

## OPERATIONAL ORGANIZATION



### OPERATIONAL ORGANIZATION

The Cog forces include two types of units. One type is small and very specialized, allowing it to be deployed in huge numbers. They retain their tactical superiority and submerge the enemy in attacks from all angles. The other unit type is numerous and powerful, able to face any threat and crush the enemy as soon as it shows itself.

The Cogs enjoy pummeling the enemy with their superior firepower at long range. This does not mean they are useless when it comes to melee. They are the worthy heirs of aggressive predators.

The Cog standard units are equally effective in melee combat as they are at distance. A quantum pistol is worth, in terms of rate of fire, an MG of any other army. The quantum blades are among the best melee weapons in the entire galaxy. The second line is composed of the elite troops, dedicated exclusively to ranged-warfare. The heart of the infantry consists of type three soldiers protected by a practically impenetrable cybernetic armor and equipped with the most effective weapons in the Cog arsenal.

The Cogs combat striders are unpiloted machines that wage war without passion or pity. They kill with mechanical efficiency. Armored and equipped with a vast array of weaponry,

these assault machines ruthlessly attack the enemy, lay waste to it, and set out once more in search of a new target. The light walkers Marauder, Pillager, Prowler, and Ravager are lightning strike specialists. As for the enormous Vandal walker, its fire power is renowned throughout all the known worlds.

- Infantry Unit (★) !
- Infantry Unit (★/★ ★/★ ★ ★)
- Infantry Unit (★/★ ★ ★) or Armored Fighting Vehicle Unit (★)
- Armored Fighting Vehicle Unit (★)
- Armored Fighting Vehicle Unit (★/★ ★ ★)

! Priority slot. It must always be picked first.

### COG OFFICERS AND HEROES

The Cogs are unaware of the concept of an officer in the manner that simple races are fond of using.

All soldiers are nearly identical clones. They are therefore exchangeable. Any soldier can be designated as the leader before a battle, to ensure organization.

The only figure of authority that a Cog recognizes is a clone of its Original One. For a Cog, these beings are demigods whose existence must be protected at all costs. They are heroes whose mere presence is a source of endless inspiration.



The Cogs are genetically programmed to blindly obey their Original One. This behavior also extends to the clones of the latter. The closer the clone is to the Original One in its genetic bloodline, the more authority it is granted.

This organization has several applications:

- No Cog can call into question the chain of command as it is defined by his genetic code. As far out as the forty-fifth generation a clone is the undisputed, and undeniable, authority figure - to which there is only one possible disposition: total obedience. This hereditarily implanted subservience is irresistible; especially the closer the clone genetically is to the Original One of its creation. This allows Cog units to accommodate several officers without falling into disorganization as long as the officers in question are from different generations. A Cog blindly obeys the orders of a clone that has a higher rank.

- A clone is merely a copy of an individual that can be replicated over and over again. They are perfectly aware of this, and consider it completely normal. The Cog companies can accommodate several copies of the same heroes, as long as some elementary rules of precedence are complied with: the clones which are a part of an extremely distant generation can not claim the command of their company. However, within the eighteenth generation these problems disappear completely. Cloned officers may be recruited in unlimited number as long as they have a unit to command. After all, a clone can be reproduced at will!

The box on the opposite page gives the rules for managing multiple heroes in a unit or company. The Cogs' heroes are prioritized according to the number of generations that separate them from their Original One. The closer this number is to zero, the higher the rank of its owner. This corresponds to the «Rank»:

Rank 0: Cog

➤ Rank 1: G45

➤➤ Rank 2: G36

➤➤➤ Rank 3: G27

➤➤➤➤ Rank 4: G18

➤➤➤➤➤ Rank 5: G09

### COG HEROES

#### Within a unit

The Cog heroes are played according to pages 76-77 of the rulebook (see Heroes, *AT-43: The Rulebook*), with the exceptions listed below.

- A Cog unit may consist of several officers, provided they have the same Line name ("T-regulator", "G-nocrat", etc.) **and** are of different ranks ("G09", "G45", etc.).

**Example:** *T-regulator G09 may be accompanied by T-regulator G27 and/or T-regulator G45. However, it can not be accompanied by a second T-regulator G09 (because the latter has the same rank as the former) or by a G-nocrat G27 (because it does not share the same Line name).*

- The hero with the highest rank is the officer and leader of the unit.

**Example:** *In one unit, including A-volution G18, A-volution G-36, and A-volution G45, A-volution G-18 is the officer and leader of the unit.*

- If there are only heroes left in a unit, only the highest ranking hero follows the rules outlined for a hero. All others are considered ordinary fighters.

**Example:** *A unit that includes nothing other than G-nocrat G09, G-nocrat G27, and G-nocrat G45 treats G-nocrat G27 and G-nocrat G45 as normal soldiers. Only G-nocrat G09 is regarded as a hero.*

*If G-nocrat G09 is eliminated, G-nocrat G27 is regarded as a hero, and G-nocrat G45 as a normal soldier, etc.*

#### Within a Company

- A company may include heroes from several factions, provided that it uses the generic Cog platoon pattern. If it uses a platoon pattern of a specific faction, only heroes of that specific faction may join the company.

- A company may consist of several copies of the same hero and does not have to respect officer limitations.

### BUILDING A COMPANY

The briefing for each mission indicates the number of A.P. available to each company, the share for assault units and reinforcement units, as well as potential special rules. Once the players have all of this information they can start building their company.

If the number of A.P. is not given, the players can agree on one as long as they respect the directives of the briefing.

#### Assault and Reinforcement Units

Once the company has been built, the player splits his units into assault units and reinforcement units.

- Assault units are available from the beginning of the battle.
- Reinforcement units join the battle later on in the game, once the player has taken secondary objectives described in the briefing.

The highest ranking officer in the game becomes the commander (see Tactical phase, *AT-43: The Rulebook*) of the company.





### Reserve Units

Controlling secondary objectives allows players to "change" reinforcement units, waiting far from the battlefield, into **reserve units** ready to jump into action at any time.

**During the control phase**, each side counts the reinforcement points (RP) earned. Once this is done, the players, beginning with the loser of the last Authority test, can call upon reinforcement units by spending RP. Each RP spent this way allows the player to change 1 A.P. of reinforcement units into 1 A.P. of reserve units.

The card of the reserve unit is placed in the activation sequence. The player can choose to leave the unit in reserve when its card is revealed.

**At the beginning of the game**, the player can choose to leave as many units as he wishes to in reserve.

### Reinforcement Officers

An officer in a reinforcement unit cannot be designated as the Commander. However, he may become commander once his unit becomes a reserve unit.

## UNITS

In this section, the Cog units are reviewed. Each unit is described under its designation. Then a few paragraphs present its story, tactical deployment, and technical information needed to play the unit.

The composition of a unit gives its potential number of fighters, from standard to maximum, as well as the number of special fighters and officer ranks available.

The "Cost of a unit" table gives its value (in A.P.) depending on the number of fighters, its equipment options, and its potential officer.

### Composition of a Unit

- **Type:** Gives the unit's type. This information is used to follow the platoon pattern.
- **Numbers:** Indicates the minimum and maximum number of fighters in the unit. The maximum number can be exceeded using an officer's numbers bonus (👤).

- **Standard equipment:** This equipment is included in the unit's cost. All of the unit's fighters, apart from special weapon bearers and heroes, are equipped in this manner.

- **Special weapons:** The special weapons the unit may use. All the special weapon bearers of the same unit must carry the same weapon.

- **Optional equipment:** The list of options available to the unit. Each option increases the cost of the unit as indicated in the table. The effects of the equipment are described later.

- **Specialists:** Details the various specialists the unit can include. Each specialist replaces a standard fighter for free. The number of specialists allowed per unit is indicated in the "Cost of a unit" table.

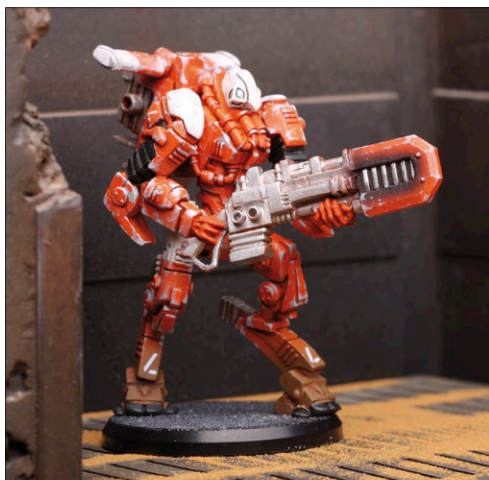
**Note:** The only officers Cogs can have are their heroes.

### Cost of a Unit Table

- **Standard and maximum number:** For each kind of unit a table gives the value (in A.P.) of its standard and maximum number of fighters. This table also details the number of special weapon bearers and specialists related to the number of fighters. In order to have more than one special weapon bearer the unit must be at its maximum number of fighters. And in order to be considered to be at its maximum number of fighters, a unit must include the number of special weapon bearers indicated.

Most of the time a unit costs the same number of A.P. no matter the weapon chosen. When this is not the case the extra cost is indicated according to the special weapon chosen.

- **Extra fighter:** This value indicates the cost in A.P. of each fighter added to the chosen number of fighters. This value is useful to add fighters to the standard number of fighters (without exceeding the maximum number of fighters), or to exceed the maximum number of fighters (when there is a hero in the unit). The hero's numbers bonus (👤) indicates the number of fighters the unit can include beyond its normal maximum number of fighters.



## THE NEXUS CRYSTALS

### ORIGIN OF THE NEXUS CRYSTALS



The constant battles of the Ragnarok 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 heroic 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 Ragnarok* 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 Ragnarok* is bound, by culture or principle, to a single type of Nexus Crystal (see opposite insert). This affinity enables them to profit from increased powers based on their specific crystal's pendant.

**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.**




## 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 for units which contain at least one fighter endowed with Fervor .

**Affinity:** The unit gains 7 Faith points, instead of 4.

TABLE OF CRSTYAL AFFINITIES

	AFFINITY		
	Blood	Energy	Fervor
<b>DESTINY</b>			
Eagle			X
Jackal		X	
Wolf	X		
Rat		X	
Scarab	X		
	Blood	Energy	Fervor
<b>LIGHT</b>			
Dragon		X	
Griffin			X
Lion		X	
Minotaur	X		
Boar	X		
	Blood	Energy	Fervor
<b>TENEbres</b>			
Ram		X	
Stag	X		
Hyena	X		
Hydra			X
Scorpion		X	
Serpent	X		

## PLAYING THE NEXUS CRYSTALS

### RECRUITMENT

The Nexus Crystals can be recruited in 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

#### NEXUS CRISTALLIN

	Resilience	Structure Points	A.P. Value
Cristal	8	5	25



## DEPLOYING THE NEXUS CRYSTALS

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, *Rule-book*). They have a Resilience value and structure points.