



Incarnation Rules of Play

Version 4.0

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Incarnation

1 The Chess Board

With Alahel the Messenger, Adventurer of Alahan and herald of king Gorgyn traveled a long way to arrive at the honest city of Cadwallon. Tharn, a Champion of Achéron, didn't interrupt his journey. Méliador, the Mentor of Alahel, used its powerful magic to stop the invasion of Darkness. For that, he had to face his evil alter ego, the Gorgon.

The result of this magic duel remained dubious...

At the bottom of a forgotten crypt, Sophet Drahas watched as the mortal knelt in front of him.

Drahas was a most powerful Necromancer de Cadwallon, the envoy of Obscure in the free city. He had survived the discovery of the old city of Cynwäll, his release and the battles of power which had resulted from it. For a time, Sophet Drahas had even ruled Cadwallon. Then the dogs of war had come. From now on, the King of Ashes was only the Master of the Low City and his minions, blazing his High Ville in the field of the Dukes.

But the influence of the Necromancer never waned. It was subtler, extending though a secret network of individuals as perverse as they were powerful - the Usurers.

One of the spies of the caste was held in front of him, awaiting the permission of his Master to deliver the message.

The spy speaks; and stops suddenly, as if this word had left him in a long nightmare.

"Master, I come to announce the failure of our company to you. Alahel is on the way to Cadwallon. Tharn and the Gorgon have disappeared. "

"They met True Death?"

"We don't know. We continue to search."

"Cadwallon, finally! "

Alahel cannot repress a smile of satisfaction while seeing with far rising the smoke of the chimneys of the City of the Robbers. The end of the tour had been perilous: a band of Goblins had badgered the troops with the Lion during nearly two days. Alahel had finally found their den before putting fire at it.

Calms forest of Allyvie was suddenly disturbed by the take-off of a cloud of birds. The clamour of a very close combat arrived at the ears of Alahel.

"Continue to advance", says it to his/her companions, "we lost enough time. I will join you with the doors of Cadwallon. "

The Messenger was quickly on the spot of the battle. The ferns provided him a sufficient cover to observe the scene without being seen in return. The escarmouche which was offered to its eyes was more singular: a band of Dwarves and Keltois of the clan of Sessairs fought a

escouade together guards of Cadwallon carried out by... Paladin Noir of Achéron. The account was already terrible: several combatants on the ground, failing in their blood or were carried by death.

What made a disciple of the Black Code to the head of the militiamans of the honest city?

Sessair more imposing than the others left the fray to throw itself on Paladin Noir. The first blow of its large sword mowed only wind, but the second violently tore off a shoulder pad of the armour of plates. The henchman of Achéron, unbalanced, had to take a step to dodge the third blow behind: the sword of the colossus of Avagddu was planted of all the width of its blade in a vigorous oak. Its owner detached some without effort, the filled up eyes of an indescribable fury.

But Paladin Noir had not said its last word: it made whirl dangerously its plague, the end of its trailed weapon leaving of Mana increasingly clear to each winch... The force of the impact was such as the feet of Keltois left the ground. The giant, seriously touched, broke down against the oak which it had mutilated.

It is the moment that Alahel chooses to intervene. The Messenger stripped an arrow whereas the plague of Paladin Noir was going to complete Keltois. The feature of the Messenger card-indexed right in the shoulder pad discovered of its enemy, tearing off a horrible cry of pain to him. Paladin was turned over, measuring the Lion. Deprived of the use of his weapon, the warrior of Achéron chooses to flee not without releasing a imprecation. Its disabled men, made in the same way. Dwarves and Keltois shouted their victory.

Alahel approached Keltois still thoughtless by the shock which it had received. The silhouette however athletic of the Messenger was only one wisp of straw beside the warrior of Avagddu.

"My name is Alahel, messenger of the kingdom of the Lion. I hope that my assistance was not useless to you..."

"Ah! There is only one Lion to output similar twaddles! "known as a Dwarf carrying a worn armour and raising a blazing beard.

"Knows, Alahel of the Lion, that by saving my life you attracted yourself the eternal recognition of Hogarth the Colossus" says Keltois by rubbing his painful cranium "I introduce my friend to you, Kahinir the Savage"

"I to Cadwallon", known as Alahel. "If it is also your destination, can I go join you? "the Messengers had although its arrival would be noticed less if it were accompanied travellers by other people.

...

The glance of Sophet Drahas was detached finally from the spy. A great feeling of relief seized the Usurer.

"And the Plague? "

"Kaïn was wounded, Master"

"How? "exclaimed Sophet," the Plague of wounded Achéron? By did Darkness, which warrior make a success of this wonder? "

"Kaïn and the men of the Count Izhar would tackle a group of Dogs of War when an archer placed a feature in the shoulder of the Plague. Its description corresponds to that of Alahel, Monseigneur. "

"Goes t'en, Usurier."

The Spy withdrew himself. Whereas one could intend the bolt of the crypt to be closed again with far, a silhouette was detached from the shade of the throne of the King of Ashes. It was about another Liche, less imposing but quite as frightening as Drahas.

"We must intervene, Nimrod", known as Sophet, "this impotent of Lyiet Izhar will never know how to face. We underestimated Alahel. "

"We have a more urgent problem to regulate, King of Ashes. Gorgone was not destroyed, I am certain. It will want you to have bernée it. It is a frightening enemy, I would not like to be in your place. "

A Gate of Darkness materialized in front of the throne of Nécromancien. However, the single Magic of Cadwallon prohibited that such an event occurs in its walls!

"Me not more" answered then a voice of in addition to-fall... That of Gorgone.

2 Incarnation

Did you ever dream to see your Characters improving? To see them progressing with each battle??

While playing **Incarnation**, you will bring new life to your heroes and another dimension to your battles. You will see them advancing, becoming more powerful perhaps even becoming a true legend; and putting their mark on the history of Aarklash forever.

Incarnation makes it possible for your Characters to acquire experience.

Experience cards that are added to the Reference Cards of a model represent this. To acquire this experience, your warriors will have to show courage and tenacity by achieving exploits worthy of their station while surviving many battles.

3 Creation of a hero

In order to fully benefit from **Incarnation**, you must first select your Hero. He will be the center of your battles. He has been chosen by destiny to have a glorious

career. This one will be the central warrior of your confrontations, that which was chosen by the destiny to know glory. The Hero must be a personality.

You can create new Heroes by giving a non-Personality model the *Responsibility* special ability.

Note: A model that usually has an effect on other Personalities cannot take advantage of this effect itself. For example, a Bard of Alahan hero is not able to take advantage of its ability to allow Personalities to re-roll dice.

4 Experience

4.1 Experience Points

Experience points are a new feature of Incantation 2. Experience points are acquired on the battlefield and they influence the future of your hero.

Experience points can be used to purchase various abilities, even to postpone the fatal kiss of the Reaper.

As your hero participates in battles, his knowledge increases. By accumulating experience points, he draws the attention of the Gods of Aarklash. Who knows, maybe even their regard.

As the hero grows and benefits from his destiny, the feelings of good will the gods bear the hero are replaced by concern – they hate to see their creations escape their control.

4.1.1 Gaining Experience Points

Only a hero can gain experience points. He can use them in different ways. In the Adventures section, the hero can spend them to help his allies or his mentor.

If the hero survives the battle, calculate the number of experience points using Table 1 Experience Points on page 22. The points are cumulative, but cannot go below 0.

4.1.2 Experience Points and Resurrection

Experience points are useful if the hero is resurrected. Resurrection reduces the hero's experience points. If the hero's experience points reach 0, the gods will forget the hero and he can't be resurrected anymore.

4.1.3 Experience Points and Die Rolls

Experience points can be spent to modify a die roll. Experience points must be spent prior to rolling the die.

Any experience points spent are lost.

4.2 Experience Cards

Experience cards represent knowledge or technique that a hero acquires in one of two ways:

1. In battle, by selecting an Experience Card and then meeting the objective listed on it.

2. In training, by spending experience points to purchase the Experience Card.

4.2.1 Elements of the Experience Card

All required data is on the card.

The **Conditions** indicate the prerequisites (characteristics or abilities) a warrior must have to access the card's knowledge.

The **Exploit** describes a heroic act. If it is achieved by one of your Personalities, then immediately give the experience card to that model. The model can use the card for the rest of the battle.

The **Effect** describes the advantages that the model gains when it acquires the card.

The **P.A.** on the experience card is the cost of the Effect. Add this value to the model's P.A. when purchasing the model with the experience card.

The **Recuperation** tells how difficult it is for a model with the Experience card to keep it after being resurrected.

5 Using the Experience Cards

5.1 Earning Experience Cards

After deployment, place up to 3 Experience Cards face down in front of you. These cards are allotted to no particular Personality, but represent the exploits your warriors are trying to achieve during the battle. Make sure that you have Personalities that meet the Conditions listed on the experience cards.

5.1.1 Multiple Cards

It is possible to master the same card many times by having multiple copies of the same card.

5.1.2 Adventure Mode

In Adventure Mode, the number of experience cards that can be played is determined by the Act being played.

Only a Personality can acquire and profit from an experience card as long as they following conditions are met:

- The experience card is one of those played after deployment.
- The Personality meets the conditions of the experience card.
- The experience card is revealed when the Personality has achieved the exploit.

If a Personality fulfills the exploit of an experience card, you do not have to award him the card. Simply do not reveal the card.

5.2 Buying Experience Cards

Between battles, a hero can acquire new skills by training and practice. He can spend experience points to purchase an experience card. The cost in PA is paid from the hero's experience point total. Once the experience points have been spent, the hero gains the effect of the card.

Experience points spent in the manner are lost. It is not possible to "sell" and experience card for experience points.

A hero can only purchase one of any experience card, unless the card says otherwise.

However, a hero can purchase with experience points an experience card it previously earned on the battlefield. In such a case, the purchased card replaces the earned one.

5.3 Applying Experience Cards

After earning or purchasing the experience card, your Personality can use them in battle. However, you still must pay the cost of the experience card in PA when buying your force.

The cost depends on how the experience card was acquired:

- If the card was earned on the battlefield, the cost is equal to the PA of the experience card.
- If the card was purchased with experience points, the cost is equal to half the PA of the experience card.

6 Resurrection

The path of glory sometimes leads a hero to his death. Some heroes mysteriously return to life to continue their struggle, unaware of what had befallen them.

Resurrection is not without risk, mainly for the memory of the hero. Resurrection can cause a hero to forget parts of his life.

6.1 Resurrection

At the end of a battle where your hero was killed, you have a chance for resurrection. If you hero fled the battlefield, he does not need to be resurrected (though he was considered a causality for game purposes).

A resurrection is carried out in several steps.

6.1.1 Resurrection Test

Heroes are brought back to life by the god of Aarklash. Alas, often the gods tire of their playthings. Roll 2d6. If the result is less than the number of times the hero has already been resurrected, then the gods abandon the hero, and the resurrection

fails. The hero rests in peace, far from the capricious gods.

A double one is always a failure, even for the first resurrection attempt.

6.1.2 Experience Loss

If the hero is successfully resurrected, he must now pay to return to life with experience points.

If not playing an Adventure, roll a d6. The result is the number of experience points that the hero loses due to the resurrection.

If playing an Adventure, the model loses the number of experience points listed on the Victory section of the card for the Act being played.

In either case, multiply the number of experience points by 1.5 if the hero is a Personality.

If the hero does not have sufficient experience points to pay the penalty, the resurrection fails.

6.1.3 Experience Cards

For each experience card owned by the hero, make a recuperation test.

Roll a d6 for each card. If the result is equal to or greater than the experience card's Recuperation value, then the hero keeps the card.

If the result is less, then the hero loses the experience card. If an experience card is lost, it can be regained as described in section 5.1.

Spending experience points can modify the recuperation test. For each experience point spent, the recuperation die roll is modified by +1. However, a roll of 1 is always a failure.

6.1.4 Resurrecting a Mentor or Ally

If playing an Adventure, the resurrection of a mentor or ally is handled differently.

Roll a d6. The result must be equal to or greater than the number listed after the Victory section of the card for the Act being played.

The hero can spend one or more experience points to modify this resurrection die. For each experience point spent, the die is modified by +1. A roll of a 1 is always a failure.

Once resurrected, the mentor and allies need to make recuperation tests for each experience card they have. This is handled in the same manner as for the hero, except that the hero can't spend experience points to modify the die roll.

6.2 After the Battle

Between battles, your hero can cure his wounds, gain experience cards, or acquire artifacts. Spending experience points is done after a battle in which the hero participated.

6.2.1 Curing Wounds

A hero's wounds are cured automatically after the battle. Other purchases require the expenditure of experience points.

6.2.2 Purchasing Experience Cards

After a battle, a hero may purchase a single experience card by spending experience points (see section 5.2).

6.2.3 Purchasing Artifacts

After a battle, a hero may purchase up to three artifacts, objects, or services by spending experience points.

Services and objects will be released in future supplements.

6.3 **Purchases While Adventuring**

When on an adventure, the period between battles is for rest and training. During this period, your adversary will select the next act for the hero. See section **Error!**

Reference source not found. for more information.

On an adventure, your hero can spend a number of points equal to double the cost in PA of the experience card to purchase it for an ally or his mentor. Each can only acquire one experience card between acts.

7 Adventuring

Incarnation allows you to grow your hero. You have the chance to send him on an adventure: to go on a great quest and discover forgotten lore. Through a long quest, the hero will run into his Shade, the enemy he must defeat to reach the Elixir, his ultimate goal.

A hero who starts a quest is called an Adventurer. He has the same chance as any hero; all rules presented so far apply to him, unless explicitly listed otherwise on a card.

The player who engages in an act for his adventure is called the Adventure Player, and his adversary is called the Adversary Player.

7.1 **Before Beginning the Adventure**

The first stage of the Adventure is one of the most significant. You must create your Adventurer, his Mentor, and the Shade for your Adversary; your hero's nemesis.

7.1.1 The Adventurer

The Adventurer must be a Personality. Either an existing Personality or any model to whom you've given the Incarnation ability described in section 11.

If the model or Personality is a Mercenary or other model without a home country, he will need to have such an affiliation established.

7.1.2 The Mentor

The Adventurer's Mentor is his master and guide in the adventure. The Mentor must be of the same country/affiliation as the Adventurer and be of equal or higher rank.

You can choose to not have a Mentor. Without a Mentor, your Adventurer will not gain a Supernatural Gift but he will double the experience points gained from the first Act played.

7.1.3 The Shade

The Shade is the Adventurer's Nemesis, as chosen by the gods. He represents both great fear and a greater challenge. As the Adventurer proceeds with his quest, he will approach the showdown with his Shade.

7.1.4 The Supernatural Gift

The supernatural gift is the first help the Mentor gives the Adventurer. The Adventurer will only ever receive one supernatural gift. If the hero starts a second adventure, he doesn't get another gift.

7.1.5 The Elixir

The Elixir is the object of the quest. It is the final reward after his arduous journey. The Elixir can be an artifact or ability held by the Shade.

7.1.6 The Allies

Allies are Personalities who accompany the Adventurer on his quest. They have their own histories independent of the Adventurer, but their paths cross during the quest.

The number of allies varies according to the act, but can be modified by the experience cards or by purchase (?). The allies must be of the same nationality as the Adventurer or from an allied nation.

7.1.7 The Followers

The Followers are warriors who accompany the adventurer or his allies during the Adventure. A Follower can be a Personality, but must be of the same nationality of the Personality he accompanies.

7.2 Starting the Adventure

Before starting the adventure, you and your adversary will have to create your Adventurers and their respective Shades.

7.2.1 Selecting the Adventurer

First off, each chooses the Adventurer and his Mentor, if they want one.

7.2.2 Selecting the Supernatural Gift

Select a supernatural gift for the Adventurer, if a Mentor accompanies him.

The gift can be a magic spell of Power greater than 1, an artifact, or an experience card. The supernatural gift costs half of its PA when purchasing a combat force.

The supernatural gift comes from the Mentor. As such, the Mentor must satisfy any conditions of the gift. Only items with

a card and a PA cost may be given as a gift.

Remember that a model without a Power characteristic cannot cast a spell, no more than an Initiate of Water could cast a Fireball!

7.2.3 Selecting the Shade

Now select the adversary of the Adventurer: the Shade. The PA of the Shade cannot exceed twice the cost of the Adventurer. The Shade can have two experience cards and one artifact. These are not added to the PA of the Shade. Remember that the Shade must fulfill all requirements for the cards he takes.

The Shade is not deployed until Act III.

7.2.4 Selecting the Elixir

Choose the Elixir that will be the object of the quest.

If this Elixir is an artifact, it will be given to the Shade. The Shade will protect and use it until the Adventurer takes it from him. The Adventurer must fulfill all requirements of the Elixir, but the Shade does not.

If the Elixir is Ability, it must be chosen from among the Shade's abilities. Only abilities from the **Confrontation** rulebook can be selected. The abilities Colossal, Enormous, Huge, Gigantic or Undead cannot be selected.

7.2.5 Selecting Spells

Finally, you can purchase spells and artifacts for your Adventurer and his Mentor. Remember that the number of spells and artifacts a model can have is determined by his Rank (see **Incantation**).

The supernatural gift and any artifacts recovered by the Adventurer are not subject to this restriction.

8 Scenario Cards

Incarnation uses a set of cards called scenario cards. These cards represent the various Acts the Adventurer goes through on his quest. Through the scenarios, the world of Aarklash will influence the life of the Adventurer.

The scenario cards are presented in three forms that symbolize the stages of the Adventure.

8.1 Common Elements of Scenario Cards

The elements that follow are common to the three types of cards.

8.1.1 The Act

The Act is used only for Adventures. It represents the progress of the Adventurer on his quest. Whatever the outcome of the battle, the Adventurer will always gain experience from the act. The only condition is that the Adventurer survives...

8.1.2 The History

The History presents the background for the adventure; including the situation and recent events. It is sometimes related to a particular Personality; if so, then that Personality must be involved in the scenario.

8.1.3 The Objective

The objective is what must be accomplished to win the act. Only by fulfilling the objective can an Adventurer advance to the next act.

8.1.4 Victory

If the objective is completed, then apply the effects of the victory. The number that follows the Victory corresponds to the number of experience points necessary for the Adventurer to be resurrected.

8.1.5 Defeat

If the objective is not fulfilled, then apply the effects of the defeat after the battle.

8.1.6 Duration

The duration is the number of turns for the game.

Note: For adventures from Incarnation 1, add 3 to the number of turns for the duration.

8.1.7 Deployment

The deployment entry describes the area in which troops can be set up during deployment. The various times of deployment are listed in the next section.

8.1.8 PA

The PA represents the maximum size of the force for each player. As always, you are free to adapt the PA as you see fit.

9 Deployment

Let us advise you how to use a playing surface of 100cm long by 60cm wide. The terrain is left up to you.

9.1 A New Deployment

There are six types of Deployment in **Incarnation**. These are described in Table 2 Deployments on page 22.

The Adventurer deploys his forces according to the deployment listed on the scenario card.

The Adversary player deploys his forces in the Battle deployment unless otherwise specified.

9.2 The Course of the Game

When deploying forces, one of the two players can deploy their Adventurer in order for him to play an Act of his quest. For more enjoyment, we suggest that you alternate the roles of Adventurer and Adversary between players.

The Adversary can, if he wishes, play his Adventurer during the act for the Adventurer. The Adversary's hero will be able to gain an experience card in the normal way. If the Adversary's hero is killed, the cost of resurrection is determined by the Act.

9.2.1 Army Selection

First off, the Adventurer reveals the Act to be played. Then each player purchases his army according to the PA allocated by the scenario.

9.2.2 Experience Cards

Any player controlling an Adventurer involved in the game can set out experience cards. These are set out face down as described in section 5.1.2 on page 10. The cards could be gained at the end of the game.

9.2.3 Victory

If the victory conditions of the scenario are met, the Adventurer and his forces are withdrawn to tend their wounds and to celebrate their victory. During this period, the Adventurer can spend his experience points. Then the Adversary and the Adventurer players switch roles.

9.2.4 Defeat

If the victory conditions are not met and the Adventurer survives the battle, apply the scenario's defeat conditions.

If the victory conditions are not met and the Adventurer did not survive the battle, then the player can try to resurrect the hero as describe in section 6.

As a reward, the Adversary may select an advantage from the list below. This advantage applies to the next game, where the Adversary plays the role of Adventurer.

- The hero gains +1 to his Courage or Fear characteristic until the end of the next battle. This bonus cannot be used with the Command ability.
- The hero gains +1 to his Discipline characteristic until the end of the next battle. An Undead Adventurer cannot take this option.
- The Adventurer can gain an additional experience card to the number he has at the beginning of the game.
- The Adventurer will game +10% experience points for the game.
- For magicians or warrior mages, the Adventurer will be able to attempt to recover mana gems

during the deployment phase of the next game.

- The Adventurer gains a +1 modifier to his next resurrection attempt. This bonus can be taken several times and remains until the next resurrection.

Example: A player plays the Adversary role eight times and each time selects the Resurrection Modifier. The next resurrection attempt, the player has a +8 modifier to his die roll.

10 The Three Acts

10.1 Act 1

The first scenario of an adventure is always Act I. The Adventurer faces his new quest or starts his tour of duty. If he is victorious and alive at the end of the game, he can move on to Act II.

10.1.1 Allies and Mentor

During Act I, his Mentor can accompany the Adventurer, if you wish. He cannot have allies at this point in the Adventure.

10.1.2 Followers

Followers may accompany the Adventurer within the limit of the PA allocated by this scenario.

10.1.3 Experience

You can play only one experience card during the deployment for Act I. There are no limits to the number of experience points gained.

10.1.4 Results

If your Adventurer dies during Act I, his resurrection will cost him at least 3 experience points. This cost is subject to the normal modifiers. If the Adventurer doesn't have sufficient experience points, he cannot be resurrected. The gods have not noticed him, so he does not profit from their leniency!

If the Adventurer survives the battle, but does not achieve the objective, then he is subject to the effects listed in the Defeat section of the scenario card. Unless otherwise noted, the Adventurer must play Act I until he accomplishes the scenario objective.

If the Adventurer survives the battle and achieves the objective, then he is subject to the effects listed in the Victory section of the scenario card. For the next battle, the Adventurer must choose and Act II scenario. He is now committed to his quest and only ultimate victory or death will end it.

10.2 Act II

The second stage of the adventure is made up of a variable number scenarios. All of these are collectively called Act II. These are the test that the adventurer must pass as he continues his quest.

You can have as many scenarios as you wish in Act II. You must have at least one. Your hero will collect the rewards of victory from the scenarios, as long as he remains alive...

Act II allows the Adventurer to accumulate the experience necessary to overcome his Shade.

10.2.1 Allies

You can have as many Allies as many as wish in Act II.

10.2.2 Followers

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

10.2.3 Experiment

You can select three experience cards for the scenarios in Act II.

10.2.4 Death

If the Adventurer died during the battle, his resurrection will cost a number of experience points equal to the number listed after the Victory section. This cost can be modified according to the circumstances of his death.

If the Adventurer is not able to pay the cost, he does not return to life. He will never challenge his nemesis.

10.2.5 Repeating Scenarios

The same scenario cannot be played again immediately, no matter the outcome. It can be tried again later.

10.2.6 Moving to Act III

For the Adventurer to pass on to Act III, the player must decide to move on before deploying for the Act II scenario. He must also achieve the objective of the scenario.

Certain adventures follow a story line; do not jump around the story!

10.3 Act III

The third act is the most dangerous one of the Adventure. The Adventurer will need all the experience he gained during Act I and Act II to triumph over his threatening and invincible Shade.

The supernatural gift starts to wane; it is quite possible that it will disappear at the end of this climatic battle.

10.3.1 Allies and Mentor

Only the Adventurer's closest friends can join him in this ultimate test. His Mentor will cost only half of his normal PA, and one other Ally will cost his normal PA.

10.3.2 Followers

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

10.3.3 Shade

Your Adversary must include the Shade in his force. It costs no P.A. Your Adventurer will finally see the face of his nemesis that the gods put in his way.

10.3.4 Experience Cards

You can select three experience cards, plus an additional one per Personality in your army other than the Adventurer.

10.3.5 The Shade

Act III can only be successfully completed if the Adventurer kills the Shade. If the Shade dies at the hands of anyone other than the Adventurer, the Act is a failure. In this case, the Adventurer gets any experience cards and experience points he has earned.

Apply the effects detailed in the Defeat section of the scenario.

10.3.6 Death of the Adventurer

If the Adventurer fails to beat his nemesis and dies, the Adventurer returns to Act II, if the Adventurer can be resurrected.

During the resurrection process if the Adventurer does not recover an experience card, the Shade gains it automatically. If there are multiple cards, then randomly determine which one the Shade gets.

10.3.7 Defeat of the Shade

If the Adventurer triumphs in Act III, he loses the supernatural gift. However, he gains the Elixir for which he has struggled for so long. Now he either retires or may take up another quest!

10.3.8 A Tie

At the end of Act III, if both the Shade and the Adventurer are alive, the hero returns to Act II. He will face the Shade again, but the Shade will be ready!

In this case, the Adventurer does not lose the supernatural gift. But, the Shade does gain an additional experience card that is chosen by the Adversary.

10.4 There is a Life after Act III

What happens to the hero after the final battle? Does he retire to a well-earned rest with his family? After living such adventures, can he give up a life filled with danger and glory? Some warriors can.

Other restless souls take up the quest again, in search of new grails. This is the greatest joy of the gods, who choose a new nemesis for the Adventurer.

Once Act III is finished, you may keep your hero and pursue a new adventure. Your adversary will create a new Shade by taking into account the advancement of your hero. The Elixirs owned by the Shade cost only half their value in PA. The cost of the Shade should not exceed twice the value of the Adventurer.

It is possible that the same hero grows in power by completing many adventures. But his potential increases, so does the power of his adversaries.

Is the ultimate shade of the adventure the incarnation of a god?

11 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.

11.1 Abomination (Abominable)

Creatures with this ability have an evil visage. A model must always make a Courage test before engaging the model, even if they have already passed a test against the model.

11.2 Crazy (Achamé)

A crazy model is insensitive to pain or is too frantic to realize that they are wounded. They continue to fight on despite their wounds. When a crazy model suffers a killing wound, do not remove the model. It is critically wounded until the end of the turn; it may fight on.

A crazy model is still affected by rules that remove the model from the game (such as moving off the table).

11.3 Battle Hardened (Aguerri)

Warriors who live long in battle sometimes come to see fighting as the only reason for living. Models with this ability treat a 5 as

a 6 for all characteristic tests. Battle Hardened does not affect wound rolls.

A model cannot acquire the Battle Hardened ability as a Supernatural Gift or an Elixir.

11.4 **Exile (Apatride)**

An exile does not belong to any people or any country. They obey no law and trust only themselves. Their destiny is elsewhere. The exiled can join any army. He has adapted so well to this environment that he can adopt the most common Ability among his allies. Note that he can acquire only abilities listed in the **Confrontation** rulebook.

The Exile cannot acquire the Colossal, Enormous, Huge, Gigantic or Undead abilities.

11.5 **Authority (Autorité)**

A model with the Authority ability may not be a great strategist, but he commands respect. When a model with Authority is involved in a fray, he chooses how the combat is broken down as well as the order in which it is resolved.

A fray is a compact unit of combatants who are all within base-to-base contact.

If there is more than one fray, the player who has the Tactical Advantage determines when the fray involving the model with Authority is resolved with respect to the other melees.

If there is only one melee, this ability has no effect.

11.6 **Conscience (Conscience)**

A model with the Conscience ability has extremely good senses; whether from a

mysterious gift or simply in perfect tune with his environment. The model can charge a model that it can't see at the beginning of its move. The model is also immune to the effects of the Assassin ability and can detect scouts that are within range of his charge.

11.7 **Master Stroke/X (coup de Maître)**

The most disciplined warriors have learned how to focus all their energy into a split second, and can deliver a blow that is able to split stone.

A model with the Master Stroke ability that hits his opponent has its Force characteristic increased by X when rolling for wounds.

11.8 **Despair (Désespéré)**

A model with Despair has nothing more to lose. The model does not know the meaning of Fear. It does not suffer the effects of fear nor will it ever flee. A model with Despair may charge or engage a Fear causing model.

11.9 **Personal Enemy/X (Ennemi Personnel)**

The grudges that feed the wars on Aarklash are beyond counting, but there is one that makes one more of a victim than the hurricanes: hatred. If a Personality manages to deliver a deathblow to its personal enemy, it automatically heals all of its wounds. It may also steal an ability from its enemy and use it for the rest of the battle.

11.10 **Plague/X (Fléau)**

A strange gift of fate delivered by an atrocious hatred, the model with this ability

is unable to inflict enormous damage against particular opponents.

When the model rolls to wound against its plague, the damage is read one row lower on the table of wounds. It is not possible to go below the last line.

The “X” is the name of the model’s plague. For example: Plague/Achéron, Plague/Fanatic, Plague/Elite, etc.

11.11 **Blood Brother/X (Frère de Sang)**

This ability represents the deep ties that grow between two comrades who have faced death together many times. A model with this ability may call upon his blood brothers to join him in battle. The cost for the blood brothers is reduced by 25%. But if any are killed, then the survivors suffer a -1 to all die rolls until the end of the game.

Note: this modifier does not apply to wound rolls.

11.12 **Hyperion (Hypérien)**

Lumière fills the heart and blood of her children, the Hyperions. They have no choice but to carry the virtue and fury of the Goddess of Light to the depths of Darkness.

Hyperions are extremely rare and many do not know of the power they possess.

A Hyperion is immune from any form of Fear. Hyperions drive back any model that with Fear characteristics on their reference cards. Against a Hyperion, a model with a Fear characteristic must take a Fear test against the Courage of the Hyperion.

This rule also applies to the Undead but not to Constructs.

The Hyperion ability cannot be used with the Command ability.

The Cynwalls Elves instinctively befriend the Hyperions as their destinies are intertwined. Hyperions and Cynwalls may be combined without the restrictions normally associated with allies.

11.13 **Immunity/X (Immunité)**

Immunities are magical or natural properties that protect some combatants. A model with the Immunity ability does not fear Characteristic X or wounds from attacks by X.

Example: Immunity/Fear, Immunity/Fire.

11.14 **Implacable/X (Implacable)**

An implacable foe that gives free reign to his fury will leave carnage in his wake. A model with the implacable ability can follow up X additional times.

11.15 **Incarnation (Incarnation)**

A model that is given this ability doubles its cost in PA, but it is now considered a Personality. Any model that is not a Personality can be given this ability.

11.16 **Paria (Paria)**

A model that has left his own people, whether by his choice or theirs, still sometimes joins with his countrymen. Even so, the Paria ability prohibits him from benefiting from the Command ability.

11.17 **Poison (Toxique)**

There exist many ways of killing an opponent – of defending yourself in

Aarklash. Many creatures use poisons to neutralize predators – or their prey.

Each turn, before making the Discipline test, you can select one model with the Poison ability for each 100 points PA of your army. The model with the Poison ability counts in this total. Before the movement phase, place a single d6 next to each selected model. This is the Poison die.

Once per turn during the shooting or melee phase, the model may replace one of its attack or shooting dice with the Poison die. If the attack rolled with the Poison die causes a wound, then model then immediately rolls and additional damage with a force of X.

Note: Undead and immortal constructs and beings are immune to the poison ability.

11.18 Flight (Vol)

Models with the Flight ability have two Movement characteristics. The first represents ground movement and follows the normal rules. The second characteristic indicates airborne movement.

There are three altitude bands for airborne movement:

1. Band 1 is on the ground and uses the normal movement rules.
2. Band 2 is low altitude. The model is unaware of terrain, but must circumvent any obstacle that is taller than its ground Movement value.
3. Band 3 is high altitude. The model ignores all terrain.

A flying model begins the game at Band 1. To move to an adjacent band costs 5 cm of movement. It is possible to change altitude multiple bands at once, even after a successful disengagement.

11.18.1 Engaging in Melee with a Flying Model

A model may engage only if they are in the same altitude band as the target.

11.18.2 Shooting at a Flying Model

If a flying model is targeted by a shooting model that is a band below or above the flyer, the shooting model suffers a –2 to its to hit dice roll. More than one range band is too far to shoot. Spells follow this same rule.

11.19 Charging by a Flying Model

Flying models can charge at a model in an immediately lower altitude band. The change in the altitude must be declared when the model is activated.

The flying model charges his target as normal, but taking care to arrive in the same altitude band as the target. The rules for fear and charging apply as normal.

During combat, the flying model has its Force characteristic increased by 3 points until the end of the turn.

Table 1 Experience Points¹

Event	Experience Points
Models killed by the hero's force.	10 % of the eliminated P.A., rounded up.
Each exceptional wound (critical) delivered by the hero.	+1 point
Hero is unwounded at the end of the battle.	+2 points
Enemy hero killed	+2 points
Losses in the hero's force.	5% of the killed P.A., rounded up
Each exceptional wound (critical) received by the hero.	- 1 point
If the Mentor of the Adventurer is killed ²	- 3 points
If the Adventurer is killed ³	- 1 point

Table 2 Deployments

Type	Description
Battle	Deploy your combatants on your half of the table.
Beaten	Deploy your troops anywhere on the table, but your models must be separated by their normal movement distance from each other.
Overflow	Place your troops in your half of the table no closer than 10 cm to the sides of the table.
Defense	Deploy your models in a straight line on your half of the table. No model may be more than 5 cm from another. If you more models than will fit into a single line, the excess are placed in a second line a maximum of 10 cm behind the first.
Cutting off	Deploy your models on your side of the table no closer than 10 cm from the edges and 20cm from the middle.

¹ The cost of the artifacts, magic spells, miracles and experience cards is to be counted in the sum of P.A. of their owner if this one is eliminated.

² Does not apply in the Adventure mode.

³ Does not apply in the Adventure mode.

Type	Description
Sit	Deploy your models anywhere on the table outside of the area of a Cutting Off deployment on your enemy's side of the table.

12 Tracking

L has started tracking before a few hours would touch soon at its end. Before the first gleams of Lahn do not bathe the forest of Hidrella, the presence of the troops of Achéron would be nothing any more but one unpleasant memory. To have profaned fall it from several valorous Wolfen, to have transformed them into zombies, insulted their memories and Yllia itself, it had been decided that they were to be exterminated. Killyox and about thirty Wolfen had taken by storm the camping of damnés of Achéron, returning them to the sleep eternal of which they should never have returned. But Nécromancienne had managed to flee. Only in this forest, it would hardly go far and knows soon the fate of the other abominations... A group, composed of a handle of Wolfen helped of a Recluse, had been sent to its continuation. The tracking did not progress, all was not any more but one question of time.

Haletante, Azaël ran through the forest. On this escape its survival depended. If Wolfen managed to catch up with it, all was finished! Never it would conclude the projects which it had erected scaffolding. Never it would achieve its destiny...

This attack had been so violent, if unexpected. Not only one of its servants had not survived, not only one Wolfen zombie which it affectionnait so much did not have escaped with the destroying rage of its enemies. Killyox would pay for that. Early or late, it would have it in its capacity and this day there its death would be extremely slow. Mix sufferings and humiliations, for finally becoming a zombie. Slave of Azaël for eternity...

"It arrives. The Sentinels announced its presence. "

More than a few hundreds of meters. Soon, Azaël would be with the shelter and the threat would be raised. These maudits Wolfen was there, at a few minutes behind it. Azaël intended them to carry out the tracking, pushing terrible howls.

Their prey was not any more very far, the stench of its dress of flesh constantly indicating its position to Wolfen. In this night without clouds, Wolfen were the Masters of the forest and Yllia would be proud of his/her children. On its behalf, they would eliminate the maudite which had dared to soil their territory of his presence. The tracking touched at its end, the silhouette of Nécromancienne was with range of sight.

With end of breath, Azaël contemplated the mountainside being drawn up vis-a-vis it, insuperable. The next minutes would be decisive: it would have to find an exit, and quickly!

Wolfen transfer it to seek a few seconds then to penetrate in a cave. It was taken with the trap. Pushing long growls, they engulfed the ones there after the others. Nécromancienne was there,

at the bottom of the cave. Its so strong odor betraying its presence. It was from now on useless for him to hide or to flee, it was with range of their hooks.

In the center of the cave, several meters under ground, Azaël contemplated the pack Wolfen to make irruption in the part. They were numerous, more than that it had not hoped for it. That imported little, for them it was too late.

Before even as they did not have time to include/understand, the trap was closed again. A true tide of Dwarves thecNor one broke, ready to render comprehensible in Wolfen what it cost some to venture on their territory. The seamed and deformed body, handling weapons with the forms as tortured as their facies, the Dwarves in common did not have large any more thing with their Shooting-Na-Bor cousins. Taken with deprived, Wolfen were found soon in the center of a terrible fray. Hardly a Dwarf it was killed that another took its place. Space exiguous and the crushing number of the warriors thecNor one hardly left doubt about the exit of the battle. Wolfen fought with the energy of despair. Several minutes during, in a hurry on all sides by adversaries increasingly more and aggressive, they sowed death in the rows of the Dwarves. They had been trapped and the price paid some now. Right before dying, the Recluse addressed an ultimate quiet prayer to Yllia, begging the Goddess not to let Achéron take possession of their bodies. When the Wolfen last died out, Azaël opened its volume of evil spells. The moment had just prepared the ritual.

With the head of a pack of new Wolfen zombies, Nécromancienne enjoyed its victory. Against some gems of Darkness, the Dwarves thecNor one had gotten the force armed necessary to him to the achievement with its mission. It was now time for it to achieve its destiny and to go to track that which would become the leader of its unit of Wolfen zombies...
Killyox

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 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.

12.2 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 **Incarnation** that did not appear in **Incarnation 2**.

12.3 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 would also like to thank Rackham for allowing me to publish this translation and for providing answers to innumerable questions.

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

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