

# V 1.3

Mar 2023

Recommended to be printed then laminated like other main faction cards.

Instructions:

Print double sided pages

1. Print 2-3 double sided on short side, not long
2. Print 4-6 single sided

Settings:

Color, Letter, Actual size



Iraem may be included in any unit of the Embassy of Akkylannie, the Griffon or Immobilis. He does not replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

Feat: Divine Edict: The player spends 1 Elixir point. Until the end of the turn, Iraem's Courage tests or Authority tests, including the fighters under his command, are resolved by rolling an additional die.

200 AP

Resurrect/Duel: 3 Elixir pts

**IRAEM**

10	3	7	5	3
10	3	7	5	3

2	5	7
-	-	-

Artifacts: 4 pts (Griffin and Immobolis)

STD 450 AP - (x1) +450 PER EXTRA FIGHTER

**FLESH GOLEM**



15  
0  
10  
7

3 7 11

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STD 450 AP - (x1) +450 PER EXTRA FIGHTER

**FLESH GOLEM**



15  
0  
10  
7

3 7 11



Brinkhz may be included in any unit from the Embassy of Akkylannie or Immobilis. He does not replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

Feat: Divine Negotiation: The player can purchase successes obtained during tests against Incarnates at the cost of 1 Elixir point per success. Each success, once paid for, is cancelled.

125 AP

Resurrect/Duel: 3 Elixir pts

**BRINKHZ**

10	3	4	5	3
10	3	4	5	3

2	5	6
-	-	-

Artifacts: 2 pts

ARTIFACT

**Secret Ledger**



Once per turn, Brinkhz may counter a ritual or communion free of charge (no mana or faith points are used for this ability).

BRINKHZ

ARTIFACT

**Marvelous Safe**



Brinkhz may be resurrected for free.

BRINKHZ

### ABILITIES

**Regeneration:** The player rolls as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses. Each ❷ or ❸ cancels a damage point.

**Savage:** Each ❷ or ❸ obtained on a Hand to Hand Strength Test gives one bonus die.

**Abomination:** Courage tests taken against the Fear of fighters with Abomination are rolled with a bonus die. The opponent removes the best roll.

**Reach:** May attack engaged fighters the unit is in contact with and those within 3cm.

**Note:** The golem acquires the Gift of the army it is allied with.

### ABILITIES

**Reach:** May attack engaged fighters the unit is in contact with and those within 3cm.

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

**Weapon Bearer:** Iraem is accompanied by a weapon bearer. The weapon bearer grants Iraem an additional die while fighting in melee combat. A weapon bearer must remain within 3 cm of his employer and in formation. It is eliminated as soon as it comes into contact with an enemy or suffers a strength test.  
weapon bearers are artifacts (Value 1) and fighters. They are not added to the number of the unit.



## SPECIAL BANNER: EMBASSY OF AKKYLANNIE

The Embassy of Akkylannie is a faction which belongs to no one people. It recruits its fighters and chooses its members from among those of Immobilis and the Griffon.

The player can choose any order of the banners from the Griffon or Immobilis to form his company, but he can only use one banner at a time. The order of the banners of the Embassy of Akkylannie have the advantage and disadvantage below.

### ADVANTAGE

The company benefits from the support of his two homelands. It has two gifts of the army, one from Griffon and one from Immobilis. Immobilis fighters can choose attributes from Griffon and recruit any Griffon Incarnate to their units.

**Gift of Griffon:** Any player from a company of the Griffon can put one of his cards in reserve before constituting the activation sequence. This reserve replaces the normal reserve.

**Gift of the Immobilis:** Fighters given this Gift can, once per turn, re-roll all failures on any one test.

### DISADVANTAGE

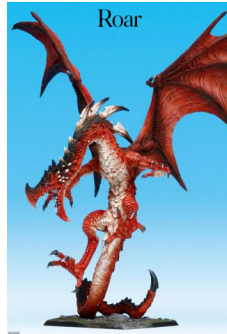
Serving two masters at the same time is a difficult task. The company must include equal units of Griffon and Immobilis. If Iraem is a member of the company, he becomes the commander no matter the authority of the other incarnates in the company.

### ORDER OF THE BANNERS

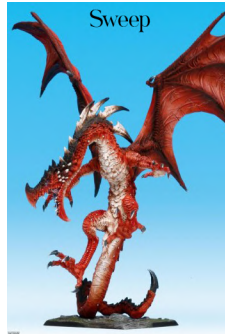
#### Allies:

Griffon  
Immobilis  
Lion  
Boar

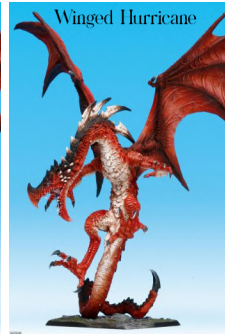
- Infantry unit (★)!
- Infantry unit (★/★★)
- Infantry or Cavalry unit (★) / (★/★★)
- Infantry or War Machine unit (★) / (★/★★)
- Infantry or Cavalry unit (★) / (★/★★/★★★)



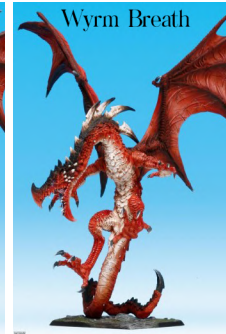
Roar



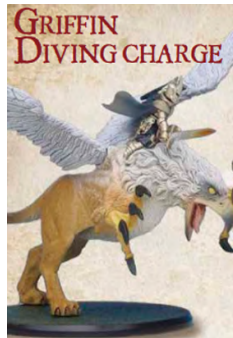
Sweep



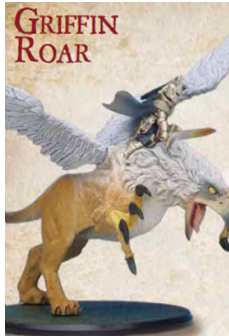
Winged Hurricane



Wurm Breath



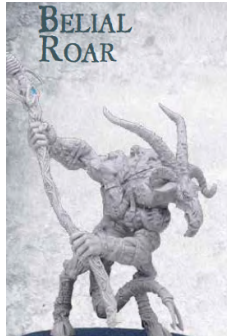
GRIFFIN  
DIVING CHARGE



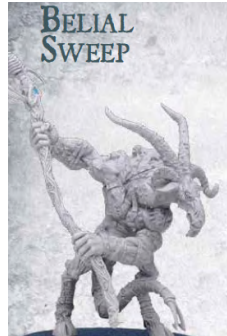
GRIFFIN  
ROAR



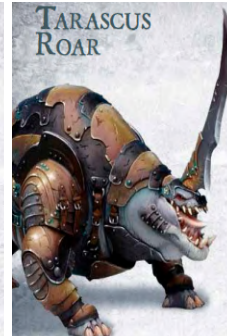
GRIFFIN  
SWEEP



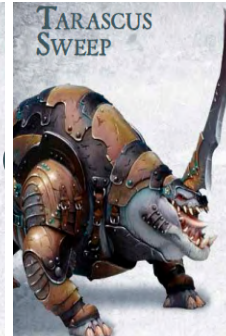
BELIAL  
ROAR



BELIAL  
SWEEP



TARASCUS  
ROAR



TARASCUS  
SWEEP





