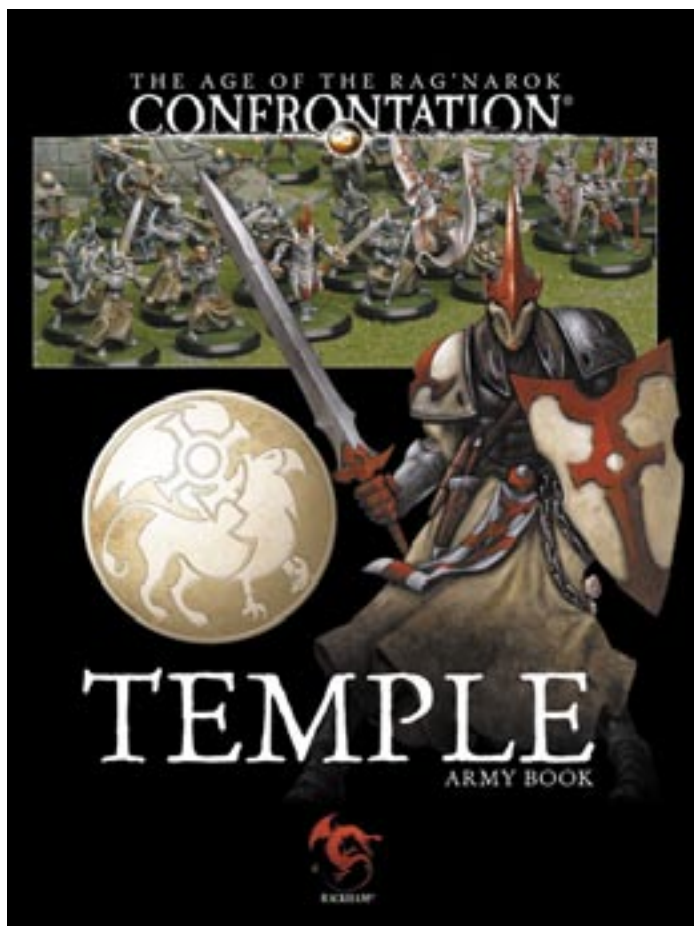


THE AGE OF THE RAG'NAROK CONFRONTATION®


THE GRIFFIN ARMY





IMPORTANT

This gaming aid requires the Army Book presented above.




ABILITIES

Assassin: ■+, ■, and ● results are interpreted as ■+ for  Strength tests.


Feint: The enemy never gets any bonus dice on his  Attack tests.

Hyperian: The Courage  tests of a unit including a Hyperian fighter are automatically successful. In addition, the unit's Courage value is considered as a Fear value by frightening fighters.

Instinctive shot: The fighter can shoot at engaged enemies.




Master strike: If at least one member of the unit has not moved during its activation, the fighter adds his Attack  to his Strength  for  Strength tests.




Scout: When the company begins the game in a deployment zone, units composed entirely of fighters with the Scout ability can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.

Strategist: The fighter's Authority  oppositions are resolved rolling one bonus die. The player keeps the best.

War fury: Failures on  Attack tests have to be re-rolled.

EQUIPMENT

Musical instrument: Units located within 30 cm of a musician can use the Courage  , Fear  and Authority  used by the Incarnate in the same unit as the musician.

Standard: Units that can see the standard-bearer can use the Courage  , Fear  and Authority  used by the Incarnate in the same unit as the standard bearer.

Important: *The profiles correspond to the Confrontation: the Age of the Rag'narok version of the fighters. The equipment used to code them might be different from that represented on the older miniatures.*



UNITS



The army list shows the standard and maximum number of fighters in a unit and the respective costs in A.P. It also gives the cost of each individual extra fighter the player might want to add to the unit's standard number of fighters, without reaching its maximum number of fighters.

The units that have a cost indicated in the "+1 special fighter" and "+2 special fighters" column may include such fighters, whose characteristics are listed after those of the standard troops. Each special fighter replaces one of the unit's standard fighters.

Every unit can include an Incarnate. He can be added to the unit even though it may already be at its maximum number of fighters.



NEW SPELLS

Witch hunter: The witch hunter can cast an "Igneous bullet" before resolving a  Strength  test. The shots benefit from the "sacred weapon" effect: the result required for the tests is read one column to the right on the resolution table. This spell costs 3 faith points

INCARNATES

Each Incarnate has a specific number of points he can spend to obtain artifacts and, when possible, rituals and communions. The cost of each artifact is equal to its value.

Aerth: 3
Ambrosius: 2
Eschelius: 2
Garell: 1
The Priestess of Steel: 1
The Executioner: 3
Misericord: 3
Phidias de Basarac: 3
Saphon: 2
Shanys: 3
Tiberius: 2

Some Incarnates are also magicians or faithful. In the first case, they are associated to a path and certain elements, in the second case, to a cult and aspects. This information is available in the following list:

Aerth: Faithful (Cult of Merin/Alteration, Creation and Destruction)
Ambrosius: Faithful (Cult of Merin/Creation and Destruction)
Eschelius: Magician (Theurgy/Fire and Light)

The Priestess of Steel: Faithful (Cult of Merin/Destruction)
Misericord: Faithful (Cult of Merin/Alteration, Creation and Destruction)
Saphon: Faithful (Cult of Merin/Alteration and Destruction)

Finally, the costs to resurrect each Incarnate are listed. This is also the number of Elixir points gained by the opponent if any enemy Incarnate eliminates the Incarnate.

Aerth: 9 (on foot)/12 (mounted)
Ambrosius: 5
Eschelius: 6
Garell: 3
The Priestess of Steel: 4
The Executioner: 5
Misericord: 9
Phidias de Basarac: 6
Saphon: 5
Shanys: 4
Tiberius: 6



| Name | Category | Rank | HP | MOV | DEF | RES | C/P | D6 (hth) | ATT hth | STR (hth) | D6 (ranged) | ATT ranged | STR ranged | AUT | ENE | FAI | Abilities |
|-------------------------------|----------|------|----|-----|-----|-----|-----|----------|---------|-----------|-------------|------------|------------|-----|-----|-----|--|
| Conscript | Infantry | 1 | 1 | 10 | 5 | 7 | 3 | 1 | 5 | 5 | | | | | | | (Gift of the Griffin) |
| Conscript/ Musician | Infantry | 1 | 1 | 10 | 5 | 7 | 3 | 1 | 5 | 5 | | | | | | | (Gift of the Griffin) |
| Conscript/ Standard bearer | Infantry | 1 | 1 | 10 | 5 | 7 | 3 | 1 | 5 | 5 | | | | | | | (Gift of the Griffin) |
| Duellist | Infantry | 1 | 1 | 10 | 3 | 4 | 3 | 2 | 5 | 5 | | | | | | | (Gift of the Griffin) |
| Knight of Hod | Infantry | 2 | 1 | 10 | 3 | 7 | 3 | 2 | 5 | 5 | | | | | | | (Gift of the Griffin), War fury |
| Minelayer | Infantry | 2 | 1 | 10 | 3 | 4 | 3 | 1 | 5 | 5 | 1 | 1 | 4 | | | | (Gift of the Griffin), Scout |
| Purifier | Infantry | 3 | 1 | 10 | 5 | 5 | 5 | 2 | 7 | 5 | 2 | 3 | 4 | | | | (Gift of the Griffin), Feint, Instinctive shot |
| Thallion | Infantry | 2 | 1 | 10 | 3 | 5 | 3 | 1 | 5 | 5 | 1 | 1 | 4 | | | | (Gift of the Griffin), Scout |
| Thallion rider | Cavalry | 2 | 2 | 20 | 3 | 5 | 5 | 2 | 5 | 6 | 1 | 1 | 4 | | | | (Gift of the Griffin), Scout, (Light cavalry) |
| Witch hunter | Infantry | 2 | 1 | 10 | 3 | 3 | 3 | 1 | 3 | 3 | 1 | 1 | 4 | | 3 | | (Gift of the Griffin), Scout |
| Aerth | Infantry | 3 | 4 | 10 | 5 | 7 | 7 | 2 | 7 | 7 | 1 | 7 | 6 | 5 | | 8 | (Gift of the Griffin), Hyperian, Strategist |
| Aerth/Horse | Cavalry | 3 | 4 | 17 | 5 | 7 | 9 | 3 | 7 | 8 | 1 | 7 | 6 | 5 | | 8 | (Gift of the Griffin), Hyperian, Strategist, (Heavy cavalry) |
| Ambrosius | Infantry | 2 | 4 | 10 | 3 | 3 | 5 | 2 | 3 | 3 | 1 | 7 | 6 | 3 | | 6 | (Gift of the Griffin), Strategist |
| Escheli | Infantry | 2 | 4 | 10 | 3 | 7 | 5 | 3 | 5 | 5 | | | | 3 | 5 | | (Gift of the Griffin), Strategist |
| Garell | Infantry | 1 | 4 | 10 | 3 | 4 | 5 | 2 | 3 | 3 | 1 | 5 | 6 | 3 | | | (Gift of the Griffin) |
| The Priestess of Steel | Infantry | 1 | 4 | 10 | 3 | 7 | 5 | 2 | 5 | 7 | | | | 3 | | 4 | (Gift of the Griffin) |
| The Executioner | Infantry | 3 | 4 | 10 | 5 | 4 | 7 | 2 | 7 | 7 | | | | 5 | | | (Gift of the Griffin), Assassin, Scout |
| Misericord | Infantry | 3 | 4 | 10 | 5 | 5 | 8 | 3 | 7 | 7 | 1 | 3 | 4 | 5 | | 8 | (Gift of the Griffin), War fury, Instinctive shot |
| Phidias de Basarac | Infantry | 3 | 4 | 10 | 5 | 5 | 7 | 3 | 7 | 5 | 2 | 3 | 4 | 5 | | | (Gift of the Griffin), Feint, Instinctive shot |
| Saphon | Infantry | 2 | 4 | 10 | 3 | 5 | 5 | 2 | 3 | 3 | 1 | 5 | 6 | 3 | | 6 | (Gift of the Griffin), Strategist |
| Shanys | Infantry | 3 | 4 | 10 | 5 | 4 | 7 | 2 | 7 | 7 | | | | 5 | | | (Gift of the Griffin), Fierce, Assassin |
| Tiberius | Infantry | 3 | 4 | 10 | 3 | 9 | 7 | 2 | 5 | 9 | | | | 5 | | | (Gift of the Griffin), Master strike, Hyperian, Strategist |

| Name | Minimum number of fighters | A.P. | + 1 special fighter | + 2 special fighters | Maximum number of fighters | A.P. | + 1 special fighter | + 2 special fighters | Extra fighter | Metal miniature |
|-------------------------------|----------------------------|------|---------------------|----------------------|----------------------------|------|---------------------|----------------------|---------------|-------------------------|
| Conscript | 8 | 375 | 400 | 425 | 15 | 700 | 725 | 750 | 50 | Griffin conscript |
| Conscript/ Musician | | | | | | | | | | Griffin musician |
| Conscript/ Standard bearer | | | | | | | | | | Griffin standard bearer |
| Duellist | 8 | 375 | | | 12 | 575 | | | 50 | Griffin duellist |
| Knight of Hod | 6 | 400 | | | 9 | 600 | | | 70 | Knight templar of Hod |
| Minelayer | 6 | 300 | | | 9 | 425 | | | 50 | Minelayer |
| Purifier | 4 | 425 | | | | | | | | Temple purifier |
| Thallion | 6 | 300 | | | 9 | 450 | | | 50 | Thallion |
| Thallion rider | 3 | 550 | | | 6 | 1100 | | | 190 | Thallion rider |
| Witch hunter | 6 | 375 | | | 9 | 575 | | | 65 | Darkness hunter |
| Aerth | 1 | 430 | | | | | | | | Cardinal Aerth |
| Aerth/Horse | 1 | 620 | | | | | | | | Aerth, prelate-general |
| Ambrosius | 1 | 235 | | | | | | | | Venerable Ambrosius |
| Escheli | 1 | 275 | | | | | | | | Escheli the Ardent |
| Garell | 1 | 140 | | | | | | | | Garell the Redeemer |
| The Priestess of Steel | 1 | 215 | | | | | | | | The Priestess of Steel |
| The Executioner | 1 | 225 | | | | | | | | The Executioner |
| Misericord | 1 | 440 | | | | | | | | Misericorde |
| Phidias de Basarac | 1 | 310 | | | | | | | | Phidias de Basarac |
| Saphon | 1 | 245 | | | | | | | | Saphon the Purifier |
| Shanys | 1 | 225 | | | | | | | | Shanys the Shadow |
| Tiberius | 1 | 285 | | | | | | | | Deacon Tiberius |