Fey Magic, how to wake the protective heart of nature. They reject with violence Fire, destroyer of forests, and Darkness.

5.5.13 Keltois Barbarians

Primary College: Air, Earth, Fire, and Water.

Prohibited College: Darkness and Light

In the Plains of Avagddu, the Keltois Barbarians live in close relationship to nature; they follow the way of Shamanism. They are of either Drones or Sessairs clans. Their Magicians do not dominate the Elements; rather they borrow their energy to answer the needs of their nomadic life. They create Talismans, Geases, to obtain these favors.

5.5.14 The Elementals

The Elemental Colleges are not true Colleges of Magic, but a set of spells common to all the Colleges of an Element. Even if their casting differs from one people to another, the effects are the same.

There is an Elemental College for each Element. To use an Elemental spell, the Magician must control the Element necessary to his incantation.

5.5.15 Primitive Magic (Primage)

Primitive magic is not a College of Magic in the strictest sense. It is an ancestral aspect of Magic that gathers all the spells that act directly on magical energies. This College is available to all and its spells can be cast with any type of gems.

A neutral gem represents the number of gems necessary to cast a primitive magic spell

6 Laws of Magic

6.1 General Rules

6.1.1 Purchasing Magicians

When building an army, the player chooses which spells they assign to the various Magicians. Each Magician must have his own spells.

Note: The Magicians can have as many spells as they wish it, as long as they do not exceed their Potential (i.e. double their Power characteristic).

During a battle, two Magicians of the same army cannot exchange their spells, although each can have the same spells.

The magic spells and artifacts have a cost in P.A. This is added to the total cost of the Magician.

In the event of exception to these rules, the indications of the card take precedence over the general rules.

6.1.2 Magic Phase

The Magic phase is integrated with the Shooting phase.

The combatants who wish to cast a spell or to shoot do so during the Shooting phase, in order of their Initiative characteristic. If several models of the same camp have the same Initiative, treat their spell casting and shooting as simultaneous.

If models of different players have the same initiative, then the player who won the Tactical roll acts first. See the **Confrontation** rules for more information on the Tactical roll.

6.1.3 Spell Casting

The incantation necessary to cast a spell requires the full concentration of the Magician. A magician may not cast a spell if he ran, charged, made a Prowess check or shot a ranged weapon. Magic spells or artifacts that affect movement are not counted in this restriction.

To cast a spell, a Magician must have life of sight to his target or be in base-to-base contact with it

6.2 Mana Reserve

Casting a spell can be complex. The power is provided by mana gems, which are expended to cast the spell.

A mana reserve is created at the beginning of the game for each Magician. This reserve consists of a number of gems equal to the Magician's Power characteristic. If a magician can control multiple elements, he may select the type of each gem from the elements he controls.

A magician's mana reserve cannot have more gems than twice his Power characteristic (i.e. his Potential).

A magician may not exchange gems with other magicians.

6.3 Spell Casting

Each magician can cast his spells one by one in the order he wishes. To cast a spell, the Magician must use (spend) the gems required by the spell. The gems are pulled from the magician's mana reserve.

6.3.1 Number of Spells

His level limits the number of spells a magician can cast. It is not related to the frequency of the spell cast.

Table 1 Spell per Turn

Magician Level	Spells per Turn
Initiate	2
Follower	3
Master	4
Virtuoso	5

Example: Melkion, Preacher of Griffon, is an Adept. In the Magic phase, he can cast three different spells. The number of Incantations for each of the three spells is limited by their Frequencies Melkion's mana reserve.

6.3.2 Casting

To cast a spell, the player rolls a d6 and adds the Magician's Power characteristic. If the total is equal to or greater than the difficulty of the spell the cast is successful, otherwise, the spell fails.

Certain spells do not have a difficulty listed on their cards. These spells are said to have a "free difficulty". The magician sets the difficulty of the spell before casting it.

Note: When casting a spell, a natural result of 6 entitles the player to roll again, adding the 6 to the Power characteristic. A result of 1 is always regarded as a failure, even if it occurs after having rolled a 6.

6.4 Types of Spells

Casting a spell in the midst of combat is much more challenging than doing so in the quiet of a magician's tower. As such,

the casting roll is subject to the following modifications.

6.4.1 Fast Cast

A magician, who wants to cast a spell to affect the course of a battle, can attempt a fast cast. Doing so increases the magician's Initiative by two. It also increases the difficulty of his spells cast this turn by 1. These effects last for the current turn only.

A magician can declare a fast cast anytime in the Magic phase. Once declared, a fast cast can't be cancelled. Multiple fast casts cannot be declared.

6.4.2 Prolonged Cast

A magician, who wants to increase the probability to successfully cast a spell, can attempt a prolonged cast. Doing so reduces the magician's Initiative characteristic by two. It also decreases the Difficulty of his spells by one. These effects last for the current turn only.

A magician can declare a prolonged cast anytime in the Magic phase. Once declared, a prolonged cast can't be cancelled. Multiple prolonged casts cannot be declared.

6.5 General Magical Rules

The target of a spell must be within the spell's range.

A spell can only be cast on the same target once per turn, whether the cast is successful or not.

A spell cast into a melee hits its target; it is not randomized. The spirit is surer than the hand.

The effects of a successfully cast spell are applied immediately.

If the Stamina of a model falls below 0, the model is killed immediately.

A magician is not compelled to cast a spell.

6.6 Additional Gems

A magician may add additional gems to increase his chance of a successful cast. For each additional gem spent, the magician may roll an additional d6. These additional dice are not added together. Rather, the magician selects the best score of all dice rolled.

Certain spells allow extra gems to be added when casting to modify the effects of the spell. The exact effects are noted on the spell's card.

6.7 Counter Spells

A magician can try to cancel a successfully cast spell.

For a magician to counter a spell, he must be within range of the spell and must have line of sight to the caster.

Note: the field of vision of a model is the front 180°.

There are two ways to counter a spell: absorption or dispelling.

6.7.1 Absorption

To absorb a spell, the magician spends the same number of gems as the caster, but the gems must be of the opposite element.

For Primitive Magic, use the gems that are opposite of those used to cast the spell.

Absorbing a spell is automatic; no die roll is required. See the table of Elementary Opposites on page 25 for what elements are opposites.

Example: To absorb a spell made up of a gem of Fire and one of Air, there are 4

possibilities: To spend an Earth and a Water gem; to spend an earth and a Darkness gem, to spend a gem of Darkness and Water, or to spend two gems of Darkness.

6.7.2 Dispelling

When dispelling a spell, the magician uses magic to choke the magical energies of the caster. The magician spends one gem of any kind and rolls a d6. The result of the die roll is added to the magician's power. If the total is equal to or greater than the result of the caster (not the difficulty of the spell), the spell is countered.

Only one dispel attempt can be made against any spell, no matter how many magicians are in range.

7 Mana Recovery

As he uses gems, the Magician consumes part of his energy. He must then try to refill his reserve by calling upon his elemental power. At the end of the turn, each model with a Power characteristic makes a mana recovery roll.

7.1 Recovery Procedure

The magician rolls a d6 and adds his Power. From this result, the magician subtracts the number of gems he currently has in his mana reserve. The magician cross-indexes the total with his level on the Recovery table on page 25.

The player may re-roll if he rolls a six. A roll of 1 is a failure, even on a subsequent roll.

Note: a magician may have up to twice his Power level in gems in his mana store.

7.2 Recovery Modifiers

A magician in melee cannot concentrate as well when trying to recover gems. As such, twice number of gems in his mana reserve is subtracted.

Necromancers and Sorcerers are not affected by melee when attempting to recover gems.

Orcs do not fail on a recovery roll of 1.

7.3 Trance

A trance is an extreme state of concentration where the spirit of the Magician is detached from his body and travels in the Elementary Kingdoms.

A player declares that his magician is in a trance in the Movement phase when the magician is activated. If the magician did not move, shoot, cast spells, fight in melee, or was wounded, it will profit from the trance at the end of the turn. A magician in a trance ignores the number of gems in his mana store when making his recovery roll.

8 Example of Play

Note: This example deals only with the rules covered in this rulebook. This is not a complete combat example.

Méliador the Celestial, accompanied by his two Familiars Shanis and Urio, is fighting a horde of undead lead by a Gorgon. Méliador is an Adept of the Lion. He controls Light and Air elements. His Power is 7; therefore, his Magic Potential is 14. The Lion player equipped him with the following spells:

- Bannissement (4)
- Vent Carrying (4)

- Storm Light (0)

The Magician has 3 gems of Air and 4 of Light.

The Gorgon is Adept of Achéron. It controls Darkness and Fire. Its Power is 6 and its Magic Potential is 12. The Achéron Player selected the following magic spells:

- Arrows of Hécate (5),
- Morbid Invocation of Angel (4)
- Eternal Torpor (0)

The necromancer starts with 5 Gems of Darkness and 1 of Fire.

8.1 First turn

8.1.1 Méliador's Casting

The Méliador's Initiative is 6. He will act before the Gorgon, with an Initiative of 4.

Méliador tries to cast his most terrible spell: Storm of Light. The spell requires 4 gems of Light and 3 of Air. The magician will empty his mana reserve and will not have additional gems to try to improve his chance of casting the spell.

He rolls a Power test with a difficulty of 11, the difficulty of the spell. He rolls a 5 and adds his Power characteristic of 7 for a total of 12. The spell is successfully cast. The air takes care of electricity whereas supernatural flashes tear the sky. Méliador's mana reserve is empty, leaving him vulnerable...

8.1.2 Gorgon's Casting

The Gorgon knows now that its enemy does not have any more gems in his reserve. He will not be able to counter any of the Gorgon's spells.

The gorgon decides to summon a Morbid Angel to attack Méliador. The spell requires 4 Gems of Darkness and has a

difficulty of 8. Contrary to its adversary, the Gorgon adds a gem to increase his chance of casting the spell. It rolls two D6, getting a 1 and 3! Without the additional expenditure, the spell would undoubtedly have failed, and the Gems of Darkness would have been wasted. Emerging from a sphere of Darkness, a Morbid Angel spreads its long emaciated wings and prepares for combat.

8.1.3 Mana Recovery

At the end of the turn, Méliador makes a recover roll. He throws D6 and obtains 2. He adds his Power for a total of 9 and does not subtract anything, since he does not have any more gems in his reserve. As a Adept, he regains 5 Gems. He chooses 4 Gems of Light and 1 of Air.

The Gorgon also makes its recovery roll. It rolls a D6 getting a 5, for a total of 11 by adding its Power characteristic. As it has 1 Gem of Fire in its reserve, it subtracts 1 from the result. The total is 10. It also regains 5 Gems and chooses 2 Gems of Fire and 3 of Darkness.

8.2 Second turn

8.2.1 Méliador's Casting

The Morbid Angel flies in direction of Méliador, ready to be sacrificed for the cause of Darkness. Méliador, which does not wish to fight the Undead one, chooses a final solution: the Banishment. The difficulty of the spell is equal to the Fear rating of its target plus 6, ($6 + 6 = 12$).

Méliador spends the three Gems of Light that he has gained last turn, increasing his chances of success. The result of the two dice is 6 and 6. The Morbid Angel is dispersed in a brilliant light.

8.2.2 Gorgon's Casting

The Gorgon continues to try to divert the attention of its adversary and drain his mana reserve.

Calling upon the infernal power, the Gorgon casts Arrows of Hécate without spending any additional gems. The Gorgon rolls a d6 and the total of the roll and its Power characteristic is 11 – a flight of brilliant arrows moves toward Méliador.

Méliador will try to counter the spell. He spends one of his gems of Air and carries out a casting test. The total of his die roll and his Power characteristic is 12! With a precise gesture, he draws in front of him an ideogram, stopping the howling missiles before they reach him.

8.2.3 Mana Recovery

When rolling for mana recovery, Méliador obtains 2 Gems of Light and 1 of Air. The Gorgon gains 5 Gems of Darkness.

8.3 Third turn

8.3.1 Méliador's Casting

Méliador has a vision of that the Gorgon will try to plunge him into the Eternal Torpor. He wants to distract the creature. But first, he tries to unchain the fury of the Light. Méliador spends two Gems of Light so that a flash strikes the Gorgon.

Not being able to risk a Wound, the creature immediately spends two gems of Darkness and absorbs the spell automatically. A veil of blackness blocks the flash of Light. The forces are opposed and are silently cancelled.

Méliador acts before the Gorgon. He has two Gems of Air remaining, which he uses to summon a Carrying Wind. The strategy of the Gorgon did not bear fruit; the Adept

of the Lion will not suffer its mortal glance this turn.

8.3.2 Gorgon's Casting

The Necromancer devotes its 8 Gems of Darkness to the Invocation of Morbid Angels. A couple of winged silhouettes emerge from a gate.

The two adversaries are balanced. The confrontation has just started... A new turn begins.

On the battlefield, magic energies whirl around the two Magicians in immaterial and quiet tornadoes. In the hand of the Gorgon, the black gems radiate an unhealthy gleam. And the avid glance of the Necromancer is an omen of doom. Méliador knows only too well this glance and it knows from now on that he must overcome or die...

9 Rank and Artifacts

According to their rank, personalities do not have the same number of artifacts.

Table 2 Artifacts by Rank

Rank	Number of Artifacts
Initiate, Irregular, Regular, or Creature	1
Adept, Special, or Elite	2
Master or Living Legend	3
Virtuoso or Major Ally	4

Certain artifacts can be allocated to any type of troop while others are the property

of a particular model. In this case, the text on the artifact's card supercedes this table.

10 New Abilities

Certain models have unusual magic faculties, by birth or acquired during long years of research and study. These abilities are listed on the model's reference card. Other abilities are listed in the **Confrontation** rules.

Some abilities are expressed with variable values/X. For example, **Devotion/3** means that the sacrifice of the model grants 3 gems to the Magician who sacrifices it.

The Spirit **of the Earth** ability means that a roll of a 1 on a casting an Earth spell is not an automatic failure.

Note: The abilities are listed below with their French name in parenthesis.

10.1 Initiate (**Initié**)

A Magician begins his career with the rank of Initiate. His training enables him to have access to the higher mysteries of an Element.

10.2 Adept (**Adepte**)

With study, the Initiate rises to the rank of Adept. He learns a second Element.

10.3 Master (**Maitre**)

Rare are those who can claim to have reached the rank of the Masters. Their voyages within the Planes give them a unique knowledge of the nature of Aarklash. They control three Elements at will.

10.4 Virtuoso (Virtuose)

Some very rare magicians push the study of Magic so much farther that the title of Master is not appropriate. They are able to impose their least desire on the Elements, and exceeded the limits of their people. The Virtuosos control all the Elements. A Virtuoso has no prohibited college.

10.5 Warrior-Mage (Guerrier-Mage)

Warrior-mages undertake a difficult study. In addition to the discipline of the warrior, they also learn the way of the magician. The Warrior-Magi use the warlike Magic and arts.

- Their Potential is equal to their Power characteristic.
- In melee, they recover of Mana as if they were not committed.
- They are unable to enter a trance.
- They can Counter-attack.

10.6 Devotion/X (Dévotion)

Certain warriors have such a devotion towards their Masters that they are ready to give their life to the glory of those they serve. When a Magician needs gems, he can sacrifice a model with Devotion at any moment in the turn. The sacrificed model must be in base contact with the Magician.

Sacrificing the model results in an additional X gems in the magician's mana store. The sacrificed model is removed as if it has been killed.

10.7 Spirit of X (Esprit de X)

Certain Magicians have a privileged bond with an Element. Their knowledge of this Element is such as they are able to control it and use it according to their desire.

When casting a spell of this Element, a casting roll of 1 is not regarded as an automatic failure. On the card, X is replaced by the name of the Element.

10.8 Selenite (Sélénite)

The origin of Selenites is a mystery. They seem to form a secret caste, alive without knowledge of others, in the most remote places of Aarklash. Few scholars know their history. Certain Selenites do not understand the present world that was made for them by the Moon. They discover too late the influence of the night star on their behavior. Right before purchasing the spells and artifacts of a Selenite, roll a D6 and consult the following table:

D6	Result
1 to 3	Day .No modifier
4	Crescent Moon. +1 in Initiative and Discipline some
5	Gibbous Moon. +2.5 in movement and +1 in Courage/Fear
6	Roll again on the second table.

D6	Result
1	New moon . Possessed ability.
2-5	Half Moon. +1 in Power or Capacity 1 and an Initiate in the College of its people if the model is not a Magician.
6	Full moon. A free additional spell or Born Killer ability.

Selenites control the College of Water, in addition to those that they already have.

Bound to the same star that Wolfen of Yllia, they can ally with them.

10.9 Construct (Construct)

A construct is a device animated by magic or mechanical means. Many are toys for children of the nobility. Others on the other hand, are frightening machines of war! A construct reacts automatically without any feeling: Courage and the Discipline are unknown for him.

A combatant having this ability is immune from the Fear, even caused by Undead.

In addition, it is not subject to the rules of Discipline. When it must carry out a Discipline test, it is considered to have a Discipline characteristic of 0.

A Construct cannot drown: it does not undergo a Light Wound when it fails a Prowess check to swim.

11 The Harlequin

Hidden behind a hanging, the Harlequin looked at the assembly. The room was crammed. This evening, Skahas, the Ambassador of Alahan, received the various delegations present at Cadwallon. The reception beat its full.

All the high society of the city was joined together in the large show. An assassin could have decapitated Cadwallon in one moment.

But the Harlequin was not that one. He was regarded the largest robber of Aarklash, but also as the guardian guard of the city. There had always been a Harlequin, and there would be always one of them. Nobody, not even the Duke Den Azhir, the lord of the city, knew his identity.

A young man has the silent air, leaned with a column, observed the assembly.

"Rolon, mischievous Rolon, which bad blow you still prepare? "

The malicious eyes of the Harlequin, behind his leather mask, followed the young robber fixedly. This one did not seem to be with its first larceny.

The Harlequin left a play tarot of his satchel, chooses the chart of Star and, using a gem, called his protection gently. Then, practically invisible, it left its hiding-place to encase the step of Rolon...

Without suspecting less the world which it was supervised, Rolon went to the stage, penetrated discreetly in one of the rooms and came out from it a few minutes later with a satisfied smile.

One of the maidservants realized misdeed and gave alarm...

The jewels of the girl of Skahas had disappeared. Darelh, Captain of the guard of Alahan and veteran of its people, gathered his men for the tracking. The robber owed, according to him, to carry a black mask, bicornuate and a made cape of fabric parts of various colors.

"You finally will pay, the Harlequin" vociferated he.

The Harlequin had an old account to regulate with Darelh. He knew that he was not to be taken, if not captions it of the guard of the robbers would die. He took the chart of Bateleur,

pronounced some words of being able and leaps by the window. He launched out roof in roof thus, taking speed with each one of his jumps.

The many militiamans of Skahas launched out to its continuation. Among the rare civil ones which followed the police force, the Rolon young person was most aggressive by far. He also had an account to regulate with the Guard of Cadwallon.

At the end of a few minutes, the Harlequin, too much fast, had outdistanced his prosecutors. This foreseeable escape put an end to hunting.

Darelh enrageait: "It only did not leave given, the Harlequin. You hear me... that left given! "

Not being able to resign itself to give up, it dispersed its men by small groups. Desired Rolon to join research.

In front of the refusal of Darelh, Rolon was only engulfed in the night, with the continuation of the robber. It saw nothing, no movement there... Suddenly, it discovered the Harlequin who observed it top of a roof, his card deck in hand, with the manner of a range.

"Then, small robber, one wants to make me wear the hat? ". The words of the Harlequin were soft, however Rolon could with what expect perfectly.

By bravado, it caught a leather satchel which hung with its belt and raised it in direction of the Harlequin.

"Looks at enturbanné, it is not you whom will have the jewels of the young miss!"

Hardly it had finished its sentence that a sharp flash tore the half-light. When the chart reached it, Rolon howled. The soldiers of Alahan arrived while running.

They found Rolon which held the wrist of its still valid hand. With its feet lay its divided right hand and a satchel containing the stolen jewels. There was also a chart of tarot mackled of blood. It was frayed like a razor blade. Darelh looked at it: it was the chart of Justice.

12 Translator's Notes

Table 3 Revision Histories

Version	Changes
4.0	Separated into individual volumes. Added clarification on purchasing models.
3.2	Corrected Natural Born Killer entry; minor format and spelling corrections.
3.1	Corrected damage effects table; added rule for running.
3.0	Incorporation of Confrontation 2 changes; reformat of rules; addition of purported mana recovery table from Incantation 2.
2.0	More errata and major combat clarifications.
1.0	Initial English translation.

12.1 Copyrights

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12.2 Translation Notes

The format of the rules has been changed slightly to better fit on letter-sized paper; the original rules were a small book that fits inside the figure blister. Changes to existing rules or new rules in existing sections have been highlighted. Brand new sections are highlighted.

With version 4, I have split out the various rulebooks into separate documents. Though this means there will be four documents to keep up with, it makes the translation easier to publish. However, all four books will be delivered in a single zip file.

12.3 Anachronistic Rules

The anachronistic rules included in version 3.2 have been removed from this version. Anachronistic rules were rules or corrections included in the first edition of **Confrontation** that did not appear in **Confrontation 2**.

12.4 Acknowledgements

The original translation was done using AltaVista's *Babelfish* translation engine (<http://world.altavista.com/>) and I cleaned up the result. As I know almost no French, any errors you find in this translation are wholly mine. Please send any such errors or suggestions to jmt@jmichaelt.org. This has not been a solo effort, I would like to thank Mark Theurer, Al Edel, M. P. Jenner, Jim Callahan, John Bornmann, Olivier Georgin, and the members of the *confrontation_en* yahoo group discussion list for their help on the translations. I

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The **Confrontation 2** rules are based on Emmanuel Collombel's translation for Starplayer (<http://www.starplayer.fr>). His translation is available on their web site.

The **Incantation 2** and **Divination** rules are based on the French version posted at <http://www.sden.org/>.

Appendix - Various Tables

Table 4 Elemental Opposites Table

Element	Opposite
Light	Dark
Air	Earth and Dark
Water	Fire and Dark
Fire	Water and Dark
Earth	Air and Dark
Dark	All
Instinctive	None

Table 5 Mana Recovery Table

Result	Initiate	Adept	Master	Virtuoso
<i>Failure</i>	0	0	0	0
≤0	1	1	2	3
1-5	2	3	4	5
6-10	4	5	6	7
11-15	6	7	8	9
16-20	8	9	10	11
≥21	10	11	12	13

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