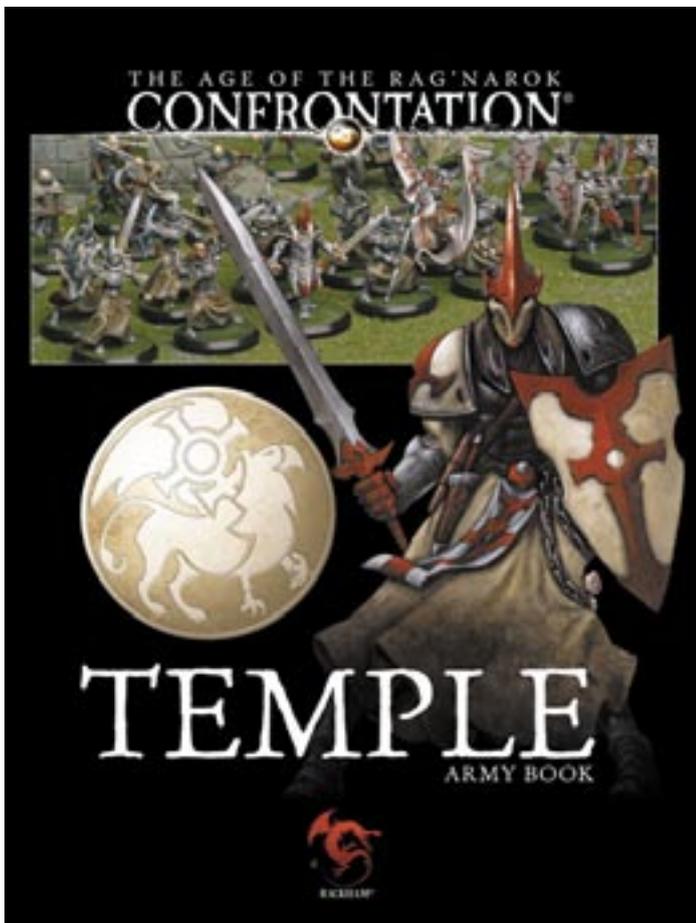


THE AGE OF THE RAG'NAROK CONFRONTATION®

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
Eschelius	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
Eschelius	1	275								Eschelius 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