

FORTIFICATION

Credits	3
The War Machines.....	3
The Characteristics	3
Structure Points.....	3
Weight.....	3
Crew	3
Crewmen and War Machines.....	3
Movement	3
Mobile Machines	3
Movement Value	3
Weight.....	3
Immobile Machines.....	4
Loss of Crewmen and Destruction.....	4
Mobile Machines	4
Immobile Machines.....	4
The Substitutes	4
Capture of a War Machine	4
Destruction of an Immobile Machine	5
War Machines in Combat.....	5
Mobile Machines	5
The Machine in Hand to Hand.....	5
Immobile Machines.....	5
Crewmen in Hand to Hand.....	5
Pursuit Movement	5
The Machine in Hand-to-Hand Combat	5
Firing on War Machines.....	5
The Artillery.....	5
Line of Sight	5
Mobile Machines	5
Immobile Machines.....	6
Artillery.....	6
Perforating Artillery	6
Zone Artillery	6
Counter Firing.....	6
Command and Escape	7

Fortification Rules

Mobile Machines	7
Immobile Machines	7
Damage Table	7
New Abilities to Machines	8
Irrepressible	8
Scything/X	8
Impact/X	8
Inalterable	8
Transport/X	9
Rampart/X	9
Abilities of Crewmen:	9
Artificer	9
Sapper/X	9
Mechanic/X	9
New Abilities - General	10
Loved by the Gods	10
Damned by the Gods	10
Concentration/X	10
Master archer	10
Counter-attack	10
Master fighter	10
Sequence	10
Ephemeral/X	10
Feint	10
Forceful Disengagement	11
Dwarf Vapor Machines and Goblins Naphtha Machines	11
Damage Table (vapor and naphtha machines):	11

Credits

Rackham for writing these rules; "zimbala666" for Initial translation; Scott Mosher and Sylvain Durand for cleaning and verifying all translation, context, and syntax; Xenon Wulf for editing - Thanks!

The War Machines

All the figurines whose reference card is marked "Artillery" or "Tank" are included in the War Machine category. Several reference cards can symbolize the same War Machine. In addition to the usual characteristics, War Machines can contain three new values: Structure Points/SP, Weight and Crew.

- Mobile machines
- Structure Points
- Weight
- Immobile Machines
- Structure Points
- Weight

The Characteristics

Structure Points

Certain light pieces of artillery, like the guns of the Dwarf Bombers, depend only on the fighters who handle them. There is no other means to destroy them other than to kill their handler. The more significant War Machines on the other hand have a characteristic which is only for them: the Structure Points or SP. For certain machines, like the tanks, which are made up of various parts (hull, crew, team, etc), the Structure Points represent the integrity of the whole of these elements. For other War Machines, like the guns, the machine itself is clearly separated from its crew. In this case, the Structure Points symbolize only the state of the machine. When a machine associated with Points with Structure is the target of Firing or Hand-to-Hand Combat attack, carry out a Damage Roll in the special table provided at the end of this booklet.

If the machine is the target of an effect (spell, miracle, etc.) which inflicts a direct Wound to it, observe the following rule:

Light wound	the machine loses 1 SP.
Serious wound	the machine loses 2 SP.
Critical wound	the machine loses 3 SP.
Killed outright	the machine loses 4 SP.

Weight

The majority of the War Machines are cumbersome and not very handy machines. The more their Weight value is raised, the more they will prove difficult to maneuver or operate. The Weight symbol is also used to distinguish two types of War Machines. The (White Cog) pictogram represents the Mobile Machines. The (Black Cog) pictogram symbolizes the Immobile Machines.

Crew

This data appears only on War Machine cards of which the crew is independent of the structure. The number associated with this characteristic indicates the minimum number of Crewmen or Substitutes necessary to operate the machine. If the minimum number of Crewmen or necessary Substitutes is not present, the War Machine cannot be used. It can however be moved under normal conditions. To function at maximum capacity, certain machines must be operated by a number of Crewmen higher than the crew value. This number, as well as the conditions of use in the event of under-manpower, is mentioned on the explanatory card of the machine.

Crewmen and War Machines

Crew members associated with a War Machine, whatever their number, are all represented by the card of the Machine itself. If the War Machine is represented by several reference cards, only one is placed in the play deck.

If the War Machine is destroyed and any crewmen remain alive, do not remove the War Machine Card from the play deck, it continues to represent the survivors.

Movement

Mobile Machines

This category encompasses:

- light machines which belong to the equipment of their Crewmen (like the vapor guns of the Dwarf)
- vehicles able to transport their Crewmen.

Movement Value

Whether they are driven by their own source of energy or are pulled by a team, the Mobile Machines use the Movement value written on their reference card.

Weight

The lightest or most sophisticated Mobile Machines are not subject to a Weight value. They can move like any other

Fortification Rules

fighters. For others, this value determines certain restrictions, because they cannot circumvent obstacles with the same facility as other fighters. The motion of such a machine is carried out primarily in straight line, forwards. This type of machine cannot move in reverse gear. It is nevertheless possible to carry out Turns to change facing.

A Turn is a reorientation carried out while moving, due to the momentum of the vehicle. When it carries out a Turn, a War Machine can reorient 45°. A War Machine can carry out a Turn for each complete section of X cm traversed. Value X is equal to the Machine Weight value.

Example: a tank has of a Movement Capacity of 20 and a weight of 10. It can thus traverse up to 40 cm during a move and carry out a Turn every 10 cm. It does not have to carry out its Turn right after 10 cm. It is only the minimum distance that must be traveled between two turns. It can thus carry out its first turn after having traveled 13 cm, the second after 24 cm and so on as long as it always moves at least 10 cm between each reorientation.

A War Machine that begins the Movement phase Immobile and free of opponents can also be reoriented in the direction of its choice before moving. It can then carry out Turns in the way described above.

Immobile Machines

This term designates the machines that require the intervention of Crewmen to be moved. The Immobile Machine is recognizable with its pictogram of Weight in black (Black Cog).

When the play deck is made up, do not include the Crewmen reference card, only the War Machines cards' is mixed with the others.

The value associated with Weight indicates the Movement penalty endured by the Crewmen while they move the machine. This penalty is reduced by 2 for each Crewman in addition to the first which is placed in contact with the machine during travel.

Example: the Weight of a ballista is 8. If only one Crewman tries to move, it will suffer a Movement Penalty of 8 points. If a second Crewmen joins their efforts, this penalty will be 6 and will become 4 if a third Crewman helps them.

The number of Crewmen which can contribute to the travel of a War Machine is limited by the number of figurines which can be placed in base-to-base contact with the machine. If all Crewmen do not share the same Movement characteristic, the value taken into account is the lowest among them. Only Crewmen of the machine can take part in its movement, a Substitute (see following section) or any other fighter can never be used to move a War Machine.

When Crewmen move with their machine, they can Run but they can neither Charge, nor Engage an enemy fighter in Hand-to-Hand Combat. It is impossible for them to carry out a Physical Feat or to Dodge, they cannot Fire either, nor cast Spells or invoke Miracles. Magicians can however carry out

Counter Magic and recover their Mana gems normally. The Faithful can exert Censure.

Any such machine cannot be moved and fire during the same turn. It can however be reoriented in any direction, but it will suffer a penalty of -1 to the final result of its Aim Roll. To use an Immobile Machine, Crewmen must be placed in base-to-base contact with it.

When the War Machine card is activated, Crewmen of an Immobile Machine can choose to give up their machine to join engagements.

Loss of Crewmen and Destruction

Mobile Machines

Mobile Machines are represented by only one reference card. The characteristics noted on the card represent the total potential of the machine and take into account the presence of Crewmen and/or team. These War Machines have associated Structure Points. If those fall to 0 or less, the machine is destroyed.

Immobile Machines

The majority of the machines require the presence of a minimum number of Crewmen to work. This is symbolized by "crew" on their reference card. If there are not enough Crewmen, the machine will not be able to operate at its utmost capacity and will sometimes even be unusable. A figurine in contact with an adversary cannot take part in the use of a War Machine. If all Crewmen of an Immobile Machine are killed, it remains on the battlefield as long as it has at least 1 Point of Structure left.

The Substitutes

Crewmen of the Immobile Machines can sometimes be replaced under certain conditions. These replacements are called Substitutes. The conditions to fulfill for a fighter to become a Substitute are indicated on the explanatory card of the machine.

Capture of a War Machine

A War Machine can be captured by the enemy if no figurine of its army of origin is within 10 cm or less. It only requires bringing into base-to-base contact a number of figurines equal to the Crew value of the Machine. All the fighters must meet the conditions necessary to become Substitutes. When a War Machine is captured, consider that its army of origin is now the one that has just seized it. The machine could then be recaptured under the same conditions. Remember also, that an Immobile Machine can only be moved by its Crewmen. A captured machine cannot be moved, it can only be reoriented.

Fortification Rules

Example: A Goblin Mountain Breaker had five Crewmen at the beginning of the game. In the fourth turn, two of the Crewmen were killed and the three others gave up the machine to go fight 15 cm away. The Crew value of the Mountain Breaker is 1. To become Substitute for the Mountain Breaker, a fighter must have of an Aim value higher or equal to 3 and a Discipline value higher or equal to 3.

During the Movement phase, a Griffon Thallion comes into contact with the Mountain Breaker. Since it meets the conditions to become a Substitute and no Goblin is within 10 cm of the machine, the Mountain Breaker is from now on controlled by the Griffon player.

Destruction of an Immobile Machine

When an Immobile Machine has no more Structure Points, it is destroyed and withdrawn from the battlefield. Surviving Crewmen remain on the battlefield and continue to be represented by the Reference Card of the War Machine with which they were associated.

War Machines in Combat

Mobile Machines

The Machine in Hand to Hand

A Mobile Machine is regarded as only one entity. Its characteristics of Attack, Strength, Defense and Resilience take into account the fighting ability of the drivers and the team when necessary. In Hand-to-Hand Combat, the position of the opponents in contact with the machine does not matter, the same characteristics are used, as if it were only one large fighter. The normal rules of Hand-to-Hand Combat apply. However, the number of combat dice the machine uses can vary according to several cases. This number can be associated with certain special rules.

The size and the structure of the War Machines can be very different from one figurine to another and the number of associated fighters can vary. All these special indications are mentioned on the reference card of the machine.

Pursuit Movement

The Mobile Machines can carry out Pursuit Movements under the normal conditions, provided that no adversary is in contact with the machine. Remember however, that they are machines with Movement restrictions. The Pursuit Movements will thus be carried out most of the time in straight line, unless the Weight of the machine is low enough to allow the War Machine to carry out a turn during its Pursuit Movement. A War Machine can also use its Pursuit Movement to reorient itself instead of moving.

Disengagement

The War Machines subject to a Weight value cannot disengage by using their value of Initiative, they must use the rule of Forceful Disengagement.

Immobile Machines

Crewmen in Hand to Hand

In Hand-to-Hand Combat, Crewmen fight normally by using their own characteristics. A Crewman engaged in Hand-to-Hand Combat cannot operate the War Machine.

Pursuit Movement

Crewmen of the machine can carry out Pursuit Movements in a normal manner.

The Machine in Hand-to-Hand Combat

The figurines in contact with the War Machine can target it with their Attacks. It does not have any combat dice, but the opponents must nevertheless carry out their Attack Rolls, a result of 1 is an automatic failure.

Firing on War Machines

When an Immobile Machine is chosen as a target and Crewmen are in contact, determine which one is hit as during Firing into a fray.

"Yes, yes... Finish your sequence while I reload... and lower your head, I will shoot him from his horse..." - Lor-Arkhon, the Maniac.

The Artillery

All the figurines whose Rank is marked Artillery answer to the following rules.

Line of Sight

The arc of sight of a War Machine is 180° measured from the front end of the weapon used.

Mobile Machines

A Mobile Machine can move and fire during the same turn. It then suffers a penalty of +1 on its Aim Roll difficulty. It can even Run and fire. The penalty is then +2 instead of +1.

The Crewman carrying out the firing can carry out Rapid and Precision Firing like any other shooter.

In certain cases specified on the reference card of the machine, the Crewman who carries out the Firing cannot rotate towards

Fortification Rules

its target without the machine itself needing to change direction.

Immobile Machines

Unless otherwise specified on the reference card, the Immobile Machines cannot move and shoot during the same turn.

For the Aim Roll, the player who controls the War Machine can use the Aim value he wishes among those of the Crewmen which are in contact with the machine.

If a Crewman or Substitute has a missile weapon in its equipment, it cannot use it if it takes part in the firing of a War Machine in the same turn.

Artillery

The majority of the Immobile Machines are pieces of Artillery. It can also happen that artillery is mounted on Mobile Machines. A tank can, for example, can have a mounted Ballista.

There are two types of Artillery: Perforating Artillery and Zone Artillery. Each of these two categories is divided into two classes: Light Artillery and Heavy Artillery.

These weapons use the usual rules of Firing, but can be much more devastating.

Perforating Artillery

This category contains all War Machines whose rank is listed as "Light artillery" or "Heavy artillery". They are often ballistas or guns of small caliber.

When Artillery fire inflicts a KILLED OUTRIGHT on a target, the projectile continues its travel in a straight line. All figurines located on the trajectory suffer a Damage Roll.

- For Light artillery, the Strength of this Roll is reduced of 2 points compared to that of the preceding roll
- For Heavy artillery, the Strength does not decrease.

The projectile continues its path as long as it inflicts KILLED OUTRIGHT on the hit fighters. However, it can never go beyond its maximum shooting range.

Zone Artillery

This category contains all the War Machines whose rank is listed as "Light Artillery/Zone" or "Heavy Artillery/Zone".

The Aim Roll is done in the normal way described in the Confrontation or Rag'Narok rules. If the artilleryman succeeds his shot, place the dispersion template supplied with the figurine on the target.

A result of 1 on the Aim Roll indicates that the weapon is jammed and cannot be fired during the following round. For

any other result indicating failure, the projectile is considered to have strayed from its trajectory. Place the dispersion template on the target. The 1 arrow on the template should be aligned with the axis of the line of fire. Roll a D6 and read the results in the table below:

1	the projectile strays by 4 cm.
2	the projectile strays by 6 cm.
3	the projectile strays by 8 cm.
4	the projectile strays by 10 cm.
5	the projectile strays by 12 cm.
6	the projectile strays by 14 cm.

Then roll a D6 again to determine its direction according to the numbered arrows on the template. The damage thus caused by the projectile varies depending on weather it is Light artillery or Heavy.

Light Artillery

If the shot reaches its target, it is automatically hit and suffers a Damage Roll of Strength equal to that of the weapon. All other figurines situated even partially under the template are hit on a result of 4 or more and suffer a Damage Roll of a Strength equal to half that of the weapon (rounded up).

Heavy Artillery

If the shot reaches its target, it is automatically hit and suffers a Damage Roll of Strength equal to that of the weapon. All other figurines situated even partially under the template are hit on a result of 3 or more and suffer a Damage Roll of a Strength equal to that of the weapon.

Firing at Figurines in Altitude

If a Zone Artillery machine targets a fighter in Level 1 or 2, two cases are possible.

- If the target is hit, place the template on this figure. All figurines located at the same Level as the target and are touched by the template suffer the effects of the shooting.
- If the shot deviates, the projectile falls down to the ground. Carry out the Dispersion Roll starting from the position of the target, but consider that the shell explodes at Level 0.

Counter Firing

War Machines can Counter-fire under normal conditions. As for other gunners, the difficulty of the Counter-fire is fixed at 6. For the resolution of an Artillery shot that requires the use of the dispersion template, the target is placed at half of the

Fortification Rules

distance that separates it from the machine to determine the impact of the projectile.

If the target is on a different Level from that of the War Machine, only take into account the distance on the ground which separates the machine from the target to determine the position of the latter at the time of the shot.

Command and Escape

Mobile Machines

The values of Courage and Discipline of the Mobile Machines are related to those of their Crewmen.

A Mobile Machine can thus benefit from bonuses related to the presence of a War-Staff or use Leadership values as under normal conditions.

In the same way, the reactions of these War Machines are adjusted by those fighters who control them. Thus, when its Crewmen are under the influence of the Fear, a Mobile Machine can have two types of reactions.

- If it is not subject to a Weight value, the rules of Fear apply normally.
- If it has a Weight value, the machine is immediately immobilized. It will no longer move, will suffer penalties due to Fear and will not be able to fire until it has been Rallied.

Immobile Machines

Crewmen of this type of War Machine use their own values for tests of Courage and Discipline. They can also profit from bonuses related to the presence of a War-Staff or use Leadership values as under normal conditions.

If Crewmen of an Immobile Machine are routed, they give up their War Machine on the spot. If they manage to Rally and re-join their machine, they will be able to use it again.

Damage Table

When damage is inflicted to a War Machine, there are two possibilities.

- If the machine does not have Structure Points, all the Damage Rolls toward it must be carried out on the Confrontation Wound Table.
- If the machine has Structure Points, refer to the Damage Table below.

Roll two D6. The lowest result locates the damage.

Remember: 6's are not re-rolled on a Damage roll, and a 1 is not an automatic failure.

The sum of both dice + attacker's STR - RES of the machine indicates the level of damage on the vertical line. The

crossing of the two lines indicates the number of Structure Points/SP lost.

Damage	Frame/1	Reinforcement/2	Structure/3	Mechanism/4-6
0 or -	0	0	1	1
1 to 5	0	1	1	2
6 to 10	1	1	2	3
11 to 15	1	2	3	4
16 to 20	2	3	4	4
21 and +	3	3	4	4

Example: a tank whose RES is 14, undergoes a Damage Roll of STR 10. The result of the roll indicates 5 and 3. The damage is then 4 (10+5+3-14) and is located in the structure (3). The tank thus loses 1 SP following this roll.

If the result is a double, it is Exceptional Damage. This type of damage does not take into account Strength or Resilience. All the effects related to the Exceptional Wounds apply in a normal way. For example, any double obtained using a sacred weapon is regarded as one KILLED OUTRIGHT and causes the loss of 4 SP.

Die Roll	Result
Double 1	no effect
Double 2	no effect
Double 3	-1 SP
Double 4	-2 SP
Double 5	-3 SP
Double 6	-4 SP

According to the number of lost Structure Points, a War Machine can suffer a penalty to its roll for INI, ATT, DEF and AIM.

Unless otherwise specified on its reference card, an Immobile Machine never suffers penalties.

If the Machine lost a quarter or more its Structure Points, this penalty is -1 until the end of the game.

If the Machine lost half or more its Structure Points, this penalty is -2 until the end of the game.

If the Machine lost the three-quarters or more its Structure Points, this penalty is -3 until the end of the game.

Example: a tank has 8 SP. If it loses 2 SP, it will suffer a penalty of -1 with all its Rolls of INI, ATT, DEF and of AIM until the end of the game. This penalty will increase by 1 point for each section of 2 SP lost thereafter.

New Abilities to Machines

Irrepressible

This Ability is the privilege of tanks and other fast machines.

These War Machines are so powerful that when they take motion it is almost impossible to immobilize them. When a War Machine with this Ability moves a distance higher than its characteristic of Movement and was not immobilized at the end of its move, you can place a marker next to its base. That indicates that it is in motion. This marker remains in place from one turn to another and is withdrawn only when the machine stops or carries out a move lower than or equal to its Movement value.

A Machine which is in motion can not be Engaged or Charged by either of the flanks, or the back, except by opponents whose individual Strength during the Engagement or moment of a Charge is higher or equal to the RES of the machine.

If the machine is Charged or Engaged in the front when it is in motion, it does not suffer any Charge Penalty.

If an Irrepressible War Machine has a motion marker at the beginning of the Movement phase, it can only change facing by carrying out Turns.

A War Machine with this Ability can immobilized itself at any time during the Movement phase. However, once it is stopped, it cannot move again during the same Movement phase.

A War Machine which finishes the turn in contact with an opponent will not benefit from a Motion Marker during the following turn. It is regarded as being in Hand-to-Hand Combat.

Scything/X

Certain War Machines are equipped with terrible blades on their sides. This equipment can prove devastating when the machine drives along enemy ranks, mowing the fighters like ripe corn. When a War Machine with this Ability carries out a move, each fighter, friend or enemy, whose base is touched, even partially by the scythes represented on the figurine of the machine, must carry out a test of Initiative with a difficulty of 6. This difficulty is 8 for figurines already committed in Hand-to-Hand Combat at the moment of a Charge. The difficulty of this test is decreased by 2 points for the fighters who have Ability Leap. If the test fails, the fighter suffers a Damage Roll of a Strength equal to value X of Scything.

Impact/X

Certain War Machines are intended to thrust into the ranks of the enemy, pitilessly trampling the unhappy ones who did not move out of their way.

When a War Machine with this Ability carries out a Charge or an Engagement, the figurines Charged suffer a Damage Roll

whose force varies according to the distance covered by the machine before the shock. The Strength is equal to value X multiplied by the number of sections, even partial, of 10 cm traversed by the machine. The distance covered is considered that which separates the starting point of the machine to the first figurine that it meets. If the War Machine also has the Irrepressible Ability and it had a motion marker at the beginning of the turn, it is considered as having crossed a distance equal to its Movement value multiplied by 2 at the time of the Impact.

Example 1: a tank equipped with Ability Impact/3 Charged an adversary by traversing a distance with 23 cm, is 3 sections of 10 cm. The Force of the Impact is thus $3 \times 3 = 9$.

Example 2: a tank equipped with a MOV of 20 and Abilities Impact/3 and Irrepressible have a marker speed when it declares a Charge. Therefore, whatever the distance which separates it from the figurine targeted by its charge, one considers that it traversed a distance equal to the double of its characteristic of Movement, that is to say 40 cm. The tank thus traverses 4 sections of 10 cm and the force of the Impact is of $4 \times 3 = 12$.

If a War Machine in motion due to the Irrepressible Ability also having Impact Ability is Charged or Engaged by a figurine, the latter suffers the Impact immediately.

The Damage Rolls caused by the Impact are carried out as soon as the machine arrives in contact with its target. If the figurines in frontal contact with the machine are KILLED OUTRIGHT or DESTROYED by the Impact, the War Machine can stop or continue its movement (that does not count like a Pursuit Movement). If it encounters a new figurine, it also suffers a Damage Roll of the same Strength as the first Impact.

At the time of a Damage Roll inflicted through Impact, a double result with the roll of dice is not regarded as an Exceptional Wound. The number obtained on the two dice indicates the location and their sum is added to the Strength of the Impact. The effects related to the Exceptional Wounds do not apply during an Impact. Only the figurines in contact with the front of the machine suffer its Impact.

Inalterable

Unless otherwise specified, an Inalterable structure is immune to all the effects of play other than Shooting and Hand-to-Hand Combat.

If an Attack or Shot results in an effect other than the loss of Structure Points, ignore this effect and resolve the Damage Roll in a normal way. When the Structure Points reach 0 or less, an Inalterable structure is not regarded as KILLED OUTRIGHT, it is DESTROYED. This difference is significant with respect to certain effects which depend on a result KILLED OUTRIGHT.

Transport/X

Some tanks or other vehicles have a sufficient capacity to embark troops. Value X determines the number of fighters who can ride in the vehicle. This number, however, can vary according to the size of the fighters.

The fighters of Small size count for 1.

The fighters of normal Size count for 2.

The fighters of Large size count for 3.

The figurines which have a mount listed in their equipment cannot ride in a vehicle.

Fighters of Very Large size cannot ride in a vehicle.

A tank having AbilityTransport/4 can, for example, transport 4 fighters of Small size or 2 of normal Size or even 1 fighter of Large size plus 1 of small size.

As long as the fighters are aboard the vehicle, their Reference Cards are not mixed with the others at the time of the constitution of the play deck, unless some figurines which are not aboard vehicle depend on these cards. At the time of the Deployment phase, figurines can be deployed inside a vehicle. The player must then announce which fighters are in the vehicle.

Transport Ability is always associated to an Access. This determines the side by which a figurine can enter or leave the vehicle. For example, in the case of a tank whose Access is "Sides", a figurine will be able to embark while being placed in contact with the left or right side of the machine.

During the Movement phase, a figurine which finishes its Movement in contact with the Access of the vehicle can enter it immediately, but only when the vehicle is motionless.

The embarked troops can leave the vehicle when the reference card of the machine is activated. Such an action is not possible unless the vehicle is motionless.

Several situations are then possible:

If the vehicle is motionless when its card is activated, the fighters can be disembarked and the machine can move normally. Or the vehicle can move, then immobilize itself to let the fighters leave.

If the vehicle is moving when its card is activated, due to Irrepressible Ability for example, the fighters could only be unloaded once it is stopped. The machine will then be unable to move additionally during the same turn.

The unloaded figurines are laid out in contact with the Access of the vehicle and can immediately move. They can not however carry out either a Run or a Charge. They cannot shoot either during the same turn. Magicians and Faithful can use their spells and their miracles in a normal way.

If an embarked figurine cannot be located in contact with the Access of the vehicle (because of the presence of obstacles or others figurines), it remains inside the machine.

If the War Machine is destroyed while fighters are inside, they suffer a Damage Roll of Strength equal to the Resilience of the machine. If they survive, they take the place of the vehicle. They will not be able to fire, to move, to carry out Incantation or Divination Rolls until the end of the turn.

Rampart/X

Every artillerist knows that the worst threat comes from the skies. This is why, once they have deployed their machine, they try to protect themselves from flying creatures by setting long sharp-edged spears in the ground. Some even tie vast nets between these stakes to prohibit any passage. Due to this device, no figurine can pass from Levels 1 or 2 to Level 0 in a range of X cm around a War Machine with this Ability.

Abilities of Crewmen:

Artificer

To secure vs. attacks of opponent Scouts, Crewmen of certain War Machines bury explosive loads all around their position.

When deployed, a fighter who has this Ability has two markers: a Trap and a Lure. These markers can be placed within 20 cm or less of the War Machine associated with the fighter. Thereafter, all figurines, friendly or enemy, which pass within 5 cm or less one of these markers, activate it. If it is a Lure, nothing occurs. But if it is a Trap, the mine explodes. All figurines whose base is, even partially, in a radius of 10 cm around the marker suffer a Wound of Strength 6. If several markers are activated by the same figurine, solve their effects one after the other. A mine cannot be activated in any other way.

Sapper/X

Similar to Artificers mining the ground all around them, the Sappers set up hasty fortifications to obstruct the progress of the enemy. For each Sapper, you can set up a barricade 20 cm or less from its associated machine. Dimensions of a barricade are the same as those of a cavalry base and count as an obstacle of Small size with a 2 cm height. A barricade can also be destroyed: each one has a Resilience of 10 and a number of Structure Points equal to value X.

Mechanic/X

Not anyone can handle a gun, a ballista or a catapult. Crewmen associated with these machines very often know every wheel of their machinery and always carry with them all the necessary parts to carry out emergency repairs. At the end of the turn, during the Mana Recovery phase, a Mechanic can try to repair the machine with which it is associated. To do this, it must be in contact with the machine and not in contact with an enemy. Roll a D6: if the result is equal to or higher than the associated Ability value X, the machine regains 1 Point of Structure. On a result of 1, the Mechanic does

Fortification Rules

nothing but worsen the thing and the machine loses 1 additional Point of Structure. A mechanic cannot try to repair any machine other than the one with which it was deployed. No matter the number of mechanics in contact with its base, the same War Machine can be the subject of only one attempt at repair per turn, successful or not.

New Abilities - General

Loved by the Gods

When the gods like someone, they can help and give. For each one of its rolls, except Wound Rolls, a Loved by the Gods fighter considers a result of 4 or 5 as equal to 6 and can thus roll it again. Due to this Ability, a result of 1 obtained after having rolled a 6 is not considered a failure and is added to the preceding result.

Damned by the Gods

The gods of Aarklash delight in the misfortune of those that defy them. A Damned by the Gods Character never rolls up after a 6, on any of his dice rolls.

Concentration/X

Combat training includes mental training. Certain fighters are able to concentrate until their will becomes as sharp as a blade and can achieve wonders that their bodies would not allow under other conditions. The fighters characteristics associated with this Ability are represented in bold on their reference card. Value X of this ability indicates a total number of additional points which you can distribute between these special characteristics during each turn. These additional points can be allocated at any time (and not necessarily all at once). Nevertheless, it is impossible to use these points to modify a roll already carried out.

Bonuses obtained through Concentration cannot be transferred through Leadership. The effects of this Ability lasts until the end of the turn.

Master archer

The wood, the cord, the wind, the arrow... all elements that the Master archer feels are extensions of himself. Masters of this type of weapon can get the best of their bow or crossbow. The range of their weapon is exceptional and they are entitled to an additional Shot each turn.

Counter-attack

Facing an opponent able to return blow for blow, even the most skilful of the warriors must fear death. A non-Character fighter who has this ability can carry out Counter-attacks as if he were a Character. If the fighter equipped with this ability can already Counter-attack, the difficulty of its Defense Roll

when it carries out a Counter-attack is increased by only 1 point, instead of the usual 2.

Master fighter

A Master fighter mastered the art of the duel. He even deserves to create his own school! When a Master Fighter makes a successful Attack, its opponent suffers a penalty of -1 on its Defense Roll. Thus, a result of 2 becomes a 1 and, consequently, is regarded as an automatic failure. Moreover, it is impossible to carry out a Counter-attack against a fighter having Master Fighter Ability, not even due to Ambidextrous Ability.

Lastly, an Attack Roll result of 5 is regarded as being equal to 6 and can be rolled again. Due to this Ability, a result of 1 obtained after having rolled a 6 on an Attack Roll is not regarded as an automatic failure.

Sequence

There are some situations in which a cascade of blows, even disordered, is better than subtle and complex mastery of a weapon. Non-Character fighters who have this Ability have the possibility of taking an additional die at the time of a Hand-to-Hand Combat by sacrificing points of Attack and Defense, like a Character. They cannot acquire more than one additional combat die in this way per Combat phase. When a Character with this Ability decides to acquire additional combat dices, the first die of each Combat phase only costs him one point of Attack and Defense instead of two. The following dice are acquired in the usual way.

Ephemeral/X

Certain beings can remain only a time limited on a plane of reality which is not their own. Others quite simply have some of the shortest life expectancies. At the end of each turn, a fighter who has this Ability must roll a D6.

On a result equal to or higher than the value X, it suffers a Light Wound and must roll the die again. It continues until it is KILLED OUTRIGHT or until the die indicates a result lower than X.

A figurine having Structure Points can also be equipped with this Ability, a symbol of its brittleness. In this case, it loses 1 P.S. each time the result of the roll is equal to or higher than X. A figurine afflicted with this Ability cannot profit from the effects of a Regeneration Roll at any time.

Feint

Certain warriors practice an art of combat all in smoothness and subtlety. They control mastery of weapons so complex that their opponents no longer know if they must attack or defend themselves. When a fighter who has the Feint Ability makes a successful Attack Roll, it can choose to carry out a Feint instead of a normal Attack. Before its opponent rolls its Defense dice, it can choose to cancel a die of Attack or

Fortification Rules

Defense instead of conducting a normal Attack. It can choose to act in this way for each successful Attack Roll. If it chooses to attack in a normal way, its opponent can nonetheless try to defend himself with its remaining Defense dice.

Forceful Disengagement

This new rule is added to the rules of Disengagement described in the booklet of Confrontation.

A fighter who wishes to Disengage himself from a combat can try to do it by using his Strength rather than his Initiative. The usual rules of Disengagement apply, but an additional condition must be observed: the fighter who tries a Forceful Disengagement must be of a size greater than any enemy figurines in contact with his base. The highest value of Resilience among all its opponents is then subtracted from its Strength for this test. If the Strength value of the fighter who tries to Disengage himself is then negative, Disengagement is impossible.

Note that in this case, the penalties due to Wounds apply to the Strength Roll. In the event of success or of failure, apply the normal rules of Disengagement.

Dwarf Vapor Machines and Goblins Naphtha Machines

The Dwarves of Tir-Nâ-Bor, engineers without equal and the Goblins of No-Dan-Kar, clever plagiarists, developed devastating machines which use, for some, the power of vapor and for the others, a little known fuel called: naphtha. All equipment of this type is associated with a characteristic indicated on the reference card of its owner. Each game phase where this characteristic comes into play, any figurine equipped with a Boiler or a Carburetor may roll one or more D6 as notified after the characteristic. This is called a "Pressure Roll" for a vapour Machine and an "Injection Roll" for a Machine with naphtha. The result of the roll is the bonus to the characteristic associated with the weapon or armour.

If at the time of such a roll, any die indicates a 1, do not apply the bonus because an incident has occurred. Immediately roll a die on the "Incident Table" to find out what has gone wrong with the boiler.

These machines however, have a limit to the power they develop. A 6 cannot be re-rolled.

If this equipment is used during Firing, to modify range, the Strength of the projectile or any other parameter, the Pressure or Injection Roll must be carried out right before the Aim Roll. If an incident occurs, the Firing is cancelled and the gunner must proceed to roll on the table of incidents. In any other case where such a machine is used, the Pressure or Injection Roll must be carried out when the value concerned is used. For example, a roll which assigns Strength in Hand-to-Hand Combat must be carried out right before proceeding to the Damage Roll after a successful Attack. In this case, if an incident occurs, carry out a roll on the Incident Table and apply the effects. If the fighter is killed following the Incident,

all its additional actions are immediately cancelled. If the Incident shows a result other than "Explosion", the action taking place must be resolved normally.

Damage Table (vapor and naphtha machines):

D6	Incident
1	Explosion The fighter is KILLED OUTRIGHT by the boiler's explosion. All figurines within 5 cm suffer Damage Strength 10.
2	Overheating The boiler trembles and whistles wildly, indicating an imminent explosion. Another Overheating will provoke an Explosion / see 1.
3	Cracked structure The boiler loses rivets and cracks. On the next Pressure or Injection Roll, an incident will happen on a 1 or a 2.
4	Damaged valve A leak breaks out. Ignore 5 and 6's on the next Pressure or Injection Roll.
5	Pressure loss The boiler leaks abnormally and threatens to stop any moment. Another Pressure loss will cause the boiler to stop / see 6.
6.	Boiler stopped A breakdown blocks the boiler. The fighter cannot carry out any Pressure or Injection Roll until you roll 4 or more on a D6 at the beginning of each game round.