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

I'm Peter (Universal Head). For 10 years I've been hosting my famous rules summaries and entertaining, informative videos about games on the EOG.

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v3.3

Jul 2022

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

Publisher: **Rackham Entertainment (2006)**

LION 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

Many thanks to Samuel Moreno for the Cynwäll Wyrn stats.

The Wyrn really goes with the Cynwäll Elves army, but it's been put with the Lion faction as they don't have a titan. As noted on the card, treat it as an ALLY.

The Royal Guard 'Herald of Arin' is actually an angel miniature; but since this miniature was never given stats, and there is no existing Herald figure for the Royal Guard, it's been used in that spot instead.

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
LION: BARONY OF DORIMAN



GIFT OF THE LION

Failures on Courage (C) tests rolled by fighters can be re-rolled once more. When possible, you may wait to determine if the test succeeds or not before spending Elixir.

ADVANTAGE

Brutality requires strength ... Your units obtain 1 additional success on their Strength (S) tests, even if they would otherwise have obtained none.

DISADVANTAGE

... but no subtlety. You cannot put cards in reserve.

ORDER OF THE BANNERS

Infantry unit (C) (★★)!

Infantry unit (C) (★ / ★★)

Cavalry or War Machine unit (C) / (C) (★★ / ★★★)

Infantry or Cavalry unit (C) / (C) (★ / ★★★)

Creature or War Machine unit (C) / (C) (★ / ★★ / ★★★)

Order of the Banners
LION: BARONY OF ICQUOR



GIFT OF THE LION

Failures on Courage (C) tests rolled by fighters can be re-rolled once more. When possible, you may wait to determine if the test succeeds or not before spending Elixir.

ADVANTAGE

In addition to their original category, all your fighters gain the *Creature* category and the advantages associated with it.

DISADVANTAGE

When your company reaches 0 Elixir points, it returns to its beastly nature and loses the game.

ORDER OF THE BANNERS

Infantry unit (C) (★)!

Infantry or Creature unit (C) / (C) (★ / ★★)

Infantry or Cavalry unit (C) / (C) (★★ / ★★★)

Titan or Creature unit (C) / (C) (★★ / ★★★)

Creature or War Machine unit (C) / (C) (★ / ★★ / ★★★)

Order of the Banners
LION: STANDARD BANNER



GIFT OF THE LION

Failures on Courage (C) tests rolled by fighters can be re-rolled once more. When possible, you may wait to determine if the test succeeds or not before spending Elixir.

ORDER OF THE BANNERS

Infantry unit (C) (★)!

Infantry unit (C) (★ / ★★)

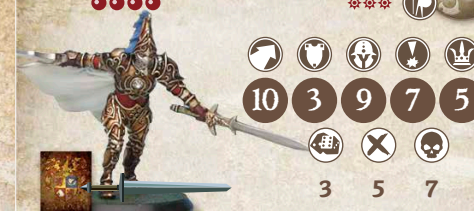
Infantry unit (C) (★★ / ★★★)

Cavalry or Creature unit (C) / (C) (★★★)

Infantry or War Machine unit

(C) / (C) (★ / ★★)

INCARNATE 330 AP
1 VALDENAR DE DORIMAN



Can be added to any Paladin or Royal Guard unit.

Resurrect/Duel: 7 Elixir pts

Artifacts: 3 pts

EQUIPMENT

Sacred Weapon Read the required result for Strength (S) tests 1 column to the right on the resolution table.

Sacred Armor Read the required result for Strength (S) tests taken against Valdenar 1 column to the left.

ABILITIES

Hard Boiled An opponent never gets any bonus dice on his Strength (S) tests taken against Valdenar.

Hyperian The Courage (C) tests of a unit containing Valdenar automatically succeed. Also, the unit's Courage value is considered a Fear (F) value by *frightening* fighters.

FEAT

Moment of Bravery Spend 1 Elixir point when Valdenar takes a test to add his Courage (C) to the action value.

Order of the Banners
LION: BARONY OF KALLIENNE



GIFT OF THE LION

Failures on Courage (C) tests rolled by fighters can be re-rolled once more. When possible, you may wait to determine if the test succeeds or not before spending Elixir.

ADVANTAGE

Bravado! You gain 3 extra Elixir points each time one of your units eliminates an enemy Incarnate, even when your unit does not include an Incarnate itself.

DISADVANTAGE

Chivalry at its finest! You inflict neither losses nor damage points to routing or fleeing units.

ORDER OF THE BANNERS

Infantry unit (C) (★★)!

Infantry unit (C) (★ / ★★)

Infantry or Cavalry unit (C) / (C) (★★ / ★★★)

Infantry or Titan unit (C) / (C) (★ / ★★★)

Cavalry or Creature unit (C) / (C) (★ / ★★ / ★★★)

Order of the Banners
LION: BARONY OF MANILIA



GIFT OF THE LION

Failures on Courage (C) tests rolled by fighters can be re-rolled once more. When possible, you may wait to determine if the test succeeds or not before spending Elixir.

ADVANTAGE

The dauntlessness of Manilians will make them legendary! At the end of each round, you earn as many Elixir points as there are units engaged with enemy units.

DISADVANTAGE

Only a coward could survive the shame! A Manilian unit that disengages is destroyed.

ORDER OF THE BANNERS

Infantry unit (C) (★★)!

Infantry unit (C) (★ / ★★)

Infantry or Cavalry unit (C) / (C) (★★ / ★★★)

Infantry or Cavalry unit (C) / (C) (★★ / ★★★)

Creature or War Machine unit (C) / (C) (★ / ★★ / ★★★)

INCARNATE 145 AP
1 AGONN



Can be added to any Rank 1 Lion unit.

Resurrect/Duel: 3 Elixir pts

Artifacts: 1 pt

FEAT

Moment of Bravery Spend 1 Elixir point when Agonn takes a test to add his Courage (C) to the action value.

INCARNATE 520 AP
1 THE CHIMERA



The Chimera is a unit of her own.

Resurrect/Duel: 11 Elixir pts

Artifacts: 3 pts

ABILITIES

Flight Ignores obstacles and miniatures when moving, and is always in scattered formation.

Hyperian The Courage (C) tests of a unit including the Chimera are automatically successful. Also, the unit's Courage value is considered a Fear (F) value by *frightening* fighters.

Immortal Affected by particular game effects.

Magister Energy (E) test failures must be re-rolled once more.

The Thousand Faces of the Chimera 5 mana points. This spell can be cast at the beginning of her activation. Until the end of the round, she is brought back into the game in contact with any Lion-friendly Incarnate when she loses her last health point. If she does not fit on the table, the spell has no effect. She returns with all her health points and attributes.

1 INCARNATE FAITHFUL 135 AP
MISAN
●●●●



10 3 3 5 3 3

2 3 3

Can be added to any Lion unit.


Resurrect/Duel: 3 Elixir pts **Artifacts/Communions:** 1 pt

Aspects: Cult of Paragon / Alteration, Creation & Destruction

FEAT

Moment of Bravery Spend 1 Elixir point when the Incarnate takes a test to add his Courage (♣) to the action value.

1 INCARNATE 285 AP
THE RED LIONESS
●●●●




10 5 7 9 5

2 7 7



Can be added to any Lion unit.



Resurrect/Duel: 6 Elixir pts **Artifacts:** 3 pts

EQUIPMENT

Sacred Weapon Read the required result for  Strength (♣) tests 1 column to the right on the resolution table.

ABILITIES


Counter-Attack If not eliminated, take 1 combat die for each failure in a  Attack (X) test against her and, once the enemy's attacks are resolved, use them to perform a  Attack (X) test as if she had been activated.

Heal To save 1 or more members of The Red Lioness's unit just after they have suffered a Strength (♣) test, say a short prayer loud and clear to the god of the army, then roll 1 die for every damage point inflicted. Each  or  cancels a damage point.

FEAT

Moment of Bravery Spend 1 Elixir point when The Red Lioness takes a test to add her Courage (♣) to the action value.

1 INCARNATE 170 AP
DANIL THE BRAVE
●●●●



10 5 7 5 3

2 5 5


Can be added to any Paladin unit.

Resurrect/Duel: 3 Elixir pts **Artifacts:** 2 pts

EQUIPMENT

Sacred Weapon Read the required result for  Strength (♣) tests 1 column to the right on the resolution table.

ABILITIES

Heal To save 1 or more members of Danil's unit just after they have suffered a Strength (♣) test, say a short prayer loud and clear to the god of the army, then roll 1 die for every damage point inflicted. Each  or  cancels a damage point.

FEAT

Moment of Bravery Spend 1 Elixir point when Danil takes a test to add his Courage (♣) to the action value.

1 INCARNATE 210 AP
KELGAR DE VALADY
●●●●



10 3 7 5 5

2 5 7

Can be added to any Lion unit.

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

EQUIPMENT

Sacred Weapon Read the required result for  Strength (♣) tests 1 column to the right on the resolution table.

ABILITIES

Heal To save 1 or more members of Kelgar's unit just after they have suffered a Strength (♣) test, say a short prayer loud and clear to the god of the army, then roll 1 die for every damage point inflicted. Each  or  cancels a damage point.

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

FEAT

Moment of Bravery Spend 1 Elixir point when Kelgar takes a test to add his Courage (♣) to the action value.

1 INCARNATE MAGICIAN 245 AP
SARDAR TILLIUS
●●●●



10 3 6 5 3 6

2 5 7

Can be added to any Lion unit.

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

Elements: Hermetism / Light and Fire

ABILITIES

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

FEAT

Moment of Bravery Spend 1 Elixir point when Sardar takes a test to add his Courage (♣) to the action value.

1 INCARNATE HVY CAVALRY 530 AP
THE RED LIONESS
●●●●



15 7 7 11 5

3 7 8

Can be added to any Lion unit.

Resurrect/Duel: 11 Elixir points **Artifacts:** 3 pts

EQUIPMENT

Sacred Weapon Read the required result for  Strength (♣) tests 1 column to the right on the resolution table.

ABILITIES

Disengagement Not eliminated when disengaging.

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

Reach May attack engaged enemies she is in contact with and those within 3cm.

FEAT

Moment of Bravery Spend 1 Elixir point when The Red Lioness takes a test to add her Courage (♣) to the action value.

1 INCARNATE MAGICIAN 220 AP
CAELIA D'ICQUOR
●●●●



10 3 4 5 3 6

2 3 3

1 5 6

Can be added to any Archer unit.

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

Elements: Hermetism / Fire and Light

ABILITIES

Aim If at least 1 member of Caelia's unit does not move during its activation, add Attack (X) to Strength (♣) on  Strength (♣) tests.

FEAT

Moment of Bravery Spend 1 Elixir point when Caelia takes a test to add her Courage (♣) to the action value.

1 INCARNATE MAGICIAN 280 AP
MELIADOR
●●●●



10 5 3 7 5 8

2 5 3

Can be added to any Lion unit.

Resurrect/Duel: 6 Elixir pts **Artifacts/Rituals:** 3 pts

Elements: Hermetism / Air, Light and Water

ABILITIES

Magister Energy (♣) test failures must be re-rolled once more.

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.

FEAT

Moment of Bravery Spend 1 Elixir point when Meliador takes a test to add his Courage (♣) to the action value.

8

STD 350 AP +45 PER EXTRA FIGHTER

GUARDS

10

5

6

3

1

5

5

15

MAX 650 AP

GUARDS

10

5

6

3

1

5

5

1-4

+25 AP PER SPECIAL FIGHTER

GUARDS
SPECIAL FIGHTERS

1-2 AGENT OF THE CHIMERA

5

mana points. Can cast the *Gift of the Chimera* spell before his unit resolves a test.

4

The 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

If the unit is in close formation at the beginning of its activation and charges, it can use the *Fury of the Lion* tactic: read the required result for the unit's Strength tests 1 column to the right on the resolution table.

0-1 STANDARD BEARER

Standard Bearer Unit gets +2 Courage .

8

STD 300 AP +40 PER EXTRA FIGHTER

ARCHERS

10

3

4

3

1

3

3

8

STD 400 AP +50 PER EXTRA FIGHTER

VALKYRIES

10

3

7

3

1

5

7

15

MAX 750 AP

VALKYRIES

10

3

7

3

1

5

7

1-3

+25 AP PER SPECIAL FIGHTER

VALKYRIES
SPECIAL FIGHTERS

0-1 PYTHIA

5

faith points. Can cast the *Sorority of Paragon* miracle.

3

The unit gains *Fierce* until the end of the round: when a fighter loses her last health point, she is not eliminated immediately. She is only removed from the battlefield at the end of the phase.

0-2 DISCIPLES

Roll 1 extra die per disciple during the unit's Attack tests.

12

MAX 450 AP

ARCHERS

10

3

4

3

1

3

3

EQUIPMENT

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

EQUIPMENT

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

STD 325 AP +55 PER EXTRA FIGHTER

6 PALADINS



10	5	7	3
1	5	5	

EQUIPMENT

Sacred Weapon Read the required result for Strength tests 1 column to the right on the resolution table.

ABILITIES

Heal To save 1 or more members of the unit just after they have suffered a Strength test, say a short prayer loud and clear to the god of the army, then roll 1 die for every damage point inflicted. Each or cancels a damage point.

MAX 475 AP

9 PALADINS



10	5	7	3
1	5	5	

EQUIPMENT

Sacred Weapon Read the required result for Strength tests 1 column to the right on the resolution table.

ABILITIES

Heal To save 1 or more members of the unit just after they have suffered a Strength test, say a short prayer loud and clear to the god of the army, then roll 1 die for every damage point inflicted. Each or cancels a damage point.

+25 AP PER SPECIAL FIGHTER

0-3 PALADINS SPECIAL FIGHTERS



ABILITIES

Heal To save 1 or more members of the unit just after they have suffered a Strength test, say a short prayer loud and clear to the god of the army, then roll 1 die for every damage point inflicted. Each or cancels a damage point.

0-1 HERALD OF ARIN

5 faith points. Can call the *Shield of Light* miracle before an Attack test taken against his unit.

3 Enemy successes obtained on this test are re-rolled 1 additional time.

0-1 MUSICIAN

If the unit is in close formation, it can use the *Wall of Light* tactic: no shot can target the unit until its next activation.

0-1 STANDARD BEARER

Standard Bearer Unit gets +2 Courage .

STD 350 AP +65 PER EXTRA FIGHTER

6 EMISSARY OF LIGHT



10	3	3	3	4
1	3	3		

ABILITIES

Heal To save 1 or more members of the unit just after they have suffered a Strength test, say a short prayer loud and clear to the god of the army, then roll 1 die for every damage point inflicted. Each or cancels a damage point.

Immortal Affected by particular game effects.

STD 275 AP +50 PER EXTRA FIGHTER

6 REAPERS



10	3	4	3
1	5	5	
1	3	4	

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.

MAX 425 AP

9 REAPERS



10	3	4	3
1	5	5	
1	3	4	

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.

+25 AP PER SPECIAL FIGHTER

0-3 REAPERS SPECIAL FIGHTERS



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.

0-2 AGENT OF THE CHIMERA

5 mana points. Can cast the *Gift of the Chimera* spell before his unit resolves a test. The unit gains *Sacred Weapon*: read the required result for the unit's Strength tests 1 column to the right on the resolution table.

4

0-1 FALCONER

When the unit should be deployed, the player can pass. Deploy the unit after all units have been deployed. If several players benefit from this ability, the winner of the Authority test decides who deploys first.

MAX 550 AP

9 EMISSARY OF LIGHT



10	3	3	3	4
1	3	3		

ABILITIES

Heal To save 1 or more members of the unit just after they have suffered a Strength test, say a short prayer loud and clear to the god of the army, then roll 1 die for every damage point inflicted. Each or cancels a damage point.

Immortal Affected by particular game effects.

6 STD 325 AP +50 PER EXTRA FIGHTER
SWORDSMEN



10 3 7 3

1 5 7

ABILITIES

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.

4 STD 350 AP +95 PER EXTRA FIGHTER
ROYAL GUARDS



10 3 9 5

1 5 9

EQUIPMENT

Sacred Weapon Read the required result for ———— Strength (S) tests 1 column to the right on the resolution table.

Sacred Armor Read the required result for Strength (S) tests taken against the Royal Guards 1 column to the left.

ABILITIES

Hard Boiled An opponent never gets any bonus dice on his Strength (S) tests taken against Royal Guards.

Hyperian The unit's Courage (C) tests automatically succeed. Also, the unit's Courage value is considered a Fear (F) value by *frightening* fighters.

9 MAX 475 AP
SWORDSMEN



10 3 7 3

1 5 7

ABILITIES

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.

7 MAX 625 AP
ROYAL GUARDS



10 3 9 5

1 5 9

EQUIPMENT

Sacred Weapon Read the required result for ———— Strength (S) tests 1 column to the right on the resolution table.

Sacred Armor Read the required result for Strength (S) tests taken against the Royal Guards 1 column to the left.

ABILITIES

Hard Boiled An opponent never gets any bonus dice on his Strength (S) tests taken against Royal Guards.

Hyperian The unit's Courage (C) tests automatically succeed. Also, the unit's Courage value is considered a Fear (F) value by *frightening* fighters.

+25 AP PER SPECIAL FIGHTER
1-4 **SWORDSMEN SPECIAL FIGHTERS**



1-2 BARD

5 mana points. Can cast the *Fate of Heroes* spell: re-roll failures obtained on one of the tests taken by the members of the unit.

4

0-1 MUSICIAN

If the unit is in close formation, it can use the *Wall of Swords* tactic: cancel 1 of the successes on an Attack (X) test taken against the unit.

0-1 STANDARD BEARER

Standard Bearer Unit gets +2 Courage (C).

+25 AP PER SPECIAL FIGHTER
0-3 **ROYAL GUARDS SPECIAL FIGHTERS**



0-1 HERALD OF ARIN

5 faith points. Can call the *Shield of Light* miracle before an Attack (X) test is taken against his unit.

3

Re-roll enemy successes obtained on this test one additional time.

0-1 MUSICIAN

If the unit includes an Incarnate, it can use the *Guards!* tactic: once per round the player can make one of the unit's fighters swap places with the Incarnate.

0-1 STANDARD BEARER

Standard Bearer Unit gets +2 Courage (C).

STD 200 AP
1 **UNICORN**



15 7 5 5 6

2 7 6

ABILITIES

Heal To save 1 or more members of the Unicorn just after it has suffered a Strength (S) test, say a short prayer loud and clear to the god of the army, then roll 1 die for every damage point inflicted. Each (X) or (F) cancels a damage point.

Hyperian A unicorn's Courage (C) tests automatically succeed. Also, a unicorn's Courage value is considered a Fear (F) value by *frightening* fighters.

Immortal Affected by particular game effects.

INCARNATE HVY CVLRY 470 AP
1 **DRAGON D'ORIANTHE**



15 5 9 9 5

3 5 8

Resurrect/Duel: 9 Elixir pts **Artifacts:** 2 pts

ABILITIES

Disengagement Not eliminated when disengaging.

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

Hyperian The Courage (C) tests of a unit containing Dragan automatically succeed. Also, the unit's Courage value is considered a Fear (F) value by *frightening* fighters.

Sequence Each (X) or (F) obtained on a ———— Attack (X) test generates a bonus die.

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

3 HVY CAVALRY STD 700 AP +240 PER EXTRA
KNIGHTS ●●●



15 5 9 7

2 5 8

EQUIPMENT
Lance May attack engaged enemies they are in contact with and those within 3cm.

ABILITIES
Disengagement Not eliminated when disengaging.
Charges Does not need greater Power to charge. Add Attack (X) to Strength (●) to resolve Strength (●) tests when charging.
Hyperian The unit's Courage (●) tests automatically succeed. Also, the unit's Courage value is considered a Fear (●) value by frightening fighters.
Sequence Each (X) or (●) obtained on a ————— Attack (X) test generates a bonus die.

5 HVY CAVALRY MAX 1175 AP
KNIGHTS ●●●



15 5 9 7

2 5 8

EQUIPMENT
Lance May attack engaged enemies they are in contact with and those within 3cm.

ABILITIES
Disengagement Not eliminated when disengaging.
Charges Does not need greater Power to charge. Add Attack (X) to Strength (●) to resolve Strength (●) tests when charging.
Hyperian The unit's Courage (●) tests automatically succeed. Also, the unit's Courage value is considered a Fear (●) value by frightening fighters.
Sequence Each (X) or (●) obtained on a ————— Attack (X) test generates a bonus die.

0-2 HVY CAVALRY +25 AP PER SPECIAL FIGHTER
KNIGHTS SPECIAL FIGHTERS ●●●



EQUIPMENT
Lance May attack engaged enemies they are in contact with and those within 3cm.

ABILITIES
Disengagement Not eliminated when disengaging.
Charges Does not need greater Power to charge. Add Attack (X) to Strength (●) to resolve Strength (●) tests when charging.
Hyperian the unit's Courage (●) tests automatically succeed. Also, the unit's Courage value is considered a Fear (●) value by frightening fighters.
Sequence Each (X) or (●) obtained on a ————— Attack test generates a bonus die.

0-1 MUSICIAN
The unit can use the *Implacable Charge* tactic when it performs a successful charge. The unit gains the *Implacable* ability: after performing an assault, the fighters still in contact with enemies resolve a new combat (no bonus for charging). This ability can only be used once per round.

0-1 STANDARD BEARER
Unit gets +2 Courage (●).

1 INCARNATE 180 AP
MIGAIL ●●●●




10 3 3 5 3 4

2 5 7

Resurrect/Duel: 4 Elixir pts
Elements: Hermetism / Light
Artifacts/Rituals: 1 pt

1 175 AP (BALLISTA + CREW)
BALLISTA ●●●●



0 - 8 -

1 7 10

ABILITIES
Perforating Shot Ballista shots can eliminate more enemies than there are shooters.
Fixed Artillery When the ballista is shot, roll as many dice as the value indicated multiplied by the number of crewmen.
Expert Crewmen Each time the ballista is shot, you may choose to add 1 die either to the ————— Attack (X) test or the Damage test.

2 175 AP (BALLISTA + CREW)
BALLISTA CREWMEN ●



10 3 4 3

1 5 5

BALLISTA + CREW SPECIAL RULES



0 - 8 -

SPECIAL RULES
Movement The ballista cannot be moved. Fighters may still move around the machine if their Movement (●) allows.
Engagement The ballista cannot engage enemies, but it can be engaged. Any fighters who disengage from it are not eliminated.
Shooting at the unit The ballista doesn't suffer any damage points from a ————— attack or mystical effect targeted at the unit as long as there is still a crewman in its unit. Excess damage points are ignored.
Shooting at the war machine The ballista may be targeted specifically with a ————— attack or mystical effect. Excess damage points are ignored by the crew.
Crew Only the ballista's crewmen can use the ballista to attack from range.

1 INCARNATE 195 AP
ALAHIEL ●●●●



10 3 5 5 3

3 5 5

1 5 4

Resurrect/Duel: 4 Elixir pts
Artifacts: 2 pts
ABILITIES
Sharp Shooter (X), (●) and (●) results are read as (X) for ————— Strength (●) tests.

INCARNATE 340 AP
1 MIRVILIS
 ○○○○



10 5 7 7 5 8

2 7 5

Resurrect/Duel: 7 Elixir pts **Artifacts/Rituals:** 3 pts
Elements: Hermetism / Air, Water and Light

ABILITIES

Hyperian Courage ☉ tests of a unit including Mirvilis automatically succeed. Also, the unit's Courage value is considered a Fear ☹ value by *frightening* fighters.

Magister Energy ☉ test failures must be re-rolled once more.

INCARNATE 155 AP
1 ALDENYSS
 ○○○○



10 3 4 6 3

2 5 5
1 3 4

Resurrect/Duel: 3 Elixir pts **Artifacts:** 2 pts

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.

INCARNATE 185 AP
1 ARAKAN
 ○○○○



10 5 4 5 3

2 5 5
1 5 4

Resurrect/Duel: 3 Elixir pts **Artifacts:** 2 pts

EQUIPMENT

Sacred Pistol Arakan's shots gain *Sacred Weapon*: when resolving a Strength ☉ test, the result required on the test is read 1 column to the right on the resolution table.

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.

ALLY STD 1000 AP
1 CYNWÄLL WYRM
 ○○○○



20 3 14 9

4 9 14
1 3 12

Ignores difficult terrain and cannot be moved or grounded.

Apart from normal attacks, can only be affected by mystic/ability effects that inflict Strength ☉ tests. A Strength ☉ test rolled against a wyrm never generates any bonus dice and no advantageous effect or ability can ever alter the result required.

The Wyrms are limited to 2 titanic abilities per round.

ABILITIES

Disengagement Not eliminated when disengaging.

Born Killer When Cynwäll Wyrms performs a ——— Attack ☹ test, he rolls 1 additional die. This is not a bonus die, so it can be re-rolled.

Flight When moving, ignore obstacles and miniatures. Units with *Flight* are always in scattered formation.

Area of effect shot Cynwäll Wyrms shots affect a 3cm radius area.

CYNWÄLL WYRM
WYRM BREATH



20 3 14 9

4 9 14
1 3 12

TITANIC ABILITY

Wyrms Breath Choose a target and perform a ——— Attack test (action value 3). A ■ is not an automatic failure on this test. After resolving the attack and possible dispersal, arrange 3 dispersal templates to determine the hit targets: center the first on the shot's target point, and the other two in contact with the first (at the attacker's discretion). Units whose bases are completely covered suffer a Strength ☉ test (action value 16). Those whose bases are only partially covered suffer a Strength ☉ test (action value 8).

You may sacrifice this titanic ability card to cancel the result of a Strength ☉ test rolled against this titan (the card may have already been activated).

CYNWÄLL WYRM
SWEEP



20 3 14 9

4 9 14
1 3 12

TITANIC ABILITY

Sweep The fighters of an enemy unit in contact with Cynwäll Wyrms each suffer an Attack ☹ test (action value 7). If it fails, the defenders suffer a Strength ☉ test (action value 7). None of the defenders lose any combat dice. The defenders cannot use a sustained defense or use a counter-attack (even if they are *Ambidextrous*). The *Fierce* ability of small, medium and large size fighters is ineffective when they are eliminated by this ability.

You may sacrifice this titanic ability card to cancel the result of a Strength ☉ test rolled against this titan (the card may have already been activated).

CYNWÄLL WYRM
WINGED HURRICANE



20 3 14 9

4 9 14
1 3 12

TITANIC ABILITY

Winged Hurricane Make a Resilience ☉ test (difficulty value 0) for every friendly or enemy unit within 15cm of Cynwäll Wyrms. If a unit's test fails, that unit's Movement ☉ is reduced to 0 and it modifies Attack ☹ and Defence ☹ test results by -1 until the end of the round.

You may sacrifice this titanic ability card to cancel the result of a Strength ☉ test rolled against this titan (the card may have already been activated).

CYNWÄLL WYRM
ROAR



20 3 14 9

4 9 14
1 3 12

TITANIC ABILITY

Roar An enemy unit within 15 cm of Cynwäll Wyrms suffers a Courage test with a difficulty of 10. If it fails, the unit is in rout.

You may sacrifice this titanic ability card to cancel the result of a Strength ☉ test rolled against this titan (the card may have already been activated).

ARTIFACT
ARMOR OF ALLMOON



The mystics of Alahan are considered the most experienced on Aarklash and the artifacts that are released from their workshops are worthy of their reputation.

The Incarnate and his unit gain *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.

ARTIFACT
BLESSING OF PARAGON



The mystics of Alahan are considered the most experienced on Aarklash and the artifacts that are released from their workshops are worthy of their reputation.

The Incarnate can cancel 1 damage point from each Strength test suffered.

ARTIFACT
CELESTIAL CAPE



The mystics of Alahan are considered the most experienced on Aarklash and the artifacts that are released from their workshops are worthy of their reputation.

You may spend **5 mana points** from the Incarnate unit's mana pool to force your opponent to re-roll all the successes of a test specifically taken against the Incarnate.

ARTIFACT
INSIGNIA OF THE GLADIUS OF ARIN



The mystics of Alahan are considered the most experienced on Aarklash and the artifacts that are released from their workshops are worthy of their reputation.

When the Incarnate performs a test, you may roll 1 additional die. This is not a bonus die and it can be re-rolled. This power can only be used once per round.

ARTIFACT
ORB OF POWER



The mystics of Alahan are considered the most experienced on Aarklash and the artifacts that are released from their workshops are worthy of their reputation.

The mana pool of the holder's unit can contain **10 extra mana points**.

ARTIFACT
SACRED WEAPON



The mystics of Alahan are considered the most experienced on Aarklash and the artifacts that are released from their workshops are worthy of their reputation.

The required result for the Strength test is read 1 column to the right on the resolution table.

ARTIFACT
HERMETIC SPELLBOOK



The mystics of Alahan are considered the most experienced on Aarklash and the artifacts that are released from their workshops are worthy of their reputation.

The Incarnate gains a value 3 ritual.

ARTIFACT
PAVISE OF THE BARONIES



The mystics of Alahan are considered the most experienced on Aarklash and the artifacts that are released from their workshops are worthy of their reputation.

The Incarnate gains 2 extra Health points.

ARTIFACT
TORC OF THE LAHNAR



The mystics of Alahan are considered the most experienced on Aarklash and the artifacts that are released from their workshops are worthy of their reputation.

When performing a Strength test, add the Incarnate's Courage to their Strength .

ARTIFACT
TALISMAN OF LIGHT



The mystics of Alahan are considered the most experienced on Aarklash and the artifacts that are released from their workshops are worthy of their reputation.

The holder gains a value 1 hermetism ritual, a value 2 hermetism ritual, and a value 3 hermetism ritual.

ARTIFACT
WEAPON OF LIGHT



The mystics of Alahan are considered the most experienced on Aarklash and the artifacts that are released from their workshops are worthy of their reputation.

When the Incarnate performs a Strength test, the difficulty is considered to be 0.

ARTIFACT
THE FIERY SHIELD



Agonn and his unit gain *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.

ARTIFACT
THE RING OF LIGHT



All friendly fighters who have line of sight to the Chimera can use her Courage 🐉 on Courage tests.

CHIMERA

ARTIFACT
THE PERFECT GEM



During the control phase, you can choose not to roll the dice when you refill the Chimera's mana pool; instead the pool automatically returns to **20 mana points**.

CHIMERA

ARTIFACT
SACRIFICE



Once per round, and before it is rolled, you can cancel a damage test against any Lion fighter except the Chimera herself.

CHIMERA

ARTIFACT
THE AMULET OF THE GUARDIAN



The Amulet of the Guardian allows Valdenar to help allies in danger.

Once per round, Valdenar de Doriman's characteristics can be used in any combat involving a friendly Incarnate.

VALDENAR

ARTIFACT
THE ARMOR OF ALERION



The armor of Alerion shelters him Valdenar treacherous blows.

Valdenar loses 2 fewer Health points, to a minimum of 1, when he suffers a successful Strength 🐉 test.

VALDENAR

ARTIFACT
EPHREN



Ephren, Valdenar's sword, smites anything standing in the way of Light.

Enemies eliminated by Ephren cannot come back into the game in any way. The miniatures of the eliminated fighters are put aside and cannot be used for the rest of the game (eg, even to summon a new unit).

VALDENAR

ARTIFACT
BOOK OF REVELATIONS



Testifying to the greatness of Misan's family are the countless predictions written, generation after generation, into their prodigious family heirloom: the Book of Revelations, whose first page is said to have been written by the Chimera herself.

During company building Misan gains 1 communion of the cult of Paragon, no matter its value.

MISAN

ARTIFACT
GOODNESS



The unicorn, sensing the purity of his intention, did not stir, even though the child was a boy. Danil was bathed in light and granted miraculous healing powers.

When Danil and his unit use the *Heal* ability, the player may re-roll once all of the dice that were not a 🐉 or a 🐉.

DANIL

ARTIFACT
STERNNESS



As part of the order of the paladins, Danil discovered that the principle of clarity allowing him to heal could be easily channeled into his blade to help him slay his enemies.

Danil's sword, *Sternness*, can never do fewer than 1 damage point on a Strength 🐉 test.

DANIL

ARTIFACT
NETZACH'S GIFT



Fathoming the soul of the woman standing there, the dragon found only light and virtue. Right then he made Caelia d'Icquor his emissary and advisor, returning some of the honor she had lost.

attacks made by Caelia use *Perforating Shot*: they can eliminate more enemies than there are marksmen.

CAELIA

RITUAL
DRACONIC ARROW



Mana 8 Difficulty 5

Path: Caelia d'Icquor
Element: Light
Value: 1
Target: Unit
Duration: Round

All shots from the targeted unit become *perforating*. Perforating shots can eliminate more enemies than there are marksmen.

CAELIA

ARTIFACT
HARCKAN



At that moment, Harckan revealed its name and powers. Dealing unstoppable blows of irresistible power, Kelgar led the troops of Light to each portal and shattered them one after the other.

Failures obtained on Kelgar's attack or Strength 🐉 tests are re-rolled once more.

KELGAR

ARTIFACT
SPELLBOOK OF
THE LAHNAR



Meliador gains one value 3 ritual, two value 2 rituals and three value 1 rituals.

MELIADOR

ARTIFACT
SET OF
CRYSTAL PRISMS



The Set of Crystal Prisms contains **10 mana points** that regenerate every round. Meliador may use these points to pay part, or all, of the cost of his rituals and spells.

MELIADOR

ARTIFACT
SEAL OF
VERION



Verion's seal violently reacted to the presence of the evil magician, threatening to destroy Meliador's soul.

Meliador can cast the *Seal of Verion* spell.

No game effect may counter his next ritual or prevent it from working.

This spell costs **5 mana points**.

MELIADOR

ARTIFACT
THE BREASTPLATE
OF ALLIANCE



The order of the banner to which the Red Lioness belongs includes a sixth slot:

Griffin Unit (★ / ★★ / ★★★)

The unit's value is added to that of the company.

The Red Lioness may lead the unit.

RED LIONESS

ARTIFACT
THE SWORD
OF LLYR



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

RED LIONESS

ARTIFACT
7



Sardar Tillius saved one of the Sihirs captured by Acheronians. It immediately refused to leave its saviour. Since its name could not be uttered by humans, Sardar named it "7", and made him a companion in his errands.

7 gives Sardar Tillius mastery over all paths of magic. He can choose his rituals from any Army Book (but not those reserved to Incarnates).

SARDAR

COMMUNION
CROWN OF
PARAGON



Faith **7** Difficulty **4**

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

Any fighters who engage a member of the targeted unit each suffer a Strength ☉ test with an action value of 1.

COMMUNION
GOOD OMENS



Faith **7** Difficulty **5**

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

You may re-roll failures on one of the targeted unit's tests.

COMMUNION
ORACLE
OF LAHN



Faith **4** Difficulty **5**

Cult: Paragon
Element: Alteration
Target: Special
Duration: Instantaneous

No target is necessary to call this communion. Place a card that has not yet been activated in the next position in your activation sequence.

COMMUNION
PRESENTIMENT



Faith **5** Difficulty **4**

Cult: Paragon
Element: Alteration
Target: Special
Duration: Instantaneous

No target is necessary to call this communion. You may look at 1 card in any activation sequence.

COMMUNION
SALUTARY
INTUITION



Faith **8** Difficulty **4**

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

Enemy successes on a test taken against the fighters in the targeted unit are re-rolled 1 additional time. You may choose the affected test.

COMMUNION
BLAST OF
TIRANOR



Faith **10** Difficulty **7**

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



On the next test taken by the targeted unit the number of successes is doubled.

COMMUNION
WITHERING
OF AZEL



Faith 10 Difficulty 9

Cult: Paragon
Element: Destruction
Target: Unit
Duration: Instantaneous

Roll as many dice as there are fighters in the targeted unit. Each  or  eliminates a fighter chosen by the player who controls the targeted unit.

COMMUNION
BREATH
OF KAIN



Faith 12 Difficulty 9

Cult: Paragon
Element: Destruction
Target: Unit
Duration: Special

No dice are rolled on the targeted unit's next test: all of the dice are considered to have resulted in failures.

COMMUNION
EMBRACE
OF SELENE



Faith 10 Difficulty 7

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

The fighters in the targeted unit are only eliminated if they suffer 2 damage points. Excess damage points are ignored. Fighters with more than 2 health or structure points left are not affected.

COMMUNION
JUDGEMENT
OF ARIN



Faith 7 Difficulty 7

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

If the targeted unit suffers damage this round, the unit that caused the damage suffers the same test.

RITUAL
BLINDING
LIGHT OF LAHN



Mana 5 Difficulty 5

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


No line of sight may be traced to the targeted unit beyond 20 centimeters.

RITUAL
CELESTIAL
SCOURGE



Mana 7 Difficulty 5

Path: Hermetism
Element: Light
Target: Fighter
Duration: Instantaneous

The targeted fighter suffers a Strength  test with an action value of 8.

RITUAL
HASTE



Mana 8 Difficulty 5

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

When the targeted unit runs it ignores all obstacles and fighters.

RITUAL
HERMETIC EYE



Mana 5 Difficulty 5

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

The fighters in the targeted unit gain *Instinctive Shot*: marksmen can target engaged enemies.

RITUAL
SEAL OF
PROTECTION



Mana 8 Difficulty 5

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

The fighters in the targeted unit gain *Insensitive*: when a unit containing a model with this ability is targeted by a miracle, spell, communion or ritual, you may choose if they are affected or not.

RITUAL
SELENITE
MASK



Mana 5 Difficulty 5

Path: Hermetism
Element: Water
Target: Unit
Duration: Round

Any shot directed at the targeted unit suffers from **interference** (difficulty is increased by 2).

RITUAL
WALL OF ICE



Mana 5 Difficulty 5

Path: Hermetism
Element: Water
Target: Special
Duration: Round

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

RITUAL
CHIMERIC
MOVEMENT



Mana 10 Difficulty 7

Path: Hermetism
Element: Light
Target: Friendly unit
Duration: Instantaneous

The targeted unit is moved anywhere on the battlefield as long as it is out of contact with the enemy. It may disengage without suffering any losses.

RITUAL
COLUMN OF
LIGHT



Mana 10 Difficulty 6

Path: Hermetism
Element: Light
Target: Unit
Duration: Instantaneous

The fighters in the targeted unit each suffer a Strength ⚔ test with an action value of 6.

RITUAL
STORM OF
LIGHT



Mana 10 Difficulty 6

Path: Hermetism
Element: Light
Target: Special
Duration: Round

Put the 10 mana points aside. You may spend 1 point (only) during the activation of any unit to inflict a Strength ⚔ test with an action value of 6 on any fighter the magician can see.

RITUAL
WORD OF
CONFUSION



Mana 10 Difficulty 6

Path: Hermetism
Element: Water
Target: Special
Duration: Instantaneous

No target is necessary to cast this ritual. Swap the first card in your opponent's activation sequence with the last, or place your opponent's reserved card back into the activation sequence.

RITUAL
GIFT OF
THE MOON



Mana 15 Difficulty 8

Path: Hermetism
Element: Water
Target: Unit
Duration: Round

When the targeted unit is activated it will be controlled by the player who called this ritual (it is still considered an enemy unit).
The unit cannot voluntarily leave the battlefield.

RITUAL
REINFORCEMENT
OF LAHN



Mana 10 Difficulty 8

Path: Hermetism
Element: Light
Target: Special
Duration: Round

The Incarnate can summon back into the game a unit of his company that was eliminated. It is activated immediately after the Incarnate's unit. It is removed from the battlefield after the next control phase.

RITUAL
STRENGTH
OF THE LION



Mana 15 Difficulty 8

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

The result needed on the targeted unit's Strength ⚔ tests is always 🎲.



