

THE AGE OF THE RAG'NAROK CONFRONTATION®



OFFENSIVE: DIVINE TEARS CAMPAIGN BOOK

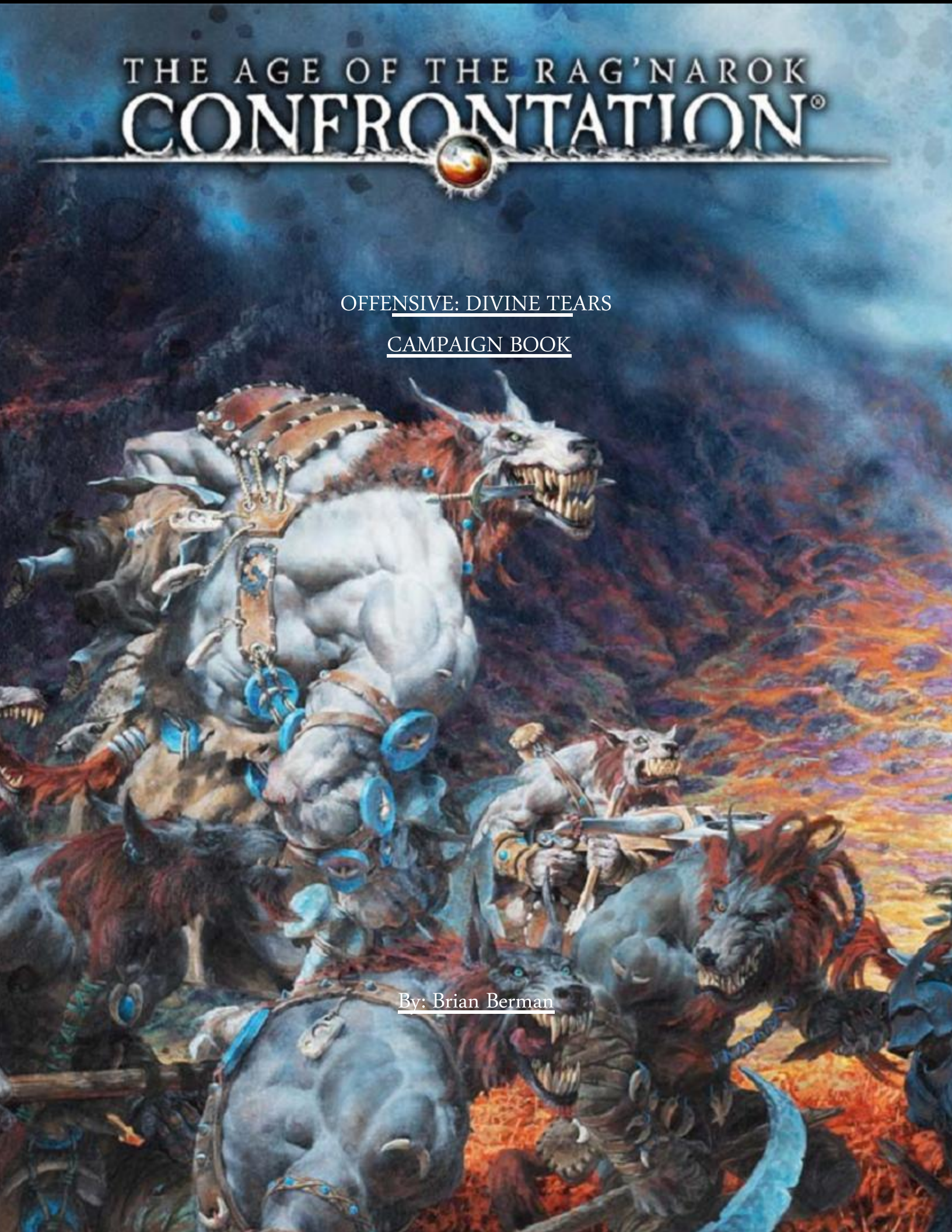


THE AGE OF THE RAG'NAROK CONFRONTATION®

OFFENSIVE: DIVINE TEARS

CAMPAIGN BOOK

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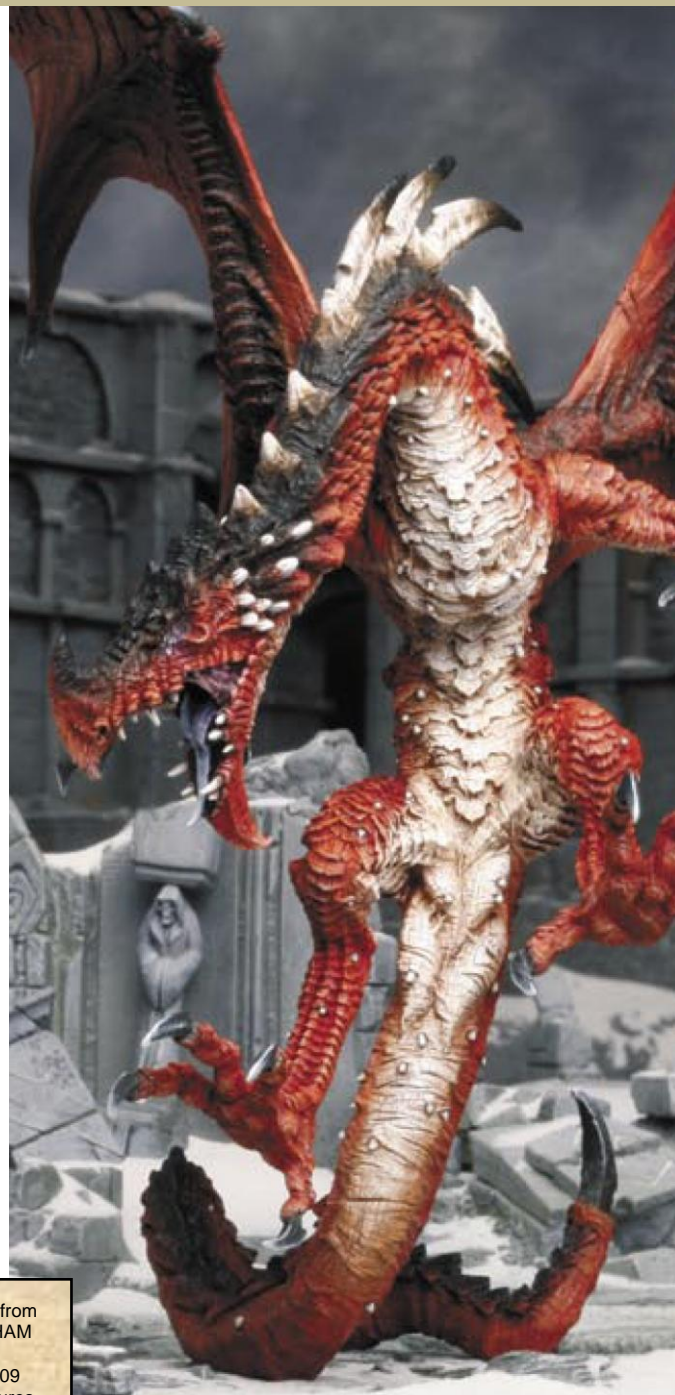
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INTRODUCTION

Welcome to Pernicus a new setting for the battles of Confrontation: Age of The Rag'narok! You will find in this book all the information you will need to stage Offensive: Divine Tears, and hopefully win many battles if not achieve complete victory if you decide to take part in it.

Do not forget the two most important rules of victory, know the battlefield and know your enemy. The Rag'narok has only just begun!

PERNICUS

Pernicus is a realm very near creation inhabited by those few who fear creation will come undone during the Rag'narok. This place has long been forgotten by those bent on turning the gears of war on Aarklash. Now an important discovery near the heart of this concave realm has thrust Pernicus to the forefront of the Rag'narok. No army can dare ignore the opportunity Pernicus presents. Some armies shall find great victory but many more will find ruin on the roads of Pernicus.

Six peoples have marched their armies immediately, convinced an early start can get them the victory they want quickly before their enemies have had a chance to react. It was not long before their armies crashed into each other and realized there would be no quick and easy victory here.



- The Akkylannie pope received a vision from a flaming being who told him of the chance for great victory or utter defeat to be found in Pernicus. The news was quickly spread and the armies mobilized. The one God has spoken the Griffin march to war!



- Barhan agents met with explores of Cadwallon who shared with them the wonders of mysterious stones that increased a faithful connection to their god. The kingdom quickly launched an armed force to collect this new resource for the champions of light!



- The wolfen intercepted a message carrier and found on him both a strange stone that called out to the vestals of Yllia and a note detailing Pernicus as the source of the stone. The hunt is on in the name of Yllia!



- A Daikinee was part of the expedition of Cadwallon mercenaries that made the discovery in Pernicus. Moreover the stone he brought back to his people seemed capable of holding back the curse on their people. Earhë save them they fight for the very existence of their race.



- After receiving a sample stone from their allies the barony of Acheron the biopists of Syhar began to study it immediately. It wasn't, however, until a priest of Arh-Tolth came to see what all the work was about in the name of his lord that things got exciting. Now the alchemical swarm is on the march in the name of Arh-Toloth and the perfect being.



- Shortly after the expedition returned to Cadwallon an Archeron agent was able to kill one of the explorers and secure from him a sample as well as notes from their journey. They sent a sample to their allies to entice them to join them in the realm of Pernicus and began to ready their troops for the journey. The dark god Salaüel had already shared with them the secret of these stones.

WHAT WILL I FIND IN THIS BOOK?

Welcome to the Confrontation Offensive: Divine Tears. I set out to help provide for the Confrontation community the tools to wage a similar long term game plan as Operation: Frostbite has done for the players of AT-43. I have been a huge fan of Rackham's games for a few years now, and after playing a number of months of Confrontation: Age of The Rag'narok my play group was beginning to feel like we were playing the same missions over and over again.

That's when I came up with the idea to draw together a number of new missions, missions that would be linked together for an arching story of events that we could enjoy playing through. I based this ruleset heavily off Operation: Frostbite and am intending no intellectual property infringement but rather an homage to the great work done with that product, expanded and altered to better fit in the world of Aarklash.

You will find in this book a few pages on the fluff of Pernicus and why the people of Aarklash have chosen to move the battles of the Rag'narok there. Also you will find a few new rules for army deployment that better fit this campaign as well as rules on the Nexuses presented by Rackham but included here for completeness. Then you get to the campaign rules, map and missions. Lastly in the appendix I have collected some aids to help run the campaign, including cards and tokens used in a number of missions.

I hope that you have a great time playing in the realm of Pernicus, for that has been my goal all along. Happy gaming!

- Berman, Sentinel of Rackham

REALM OF DIVINE TEARS

Pernicus is a gentle concave realm that resembles a lens floating in the ether between places of creation. Although temperate for the most part

6 Pernicus is fraught with radical weather shifts that make life on this realm harsh. Raging desert winds are replaced days later with shifting blizzards. Settlers find themselves huddled trying to stay warm only to find themselves the next morning on a warm spring day for weeks at a time. Because of this those who chose to settle this realm have a meager existence; the growing of foodstuffs is labor intensive and fraught with sudden heat or cold waves that can destroy entire crops. Still the people find a way to survive and adapt to these radical shift in weather.

For these reasons Pernicus has never caught the eye of more than a few hearty settlers trying to escape the ravages of the Rag'narok and find a bastion of peace where the struggle to survive is with nature itself rather than against the cold death of steel at the hands of an enemy bent on nothing but total destruction.



A REALM DISCOVERED

Pernicus was discovered by explorers from Aarklash a couple hundred years ago. These adventuring souls had been exploring a number of elemental portals based in Aarklash hoping to discover more sources of the rare mana gems that all the peoples of Aarklash eagerly purchased from all sources. Their exploration at first seemed to bear remarkable fruit. A realm that held many similarities with Aarklash yet was not strongly tied to any one element. Better still it was not a proto-realm easily manipulated by the thoughts of those inhabiting it.

They spent much time exploring the expanse of this realm over the course of many expeditions. During these trips they did discover small collections of mana stones of all the elements. Yet they never made any large finds. Still the potential drove them onward and to ruin. In the end the only lasting effects from their efforts came from a small settlement of humans who fled Aarklash to live away from its conflict. What few

records were created of their journeys in Pernicus were lost to time, all but a single journal.

A PAST REDISCOVERED

Time rolled forward and as the Rag'narok spread across the face of Aarklash the demand for mana gems intensified. Fueled by the need created by all out warfare adventures, explores and treasure hunters of all kinds made even more reckless journeys out into the elemental realms in search of riches, power and victory. A small band from Cadwallon eventually managed to discover the lost journal in a back corner of an old book shop. After reading through it and discussing the possibilities the core of this new band sought out able bodied men and women to help him discover the secrets of the journal. Christening themselves the Far Realms Explorers, they set out on the path laid out in the journal.

Upon arriving in Pernicus the band quickly discovered the realm was not empty. An entire culture had been living there for hundreds of years untouched by the changes in Aarklash. The people living in the village treated the explorers with caution at first, having not seen outsiders in their lifetime. Still relations broadened and the explorers showed themselves to be capable and honest. As for the village it became a welcome haven as they explored the deeper reaches of Pernicus.



A MOMENTOUS DISCOVERY

They set out from the small village of Homestead and began a thorough search for portals through which they might harvest mana gems. These gems could be sold back home in Cadwallon for a hefty sum. They found one or two small disturbances at first nothing large enough to travel through, but enough to collect a few small gems. These small finds were enough to keep them funded but more importantly they served to increase their hope of making a larger find. With renewed vigor at each find they spiraled deeper into the heart of Pernicus.

Near the very center of the realm they found a field with not just one stable portal to an elemental realm, but with a portal to each of the six

realms! The group was now guaranteed vast wealth from the trove of gems to be harvested here. The Far Realms Explorers began to construct a base at the site and collect the gems for return trips to Cadwallon. Reugn a Daikanee in the party began to scout around the new base camp in an effort to discover any threats. While ranging out closer to the center of the realm he began to feel an almost indescribable pull away from the camp and deeper into the realm. Away from his fellows and alone he gave into this new instinct and within the hour found himself standing at the mouth of a large gorge. Eerily silent Reugn felt his instinct pulling at him to flee this place, but stronger still he felt the need to discover what secret had summoned him. As he neared the base of the gorge he discovered a double row of smooth almost polished pillars rising from the earth. Nearly black in color they seemed almost of polished Onyx, yet the gentle inward curve and slim dimension didn't support that assumption. Each one gently turned inward toward its pair in the opposite row forming a sort of canopy over a path of dead ground between the rows. Under this formation Reugn found a number of what seemed to be broken shards of the pillars. Collecting a few samples he felt a strange contentment fall over him and returned to the base camp.

Upon his return Reugn shared his discovery with the group. Although beautiful and light considering their obvious material strength the group initially found little of interest in the strange objects he'd found. The attention of the group was still squarely on the recent portal discovery and the vast wealth it represented to each of them. Still in quiet moments Reugn, the groups' mages, and alchemists spent time trying to discover the nature of these shards. Impervious to any attempt to break, grind or otherwise alter them the shards seemed more a minor curiosity than a true resource. That is until the priest picked one up to examine the beauty of the shard and nearly collapsed from doing so.

He would later describe the sensation thusly. Imagine your head has been wrapped in thick blankets all your life. You strain to hear the voices around you but have known no other way. Now imagine if the blanket

was suddenly removed how the voices you'd been straining to hear your entire life would seem so very loud all of the sudden. Except instead of voices it was my connection to the divine that seemed so loud. I felt as if I could hear them perfectly for the first time. It was amazing.

NEWS SPREADS

The Far Realms Explorers knew they had something special with these shards. Returning to the gorge to collect a few more samples they headed back to Cadwallon. Once there they began to make plans to have their uses more deeply tested and to compile a list of potential buyers that they might have an auction. Unknown to the rest of the expedition the Alchemist hired by the Explorers was actually an agent of Acheron who began to eliminate the rest of the group shortly after their return. Each murder was made to look like an accident or disease of some kind, and so well did he do that the members of the Far Realms Explorers began to suspect a curse tied to the shards. Reugn was one of the few who thought such was folly and suspected foul play. Unable to prove anything he gathered up a small number of shards and headed out to his homeland in the dead of night.

The Acheron assassin was able to slay the remaining members of the explorers but not before one had sent a missive containing a sample to the ambassador of the lion in Cadwallon. His task complete the assassin gathered up what research and notes he found from the crew along with all the remaining samples and carried them back to the cursed baronies.

GATHERING STORM

As news of the shards potential reached each of the armies of the Rag'narok the gears of war began to grind. Armies began to form in every corner of Aarklash. A new front had opened up and each of the people launched their forces into it least another gain advantage over them. The dogs of war had been unleashed! The next wave of the Rag'narok has begun are you ready?



NEW RULES

COMPANY DEPLOYMENT

8 “The Fog of War blankets all commanders, those who pierce through it are divinely inspired or paid well for the services of their spy master.”
- Commander Tarkhyn discussing strategy.

Offensive: Divine Tears uses modified deployment rules to better simulate the lack of tactical information commanders have as their armies meet each other on the field. Effects like “Spies!” will break this rule but still depend on it to provide the flavor and interesting tactical decisions that come with its use.

EFFECT

During deployment players will deploy the cards of their activation sequence rather than the units themselves. No card may be placed within 20 cm of any enemy cards, this includes scouts. Scouts are deployed after all non-scout units and the deployment is done in an alternating fashion with an initial Authority test used to determine who goes first as in *The Rulebook*. Once the entire deployment phase has been finished the players will place the leader of each unit in the center of the cards position, and remove the card. Then place the rest of the unit in a valid formation around him.

EXCEPTIONS

The use of “Spies!” by a company will cause those companies not under this effect to deploy its units rather than cards during the deployment phase. These units must still be no less than 20 cm from any enemy unit or card on the table.

NEXUS CRYSTALS



ORIGINS

The constant battles of the Rag’narok have resulted in more than plunging the continent into a downward spiral of violence and destruction. Each confrontation is also an opportunity for an outburst of

mystical power even more exuberant now that the stakes of war have been simplified: only the strongest will survive - all others will join the annals of history.

Inevitably, the belligerents used their most devastating rituals and most brutal communions, not without consequences for Aarklash. The direst consequences come from the “destruction” of Incarnates and the disappearance of the divine essence that was given to them.

Worse yet, the Elemental Realms are not immune to these conflicts. Armies of magicians from Aarklash are not the only ones who fight there as the Sihirs who are the masters of each Realm choose their side one after another. The Realms are about to fall into all-out war with quarrels that will tear them asunder. If a magician is able to upset the topography of a battlefield, what are the limits of a being composed purely of mana? What cataclysms of unimaginable scale can elemental Lords start when the use of the magic comes as natural as breathing to them?

Aarklash, which sits at the crossroads between the Elemental Realms, is violently swayed by the consequences of these first confrontations. These altercations only serve to increase the confusion which its inhabitants, themselves, created.

The Nexus Crystals constitute one of these consequences. Their apparent beauty should not cause anyone to forget that they truly are pustules on the surface of Aarklash. The crystals are the results of mana crystal deposit aggregation, from fervor, or from several divine sparks released through the destruction of an Incarnate.

These energies encumber the heavens of Aarklash, generating terrifying phenomena: hurricanes of mana, divine storms, and the downpour of hero’s blood. In certain suitable zones, or when precise conditions are met, these energies form stable crystalline structures: the Nexus Crystals.

- The Nexus of Blood grants mere mortals access to certain privileges normally reserved to Incarnates.
- The Nexus of Energy offers more resources to the magicians who dare to approach it.
- The Nexus of Fervor bestows the faithful more facility to call upon the gods.

Some daring commanders do not hesitate to exploit this supernatural pollution. Although dangerous, through simple manipulations they create conditions favorable for fixing this energy on a battlefield. It is then possible for them to muster a fraction of the power thus incorporated. This equates to lighting a campfire by using a volcanic eruption, but “You have to make the best of things”...

This official game aid presents the rules to play Confrontation: The Age of the Rag’narok using the Elysian Crystal terrain from the AT-43 game.

The Nexus Crystals are decorative terrain elements which affect the game. The terrain element is not inert: it is a part of your company, provides power to your fighters, and may even be destroyed. These

crystals fit into any fantasy universe. The rules included below may inspire you to add a new dimension to this strategic figurine-based game!

THE CRYSTAL TRIAD

The Nexus Crystals have strange properties which can be grouped into three families with varying effects: “Nexus of Blood” for combat related effects, “Nexus of Power” for magical effects, and “Nexus of Fervor” for divine effects.

GENERAL RULES

- The effect a Nexus Crystal grants can only occur once per turn and per activation phase, and only grant its benefits to a friendly unit controlled by the player who owns the Nexus Crystal (see p.98, Rules of the Game).
- Each race within Confrontation: The Age of the Rag’narokis bound, by culture or principle, to a single type of Nexus Crystal (see below). This affinity enables them to profit from increased powers based on their specific crystal’s penchant.

Note: A “crystal” refers to the entire terrain element, and not the individual shards which occupy the base and rise from it! In other words, a single base counts as a single crystal.


	Affinity		
Destiny	Blood	Energy	Fervor
Eagle			X
Tree-Spirit		X	
Wolf	X		
Rat		X	
Scarab	X		
Light	Blood	Energy	Fervor
Dragon		X	
Griffin			X
Lion		X	
Minotaur	X		
Boar	X		
Dark	Blood	Energy	Fervor
Ram		X	
Scorpion		X	
Stag	X		
Hyena	X		
Hydra			X
Serpent	X		

	Resilience	Structure	A.P. Value
Crystal	8	5	25


NEXUS OF BLOOD

One of the eliminated fighters of the unit returns to the game. He is placed in the formation but cannot be placed in contact with any enemy, and no game element should be moved to accommodate it. Incarnates and Titans cannot benefit from this effect. **Affinity: This effect can be applied to any unit in the same company as the crystal.**

NEXUS OF ENERGY

The player rolls an additional die when calculating the mana points for the unit. This effect is reserved for units which contain at least one fighter endowed with Energy . **Affinity: The player throws two dice, instead of one.**

NEXUS OF FERVOR

The unit gains 4 additional Faith points when replenishing the Faith pool. This effect is reserved to units who contain at least one fighter endowed with Fervor . **Affinity: The unit gains 7 Faith points instead.**

PLAYING THE NEXUS CRYSTALS

Recruitment:

The Nexus Crystals can be recruited in to any company. A Nexus Crystal occupies a War Machine slot in the Order of the Banners. All of the Nexus Crystals of a company belong to the same family: Blood, Energy, or Fervor. It is the player’s choice which family the crystals will belong to. The player must announce his choice when he deploys his first Nexus Crystal.

Deployment and Play:

The Nexus Crystals are terrain elements that are incorporated in the company of the player who wishes to deploy them. Of course, the players can agree to preserve the Nexus Crystal as neutral terrain elements and to deploy them normally (alongside all other terrain elements)! A company can contain up to three Nexus Crystals per banner which compose its company by using the value indicated in the insert. The Nexus Crystals are deployed after all other terrain elements. They are deployed clockwise beginning with the youngest player. A Nexus Crystal deployed in this manner must be further than 10cm from any other terrain element already on the board, and may not be placed in deployment zones. If this is impossible, then the Nexus Crystal is lost.

The Nexus Crystals are destroyable terrain (see p.118, *Rulebook*). They have a Resilience value and structure points. The effect of a Nexus Crystal can only be used once per control phase and only the unit controlling it may benefit from it, except for the Nexus of Blood. The Nexus of Blood may be used on any friendly unit as long as the army has the right affinity.

CAMPAIGN RULES

During Offensive: Divine Tears, the armies of Aarklash are fighting for control of strategic objectives within the Realm of Pernicus. The weather on this new realm is as unpredictable as the tactics of the enemy.

10 The campaign rules in this section allow you to simulate the war over its whole duration, from the first engagements to the final battles. They are built around two notions: battlefield and phases.

There are two phases to this war. They simulate the chronological evolution of Offensive: Divine Tears. Phase 1 simulates the first weeks of the war, as the armies carry out decisive raids, deploying only light companies. Phase 2 is the realm wide conflict in which the armies reinforce their companies to fight epic battles.

The Rag'narok has entered a new age, are you ready?

RAPID DEPLOYMENT

Although the missions of Offensive: Divine Tears are ment to be connected to one another by campaign rules, it is also possible to play them on their own, as any other mission found in the *Rulebook*.

Each mission briefing includes a "Rapid Deployment" insert that serves this purpose. It gives the necessary details to play the mission without using the campaign rules found in the chapter.

SITUATION REPORT

Only months before the beginning of Offensive: Divine Tears, Pernicus was only an unimpressive Realm similar to Aarklash but with more severe weather shifts and nothing of real strategic value. A few settlements have cropped up across the realm hoping to avoid the ravages of the wars taking place on Aarklash. Recently, however, a small band of explores from Cadwallon have made a discovery that turns the attention of the armies of Aarklash toward Pernicus. What started as small skirmishes have quickly escalated into all-out warfare.

THE BATTLEFRONT

The stakes of Offensive: Divine Tears have isolated the conflict to one battlefield. Each player issues marching orders to his companies on the map of the battlefield. The battlefield represents a large region with its communities, strategic locations and resources. In regards to the game, this means the battlefield is composed of regions, access routes and HQs.

Regions

Regions represent strategic objectives and important locations found in the battlefield. Each region corresponds to a battlefield and to a mission.

During a mission, the players play the companies that move into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect order of banner limitations. However

the forces deployed must still respect the A.P. limit of the mission. When the companies belong to different factions, only one of them is deployed, the player chooses which one.

Each region has access zones that correspond to the access routes indicated on the battlefield map. There are also one or more deployment zones to which a player defending the region might fall back.

At the beginning of a mission, each army uses the access zones corresponding to the access routes their companies have followed to reach the region. The company that might be defending the region may use any access zone that is not used by an opponent.

At the end of a mission the company that wins gains control of the region. It keeps it until another army gains control of it. Controlling a region gives control of all its access zones as well as a **strategic advantage** (detailed in the description of each mission).

HQs

HQs represent the main base camp of each alliance present on the battlefield. These are not regions: they can never be attacked and they are always under the control of the army to which they are associated.

Access Routes

Access routes represent natural boundaries and travel routes between regions. Each of them connects one of the region's access zones to the access zone of another region. Access routes are indicated on the battlefield map.

- **Moving:** A company may travel from one region to another by following the access route connecting them.
- **Tracing a supply line:** A player can trace a supply line between two sectors if he controls all the sectors along the access routes in between.

PROGRESS OF THE CAMPAIGN

In the campaign rules, the campaign is divided into two phases. Each phase is composed of several "weeks", which correspond to campaign rounds.

PHASES

Offensive: Divine Tears is played over two phases that represent the escalation of the conflict and the main events of the war. These phases are there to determine which missions are played in each region as well as the special rules that apply. Each phase notably dictates the number of companies and their A.P. values.



Divine Tears campaign rounds are called “weeks”. Each week represents the time necessary for companies to move, fight and re-organize.

Phase 1 lasts three weeks; Phase 2 lasts four weeks.

Offensive: Divine Tears weeks are fictional of course. In reality, the players should play as frequently as they want!

- **When the three weeks of Phase 1 are over**, the players check the progress of the campaign. They receive reinforcements to re-build or reinforce their companies.

After the four following weeks, each player counts the total Elixir he earned over the missions he played across the battlefield.

- **When the four weeks of Phase 2 are over**, the player who controls the most sectors wins Offensive: Divine Tears. If it's a tie, the player with the most Elixir amongst those tied wins. If they are tied once again, Phase 2 goes on until a winner can be designated.

Note:

When the rules make reference to the player, they mean both the Alliance as a whole and the players playing that Alliance. Typically the campaign is run with one player per alliance, so a single player enacts all the decisions.

When more than one player represents an alliance they should each be responsible for all decisions related to companies assigned to them, the spending of the Alliances MP should be made as a group, or evenly divided amongst each player.

WEEKS

Each week, each player manages his army on the battlefield where he is present following these three steps in the following order:

1/ Planning: The players spend their material points (MP) and manage their companies.

2/ Missions: The players battle if their companies have encountered enemies during their movements. They also determine the environment and weather rules applied to each mission.

3/ Debriefing: The players determine the consequences of the week's missions and apply them to the whole of Offensive: Divine Tears. Players total Material Points (MP) earned.

PLAYING OFFENSIVE: DIVINE TEARS

Before launching Offensive: Divine Tears, the players each decide what alliance they will play for, Alliance of Light, Alliance of Destiny or Alliance of Darkness. The player may not change alliance during the campaign so choose wisely. When playing with more than 3 players you can allow more than one player to each faction. It is recommended that

you play with no more players per alliance than 4, so that each player has a company that is their own. When playing with more than 12 players simply split them into separate campaign groups.

FORMING COMPANIES

Each player is given an operation sheet print out, available from the appendixes, along with as many company sheets as necessary. On the campaign sheet the player writes down the alliance they play, and a current MP, and Elixir total: 0.

To build his Alliance, each player is given 4 companies worth 2,000 A.P. each.

A player may choose any Army of his Alliance, and any faction or order of banners from those factions *Army Book's*. The player's Alliance can only include one copy of each hero, no matter the number of companies and the different versions of a particular hero.

Substituting Hero's

Some armies and factions do not have enough incarnates available to place a separate one in each of the companies needed to be created. For example the Army of Destiny at the time of this writing only have three incarnates available. The full rules are intended for a time when the armies are more completely released.

For Alliances with fewer than 10 incarnates released player's may re-use incarnates with a limit of one copy per company rather than one copy per campaign.

There is no need to build each company right away. They can be created right before they meet their first opponent. However, after that it is important to keep track of each of the companies created: casualties are not always replaced and variations in composition are subject to certain conditions (see further).

In addition, players can immediately equip their companies with the equipment presented on the following pages in the “The Week” section.

Finally, a player does not need to have all the pieces representing his entire army; through he will need enough miniatures to play each individual game.

PREPARING THE BATTLEFRONT

Each player deploys their companies to their HQ. If one of the Alliances is not played, no-one deploys companies to its HQ.

PHASE 1: RECONNAISSANCE

Phase 1 describes the preliminary fights taking place before any massive engagement of troops and all out warfare. The armies feel the need to test their opponents and to scout the terrain before sending in their main forces. These first combats are an opportunity for the soldiers and incarnates alike to get used to the shifting weather of Pernicus.

They are crucial to the rest of the campaign: any army that secures

the Gorge of Tears in these first weeks will have gained a decisive advantage over its enemies.

Alliances

Listed below are the armies corresponding to the three different alliances. When forming your companies you may build it from any of the armies tied to your alliance. Cadwallon may join any one alliance for the campaign.

The Ways of Light

Dragon, Griffin, Lion, Boar, and Sphinx

The Paths of Destiny

Wolf, Scarab, Tree-Spirit, Rat, and Eagle

Meanders of Darkness

Ram, Scorpion, Hyena, Spider, and Serpent

Phase 1 lasts three weeks. During the first week, the players start deploying the armies: those that already control regions must deploy a company there. All the other companies are deployed in their HQ. Then the players move their companies out from their HQ or from the regions they already control.

At the end of the Third week, each army has gathered enough information to launch its true battle plan. Phase 2 may begin!

PHASE 2: FULL FRONTAL ATTACK!

Phase 2 describes the most terrifying battles of Offensive: Divine Tears. The armies of the Alliances are sending reinforcements. They deploy numerous soldiers and send out powerful war machines and creatures. They have already gambled too much and lost too much to pull out now: it's do or die.

Phase 2 begins on the fourth week and lasts four weeks. At the beginning of week four, the alliances receive reinforcements that allow them to deploy far larger forces on the battlefield as well as a new company. Each player benefits from the following advantages:

- Each alliance receives an extra company worth 4,000 A.P.
- Each company receives reinforcements so it reaches 4,000 A.P.

The companies that are already in play remain where they are. The new companies are placed in their HQ.

When week 7 is over, the players count how many regions they control and total their Elixir. The winner is the player who controls the most regions. Ties are broken with Elixir. Offensive: Divine Tears is over!

THE WEEK

Each week of fighting allows the armies engaged in Offensive: Divine Tears to reorganize, move, and fight.

PLANNING

Planning represents the actions of general staff and spy services. It is

organized around the map of the battlefield and the campaign sheets of each player.

During planning, the players perform the following actions:

- The player with the most Elixir (If this is tied, the oldest player goes first) moves a company on the map. He spends some or all of his MP on this company or for general use that does not affect any of his other companies;
- The next player in order of Elixir (or age order) does the same;
- Once all the players have finished planning their first company, the first player moves his second company;
- And so on until all the companies have gone through planning.

Exception: The player who controls the Observation Post does not move his companies. He will do it once all the other companies are done with planning.

Spending MP

Each player spends some or all of the MP at his disposal when he moves his companies. He can spend them either on a specific company or on a general use (spying, gift).

MPs do not allow a company to exceed the maximum A.P. value defined by the current phase. Better plan in advance how you are going to spend your MP to change or reinforce your company, because it can take some serious time!

Effects followed by a (*) can only be used once per week and per alliance.

- **Re-organization (variable):** The player alters the composition of a unit. He can add or remove fighters, change special fighters, incarnates and units. The cost in MP is equal to the A.P. value added or removed by the extra fighters and the change of special fighters. The unit and banner composition rules detailed in the *Army Books* must be respected. The cost of the unit and the value of the company are recalculated

Important: *Adding a fighter costs MP but removing one adds the fighter's value to the MP pool, since the cost is negative!*

- **Deploying a Short Wall (50 MP):** The player assigns a short wall to a company within the following limitations:

- A material supply line can be tracked back from the company's HQ.
- The company is not moving this week.

The wall is deployed within the deployment zone. It is destroyed at the end of the week.

- **Deploying a Long Wall (75 MP):** The player assigns a long wall to a company within the following limitations:

- A material supply line can be tracked back from the company's HQ.
- The company is not moving this week.

The wall is deployed within the deployment zone. It is destroyed at the end of the week.

- **Gift (Special):** the player spends **MP** from his pool and gives them to another player.

- **Elemental Gate (500 MP)*:** A company leaves its region and is teleported to another region. The company is deployed through a free access zone, or if there isn't any left through an access zone chosen by the player.

- **Reinforcements (special):** The player builds a new unit. He spends the same amount of MP as the unit's A.P. value and adds the unit to his company. The order of banners must be respected. The company's value is re-calculated.

- **Spies (250 MP)*:** The designated company has his opponents deploy their units, rather than face down unit cards during the deployment phase in every battle during the week.

- **Saboteurs (250 MP)*:** The designated company cannot move this week.

- **Smugglers (250 MP)*:** the designated company may give the "Scout" ability to one unit during each battle during the week.

- **Enchantments of Weather Protection (150 MP):** the company is immune to the negative effects of weather for a week, except Blizzard of Behemoth. No one can fight in that kind of weather!

Advice!

One of the main goals of Offensive: Divine Tears consists of controlling the most regions on the battlefield. When it is created each company receives a reference number to distinguish it from all the others. This reference number is created in the following way, the alliance it belongs to, and the order it was created in.

- The Ways of Light are "WL";
- The Paths of Destiny are "PD";
- Meanders of Darkness are "MD";
- The company's number depending on its order of creation.

Each company can be given a more interesting name as well but these reference names help with the record keeping.

Moving Companies

The player can move his companies along an access route, from a sector it controls to an adjacent sector it attacks. Each company is limited to one movement per week. A company cannot move if it does not include at least one unit!

A company controls the access zone through which it enters a new region. In this case, it is the attacker. A company teleported into a region may choose any access zone or any deployment zone not held by a defender.

A company that has not moved uses the defender zone or any access zone not used by an opponent. In this case it is the defender.

If several enemy companies use the same access route or if they must enter through the same access zone, they must fight a crossroads battle. All companies involved play the "Crossroads" battle. At the end of the mission the Elixir are only used to determine who continue on to the region, they are not added to the armies' campaign total. Experience awards are still awarded though. The same way, **MP** is not kept. Instead, **MP** is immediately spent to replace the mission's casualties. Depending on the circumstances, the company who won the mission goes on to fight the battle in the region it has reached.

Missions

Each week, the players play missions in the following order:

- A "Crossroads" mission each time an access route is also used by enemy army.
- A "Crossroads" mission each time an access zone is used by opposing armies, including teleport.
- A mission for each region where there are companies belonging to opposing armies. This might mean a company will have to play a second mission right after "Crossroads".

Each time, the mission played corresponding to the current region. "Crossroad" missions are played first, then in the order they are listed in this book. However, missions are considered to happen simultaneously on Pernicus; retreats and strategic gains are managed later on during the debriefing (see further).

Offensive: Divine Tears missions are played using the rules from *The Rulebook*, along with the special rules and campaign rules published in this book.

Before the mission the players might have to resolve the effects of MP expenditure and strategic advantages.

In addition the weather is determined before deployment with a roll on the Changing weather table – if you are using these rules (see Appendixes).

Advice!

The mission maps shown in the pages following show terrain layouts on the mission maps. These are not to be taken as a maximum terrain layout but rather as a suggested minimum.

The goal is to give you a feel for what the battlefield should look like. Before deployment the players should take turns deploying terrain on the board in a manner they feel is appropriate so all players feel satisfied.

A company can play even though it no longer respects its platoon pattern because of the casualties it has suffered. A company that has lost all its units remains at the HQ until reinforcements arrive. A company that has moved during the week will play as the attacker on missions. Otherwise, it will play defender. A mission may involve several attackers

but there will only ever be one defender.

During the mission, an attacking company enters the battlefield through the access zone corresponding to the access route it used, as indicated on the battlefield map. The defender may choose either to use the region's defender deployment zone or any other deployment zone that is not being used by an opponent.

In any case:

- The access zones used by a company are considered the company's access zones for the whole mission.
- The other access zones are considered neutral access zones.

Advice!

Do not forget that units that suffer too many casualties will be eliminated at the end of the battle.

At the end of any control phase a player may call a "Retreat!" The units deployed are immediately removed from play, however their members are considered to have survived for calculating numbers and losses (see below) as well as for awarding experience rewards to. The company returns to HQ.

If there is only one company left on the battlefield, it is victorious and wins the maximum number of points allowed for this mission.

After each mission the players who took part in it go through the debriefing.

THE DEBRIEFING

The debriefing allows the players to determine the consequences of the missions played in Offensive: Divine Tears.

Elixir Count: The players write down the number of Elixir accumulated at the end of the mission. If an enemy company was entirely eliminated the total is doubled. However, it is not possible to earn more than the mission's normal maximum.

MP Count: Any MP gained during the mission is added to the MP pool. During Phase 1 a company cannot win more than 2000 MP this way per battle. During Phase 2 it cannot win more than 4000 MP. During your first week a player has 0 MP.

Advice!

Immediately cross out the units that have reached the critical level at which a unit will be decommissioned... It will help you determine if it is time to retreat or not.

However, do not forget that a company that is completely destroyed will mean you lose one movement and one battle opportunity per week. That is one region you won't be able to control. Even seriously diminished, a company can still control a quit region!

Numbers and Losses:

- A unit whose numbers or situation would force it to take a Courage test due to falling below half its numbers, is destroyed, even when it doesn't take the test (because it has the "Gift of Ram" for instance). So long as the unit has at least one remaining member, and has an experience reward the player may pay the cost in AP of a standard sized unit out of the MP earned from this mission to preserve the unit and have it retain its experience rewards.

- A unit whose numbers are less than or equal to its standard number of fighters, but is not required to take a Courage test, regains its standard number of fighters. If the unit contains too many special fighters, the extra special fighters become standard fighters.

- A unit whose numbers are greater than its standard number of fighters, (not including incarnates and other members of the unit added during the mission) regains the number of fighters it had before the mission began.

- War machines that were not eliminated are repaired, and all wounds are fully healed for all the creatures, titans, and incarnates not eliminated.

- Incarnates automatically survive if at least one unit in their company survives the mission, **or** they were not eliminated by an Incarnate. If the incarnates unit did not survive, he becomes a unit of his own, or where possible he joins another of the company's unit.

- If none of the units survive, the company returns to HQ even though it might have won the battle. It cannot be moved until it is reinforced with at least one unit.

Controlling Regions: The company that wins or that is alone in a region gains control of it. It controls all access zones and deployment zones. Write down the company's location on the company sheet.

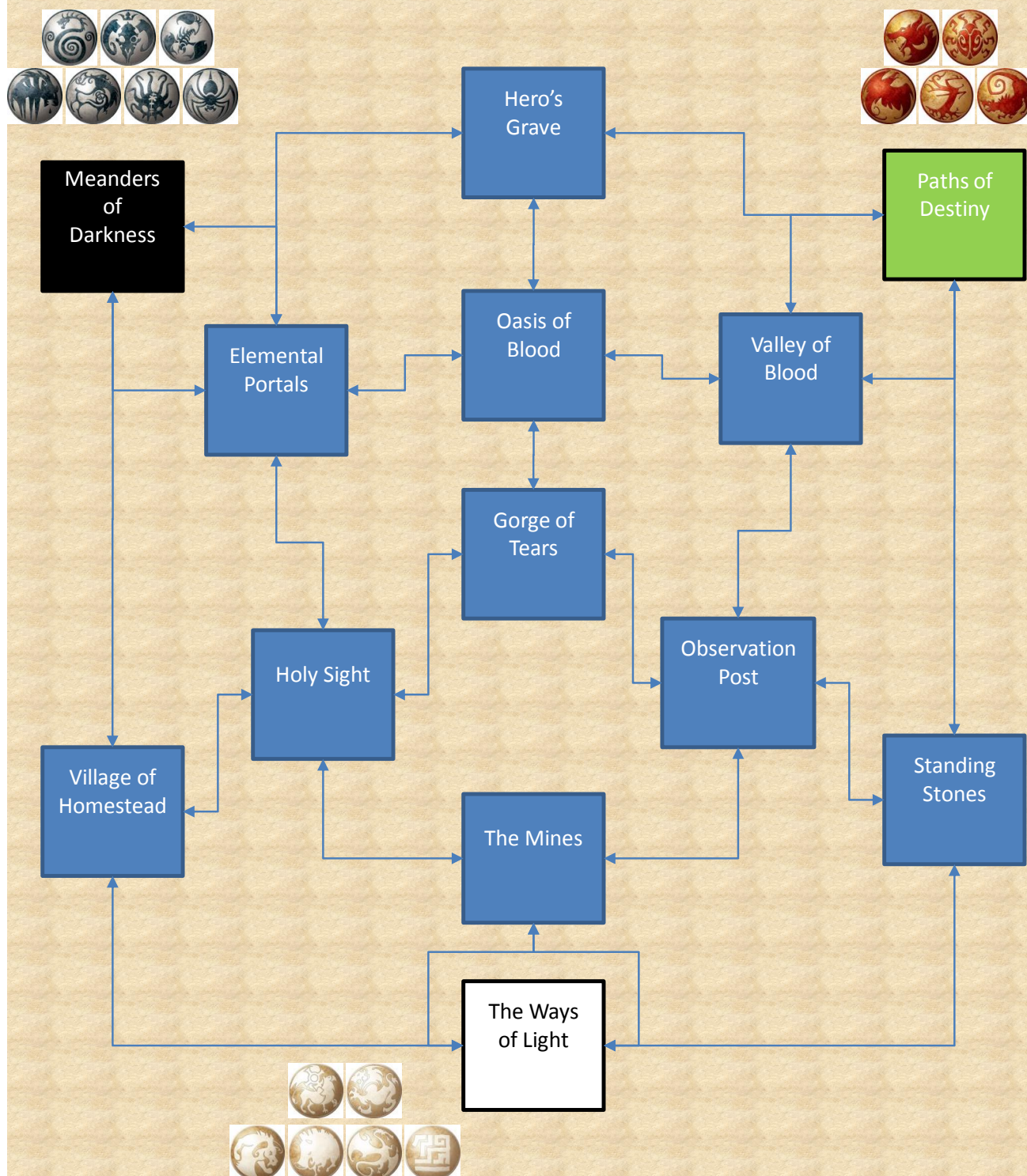
Strategic Advantage: The armies that controls regions benefits from the associated strategic advantage for the following week's battles and debriefing.

Advice!

Calculate the values of the losses suffered by your company immediately after a battle: you will need to know this when you're sending reinforcements... Besides it will give you a good idea how much the battle cost you!

Then compare all your companies' losses with your MP pool: this will help you figure out how well you are doing so far...

Valley of Divine Tears





“More than any other time in history, mankind faces a crossroads. One path leads to despair and utter hopelessness. The other, to total extinction. Let us pray we have the wisdom to choose correctly.”

- Drune shamen.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.

PRIMARY OBJECTIVES

- Controlling the crossroads: 6 Elixir
- Controlling a ruins 3 Elixir

SECONDARY OBJECTIVES

- Controlling the crossroads: 125 MP
- Controlling a ruin: 100 MP

- Capturing supplies: 200 MP
- Controlling supplies: 150 MP

SPECIAL RULES

Crossroads: The crossroads is a 10cm x 10cm patch where the two 10 cm roads meet. Only those bases even partially on this patch count towards control of this objective.

Ruins: The ruins are defined on their outskirts by a series of long and short walls that form a 20cm x 10cm rectangle. Only those bases even partially in this zone count towards the control of this objective.

TRUCE

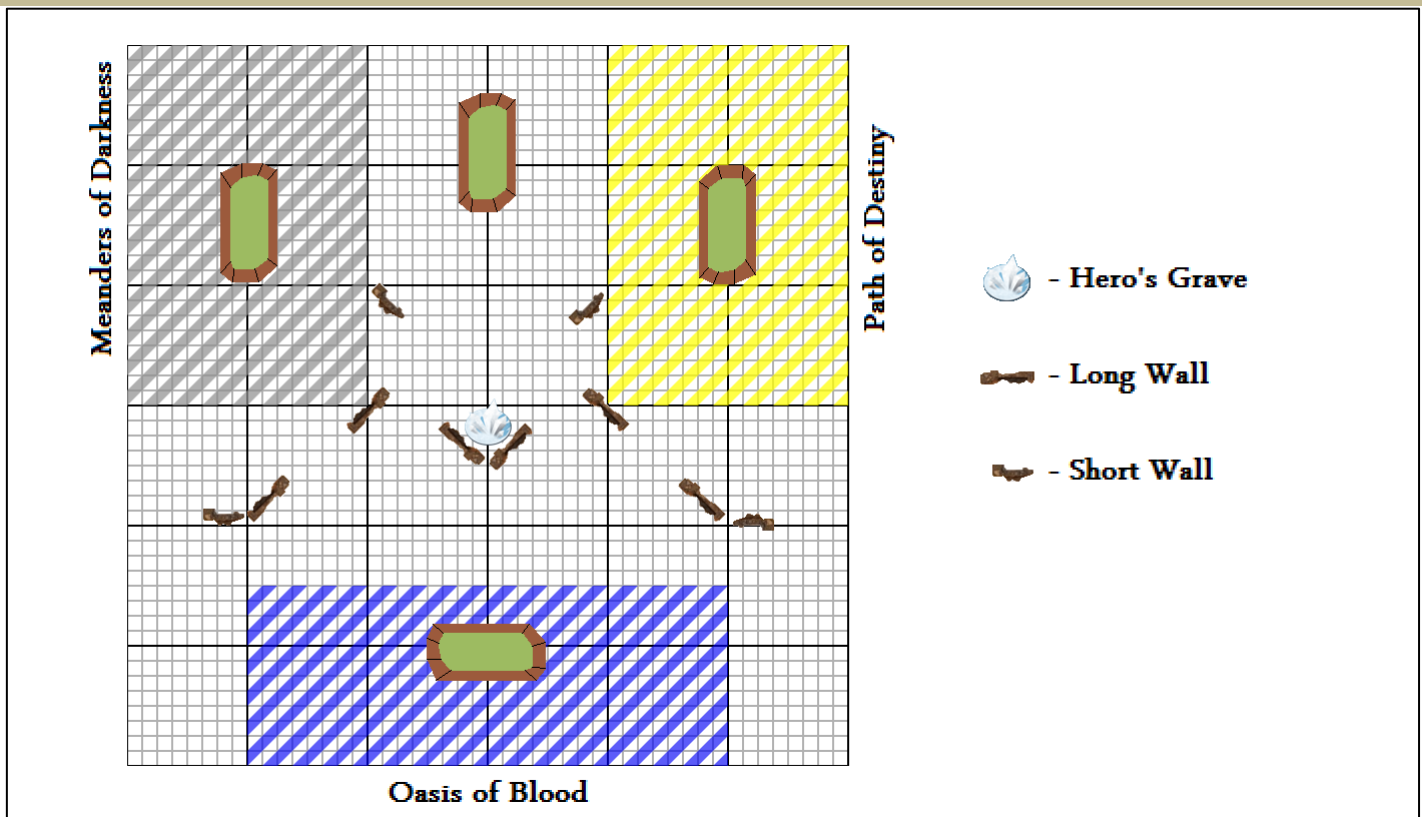
The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most.

The Elixir earned during this mission are not added to the pools of the players involved: they are only used to determine who is the winner. The winner is allowed to move into the coveted region.

The same way, MP are not added to the player's pool. Instead, they are immediately spent to make up for the mission's casualties. Depending on the circumstances, the company who won the mission goes on to fight the battle in the region it has reached.

HEROES' GRAVEYARD

17



"It is the hero above all who prays for peace, for it is the hero who must suffer and bear the deepest wounds and scars of war."

- Cynwall Commander to a soldier under his command.

Strategic Advantage: Your Incarnate Resurrection/Dual values are 1 less.

PHASE 1:

"Treasure finding isn't always limited to adventures, sometimes armies' pillage as well."

- Lion commander to his guard unit.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.

PRIMARY OBJECTIVES

- Controlling the hero's grave: 4 Elixir
- Controlling a relic at game end: 2 Elixir/each

SECONDARY OBJECTIVES

- Capture a relic token: 200 MP
- Controlling the hero's grave: 50 MP



SPECIAL RULES

Relics: Each player will need his own set of ten tokens, half white half black (or some other way to distinguish between the two halves with all

players having the same tokens). Before the deployment round, players will take turns placing these tokens on the battlefield. They cannot go into any deployment zone, and must be at least 10cm from any other relic token on the battlefield.

To control a token the player must have the greater power within 10cm of the token and have at least one miniature in contact with it. When a player controls these tokens during the control phase of each round he takes the token from the board and sets it aside for counting at the end of the game.

At the end of the game the player with the most Elixir so far rolls a die. On a 1, 2 or 3, the white tokens are each scored at 2 Elixir while the black are worth nothing. On a 4, 5, or 6 the black tokens are worth 2 Elixir while the white are worth nothing.

TRUCE

The game ends at the end of the 6th round. Then the players determine the value of the relic tokens they have collected. Victory goes to the player who has collected the most Elixir. If this is a tie, then the player, amongst those who tied for victory, who collected the most relic tokens that were not scored, is the winner. If this is also a tie, then the last player, amongst those who tied both in elixir and worthless relic tokens, to have had control of the Hero's Grave is the winner.

PHASE 2:

"Be wary opening the graves, you don't know what might find you."

- Biopist to clone DZ-34795.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.

PRIMARY OBJECTIVES

- Controlling the hero's grave: 4 Elixir
- Capturing a Gravesite Relic: 2 Elixir/each

SECONDARY OBJECTIVES

- Capture a relic token: 200 MP
- Controlling the hero's grave: 50 MP

SPECIAL RULES

Gravesite: Each player will need to bring ten tokens each. For this mission they need not be all the same or distinguishable. Before the deployment round, players will take turns placing these tokens on the

battlefield. They cannot go into any deployment zone, and must be at least 10cm from any other relic token on the battlefield.

To control a token the player must have the greater power within 10cm of the token and have at least one miniature in contact with it. When a player controls these tokens during the control phase of each round he takes the token from the board and rolls for the tokens result.

On a 1, 2 or 3, the gravesite token is scored at 2 Elixir. On a 4, 5, or 6 replace the token with a Thrall. It immediately attacks the unit that controlled the token and forms a unit of its own. At the start of each control phase for every Thrall in play check for the closest miniature to it. It immediately makes an assault against that unit. It is immune to fear and Hyperion abilities.

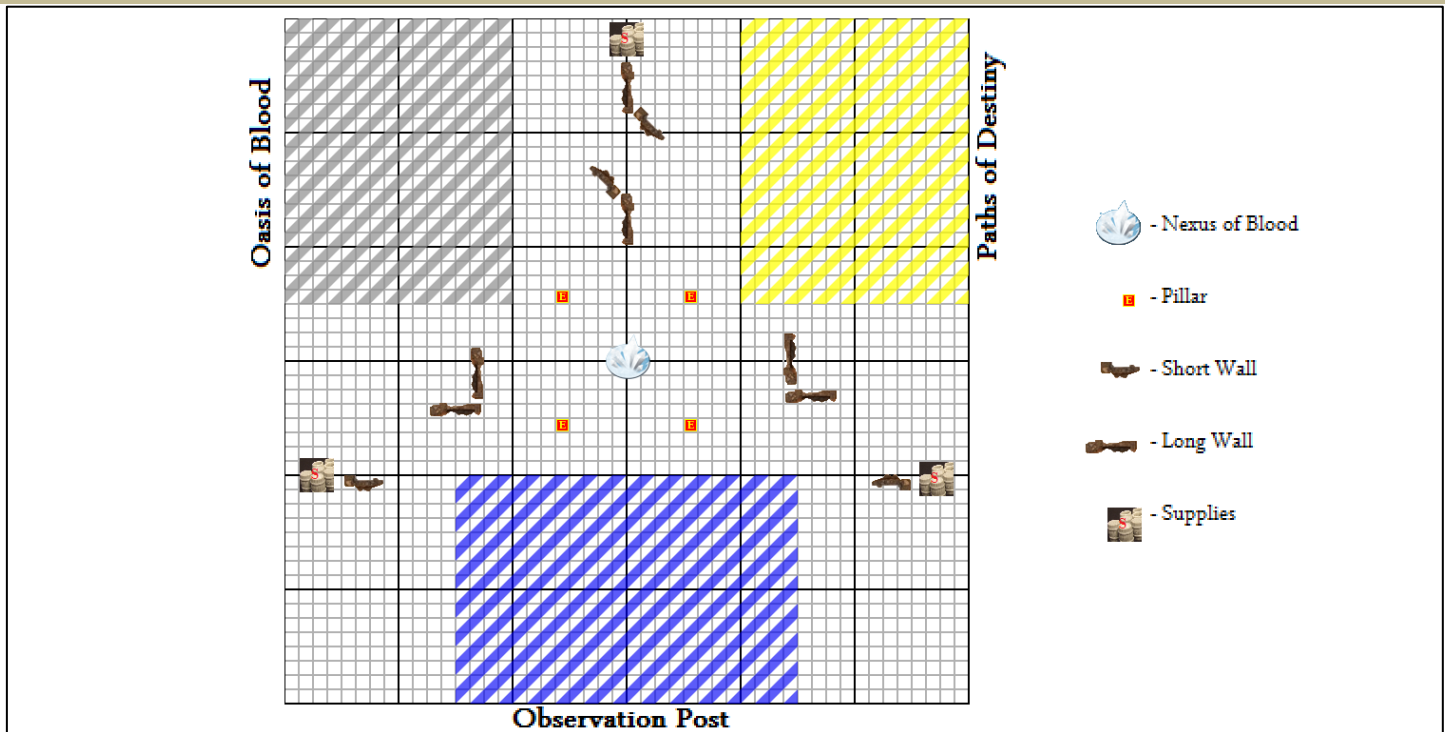


TRUCE

The game ends at the end of the 6th round. Then the players determine the value of the relic tokens they have collected. Victory goes to the player who has collected the most Elixir. If this is a tie, then the player, amongst those who tied for victory, who collected the most relic tokens that were not scored, is the winner. If this is also a tie, then the last player, amongst those who tied both in elixir and worthless relic* tokens, to have had control of the Hero's Grave is the winner.



VALLEY OF BLOOD



19

“The object of war is not to die for your people, but to make your enemies die for theirs.”

- Wolfen Great Fang to a pack of hunters.

Strategic Advantage: The player who controls the Valley of Blood gains a benefit based on his Alliance. The Ways of Light may return a dead fighter belonging to any unit still in play every time a unit is lost. Meanders of Darkness may return a fight to any unit still in play each time they eliminate an enemy unit. The Paths of Destiny choose to use the Ways of Light or Meanders of Darkness ability for the week.

PHASE 1:

“Victory is pain.”

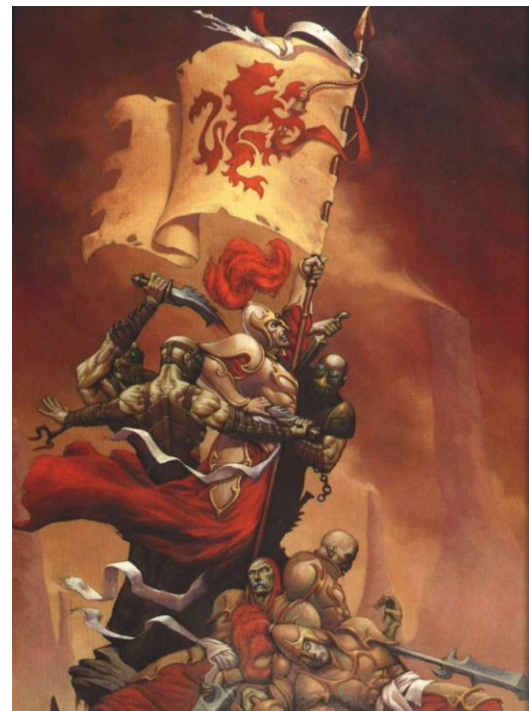
- Dirz Biopist

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.




PRIMARY OBJECTIVES

- Controlling the Nexus: 5 Elixir

SECONDARY OBJECTIVES

- Capturing the Nexus: 100 MP
- Controlling the Nexus: 50 MP
- Capturing the Supplies: 150 MP
- Controlling the Supplies: 100 MP

SPECIAL RULES

Pillars: Before the control phase each unit within 10cm of a Pillar must roll a die. On a + Nothing happens. Otherwise the unit takes a Strength test whose action value is 4. Pillars can be destroyed. They have a Resilience of 8, and 5 Structure Points each. Pillars sit on a 30cm base; you can also use a 30cm base in place of them.



Nexus of Blood: This Nexus **is not** destructible. See New Rules section on its use during the mission.

TRUCE

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If no one can score any ore Elixir and there is a tie. All sides loose.

PHASE 2:

“Pain is victory.”

- Wolfen Hunter.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.


PRIMARY OBJECTIVES

- Controlling a Pillar: 3 Elixir

SECONDARY OBJECTIVES

- Capturing the Nexus: 100 MP
- Controlling the Nexus: 50 MP
- Capturing the Supplies: 150 MP
- Controlling the Supplies: 100 MP

SPECIAL RULES

Pillars: Before the control phase each unit within 10cm of a Pillar must roll a die. On a + Nothing happens. Otherwise the unit takes a Strength test whose action value is 4. Pillars can be destroyed. They have a Resilience of 8, and 5 Structure Points each. Pillars sit on a 30cm base; you can also use a 30cm base in place of them.



Nexus of Blood: This Nexus **is** destructible. See New Rules section on its use during the mission.

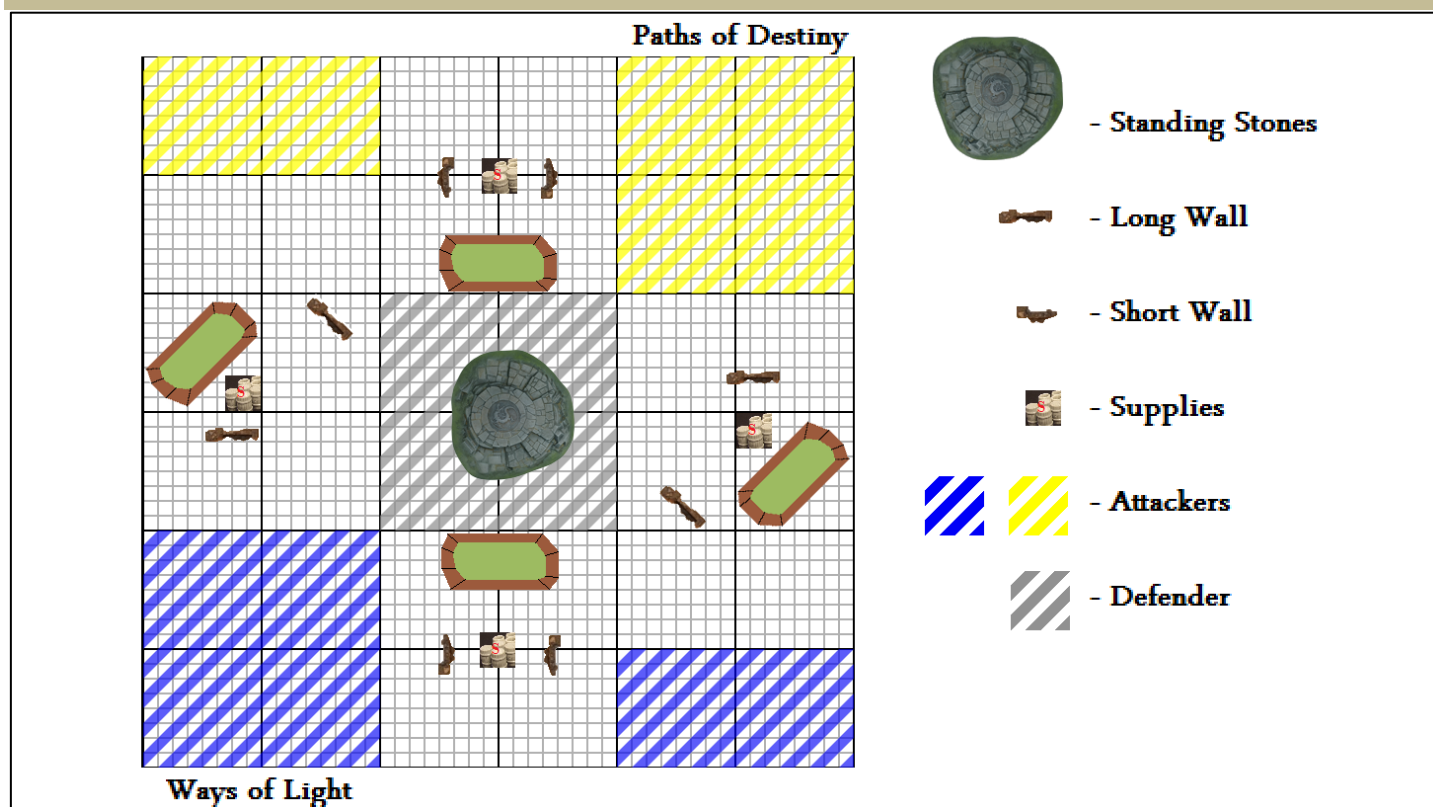
TRUCE

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If no one can score any ore Elixir and there is a tie. All sides loose.



STANDING STONES

21



“Divine province helps even the blind to find their destined way.”

- Wolfen vestal to a pup.

Strategic Advantage: The company that controls the Standing Stones gains divine guidance, they have +1 on their authority for the week.

PHASE 1:

“You must first defend what is sacred from your enemies.”

- Pack Leader to his Warriors.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map. Companies arriving from the Observation Post region take either the Ways of Light or Paths of Destiny arrival zone, or if those are both taken become the defender.



PRIMARY OBJECTIVES

Attacker:

- Controlling the standing stones: 5 Elixir
- Destroying supplies: 2 Elixir
- Killing an enemy commander (once per enemy alliance): 2 Elixir

Defender:

- Controlling the standing stones: 3 Elixir
- Supplies intact: 4 Elixir
- Kill an enemy commander (once per enemy alliance): 2 Elixir

SECONDARY OBJECTIVES

- Capturing the supplies: 150 MP
- Controlling the supplies: 100 MP
- Controlling the standing stones: 50 MP

SPECIAL RULES

22

Supplies: The supplies have a Resilience of 6 and 4 Structure Points.

When destroyed any fighter within 10cm of the supplies suffers a strength test whose action value is 8.

TRUCE

The game ends at the end of the 5th round. The winner is the player with the most Elixir. If there is a tie then the player who controls the Standing Stones wins. If no one controls the standing stones then the player with the most MP wins. If there is still a tie then the game continues for another round and victory is checked again.

PHASE 2:

“When defense fails you must deny your enemy his victory.”

- Executioner to a spearmen unit.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map. Companies arriving from the Observation Post region take either the Ways of Light or Paths of Destiny arrival zone, or if those are both taken become the defender.

PRIMARY OBJECTIVES

Attacker:

- Controlling supplies: 3 Elixir
- Controlling the Standing Stones: 2 Elixir

Defender:

- Controlling the standing stones: 3 Elixir
- Destroy supplies: 4 Elixir

SECONDARY OBJECTIVES

- Capturing the supplies: 150 MP
- Controlling the supplies: 100 MP
- Controlling the standing stones: 50 MP

SPECIAL RULES

Supplies: The supplies have a Resilience of 6 and 4 Structure Points.

When destroyed any fighter within 10cm of the supplies suffers a strength test whose action value is 8.

The supplies can be carried by the unit in control of them so long as a member of the controlling unit is in contact with the supplies at the start and end of their movement.

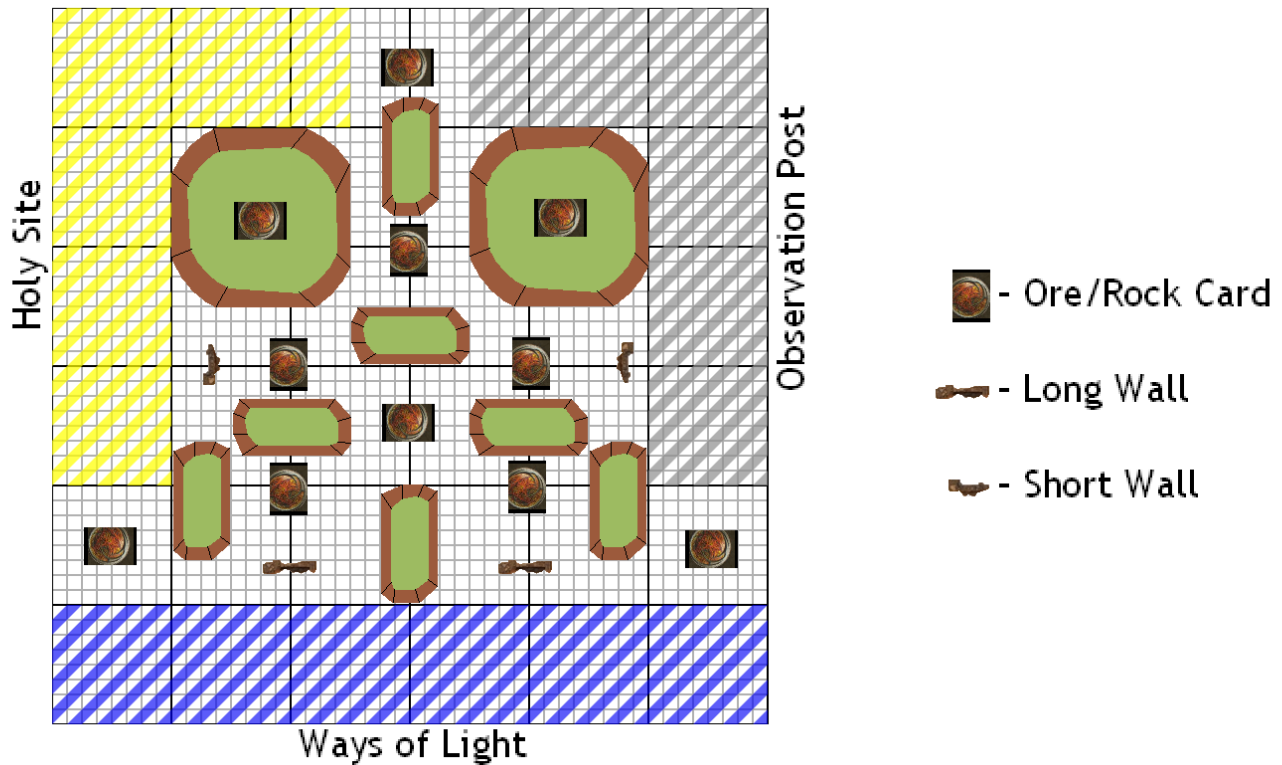
TRUCE

The game ends at the end of the 5th round. The winner is the player with the most Elixir. If there is a tie then the player who controls the Standing Stones wins. If no one controls the standing stones then the player with the most MP wins. If there is still a tie then the game continues for another round and victory is checked again.



THE MINES

23



“These mines are our homes, to our enemies they are simply a resource. You will see who fights hardest. He who fights for home and hearth or those who fight for greed.”

- Dwarfven warrior to his son.

Strategic Advantage: The player who controls The Mines wins 250 MP at the end of every week.

PHASE 1:

“We shall occupy these grounds and utilize them to augment our troops. Then we will kill our enemies.”

- Trueborn commander to his soldiers.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.

PRIMARY OBJECTIVES

- Controlling Ore: 2 Elixir

SECONDARY OBJECTIVES

- Capturing Ore: 100 MP
- Controlling Rocks: 50 MP



SPECIAL RULES

Ore / Rock Cards: The players shuffle the 11 Ore/Rock cards (6 ore and 5 rock cards) together and without looking at them place them as shown on the map face down. During the control phase when a player takes control of one of the cards turn it face up and score it immediately (2 Elixir and 100 MP for Ore, 50 MP for Rocks). The cards then remain face up for the rest of the game and work as a normal objective.

TRUCE

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If they have the same number of Elixir then victory goes to the player who earned the most MP amongst those tied for victory. If this is still a tie the game is played another round.

PHASE 2:

“We shall occupy these grounds and utilize them to augment our troops. Then we will kill our enemies.”

- Trueborn commander to his soldiers.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.

PRIMARY OBJECTIVES

- Capturing Ore: 5 Elixir

SECONDARY OBJECTIVES

- Capturing Ore: 200 MP
- Controlling Rocks: 200 MP

SPECIAL RULES

Ore / Rock Cards: The players shuffle the 11 Ore/Rock cards (6 ore and 5 rock cards) together and without looking at them place them as shown on the map face down. During the control phase when a player takes control of one of the cards turn it face up and score it immediately (2 Elixir and 100 MP for Ore, 50 MP for Rocks). Then remove the card from play.

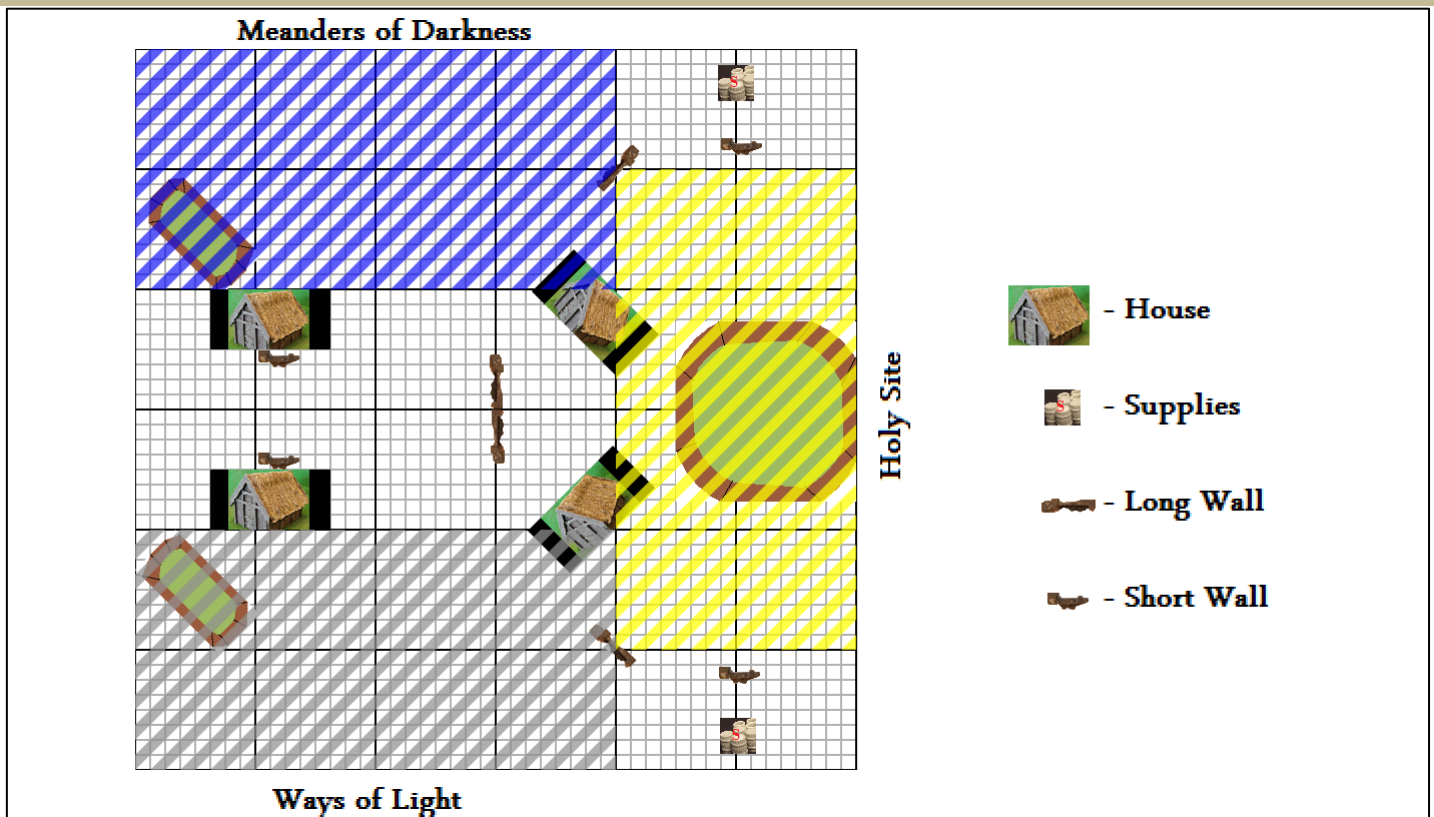
TRUCE

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If they have the same number of Elixir then victory goes to the player who earned the most MP amongst those tied for victory. If this is still a tie the game is played another round.



VILLAGE OF HOMESTEAD

25



“Round up the villagers and bring them before me. They shall make excellent additions to our forces... once the spark of life has been removed.”

- Ram Necromancer to a Skull Warrior.

Strategic Advantage: The player who controls the Village of Homestead may designate one * Infantry unit after each mission. This unit has its full losses replaced at no cost so long as a single member of the unit survived.

PHASE 1:

“We must hold the line. Protect the villagers!”

- Templar defending Homestead.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

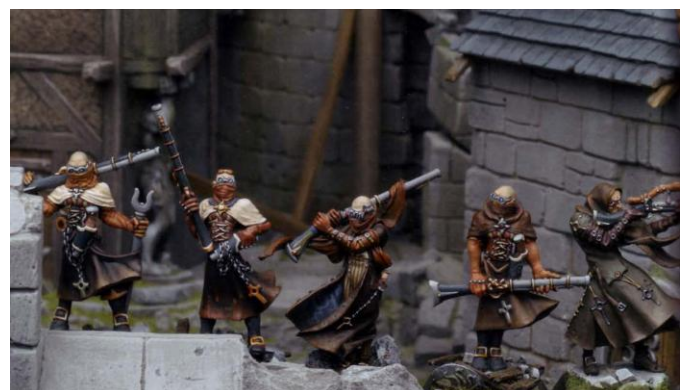
See the map.

PRIMARY OBJECTIVES

- Controlling a house: 3 Elixir

SECONDARY OBJECTIVES

- Capturing supplies: 150 MP
- Controlling supplies: 100 MP
- Controlling a house: 50 MP



TRUCE

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If they have the same number of Elixir then victory goes to the player who earned the most MP amongst those tied for victory. If this is still a tie the game is played another round.

PHASE 2:

“Round up the villagers and bring them before me. They shall make excellent additions to our forces... once the spark of life has been removed.”

- Ram Necromancer to a Skull Warrior.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.

PRIMARY OBJECTIVES

- Controlling a house: * Elixir

SECONDARY OBJECTIVES

- Capturing supplies: 150 MP
- Controlling supplies: 100 MP
- Controlling a house: 50 MP

SPECIAL RULES

At Night: No line of sight may be drawn beyond range 1.

Houses: Controlling houses scores a number of Elixir per house controlled equal to the number of houses the player controls. So if a player controls two houses they gain 2 Elixir for each house for a total of 4 Elixir. If the player controlled three houses the player would gain 3 Elixir per house for a total of 9 Elixir.

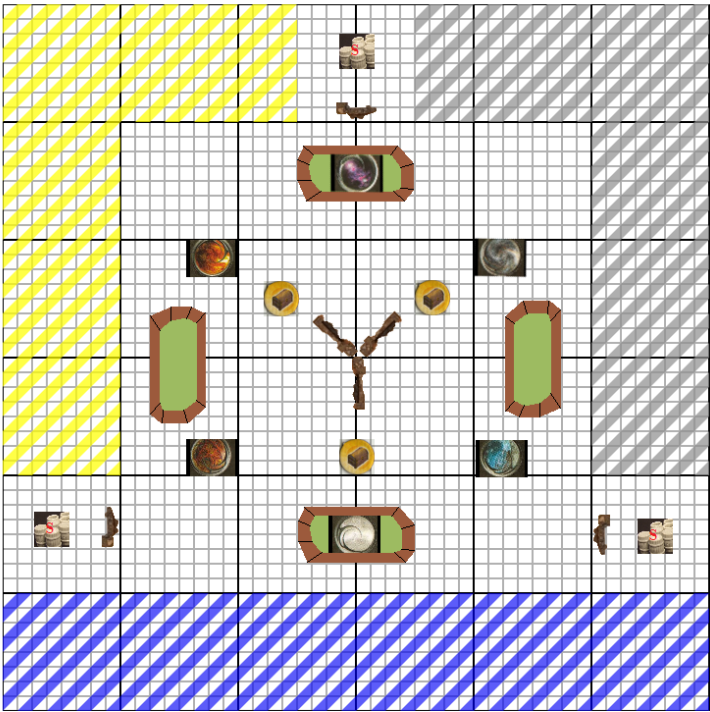
TRUCE

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If they have the same number of Elixir then victory goes to the player who earned the most MP amongst those tied for victory. If this is still a tie the game is played another round.





ELEMENTAL PORTALS


Meanders of Darkness





Oasis of Blood


 - Supplies


 - Chest


 - Long Wall


 - Short Wall


 - Darkness Nexus

 - Light Nexus

 - Fire Nexus

 - Water Nexus

 - Air Nexus

 - Earth Nexus

Holy Site

“Let us try an experiment, you 78S234 go over to that portal and stick your arm through it.”
“Aaaaaarrghhh!”
“Hmm it seems that one goes to an elemental plane of fire.”
- Biopist conversing with his aid.

Strategic Advantage: The companies of the player who controls this region recover an additional 3 mana for each unit’s mana recovery rolls each round.

PHASE 1:

“Quickly gather the gems and take them back to camp. Don’t drop any.”
- Necromancer to a Skull Warrior

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn’t have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH
See the map.

Totem	Affinity					
	Dark	Light	Fire	Water	Air	Earth
Eagle					X	
Tree-Spirit						X
Wolf				X		
Rat					X	
Scarab				X		
Dragon		X				
Griffin		X	X			
Lion		X				
Minotaur			X	X	X	X
Boar						X
Ram	X					
Scorpion	X					
Stag	X					
Hyena				X		
Hydra	X			X		
Serpent	X					

PRIMARY OBJECTIVES

- Controlling a chest: 3 Elixir

SECONDARY OBJECTIVES

- Capturing supplies: 150 MP
- Controlling supplies: 100 MP

SPECIAL RULES

Chests: Once controlled, a chest can be carried away by one of the unit controlling it. The “Chest” token is then placed in contact with one of the members of the unit each time it moves. Fighters cannot stand on the token.

Nexus: Each of the 6 Nexus work as Nexus of Energy with one exception. Only those units whose mages have affinity for the element may utilize the nexus. These affinities are listed in the table below.

TRUCE

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If there is a tie the player who has accumulated the most MP amongst those tied is the winner. If this is still a tie then the game continues for another round.

PHASE 2:

“Through the portals! This realm is coming apart at the seams we need to get off it now!”

- Paladin giving orders to his troops.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.

PRIMARY OBJECTIVES

- Controlling an Elemental Nexus: 2 Elixir

SECONDARY OBJECTIVES

- Capturing chest: 150 MP
- Controlling chest: 100 MP
- Capturing supplies: 150 MP
- Controlling supplies: 100 MP

SPECIAL RULES

Chests: Once controlled, a chest can be carried away by one of the unit controlling it. The “Chest” token is then placed in contact with one of the members of the unit each time it moves. Fighters cannot stand on the token.

Nexus: Each of the 6 Nexus work as Nexus of Energy with one exception. Only those units whose mages have affinity for the element may utilize the nexus. These affinities are listed in the table below.

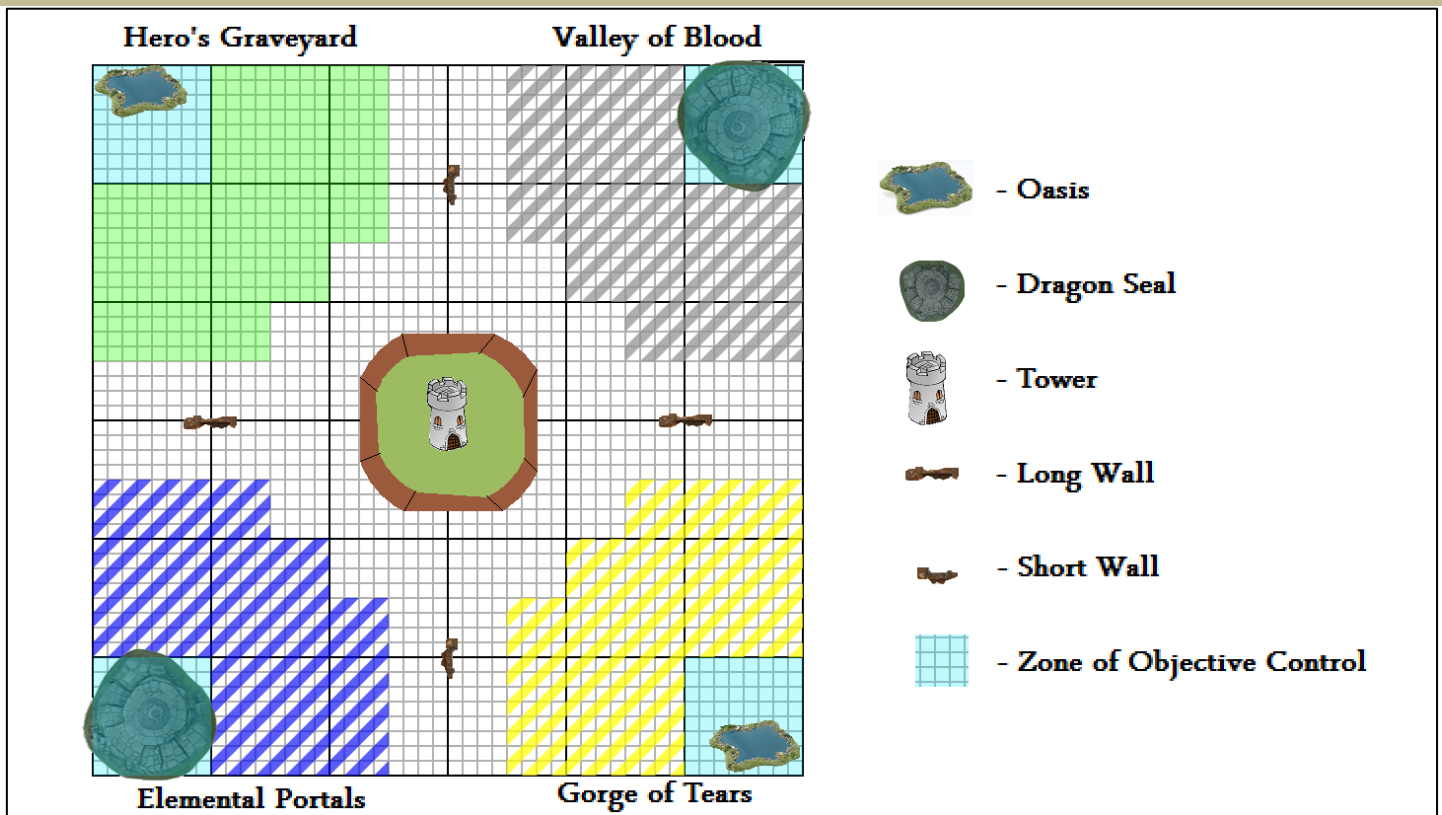
TRUCE

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If there is a tie the player who has accumulated the most MP amongst those tied is the winner. If this is still a tie then the game continues for another round.



OASIS OF BLOOD

29



"It is always hot in the desert. I don't mean warm like a nice bath but I mean miserable hot. If you want to live long enough to get to the fight you'll take some of that armor off."

"Won't I need it when I get to the battle sir?"

"You won't live that long with it, and you will die from the heat during the fight with it on, so its certain death from the heat, or possible death from a sword."

- Able speaking to a Conscript.

Desert Terrain: This mission is always under the effect of Akkylannien Summer (See optional rules section). No other weather roll is made.

Strategic Advantage: The companies of the player who controls this region does not need to stop here.

PHASE 1:

"Move out and take the enemy camp. Kill them all and take their water."

- Wolfen Fang

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy

units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.



PRIMARY OBJECTIVES

- Controlling the tower: 4 Elixir
- Controlling your own pond or dragon seal: 3 Elixir
- Controlling other pond or dragon seal: 6 Elixir

SECONDARY OBJECTIVES

- Capturing the tower: 200 MP
- Controlling the tower: 150 MP
- Controlling the pond: 100 MP
- Controlling the dragon seal: 100 MP

SPECIAL RULES

Zone of Objective Control: Both the ponds and the dragon seals sit in a 20cm x 20cm zone of control. To control these objectives the players count the number of bases even partially within this zone rather than who is within 10cm of the object itself.

TRUCE

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If there is a tie, play continues for one more round, until the tie is broken.

PHASE 2:

“Take the tower, holding that will allow us to control everything.”
- Dirz Biopist

FORCES AVAILABLE

The players play the companies that moved into the region or that

where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.

PRIMARY OBJECTIVES

- Controlling the tower: 6 Elixir
- Controlling pond or dragon seal: 2 Elixir

SECONDARY OBJECTIVES

- Controlling the tower: 200 MP
- Controlling the pond: 100 MP
- Controlling the dragon seal: 100 MP

SPECIAL RULES

Zone of Objective Control: Both the ponds and the dragon seals sit in a 20cm x 20cm zone of control. To control these objectives the players count the number of bases even partially within this zone rather than who is within 10cm of the object itself.

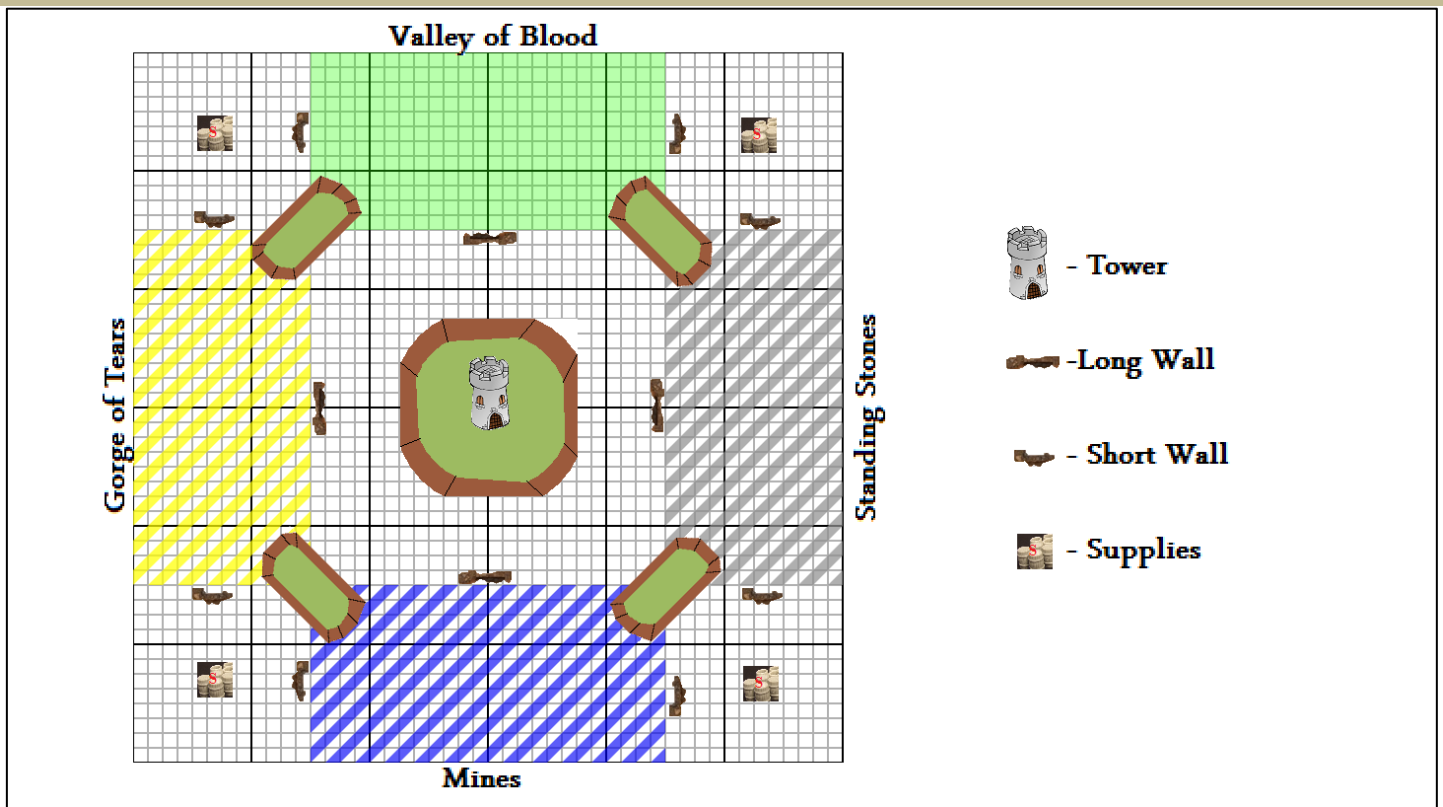
TRUCE

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If there is a tie, play continues for one more round, until the tie is broken.



OBSERVATION POST

31



“He who knows himself and his enemy is assured victory”
- Bushido of the rat to a student.

Strategic Advantage: The player who controls the observation post performs his movements last during the week’s planning.

PHASE 1:

“Take the hill then take the tower. With that we can determine where our enemies’ troops are located.”
- Lion Commander.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn’t have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.

PRIMARY OBJECTIVES

- Controlling the tower: 5 Elixir

SECONDARY OBJECTIVES

- Capturing the supplies: 150 MP
- Controlling the supplies: 100 MP



SPECIAL RULES

Tower: The player who controls the tower gains a +1 bonus to his authority checks.

TRUCE

32

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If they have the same number of Elixir, victory goes to the player who controls the tower. If no one controls it the game goes on until a player does.

PHASE 2:

“Leave nothing behind, allow the enemy nothing of value here, scorch the earth.”

- Melmoth Skull Warrior commanding his troops.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.

PRIMARY OBJECTIVES

- Destroy the tower: 5 Elixir
- Capture Supplies: 3 Elixir

SECONDARY OBJECTIVES

- Capturing the supplies: 500 MP

SPECIAL RULES

Tower: The player who controls the tower gains a +1 bonus to his authority checks. The tower can be destroyed and has a resilience of 8 and 10 Structure Points.

Supplies: When controlled score the Elixir then remove the Supplies from the board.

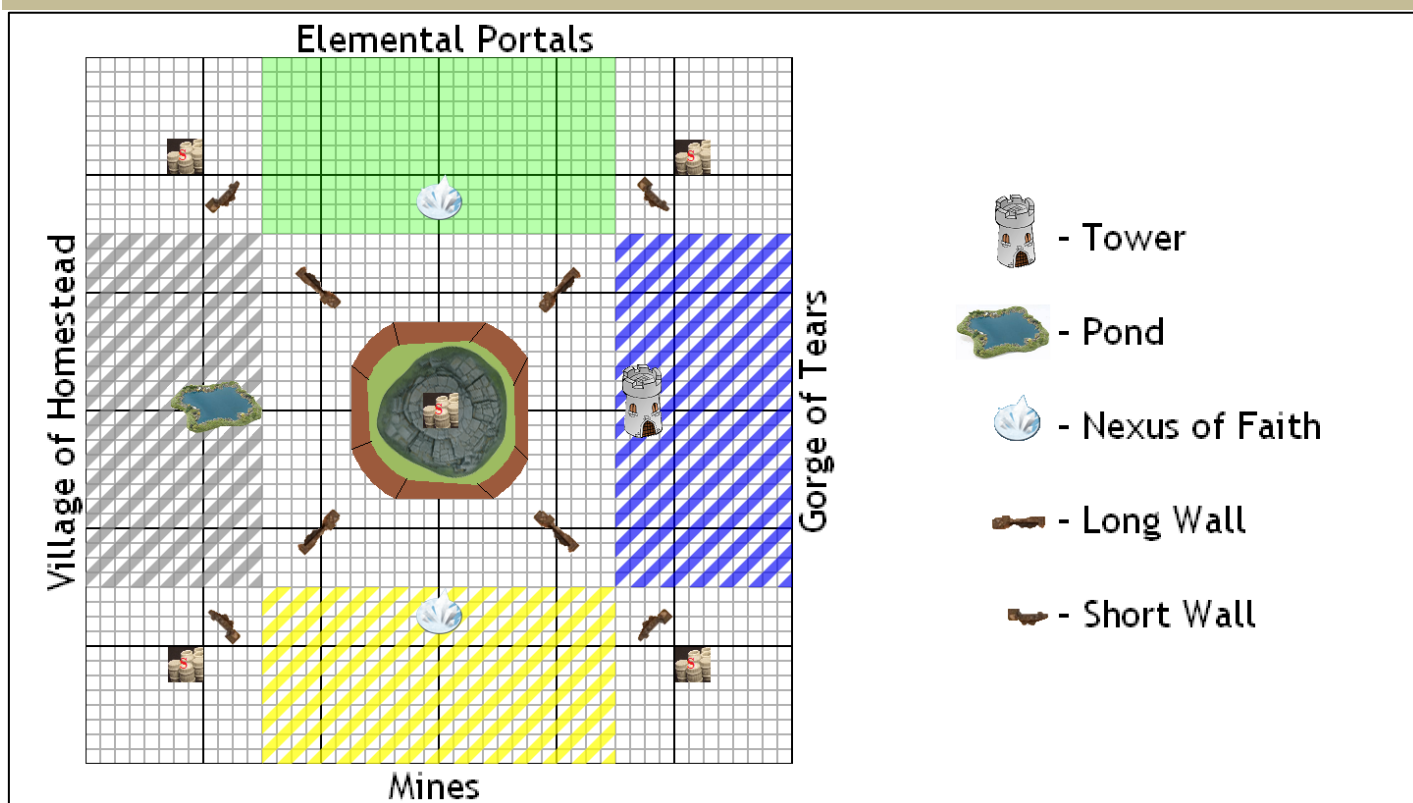
TRUCE

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If they have the same number of Elixir, victory goes to the player who controls the tower. If no one controls it the game goes on until a player does.



HOLY SITE

33



"It is said, the tears of the divine fill this pool."

"Is it true?"

"Perhaps not but I have always felt contentment here. So I believe there is more truth than lie to that tale."

- Kelt Druid speaking with an apprentice.

Strategic Advantage: The player who controls the Holy Site designates 1 unit per company each week, the members of that unit gain the "Loyal" ability; the fighter adds 1 extra faith point to his unit's faith pool.

PHASE 1:

"Run them from this land, by blood and by vengeance."

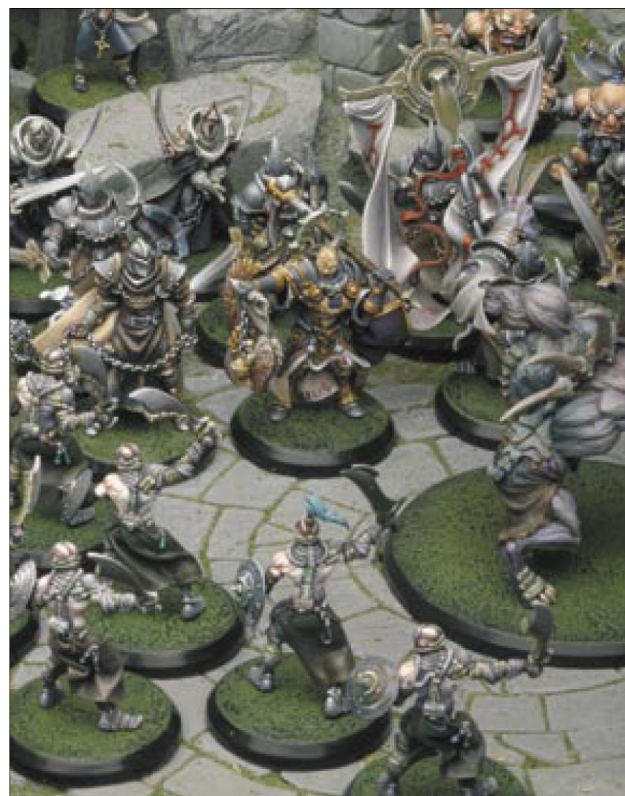
- Drune Warrior.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.



PRIMARY OBJECTIVES

- Controlling the tower: 2 Elixir
- Controlling the pond: 2 Elixir
- Controlling the nexus of faith: 3 Elixir

SECONDARY OBJECTIVES

- Capturing supplies: 150 MP
- Controlling supplies: 100 MP

SPECIAL RULES

Tower: The company that controls the Tower gains a +1 bonus on their authority tests.

Pond: The company that controls the pond may place a unit in reserve when the activation sequence is being assembled. This is not an additional reserve unless utilized by the Griffin army who with their army gift may place two units in reserve.

TRUCE

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If there is a tie the player who has accumulated the most MP amongst those tied is the winner. If this is still a tie then the game continues for another round.

PHASE 2:

“They are but animals men and we do not run from animals!”
- Griffin Chaplin

FORCES AVAILABLE

The players play the companies that moved into the region or that

where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.

PRIMARY OBJECTIVES

- Controlling the supplies: 2 Elixir

SECONDARY OBJECTIVES

- Capturing supplies: 75 MP
- Controlling supplies: 25 MP
- Controlling Nexus of Faith: 100 MP
- Controlling Pond: 100 MP
- Controlling Tower: 100 MP

SPECIAL RULES

Tower: The company that controls the Tower gains a +1 bonus on their authority tests.

Pond: The company gains +1 on all Courage tests for the round.

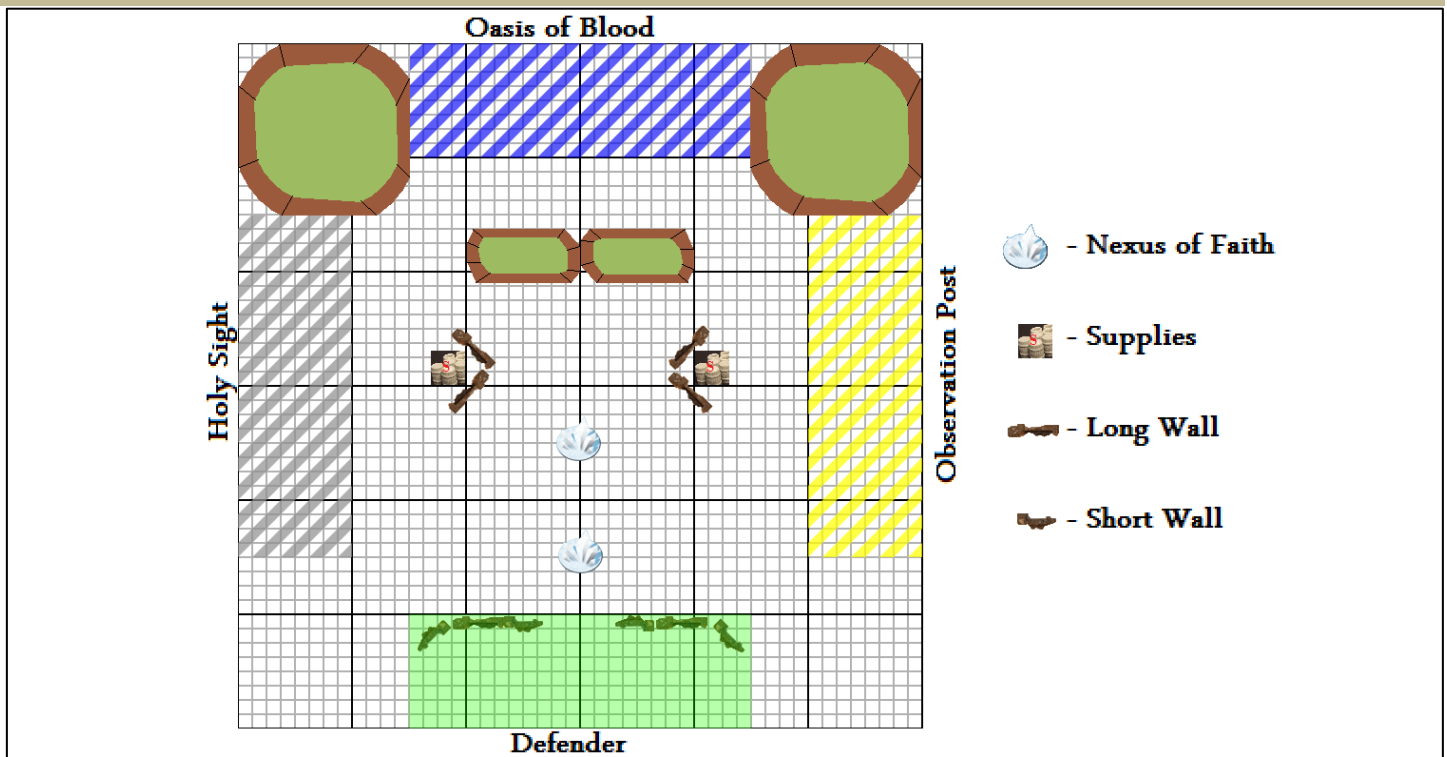
TRUCE

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If there is a tie the player who has accumulated the most MP amongst those tied is the winner. If this is still a tie then the game continues for another round.



GORGE OF TEARS

35



“Commander we have already lost half our men!”

“Then we still have half yet to spend on this rock. Move the men into position! We die for Merin this day!”

- Temple Commander Sered.

Strategic Advantage: The player controlling the Gorge of Tears at the end of Phase 1 gains +3 Faith to each Faith pool in their companies each round. This bonus lasts until the end of Phase 2. During Phase 2 the player controlling the Gorge of Tears chooses one company to gain +3 Faith to each of that Company’s Faith pools during each round of battle that week, these effects stack.

PHASE 1:

“Hold the walls for the light! Do not let those fiends take one step within our fort!”

- Paladin of the light rallying troops.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn’t have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.



PRIMARY OBJECTIVES

Attacker:

- Controlling a Nexus: 2 Elixir
- Controlling the Fort: 4 Elixir
- Kill Enemy Commander (once per enemy company): 5 Elixir

Defender:

- Controlling a Nexus: 3 Elixir
- Controlling the Fort: 1 Elixir
- Kill Enemy Commander (once per enemy company): 5 Elixir

SECONDARY OBJECTIVES

- Capturing a Nexus: 100 MP
- Controlling a Nexus: 100 MP
- Controlling the Fort: 50 MP
- Capturing Supplies: 100 MP
- Controlling Supplies: 100 MP

SPECIAL RULES

The Fort: The fort is defined by the deployment zone of the defender. Only those miniatures whose bases are even partially in the deployment zone of the defender count toward control of **The Fort** objective.

TRUCE

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If they have the same number of Elixir, the game continues for 1 more round until there is no longer a tie.

PHASE 2:

“Hold the walls for the light! Do not let those fiends take one step within our fort!”

- Paladin of the light rallying troops.

FORCES AVAILABLE

The players play the companies that moved into the region or that where there already. If a player has several companies in the sector, they are merged for the duration of the mission; they must still only deploy units whose total A.P. value respects the limit for company size based on the phase. This new company doesn't have to respect order of banner limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

APPROACH

See the map.

PRIMARY OBJECTIVES

- Controlling a Nexus: 3 Elixir
- Controlling the Supplies: 1 Elixir
- Kill Enemy Commander (once per enemy company): 5 Elixir

SECONDARY OBJECTIVES

- Capturing a Nexus: 100 MP
- Controlling a Nexus: 100 MP
- Capturing Supplies: 100 MP
- Controlling Supplies: 100 MP

SPECIAL RULES

Nexus: The Nexus of Faith are both destructible. They have a resilience of 8 and 5 Structure points.

TRUCE

The game ends when one of the players reaches 20 Elixir points. If none of the players can score any more Elixir, victory goes to the player who has accumulated the most. If they have the same number of Elixir, the game continues for 1 more round until there is no longer a tie.



EXPERIANCE

During the Campaign: Valley of Divine Tears, veteran soldiers are sent to join new fighting units in order for the young recruits to benefit from the experience of these veterans. Over the course of many battle the soldiers learn how better to anticipate their enemies, the best way to battle upon these new lands and other tactics that only warfare can teach. These developments are simulated by use of the experience rules.

At the end of each game all players gain experience bonuses for every 10 Elixir earned. Each bonus can be given to a unit still on the battlefield at the time of the cease fire. If the players can remember a feat performed by the unit then the bonus it gains corresponds to this feat (see below). Otherwise, the experience bonuses for each army are numbered from 1 to 6: the player rolls a die and the unit gains the corresponding bonus. A unit cannot be given the same bonus twice. The die should be rolled again until it indicates a bonus the unit doesn't already have. The same unit can be given several experience bonuses after a game.

These experience bonuses may not be applied to incarnates, they have already progressed beyond mere mortals. As such incarnates may move between units without the unit being changed enough to lose these experience bonuses.

During a mission involving experienced units each player must point them out and explain the bonuses they have. As long as at least one of the unit's fighters is still in the game at the end of the mission, the unit is considered as having survived and keeps its bonuses for the next game. Of course, this unit can be given new bonuses if it's still on the battlefield. The unit's new recruits benefit from the advice of the more experienced fighter's.

- The first paragraph describes the meaning of this bonus in the universe of Confrontation.
- The "Feat" paragraph explains the feat of arms corresponding to this bonus. It can be accomplished during any game round.
- The "effect" paragraph describes the game effects of this bonus.

ARMY OF THE GRIFFIN

Military decorations are often more than simple rewards. In the eyes of the soldiers they represent an ideal of valor that all Akkylannians must try to achieve. Decorations comfort those soldiers shaken by the war and give others the strength to surpass themselves in combat. Decorations have such an important place in building the Akkylannian spirit that soldiers invent all sorts of unofficial decorations to congratulate those who have survived the hell of war.

MERIN'S CROSS

Feat: The unit rolled a successful Courage test.

Effect: The unit can re-roll each of its Courage tests.


SYMBOL OF GUIDING LIGHT

Feat: A hero in the unit rolled a  on an Authority test.

Effect: While in this unit, a commander may choose to re-roll any one die of an Authority test.




MEDAL OF MERIN'S GUIDING SIGHT

Feat: The unit rolled at least one  on a Shooting test.


Effect: The unit may re-roll one Shooting test per round. This applies to only one volley of the unit.

MEDAL OF MERIN'S FLAME

Feat: The unit rolled at least one  on a Strength test.

Effect: The unit may re-roll one Strength test during one fray each round.

MEDAL OF CROSSED STEEL

Feat: The unit rolled at least one  on an Attack test.

Effect: The unit may re-roll one Attack test during a single fray once per round.

MEDAL OF GRIFFIN'S WINGS

Feat: The unit ended the game in the deployment zone of the enemy.

Effect: The unit may perform a run between deployment and the first round.

ARMY OF THE LION


Barhan badges of valor are object of pride both for those who wear them and for their families. They are symbols of the Barhan soldier's self-sacrifice, courage and spirit on the field of honor. Families who have lost sons to the ravages of warfare treasure these badges of valor as mementoes of the greatness of their lost loved ones.

BADGE OF VALOR

Feat: The unit rolled a successful Courage test.

Effect: The unit can re-roll each of its Courage tests.


BADGE OF AUTHORITY

Feat: A hero in the unit rolled a  on an Authority test.

Effect: While in this unit, a commander may choose to re-roll any one die of an Authority test.




BADGE OF MARKSMANSHIP

Feat: The unit rolled at least one  on a Shooting test.


Effect: The unit may re-roll one Shooting test per round. This applies to only one volley of the unit.

BADGE OF SACRED STEEL

Feat: The unit rolled at least one  on a Strength test.

Effect: The unit may re-roll one Strength test during one fray each round.

BADGE OF CROSSED SWORDS

Feat: The unit rolled at least one  on an Attack test.

Effect: The unit may re-roll one Attack test during a single fray once per round.

BADGE OF FEARLESSNESS

Feat: The unit ended the game in the deployment zone of the enemy.

Effect: The unit may perform a run between deployment and the first round.

ARMY OF THE WOLF

Wolfen decorations are not really military rewards. They are trophies of their victory over lesser creatures. Each trophy is a message, to those in their pack to respect them, and for their enemies to fear them. They are symbols of the progression of a warrior. Warriors of the Wolfen tribes strive for these trophies of battle.




TOTEM OF THE GRAVE GUARDIAN

Feat: The unit rolled a successful Courage test.


Effect: The unit can re-roll each of its Courage tests.

TOTEM OF THE MOON

Feat: A hero in the unit rolled a  on an Authority test.


Effect: While in this unit, a commander may choose to re-roll any one die of an Authority test.

TOTEM OF THE HUNT

Feat: The unit rolled at least one  on a Shooting test.


Effect: The unit may re-roll one Shooting test per round. This applies to only one volley of the unit.

FANG TOTEM

Feat: The unit rolled at least one  on a Strength test.

Effect: The unit may re-roll one Strength test during one fray each round.

BLOODY TOTEM

Feat: The unit rolled at least one  on an Attack test.

Effect: The unit may re-roll one Attack test during a single fray once per round.

STALKERS TOTEM

Feat: The unit ended the game in the deployment zone of the enemy.
Effect: The unit may perform a run between deployment and the first round.

ARMY OF THE SCARAB


Daikinee are awarded small charms to mark their achievements in battle. These trinkets are a personal source of pride, and a reminder of the trials they went through to be awarded them.




TRINKET OF COURAGE

Feat: The unit rolled a successful Courage test.
Effect: The unit can re-roll each of its Courage tests.

KING MOTH TRINKET

Feat: A hero in the unit rolled a  on an Authority test.
Effect: While in this unit, a commander may choose to re-roll any one die of an Authority test.


TRINKET OF THE STRAIGHT BRANCH

Feat: The unit rolled at least one  on a Shooting test.
Effect: The unit may re-roll one Shooting test per round. This applies to only one volley of the unit.

TRINKET OF STONE

Feat: The unit rolled at least one  on a Strength test.
Effect: The unit may re-roll one Strength test during one fray each round.

TRINKET OF BLOOD

Feat: The unit rolled at least one  on an Attack test.
Effect: The unit may re-roll one Attack test during a single fray once per round.

TRINKET OF SWIFT WIND

Feat: The unit ended the game in the deployment zone of the enemy.
Effect: The unit may perform a run between deployment and the first round.

ARMY OF THE SCORPION


The Syhar utilize alchemical treatments to improve their creations abilities in combat. Those units that distinguish themselves often receive additional treatments to boost their combat function. Such improved units become the envy of the other clones in the armies of Dirz.




ANTIOME TREATMENT

Feat: The unit rolled a successful Courage test.
Effect: The unit can re-roll each of its Courage tests.


ENDOCRINAL TREATMENT

Feat: A hero in the unit rolled a  on an Authority test.
Effect: While in this unit, a commander may choose to re-roll any one die of an Authority test.

OCOLUS TREATMENT

Feat: The unit rolled at least one  on a Shooting test.
Effect: The unit may re-roll one Shooting test per round. This applies to only one volley of the unit.

ATLAS TREATMENT

Feat: The unit rolled at least one  on a Strength test.
Effect: The unit may re-roll one Strength test during one fray each round.

ANTHEMIS TREATMENT

Feat: The unit rolled at least one  on an Attack test.
Effect: The unit may re-roll one Attack test during a single fray once per round.

DJINN TREATMENT

Feat: The unit ended the game in the deployment zone of the enemy.

Effect: The unit may perform a run between deployment and the first round.

ARMY OF THE RAM

The legions of the dead care not for the accolades that drive the living. Instead they receive additional necromantic rituals that bolster them giving them new powers fueled by the very powers of darkness. With reinforced animation these soldiers of the dark strive forth to kill the living, for the army of the dead is always recruiting.



RITUAL OF DARKNESS

Feat: The unit rolled a successful Courage test.


Effect: The unit can re-roll each of its Courage tests.

RITUAL OF COMMAND

Feat: A hero in the unit rolled a  on an Authority test.


Effect: While in this unit, a commander may choose to re-roll any one die of an Authority test.

RITUAL OF THE LONG REACH

Feat: The unit rolled at least one  on a Shooting test.

Effect: The unit may re-roll one Shooting test per round. This applies to only one volley of the unit.

BLACK STEEL RITUAL

Feat: The unit rolled at least one  on a Strength test.

Effect: The unit may re-roll one Strength test during one fray each round.

RITUAL OF GRASPING HANDS

Feat: The unit rolled at least one  on an Attack test.

Effect: The unit may re-roll one Attack test during a single fray once per round.

RITUAL OF ENDLESS STEPS

Feat: The unit ended the game in the deployment zone of the enemy.

Effect: The unit may perform a run between deployment and the first round.



OPTIONAL RULES

We recommend that you do not use these optional rules unless you are familiar with the rules of Confrontation already published.

CHANGING WEATHER


Purnicus is a realm like no other. Although it is similar to Aarklash in many ways the elemental chaos helps to generate severe and random storms across its surface.

Important: *some effects may require moving one or more fighters. When this movement should take a fighter into an obstacle, the fighter stops right in front of it. If he collides with another fighter, he stops within contact; this does not start a close combat – yet the two fighters are considered engaged as usual.*

This table simulates the possible weather conditions that might influence a mission. Before deploying the companies, roll two dice, add the results together and look up the total in the following table.

2d6	Phase 1	Phase 2
2	Syhar Heat Wave	Clear Sky
3	Akkylannien Summer	Syhar Heat Wave
4-5	Clear Sky	Akkylannien Summer
6-8	Barhan Spring	Barhan Spring
9-10	Barhan Spring	Keltois Autumn
11	Keltois Autumn	Wolfen Winter
12	Wolfen Winter	Blizzard of Behemoth

GAME EFFECTS

Syhar Heat Wave: Similar to the Akkylannien summer, but any unit that performs a run action must roll a die. On a , the unit takes 1 wound. The player chooses how to distribute it.

Akkylannien Summer: It is hot as a bonfire! Any Resistance value greater than 6 is treated as a 6 instead. Titan's and creatures are immune to this effect.

Barhan Spring: This is paradise! There is nothing out of the ordinary, unless the peasants decide to spoil your beautiful stroll.

Keltois Autumn: Grab your galoshes! Units cannot run and the maximum distance for an assault is limited to the unit's movement characteristic.

Wolfen Winter: It's freezing here! Any unit which does not move during its activation undergoes a wound. The owner of the unit chooses the fighter affected by this negative condition.

Blizzard of Behemoth: The weather is so severe that no battle can be fought. The companies dig themselves in. The following week they will be able to fight or leave the region through an access they control.

Clear Sky: The atmosphere has thinned out allowing you to catch glimpses beyond the realm above. The air is crystal-clear. Ranges are reduced by 1.

In addition to possible weather conditions, some missions may also take place **at night**. In this case, all the units gain the "Stealth" ability: any shot targeting the unit from beyond range 1 is an automatic failure.

DURING OFFENSIVE: DIVINE TEARS

The first column is used for phase 1 of Offensive: Divine Tears, yet it may simulate weather conditions in any kind of climate in any game.

The second column is used only for phase 2 of Offensive: Divine Tears. It may also be used in any harsh weather battle.



APPENDIX

CAMPAIGN PROGRESS SHEET

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This page makes an excellent way to track each week's progress.

End of Week _____		
Alliance	Elixir Total	MP Pool
Ways of Light		
Paths of Destiny		
Meanders of Darkness		

Mission	Owner			Strategic Advantage
	Light	Darkness	Destiny	
Hero's Graveyard				Resurrecting a dead hero cost 1 Elixir less.
Valley of Blood				The player who controls the Valley of Blood gains a benefit based on his Alliance. The Ways of Light may return a dead fighter belonging to any unit still in play every time a unit is lost. Meanders of Darkness may return a fight to any unit still in play each time they eliminate an enemy unit. Paths of Destiny may select the Ways of Light or Meanders of Darkness ability for the week.
Standing Stones				The company that controls the Standing Stones gains divine guidance, they have +1 on their authority test for every round of every battle.
The Mines				The player who controls The Mines wins 250 MP at the end of every week.
Village of Homestead				The player who controls the Village of Homestead may designate one * Infantry unit after each mission. This unit has its full losses replaced at no cost so long as a single member of the unit survived.
Elemental Portals				The companies of the player who controls this region recover an additional 3 mana for each unit's mana recovery rolls each round.
Oasis of Blood				The companies of the player who controls this region does not need to stop here.
Observation Post				The player who controls the observation post performs his movements last during the week's planning.
Holy Site				The player who controls the Holy Site designates 1 unit per company each week, the members of that unit gain the "Loyal" ability; The fighter adds 1 extra faith point to his unit's faith pool.
Gorge of Tears				The player controlling the Gorge of Tears at the end of Phase 1 gains +3 Faith to each Faith pool in their companies each round. This bonus lasts until the end of Phase 2. During Phase 2 the player controlling the Gorge of Tears chooses one company to gain +3 Faith to each of that Company's Faith pools during each round of battle that week.




MISSION TRACKING SHEETS




Print out this page and cut it in half handing out one for every mission played this week. Then when the weeks missions are over you simply can utilize these mission sheets to determine the week’s results.

Mission Played		Week	
	The Ways of Light	The Paths of Destiny	The Meanders of Darkness
Company			
Elixir Gained			
Unit Losses in A.P.			
Mission MP Gained			
Result (Win/Loose)			

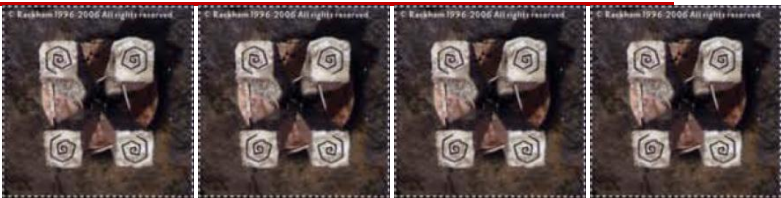
Mission Played		Week	
	The Ways of Light	The Paths of Destiny	The Meanders of Darkness
Company			
Elixir Gained			
Unit Losses in A.P.			
Mission MP Gained			
Result (Win/Loose)			

IRON ORE DEPOSIT CARDS

		
Iron Ore Deposit	Iron Ore Deposit	Iron Ore Deposit

		
Iron Ore Deposit	Iron Ore Deposit	Iron Ore Deposit

PILLARS OF DESTRUCTION



ROCK DEPOSIT CARDS

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Rock
Deposit



Rock
Deposit



Rock
Deposit



Rock
Deposit



Rock
Deposit

MANA STONE CHESTS



THE AGE OF THE RAG'NAROK CONFRONTATION®

Pernicus, a bowl shaped elemental plane traversed by raging weather patterns that make survival on this realm a battle of its own. A recent discovery on this realm has changed the course of the Rag'narok, and will leave this realm scared forever.



" THE NEXT WAVE OF THE RAG'NAROK HAS BEGUN. ARE YOU READY?"



Offensive: Divine Tears is a supplement for Confrontation: The Age of the Rag'narok included within is the following.

- New rules for company deployment as well as reprinted rules for nexus crystals as well as weather effects.
- A new campaign more for all three of the alliances, playable by as few as 2 players to as many as 12 players.
- Optional rules to give experience to companies.
- 21 exclusive missions to play as part of the campaign or in one-off games.

