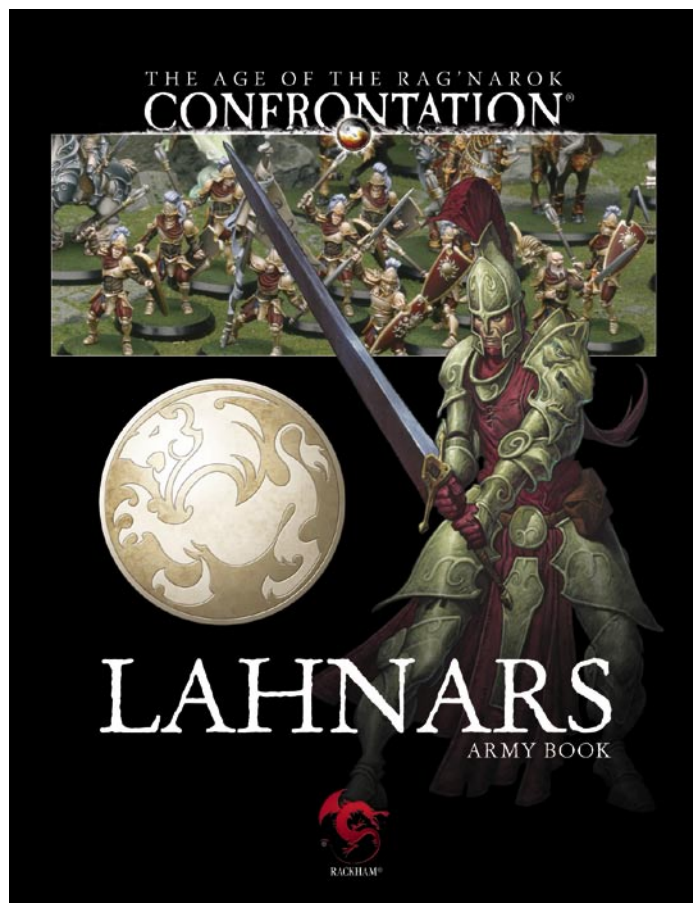


THE AGE OF THE RAG'NAROK CONFRONTATION®

THE LION ARMY



IMPORTANT

This gaming aid requires the Army Book presented above.

ABILITIES

Catalyst: The fighter's Energy ⚡ tests are resolved rolling one bonus die. The player keeps the best.

Heal: The player can attempt to save one or several members of his unit just after they have suffered a Strength 🗡️ test. He must then say a short prayer loud and clear to the tutelary god of his army. He rolls one die for every damage point inflicted to the fighters in the unit. Each 🎲 or 🎲 cancels a damage point.

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.

Immortal: Immortal creature are affected by particular game effects.

Magister: Failures on Energy tests have to be re-rolled once more.

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.

Sequence: Each 🎲 or 🎲 obtained on a 🗡️ Attack test gives one bonus die.

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

Sharp shooter: On 🗡️ Strength tests, 🎲 +, 🎲 and 🎲 results are read as 🎲 +

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.



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.

Alahel: 2

Aldenyss: 2

Arakan: 2

Dragan d'Orianthe: 2

Migaïl: 1

Mirvilis d'Allmoon: 3

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:

Migaïl: Magician (Hermetism/Light)

Mirvilis d'Allmoon: Magician (Hermetism/Air, Water and Light)

Finally, the costs to resurrect each Incarnate are listed. This is also the number of Elixir points gained by the opponent when one of his Incarnates eliminates the Incarnate.

Alahel: 4

Aldenyss: 3

Arakan: 3

Dragan d'Orianthe: 9

Migaïl: 4

Mirvilis d'Allmoon : 7

ARTIFACTS

ARMOR OF ALLMOON

Value: 1

The Incarnate and his unit gain the "Insensitive" ability: when 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.

SPELLBOOK

SELENITE MASK

Path: Hermetism.

Element: Water

Value: 1

Mana: 5

Difficulty: 5

Target: Unit

Duration: Round

Any shot directed at the targeted unit suffers from interference.

WALL OF ICE

Path: Hermetism.

Element: Water.

Value: 1

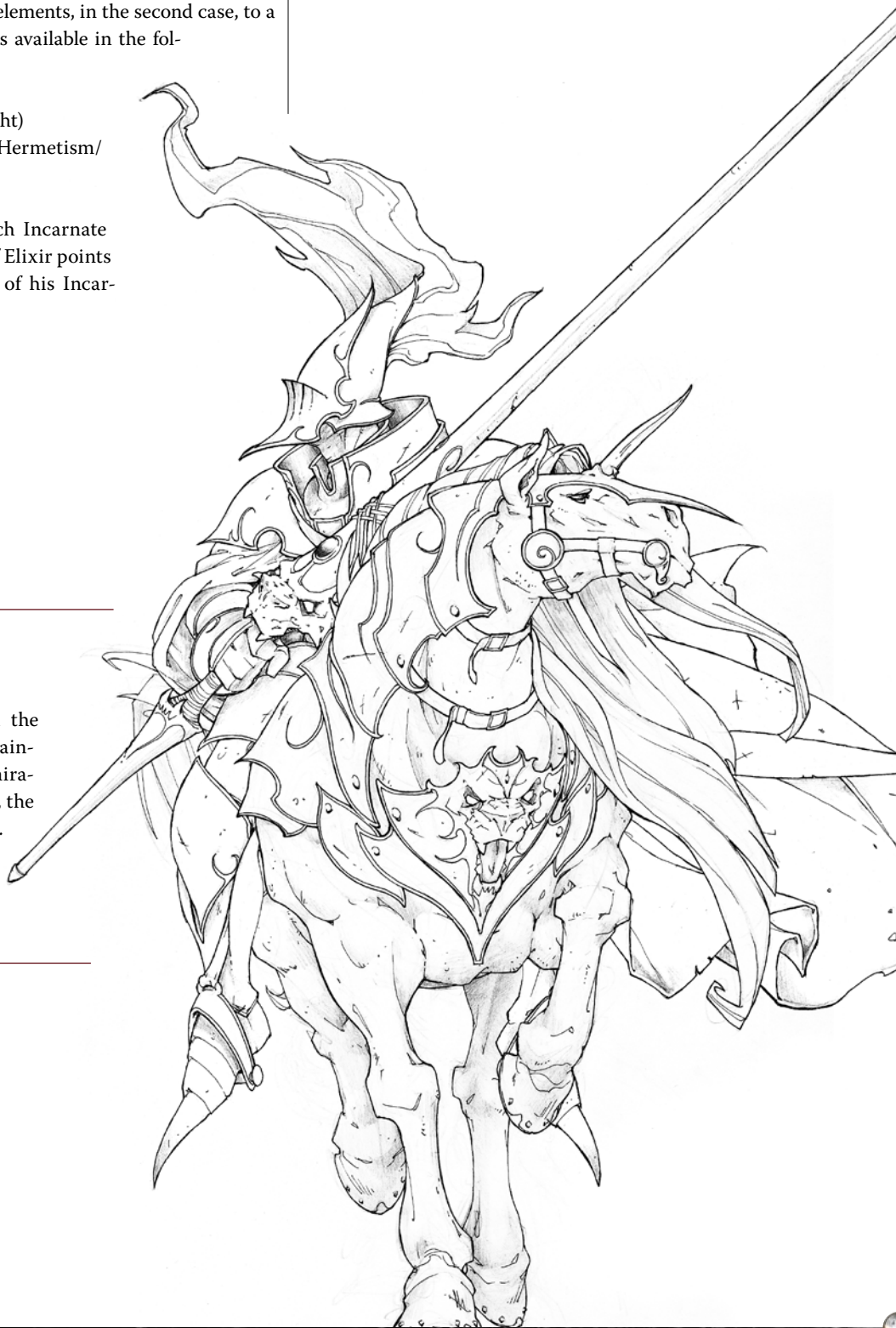
Mana: 5

Difficulty: 5

Target: Special

Duration: Round

The player puts a spare card face down on the battlefield somewhere the magician can see. It cannot be placed on a unit. This card represents a wall of ice. It cannot be crossed in anyway and it blocks lines of sight.



WORD OF CONFUSION

Path: Hermetism.

Element: Water

Value: 2

Mana: 10

Difficulty: 6

Target: Special

Duration: Instantaneous

No target is necessary to cast this ritual. The player swaps the first card in his opponent's activation sequence with the last, or replaces his opponent's reserved card into the activation sequence.

GIFT OF THE MOON

Path: Hermetism.

Element: Water

Value: 3

Mana: 15

Difficulty: 8

Target: Unit

Duration: Round

When the targeted unit is activated it will be controlled by the player who called this miracle, but remains considered as an enemy unit. The unit cannot voluntarily leave the battlefield



Name	Category	Rank	HP	MOV	DEF	RES	C/P	D6 (HTH)	ATT hth	STR hth	D6 (ranged)	ATT ranged	STR ranged	AUT	ENE	FER	Abilities
Emissary of Light	Creature	2	1	10	3	3	3	1	3	3					4		(Gift of the Lion), Heal, Immortal
Unicorn	Creature	3	2	15	7	5	5	2	7	6					6		(Gift of the Lion), Hyperian, Heal, Immortal
Alahel	Infantry	2	4	10	3	5	5	3	5	5	1	5	4	3			(Gift of the Lion), Sharp shooter
Aldenyss	Infantry	2	4	10	3	4	6	2	5	5	1	3	4	3			(Gift of the Lion), Scout
Arakan	Infantry	2	4	10	5	4	5	2	5	5	1	5	4	3			(Gift of the Lion), Scout, (sacred pistol)
Dragan d'Orianthe	Cavalry	3	4	15	5	9	9	3	5	8				5			(Gift of the Lion, Heavy cavalry), Sequence, Hyperian, Strategist
Migail	Infantry	1	4	10	3	3	5	2	5	7				3	4		(Gift of the Lion)
Mirvilis	Infantry	3	4	10	5	7	7	2	7	5				5	8		(Gift of the Lion), Hyperian, Magister

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
Emissary of Light	6	350			9	550			65	Emissary of Light
Unicorn	1	200								Unicorn
Alahel	1	195								Alahel the Messenger
Aldenyss	1	155								Aldenyss the Quiet
Arakan	1	185								Arakan the Just
Dragan d'Orianthe	1	470								Dragan d'Orianthe
Migail	1	180								Migail the Selenite
Mirvilis	1	340								Mirvilis d'Allmoon