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YES, THIS IS FREE ... HOWEVER...

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v3.5

Jul 2022

Game: **THE AGE OF THE RAG'NAROK: CONFRONTATION**

Publisher: **Rackham Entertainment (2006)**

GRIFFIN army cards

Unit cards are designed to fit rigid
Ultra Pro 3x4 premium topload card holders

Artifact, Communion and Ritual cards are designed to fit
Fantasy Flight Games Mini European clear sleeves

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**



Order of the Banners
GRIFFIN: TEMPLE OF THE NORTH



THE GIFT OF THE GRIFFON

Each time you order your activation sequence, place one of your cards in reserve. You may play this card instead of one that comes up in the normal sequence.

ADVANTAGE

Once per round you may choose not to activate a unit whose card has just been revealed. (The card revealed is considered as having been played.) Instead, activate a unit whose card has already been played.

DISADVANTAGE

An activated unit whose fighters do not have ranged weapons must attempt to assault an enemy unit (even if they are too far away).

ORDER OF THE BANNERS

Infantry unit (★ / ★★)!

Infantry unit (★★ / ★★★)

Cavalry or Infantry unit (★★ / ★★★)

War Machine unit

War Machine or Titan unit

Order of the Banners
GRIFFIN: TEMPLE OF THE SOUTH



THE GIFT OF THE GRIFFON

Each time you order your activation sequence, place one of your cards in reserve. You may play this card instead of one that comes up in the normal sequence.

ADVANTAGE

Each of the company's Incarnates gains 2 extra points to purchase artifacts, rituals and communions.

DISADVANTAGE

The company is defeated if all of its Incarnates are eliminated.

ORDER OF THE BANNERS

Infantry unit (★ / ★★)!

Infantry unit (★★ / ★★★)

Cavalry or Infantry unit (★★ / ★★★)

Cavalry unit (★★ / ★★★)

War Machine or Titan unit

Order of the Banners
GRIFFIN: STANDARD BANNER



THE GIFT OF THE GRIFFON

Each time you order your activation sequence, place one of your cards in reserve. You may play this card instead of one that comes up in the normal sequence.

ORDER OF THE BANNERS

Infantry unit (★)!

Infantry unit (★ / ★★)

Infantry unit (★★ / ★★★)

Cavalry or War Machine unit

(★ / ★★ / ★★★) /

War Machine or Titan unit

INCARNATE 195 AP
1 KYRUS



10 3 7 5 3

2 5 9

Can be added to any Templar unit.

Resurrect/Duel: 4 Elixir pts

Artifacts: 1 pt

ABILITIES

War Fury Re-roll failures on Attack tests once more.

Savage Each on a Strength test generates a bonus die.

FEAT

Aura of Torment Spend 1 Elixir point. Until the end of the round, failures on Kyrus's Strength tests can be re-rolled once more. This feat can only be used once per round.

Order of the Banners
GRIFFIN: TEMPLE OF THE WEST



THE GIFT OF THE GRIFFON

Each time you order your activation sequence, place one of your cards in reserve. You may play this card instead of one that comes up in the normal sequence.

ADVANTAGE

During company building you may choose to change all your mystic fighters into magicians with Energy 3.

They can cast the spell *Fire of Merin*: 5 mana points. When the magician's unit resolves a Strength test, re-roll failures once more.

DISADVANTAGE

The *Gift of the Griffin* can only be used if the chosen card corresponds to a unit that includes at least 1 magician.

ORDER OF THE BANNERS

Cavalry unit (★ / ★★ / ★★★)!

Infantry unit (★ / ★★)

Infantry unit (★★)

Infantry unit (★★ / ★★★)

War Machine or Titan unit

Order of the Banners
GRIFFIN: TEMPLE OF THE EAST



THE GIFT OF THE GRIFFON

Each time you order your activation sequence, place one of your cards in reserve. You may play this card instead of one that comes up in the normal sequence.

ADVANTAGE

When it is activated, a unit can transfer some or all of its faith points to the other units of the company.

DISADVANTAGE

A unit which loses 1 or more members as a result of a disengagement is eliminated.

ORDER OF THE BANNERS

Infantry unit (★)!

Infantry unit (★ / ★★)

Infantry unit (★★ / ★★★)

Infantry unit (★★ / ★★★)

Cavalry or Titan unit (★★) /

INCARNATE 160 AP
1 ABEL



10 5 7 5 1

2 5 5

Can be added to any Spearmen unit.

Resurrect/Duel: 3 Elixir pts

Artifacts: 1 pt

FEAT

Aura of Torment Spend 1 Elixir point. Until the end of the round, failures on Abel's Strength tests can be re-rolled once more. This feat can only be used once per round.

INCARNATE FAITHFUL 265 AP
1 SERED



10 3 7 5 3 6

2 5 7

Can be added to any Templar unit.

Resurrect/Duel: 5 Elixir pts Artifacts/Communions: 1 pt

Aspects: Cult of Merin/Creation and Destruction

ABILITIES

War Fury Re-roll failures on Attack tests once more.

Strategist Roll 1 extra die when rolling Authority oppositions, keeping the best result.

FEAT

Divine Edict Spend 1 Elixir point. Until the end of the round his Courage tests and Authority oppositions, and those of fighters benefiting from his leadership, receive a bonus die.

1 INCARNATE 205 AP
THURBARD



10 5 7 5 5

2 5 5

Can be added to any Templar unit.

Resurrect/Duel: 4 Elixir pts **Artifacts:** 1 pt

ABILITIES

War Fury Re-roll failures on Attack tests once more.

Strategist Roll 1 extra die when rolling Authority oppositions, keeping the best result.

FEAT

Divine Edict 1 Elixir point. Until the end of the round his Courage tests and Authority oppositions, and those of fighters benefiting from his leadership, receive a bonus die.

1 INCARNATE HVY CAVALRY 360 AP
THURBARD



15 5 7 7 5

3 5 6

Can be added to any Redemption Rider unit.

Resurrect/Duel: 7 Elixir points **Artifacts:** 1 pt

ABILITIES

Disengagement Not eliminated when disengaging.

Charges Does not need greater Power to charge. Adds Attack to Strength to resolve Strength tests when charging.

War Fury Re-roll failures on Attack tests once more.

Strategist Roll 1 extra die when rolling Authority oppositions, keeping the best result.

FEAT

Divine Edict 1 Elixir point. Until the end of the round his Courage tests and Authority oppositions, and those of fighters benefiting from his leadership, receive a bonus die.

1 INCARNATE MAGICIAN 250 AP
TARKHYN



10 5 7 5 3 5

2 5 5

Can be added to any Templar unit.

Resurrect/Duel: 5 Elixir pts **Artifacts/Rituals:** 1 pt

Elements: Theurgy / Fire and Light

ABILITIES

War Fury Re-roll failures on Attack tests once more.

Strategist Roll 1 extra die when rolling Authority oppositions, keeping the best result.

FEAT

Divine Edict 1 Elixir point. Until the end of the round his Courage tests and Authority oppositions, and those of fighters benefiting from his leadership, receive a bonus die.

1 INCARNATE 230 AP
ARKHOS



10 3 7 6 3

3 5 5

Can be added to any Templar unit.

Resurrect/Duel: 5 Elixir pts **Artifacts:** 1 pt

ABILITIES

War Fury Re-roll failures on Attack tests once more.

Strategist Roll 1 extra die when rolling Authority oppositions, keeping the best result.

FEAT

Moment of Bravery Spend 1 Elixir point when taking a test. For this test, add Courage to the action value.

1 INCARNATE 210 AP
SEVERIAN



10 3 7 6 3

3 5 5

Can be added to any Templar unit.

Resurrect/Duel: 4 Elixir pts **Artifacts:** 2 pts

ABILITIES

War Fury Re-roll failures on Attack tests once more.

FEAT

Moment of Bravery Spend 1 Elixir point when taking a test. For this test, add Courage to the action value.

1 INCARNATE MAGICIAN 235 AP
MELKION



10 3 7 5 3 5

2 5 7

Can be added to any infantry unit.

Resurrect/Duel: 5 Elixir pts **Artifacts/Rituals:** 2 pts

Elements: Theurgy / Fire and Light

ABILITIES

Focus When performing an Energy test, roll an additional number of dice equal to his Energy value. These are not bonus dice, so they can be re-rolled.

FEAT

Divine Edict 1 Elixir point. Until the end of the round his Courage tests and Authority oppositions, and those of fighters benefiting from his leadership, receive a bonus die.

1 INCARNATE FAITHFUL 245 AP
MIRA



10 3 6 6 3 6

2 5 7

Can be added to any Templar unit.

Resurrect/Duel: 5 Elixir pts **Artifacts/Communities:** 2 pts

Elements: Cult of Merin / Alteration and Destruction

ABILITIES

War Fury Re-roll failures on Attack tests once more.

FEAT

Divine Edict 1 Elixir point. Until the end of the round her Courage tests and Authority oppositions, and those of fighters benefiting from her leadership, receive a bonus die.

INCARNATE FAITHFUL 430 AP

1 AERTH

●●●●



10 5 7 7 5 8

2 7 7

1 7 6

Resurrect/Duel: 9 Elixir pts **Artifacts/Communities:** 3 pts
Aspects: Cult of Merin/Alteration, Creation and Destruction

ABILITIES

Hyperian Courage tests of a unit including Aerth are automatically successful. The unit's Courage 7 value is considered a Fear 7 value by fighters with a Fear 7 value.

Strategist Roll 1 extra die when rolling Authority 7 oppositions, keeping the best result.

INCARNATE FAITHFUL HVY CVLRY 620 AP

1 AERTH

●●●●



17 5 7 9 5 8

3 7 8

1 7 6

Resurrect/Duel: 12 Elixir pts **Artifacts/Communities:** 3 pts
Aspects: Cult of Merin/Alteration, Creation and Destruction

ABILITIES

Disengagement Not eliminated when disengaging.

Charges Does not need greater Power to charge. Adds Attack X to Strength 7 to resolve Strength 7 tests when charging.

Hyperian Courage tests of a unit including Aerth are automatically successful. The unit's Courage 7 value is considered a Fear 7 value by fighters with a Fear 7 value.

Strategist Roll 1 extra die when rolling Authority 7 oppositions, keeping the best result.

INCARNATE FAITHFUL 235 AP

1 AMBROSIOUS

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10 3 3 5 3 6

2 3 3

1 7 6

Resurrect/Duel: 5 Elixir pts **Artifacts/Communities:** 2 pts
Aspects: Cult of Merin/Creation and Destruction

ABILITIES

Strategist Roll 1 extra die when rolling Authority 7 oppositions, keeping the best result.

INCARNATE FAITHFUL 440 AP

1 MISERICORD

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10 5 5 8 5 8

3 7 7

1 3 4

Resurrect/Duel: 9 Elixir pts **Artifacts/Communities:** 3 pts
Aspects: Cult of Merin/Alteration, Creation and Destruction

ABILITIES

War Fury Re-roll failures on Attack X tests once more.

Instinctive Shot The fighter can target engaged enemies.

INCARNATE FAITHFUL 215 AP

1 THE PRIESTESS OF STEEL

●●●●



10 3 7 5 3 4

2 5 7

Resurrect/Duel: 4 Elixir pts **Artifacts/Communities:** 1 pt
Aspects: Cult of Merin/Destruction

INCARNATE FAITHFUL 245 AP

1 SAPHON

●●●●



10 3 5 5 3 6

2 3 3

1 5 6

Resurrect/Duel: 5 Elixir pts **Artifacts/Communities:** 2 pts
Aspects: Cult of Merin/Alteration and Destruction

ABILITIES

Strategist Roll 1 extra die when rolling Authority 7 oppositions, keeping the best result.

INCARNATE MAGICIAN 275 AP

1 ESCHELIUS

●●●●



10 3 7 5 3 5

3 5 5

Resurrect/Duel: 6 Elixir pts **Artifacts/Rituals:** 2 pts
Aspects: Theurgy/Fire and Light

ABILITIES

Strategist Roll 1 extra die when rolling Authority 7 oppositions, keeping the best result.

INCARNATE 140 AP
1 GARELL
●●●●●




10	3	4	5	3
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2	3	3
1	5	6

Resurrect/Duel: 3 Elixir pts Artifacts: 1 pt

INCARNATE 225 AP
1 THE EXECUTIONER
●●●●●




10	5	4	7	5
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2	7	7
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Resurrect/Duel: 5 Elixir pts Artifacts: 3 pts

INCARNATE 225 AP
1 SHANYS
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10	5	4	7	5
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2	7	7
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Resurrect/Duel: 4 Elixir pts Artifacts: 3 pts

INCARNATE 285 AP
1 TIBERIUS
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10	3	9	7	5
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2	5	9
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Resurrect/Duel: 6 Elixir pts Artifacts: 2 pts

INCARNATE 310 AP
1 PHIDIAS DE BASARAC
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10	5	5	7	5
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3	7	5
2	3	4

Resurrect/Duel: 6 Elixir pts Artifacts: 3 pts

ABILITIES

Hyperian Courage tests of a unit including Tiberius are automatically successful. The unit's Courage (C) value is considered a Fear (F) value by fighters with a Fear (F) value.

Master Strike If at least 1 member of the unit does not move during its activation, add Attack (A) to Strength (S) on Strength (S) tests.

Strategist Roll 1 extra die when rolling Authority (A) oppositions, keeping the best result.

ABILITIES

Feint The enemy never gets any bonus dice on his Attack (A) tests when attacking Phidias.

Instinctive Shot The fighter can shoot at engaged enemies.

ABILITIES

Assassin (A) and (S) results are read as (A) for Strength (S) tests.

Fierce When Shanys loses his last health point, he is not removed from the battlefield until the end of the phase.

6 **TEMPLARS** STD 300 AP +50 PER EXTRA FIGHTER



10 5 7 3

1 5 5

ABILITIES

War Fury Re-roll failures on Attack tests once more.

9 **TEMPLARS** MAX 450 AP



10 5 7 3

1 5 5

ABILITIES

War Fury Re-roll failures on Attack tests once more.

0-3 **TEMPLAR SPECIAL FIGHTERS** +25 AP PER SPECIAL FIGHTER



ABILITIES

War Fury Re-roll failures on Attack tests once more.

0-1 CHAPLAIN

Call the *Avenging Arm of Merin* miracle (5 faith points) before resolving a Strength test.

4 Unit gains *Sacred Weapon*: read the required result for the unit's Strength tests 1 column to the right on the resolution table.


0-1 MUSICIAN

Can use the *Revenge!* tactic: after performing an assault, fighters still in contact with enemies resolve a new combat (no charging bonus). Can only be used once per round.

0-1 STANDARD BEARERS

Unit gets +2 Courage .

8 **FUSILIERS** STD 375 AP +50 PER EXTRA FIGHTER




10 3 3 3

1 3 3

1 7 6

8 **SPEARMEN** STD 400 AP +50 PER EXTRA FIGHTER




10 5 7 3

1 5 5

EQUIPMENT

Spear May attack engaged fighter the spearman is in contact with *and* those within 3cm.

15 **SPEARMEN** MAX 750 AP



10 5 7 3

1 5 5

EQUIPMENT

Spear May attack engaged enemies the fighter is in contact with *and* those within 3cm.

0-3 **SPEARMEN SPECIAL FIGHTERS** +25 AP PER SPECIAL FIGHTER



EQUIPMENT

Spear May attack engaged enemies the fighter is in contact with *and* those within 3cm.

0-1 CLERIC

Call the *Divine Healing* miracle (5 faith points) before a Strength test is taken against the unit.

4 Unit gains *Heal* for next Strength test: say a short prayer, loudly and clearly, to Merin. Roll 1 die for every damage point inflicted; a or cancels it.

0-1 MUSICIAN

If the unit is in close formation, it can use the *Tortoise Formation!* tactic: read the required result for Attack tests taken against the unit 1 column to the left on the resolution table.

0-1 STANDARD BEARER

Unit gets +2 Courage .

12 **FUSILIERS** MAX 550 AP



10 3 3 3

1 3 3

1 7 6

STD 325 AP +85 PER EXTRA FIGHTER

4 PRAETORIAN GUARD



10	3	9	5
----	---	---	---



1	5	9
---	---	---

ABILITIES

Hyperian Courage tests are automatically successful. The unit's Courage (C) value is considered a Fear (F) value by fighters with a Fear (F) value.

Master Strike If at least 1 member of the unit does not move during its activation, add Attack (X) to Strength (S) on ———— Strength (S) tests.

MAX 575 AP

7 PRAETORIAN GUARD



10	3	9	5
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1	5	9
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ABILITIES

Hyperian Courage tests are automatically successful. The unit's Courage (C) value is considered a Fear (F) value by fighters with a Fear (F) value.

Master Strike If at least 1 member of the unit does not move during its activation, add Attack (X) to Strength (S) on ———— Strength (S) tests.

+25 AP PER SPECIAL FIGHTER

0-3 PRAETORIAN GUARD SPECIAL FIGHTERS



ABILITIES

Hyperian Courage (C) tests are automatically successful. The unit's Courage (C) is considered Fear (F) (F) by fighters with Fear (F).

Master Strike If at least 1 member of the unit does not move during its activation, add Attack (X) to Strength (S) on ———— Strength (S) tests.

0-1 CHAPLAIN

6 Exorcist Call the *Mystic Purge* miracle (5 faith points) on a unit engaged with this one: 1 of their abilities is lost until the next Control phase.

0-1 MUSICIAN

During company building, the unit can include any Incarnate. It can also use the *Guards!* tactic: once per round 1 of the unit's fighters may swap places with the Incarnate.

0-1 STANDARD BEARER

Unit gets +2 Courage (C).

STD 275 AP

6 DEMON HUNTERS

**



10	3	3	3
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1	5	5
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1	3	4
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ABILITIES

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

HVY CAVALRY STD 525 AP +175 PER EXTRA

3 KNIGHTS OF REDEMPTION

**



15	5	7	5
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2	5	6
---	---	---

EQUIPMENT

Lance May attack engaged enemies the fighter is in contact with and those within 3cm.

ABILITIES

Disengagement Not eliminated when disengaging.


Charges Does not need greater Power to charge. Adds Attack (X) to Strength (S) to resolve Strength (S) tests when charging.

War Fury Re-roll failures on ———— Attack (X) tests once more.


HVY CAVALRY MAX 875 AP

5 KNIGHTS OF REDEMPTION

**



15	5	7	5
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2	5	6
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EQUIPMENT

Lance May attack engaged enemies the fighter is in contact with and those within 3cm.

ABILITIES

Disengagement Not eliminated when disengaging.

Charges Does not need greater Power to charge. Adds Attack (X) to Strength (S) to resolve Strength (S) tests when charging.

War Fury Re-roll failures on ———— Attack (X) tests once more.

HVY CAVALRY +25 AP PER SPECIAL FIGHTER

0-2 KNIGHTS OF REDEMPTION SPECIAL FIGHTERS

**



EQUIPMENT

Lance May attack engaged enemies the fighter is in contact with and those within 3cm.

ABILITIES

Disengagement Not eliminated when disengaging.

Charges Does not need greater Power to charge. Adds Attack (X) to Strength (S) to resolve Strength (S) tests when charging.

War Fury Re-roll failures on ———— Attack (X) tests once more.

0-1 MUSICIAN

If the unit is in close formation, it can use the *Trampling!* tactic: when it moves, the unit can ignore 1 enemy unit with fewer members than its own.

0-1 STANDARD BEARER

Unit gets +2 Courage (C).

STD 325 AP

4 EXECUTIONERS



10	5	4	5
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2	7	5
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ABILITIES

Assassin (A), (B) and (C) results are read as (A) for ———— Strength (S) tests.

Fierce An Executioner who loses his last health point is not removed from the battlefield until the end of the phase.

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STD 275 AP (CANNON + CREW)

CANNON

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
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ABILITIES

Perforating Shot

Cannon shots can eliminate more enemies than there are shooters.

Fixed artillery

When the cannon is fired, roll as many dice as the Dice  value multiplied by the number of crewmen.

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STD 550 AP

GRIFFIN

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6 MINELAYERS

STD 300 AP +50 PER EXTRA FIGHTER



ABILITIES

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

9 MINELAYERS

MAX 425 AP



ABILITIES

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

6 WITCH HUNTERS

STD 375 AP +65 PER EXTRA FIGHTER



ABILITIES

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

RITUAL

Igneous Bullet 3 faith points. A witch hunter can cast this spell before resolving a \rightarrow combat Strength test. The shot benefits from the *Sacred Weapon* effect: read the required result for the test 1 column to the right on the resolution table.

9 WITCH HUNTERS

MAX 575 AP



ABILITIES

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

SPELL

Igneous Bullet 3 faith points. A witch hunter can cast this spell before resolving a \rightarrow combat Strength test. The shot benefits from the *Sacred Weapon* effect: read the required result for the test 1 column to the right on the resolution table.

6 THALLION

STD 300 AP +50 PER EXTRA FIGHTER



ABILITIES

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

9 THALLION

MAX 450 AP

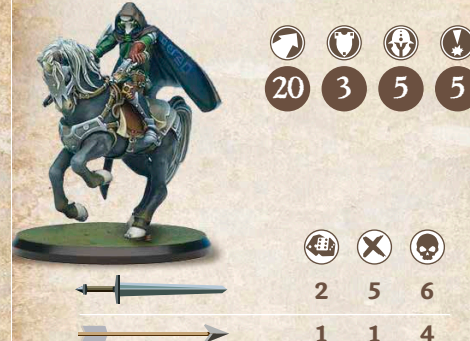


ABILITIES

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

3 THALLION RIDERS

LIGHT CAVALRY STD 550 AP +190 PER EXTRA



ABILITIES

Disengagement Not eliminated when disengaging.

Charges Does not need greater Power to charge.

Leap Can jump over or on top of obstacles shorter than themselves without any penalties.

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

6 THALLION RIDERS

LIGHT CAVALRY MAX 1100 AP



ABILITIES

Disengagement Not eliminated when disengaging.

Charges Does not need greater Power to charge.

Leap Can jump over or on top of obstacles shorter than themselves without any penalties.

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

8 DUELLISTS

STD 375 AP +50 PER EXTRA FIGHTER



10 3 4 3

2 5 5

12 DUELLISTS

MAX 575 AP



10 3 4 3

2 5 5

6 KNIGHTS OF HOD

STD 400 AP +70 PER EXTRA FIGHTER



10 3 7 3

2 5 5

9 KNIGHTS OF HOD

MAX 600 AP



10 3 7 3

2 5 5

ABILITIES

War Fury Re-roll failures on Attack tests once more.

ABILITIES

War Fury Re-roll failures on Attack tests once more.

8 CONSCRIPTS

STD 375 AP +50 PER EXTRA FIGHTER



10 5 7 3

1 5 5

15 CONSCRIPTS

MAX 700 AP



10 5 7 3

1 5 5

0-2 CONSCRIPTS SPECIAL FIGHTERS

+25 AP PER SPECIAL FIGHTER



4 PURIFIERS

STD 425 AP



10 5 5 5

2 7 5

2 3 4

0-1 MUSICIAN

Can use the **War Fury** tactic: re-roll failures on Attack tests once more.

0-1 STANDARD BEARER

Unit gets +2 Courage .

ABILITIES

Feint The enemy never gets any bonus dice on his Attack tests when attacking Purifiers.

Instinctive Shot The fighter can shoot at engaged enemies.

ARTIFACT
BATTLE
CENSER



Artifacts are military and ceremonial items invested with the faith of their owner and sacred to Akkylannians. The warriors who are entrusted with them would give up their lives rather than see them fall into enemy hands.

The Power of the Incarnate's unit is always considered to be greater than that of the assaulted unit it charges.

ARTIFACT
CODEx OF
MERIN



Artifacts are military and ceremonial items invested with the faith of their owner and sacred to Akkylannians. The warriors who are entrusted with them would give up their lives rather than see them fall into enemy hands.

If it includes a Faithful, the Incarnate's unit gains 5 extra faith points each round.

ARTIFACT
CONSECRATED
PISTOLS



Artifacts are military and ceremonial items invested with the faith of their owner and sacred to Akkylannians. The warriors who are entrusted with them would give up their lives rather than see them fall into enemy hands.

The Incarnate's shots gain **Sacred Weapon**: when resolving a combat Strength test, read the required result 1 column to the right on the resolution table.

ARTIFACT
CROSS OF THE
GRIFFIN



Artifacts are military and ceremonial items invested with the faith of their owner and sacred to Akkylannians. The warriors who are entrusted with them would give up their lives rather than see them fall into enemy hands.

The Incarnate's unit gains **Bravery**: failures on Courage tests are re-rolled once more.

ARTIFACT
IMPERIAL SEAL



Artifacts are military and ceremonial items invested with the faith of their owner and sacred to Akkylannians. The warriors who are entrusted with them would give up their lives rather than see them fall into enemy hands.

The Incarnate's Authority oppositions are resolved rolling 1 bonus die. Keep the best result.

ARTIFACT
ASHES OF
KELGAR



Artifacts are military and ceremonial items invested with the faith of their owner and sacred to Akkylannians.

The use of *Ashes of Kelgar* may be announced once per round, during the Incarnate's activation. The Incarnate successfully casts a *Pillar of Fire* ritual, even if he is not a magician. No mana points are spent and the ritual cannot be countered.

ARTIFACT
BLAZING ICON



Artifacts are military and ceremonial items invested with the faith of their owner and sacred to Akkylannians.

The Incarnate's unit automatically succeeds its Courage tests.

ARTIFACT
SCEPTER OF
SUBMISSION



Artifacts are military and ceremonial items invested with the faith of their owner and sacred to Akkylannians.

The Incarnate's Courage value becomes a Fear value.

ARTIFACT
CODEx OF
ARCAVIUS



Artifacts are military and ceremonial items invested with the faith of their owner and sacred to Akkylannians.

The Incarnate gains one value 1 communion, one value 2 communion and one value 3 communion.

ARTIFACT
SUPREME ARMOR
OF THE GRIFFIN



Artifacts are military and ceremonial items invested with the faith of their owner and sacred to Akkylannians.

Strength tests taken against the Incarnate always have a result of .

ARTIFACT
CHASTISEMENT



When he is equipped with this artifact, Abel is a faithful of the cult of Merin with Fervor 4. He can call the *Divine Healing* miracle just before the resolution of a Strength test taken against his unit: the unit gains the *Heal* ability for the test.

Say a short prayer, loudly and clearly, to Merin. Roll 1 die for every damage point suffered by the fighters in the unit. Each or cancels a damage point.

ABEL

ARTIFACT
SEAL OF THE
TEMPLE



Each templar commander has his own seal, a symbol of his authority used to authenticate letters and orders, notably when a company needs to be raised. It allows him to request the help of another commander of the Temple.

Thurbard's company can include a unit whose rank does not correspond to the order of the banners.

THURBARD

ARTIFACT
FATAL FLAIL:
SUPREME ANGER



It was there, standing on the dead, that Kyrus was incarnated and some of his power soaked into the flail he was swinging.

Kyrus can use this power once per activation.

All the fighters within 3 cm of Kyrus suffer a Strength ⚔️ test whose action value is equal to Kyrus' Strength ⚔️.

KYRUS

ARTIFACT
FATAL FLAIL:
BLOODTHIRST



It was there, standing on the dead, that Kyrus was incarnated and some of his power soaked into the flail he was swinging.

Kyrus gains *Implacable*: after performing an assault, if he is still in contact with enemies he resolves a new combat. He no longer gets the bonus for charging.

This ability can only be used once per round.

KYRUS

ARTIFACT
EMBLEM OF
FELICITY



Sered has kept the artifact given to him by the angels of Light. It is sometimes possible to see hints of their silhouettes hovering above the commander.

Sered gains *Insensitive*: when a unit containing an Insensitive is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

SERED

ARTIFACT
PILLAR OF
SEVERITY



Sered was presented the hammer of Zelios by Aerth himself, who had found it near Luonercus.

Thus equipped he must avenge the memory of Zelios, he who inspired the works of Dirz.

Failures on Sered's Strength ⚔️ tests may be re-rolled once more.

SERED

ARTIFACT
SEAL OF THE
TEMPLE



Each templar commander has his own seal, a symbol of his authority used to authenticate letters and orders, notably when a company needs to be raised. It allows him to request the help of another commander of the Temple.

Sered's company can include a unit whose rank does not correspond to the order of the banners.

SERED

ARTIFACT
SEAL OF THE
TEMPLE



Each templar commander has his own seal, a symbol of his authority used to authenticate letters and orders, notably when a company needs to be raised. It allows him to request the help of another commander of the Temple.

Tarkhyn's company can include a unit whose rank does not correspond to the order of the banners.

TARKHYN

ARTIFACT
SACRED PHOENIX:
MYSTIC POWER



Melkion shares a symbiotic relationship with his sacred phoenix. Essentially magical, this elemental creature shares its mystic power with the magician.

Melkion gains one value 3 ritual.

MELKION

ARTIFACT
SACRED PHOENIX:
MYSTIC FERVOR



Just as when they first met, Melkion can read in the flames of the phoenix the secrets connecting magic and divination.

Melkion can cancel miracles with mana points.

MELKION

ARTIFACT
SEAL OF THE
TEMPLE



Each templar commander has his own seal, a symbol of his authority used to authenticate letters and orders, notably when a company needs to be raised. It allows him to request the help of another commander of the Temple.

Arkhos's company can include a unit whose rank does not correspond to the order of the banners.

ARKHOS

ARTIFACT
HAUTECLAIRE:
DIVINE DESIGN



Mirá was incarnated at the moment she took her destiny into her own hands along with the sword Hauteclaire.

Resurrecting Mirá costs 2 Elixir points.

MIRÁ

ARTIFACT
HAUTECLAIRE:
FIRE OF MERIN



Hauteclaire's blade burns bright.

Failures on Mirá's Strength ⚔️ tests may be re-rolled once more.

MIRÁ

ARTIFACT
HAUTECLAIRE:
JUSTICE OF FIRE



Hauteclaire triggers a wave of magical flames.

During her activation, once per round, Mirá can inflict a Strength ⚔️ test with an action value equal to her Fervor ⚔️ on all enemy fighters in contact with her unit.

MIRÁ

COMMUNION
AVENGING
ARM OF MERIN



Faith 10 Difficulty 5

Cult: Merin
Element: Destruction
Target: Unit
Duration: Round

The fighters in the targeted unit gain *Sacred Armor*: read the required result on this round's Strength tests taken against them 1 column to the left on the resolution table.

COMMUNION
DIVINE
HOSPICE



Faith 10 Difficulty 5

Cult: Merin
Element: Creation
Target: Unit
Duration: Round

The targeted unit's fighters gain *Regeneration*: roll as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses. Each or cancels a damage point.

COMMUNION
DIVINE
IRE



Faith 10 Difficulty 5

Cult: Merin
Element: Destruction
Target: Unit
Duration: Round

The fighters in the targeted unit suffer as many damage points as they inflict. The losses are removed by the player whose company called this communion.

COMMUNION
REVENGE OF
THE TEMPLE



Faith 10 Difficulty 5

Cult: Merin
Element: Destruction
Target: Unit
Duration: Round

The targeted unit gains *Master Strike*: if at least 1 of its fighters has not moved during the unit's activation, the fighters add their Attack to their Strength for this round's Strength tests.

COMMUNION
SENTENCE OF
THE CONDEMNED



Faith 5 Difficulty 5

Cult: Merin
Element: Alteration
Target: Unit
Duration: Round

The shots of the targeted unit are not affected by the interference rule.

COMMUNION
BURNING OF
THE INFIDELS



Faith 10 Difficulty 7

Cult: Merin
Element: Destruction
Target: Fighter
Duration: Instantaneous

The fighters in the targeted unit suffer a Strength test with an action value of 10.

COMMUNION
DIVINE
MESSENGER



Faith 5 Difficulty 7

Cult: Merin
Element: Alteration
Target: Company
Duration: Round

You can redistribute faith points among the faith pools of your units containing **faithful** fighters.

COMMUNION
SHIELD OF
MERIN



Faith 10 Difficulty 7

Cult: Merin
Element: Creation
Target: Unit
Duration: Round

The fighters in the targeted unit gain *Insensitive*: when targeted by a miracle, spell, communion or ritual, the player chooses if the unit is affected or not.

COMMUNION
DIVINE
LEADERSHIP



Faith 10 Difficulty 5

Cult: Merin
Element: Alteration
Target: Unit
Duration: Round

For the next round, no matter which of your cards come up in the activation sequence, you may activate your units in whatever order you wish.

COMMUNION
MERIN'S
BLESSING



Faith 15 Difficulty 9

Cult: Merin
Element: Creation
Target: Unit
Duration: Round

The result for Strength tests taken against the targeted unit is read as .

ARTIFACT
SEAL OF THE
PATRIARCH



To thank him for the attachment their commander has for them, the templars of the North presented Thurbard with a special insignia as a testimony to their gratitude. The tacit pact this seal guarantees gives him strange magical powers.

When Thurbard's unit wants to assault a unit already engaged by Templars of the North, his unit's Movement increases by 5 points.

THURBARD

ARTIFACT
VIGILANTE:
ARM OF JUSTICE



Severian chose to keep the broken sword of the templar commander at the battle at Kaiber, so that he would never forget his duty. Guided by his ideals and letting go of his criminal life, Severian named his sword "Vigilante".

Failures on Severian's Attack tests may be re-rolled once more.

SEVERIAN

RITUAL BURN OF STEEL



Mana **10** Difficulty **5**

Path: Theurgy
Element: Fire
Target: Unit
Duration: Round

When a fighter in the targeted unit rolls a Strength ⚔ test, read the required result 1 column to the right on the resolution table.

RITUAL FIREBALL



Mana **10** Difficulty **5**

Path: Theurgy
Element: Fire
Target: Unit
Duration: Instantaneous

The fighters in the targeted unit each suffer a Strength ⚔ test with an action value of 4. The fighters closest to the caster are eliminated first.

RITUAL STRATEGIC AWARENESS



Mana **5** Difficulty **5**

Path: Theurgy
Element: Light
Target: Incarnate
Duration: Special

If the Incarnate's Authority ⚔ is used to resolve the Authority opposition for the coming round, the player rolls a bonus die and keeps the best result.

RITUAL WALL OF FLAMES



Mana **5** Difficulty **5**

Path: Theurgy
Element: Fire
Target: Special
Duration: Round

Put a spare card facedown on the battlefield in the magician's line of sight, representing a wall of flames. It cannot be placed on a unit. The wall of flames cannot be crossed in any way and blocks line of sight.

RITUAL WILL OF MERIN



Mana **10** Difficulty **5**

Path: Theurgy
Element: Light
Target: Unit
Duration: Round

The targeted unit gains *Bravery*: failures on the unit's Courage tests are re-rolled once more.

RITUAL CLEANSING FIRE



Mana **15** Difficulty **7**

Path: Theurgy
Element: Fire
Target: Unit
Duration: Instantaneous

The fighters in the targeted unit suffer a Strength ⚔ test with an action value of 4. Any mystic effects being applied to this unit are dispelled. The fighters closest to the caster are eliminated first.

RITUAL DIVINE PROTECTION



Mana **15** Difficulty **7**

Path: Theurgy
Element: Light
Target: Unit
Duration: Round

The fighters in the targeted unit gain *Sacred Armor*: read the required result for Strength ⚔ tests taken against them 1 column to the left on the resolution table.

RITUAL PILLAR OF FIRE



Mana **15** Difficulty **7**

Path: Theurgy
Element: Fire
Target: Unit
Duration: Instantaneous

The fighters in the targeted unit each suffer a Strength ⚔ test with an action value of 6. The fighters closest to the caster are eliminated first.

RITUAL DIVINE LIGHT



Mana **20** Difficulty **9**

Path: Theurgy
Element: Light
Target: Company
Duration: Round

The morale status of all of the targeted company's fighters becomes *valiant*. Any Courage tests they are required to take are automatically successful.

RITUAL METEORS



Mana **20** Difficulty **9**


Path: Theurgy
Element: Fire
Target: Unit
Duration: Round

The fighters in the targeted unit each suffer a Strength ⚔ test with an action value of 8. Survivors are *grounded*: when they are next activated they can do nothing except stand up. Fighters closest to the caster are eliminated first.

ARTIFACT VIGILANTE: LEX TALIONIS



Severian named his sword "Vigilante".

Severian gains the *Counter attack* ability: he gets 1 combat die for each failure obtained by his enemy in a  Attack ⚔ test against him.

If not eliminated, he uses these dice once the enemy's attacks have been resolved, as if his unit had been activated.

SEVERIAN

ARTIFACT VIGILANTE: SAINT ANGER



Severian chose to keep the broken sword of the templar commander at the battle at Kaiber, so that he would never forget his duty. Guided by his ideals and letting go of his criminal life, Severian named his sword "Vigilante".

Severian may use *War Fury*: re-roll failures on bonus dice.

SEVERIAN



