

THE AGE OF THE RAG'NAROK CONFRONTATION®

THE RAM ARMY



ARMY GIFT AND ABILITIES

Gift of the Ram: The fighter's Courage tests are automatically successful. During an assault, his Fear value is always considered as the highest when determining which unit needs to take a Courage tests. This gift does no work against Hyperians.

Born killer: When the fighter performs an Attack test, the player rolls one die more. This die is not a bonus die, so it can be re-rolled when possible.

Counter-attack: The fighter gets one combat die for each failure obtained by his enemy in the Attack test against him. If he is not eliminated, he uses these dice once the enemy's attacks have been resolved, as if the unit had been activated.

Ethereal: On Attack tests taken against an Ethereal fighter, +, + and results are read as +.

Fierce: When the fighter loses his last health point, he is not eliminated immediately. He is only removed from the battlefield at the end of the phase.

Flight: When he moves, the fighter ignores obstacles and miniatures. Units with Flight are always in scattered formation.

Loved by the gods: On Fervor tests, +, and results are read as +.

Mastery of the arcana: For Energy tests, +, and results are read as +.

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 or cancels a damage point.

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.

EQUIPMENT

Reach: A fighter with a weapon that has reach can attack both the enemies he is in contact with and those within 3 cm of him.

Sacred weapon: The result required for the Strength test is read one column to the right on the resolution table.

Important: *The profiles correspond to the Confrontation: the Age of the Rag'narok version of the fighters. The equipment used to code them might be different from that represented on the older miniatures.*



UNITS

The army list shows the standard and maximum number of fighters in a unit and the respective costs in A.P. It also gives the cost of each individual extra fighter the player might want to add to the unit's standard number of fighters, without reaching its maximum number of fighters.

The units that have a cost indicated in the "+1 special fighter" and "+2 special fighters" column may include such fighters, whose characteristics are listed after those of the standard troops. Each special fighter replaces one of the unit's standard fighters.

Every unit can include an Incarnate. He can be added to the unit even though it may already be at its maximum number of fighters.

ORDER OF THE BANNERS

- Infantry unit (🏴) !
- Infantry unit (🏴/🏴🏴)
- Infantry unit (🏴/🏴🏴🏴)
- Cavalry unit or creature unit (🏴) / (🏴) (🏴🏴/🏴🏴🏴)
- Infantry unit or creature unit (🏴) / (🏴) (🏴/🏴🏴/🏴🏴🏴)

!: Priority slot. This needs to be filled first.

SPECIAL FIGHTERS

Banshee: The unit gains the "Abomination" ability: enemy Courage tests taken against the Fear of abominations is resolved rolling one bonus die. The opponent ignores the best result.

Fiancée of the vault: the fiancée of the vault is considered a standard-bearer.

Gravedigger: The gravedigger can call a "Scythe of Belial" miracle. An enemy in contact with the unit suffers one damage point. This miracle costs 10 faith points.

Quaestor: The quaestor can cast a "Resurrection of the Ram" spell. This brings one of the unit's fighters (except the Incarnate) who was eliminated back into the game and in formation. This spell costs 7 mana points.

Revenant: The revenant can cast an "Eternal hunger" spell. The player rolls one die more on the unit's Regeneration tests. This spell costs 2 mana points.

INCARNATES

Each Incarnate has a specific number of points he can spend to obtain artifacts and, when possible, rituals and communions. The cost of each artifact is equal to its value.

- Alderan:** 2
- Almighty Skull* (The):** 3
- Asura de Sarlath:** 3
- Azaël:** 1
- Bogeyman (The):** 1
- Chagall:** 2
- Coryphaeus (The):** 2

- Ejhin de Vanth:** 2
- Gorgon (The):** 2
- Janos :** 2
- Kain :** 3
- Lo'Nua :** 1
- Melmoth :** 2
- Sophet Drahas :** 3

*Formerly translated as The Almighty Crane

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:

- Asura de Sarlath:** Magician (Necromancy/Air, Fire and Darkness)
- Azaël:** Magician (Necromancy/Darkness)
- Bogeyman (The):** Faithful (Cult of the Obscure trinity/Alteration)
- Coryphaeus (The):** Magician (Necromancy/Air and Darkness)
- Ejhin de Vanth:** Faithful (Cult of the Obscure trinity/Alteration and Creation)
- Gorgon (The):** Magician (Necromancy/Fire and Darkness)
- Janos:** Magician (Necromancy/Earth and Darkness)
- Kain:** Faithful (Cult of the Obscure trinity Alteration, Creation and Destruction)
- Lo'Nua:** Magician (Necromancy/Darkness)
- Sophet Drahas:** Magician (Necromancy/Fire, Earth and Darkness)

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.

- Alderan:** 5
- Almighty Skull* (The):** 10
- Asura de Sarlath (mounted):** 10
- Asura de Sarlath (on foot):** 6
- Azaël:** 4
- Bogeyman (The):** 4
- Chagall:** 4
- Coryphaeus (The):** 5
- Ejhin de Vanth:** 4
- Gorgon (The):** 4
- Janos:** 5
- Kain:** 10
- Lo'Nua:** 3
- Melmoth:** 4
- Sophet Drahas:** 7

*Formerly translated as The Almighty Crane

ARTIFACTS

BLACK WEAPON

Value: 1

Failures on  and  Strength tests are re-rolled once more.

BLACK ARMOR

Value: 1

Enemy successes on Strength  tests taken against the fighter are re-rolled once more.

COAT OF ARMS OF THE OBSCURE

Value: 1

The Incarnate gains 1 extra health point.

HORNS OF DAMNATION

Value: 1

The fighter is considered to be a standard-bearer.



CODEX OF SALAÜEL

Value: 2

A faithful with this artifact gains a value 3 communion.

OBSIDIAN SKULL

Value: 2

The use of the Obsidian skull is declared during the activation phase of any friendly unit. One of the unit's fighters (except the Incarnate) is eliminated; the Incarnate holding the Obsidian skull regains a lost health point.

BLACK DIAMOND

Value: 2

The Incarnate can spend up to 3 mana points immediately after the Authority opposition. The result of the Authority test is increased by the number of mana points spent.

LIBER NECROMANTIA

Value: 2

A magician with this artifact gains a value 3 ritual.

WEAPON OF THE ABYSS

Value: 3

The player can choose not to roll  Strength tests with the bearer of this artifact. In this case, the targets of the test are instantaneously eliminated.

LIBER TYPHONIS

Value: 3

The use of Liber Typhonis can be declared once per round, when the holder's unit is activated. The holder then successfully casts any value 2 ritual of necromancy, even if he is not a magician. No mana points are spent. The ritual cannot be countered.

SPELLBOOK

MACABRE ASSEMBLAGE

Path: Necromancy

Element: Darkness

Value: 1

Mana: 10

Difficulty: 5

Target: Unit

Duration: Round

Half of the fighters of the magician's unit that were eliminate (tounded down) are brought back into the game in formation and out of contact with the enemy. Incarnates cannot come back into the game this way. The fighters that were not brought back into the game are put aside: they will not be able to benefit from the effects of this ritual anymore.

MORTUARY SHROUD

Path: Necromancy

Element: Darkness

Value: 1

Mana: 5

Difficulty: 5

Target: Unit

Duration: Round

The fighters in the targeted unit gain the "Ethereal" ability: on  Attack tests taken against an Ethereal fighter,  +,  and  results are read as .

CURSE

Path: Necromancy

Element: Darkness

Value: 1

Mana: 8

Difficulty: 5

Target: Unit

Duration: Round

The player chooses a characteristic. The targeted unit re-rolls successes obtained using the designated characteristic once more.

ETERNAL REGRETS

Path: Necromancy

Element: Darkness

Value: 1

Mana: 8

Difficulty: 5

Target: Unit

Duration: Special

The unit rolls a Courage (8) test. If it fails, it is in Rout.

RITUAL OF FLESH

Path: Necromancy
Element: Darkness
Value: 1
Mana: 5
Difficulty: 6
Target: Unit
Duration: Round

The unit gains the "Mutation" ability: the unit can use this ability once per round, before any characteristic test. The chosen test is resolved rolling as many bonus dice as the unit's Rank.

SPECTRAL FOG

Path: Necromancy
Element: Darkness
Value: 1
Mana: 10
Difficulty: 7
Target: Unit
Duration: Round

The unit's fighters gain the "Dodge" ability: successes obtained on  Attack tests against these fighters are re-rolled once more.



IN PULVERUM REVERTIS*

*To dust you shall return

Path: Necromancy
Element: Darkness
Value: 2
Mana: 15
Difficulty: 7
Target: Unit
Duration: Instantaneous

The fighters in the targeted unit suffer a Strength test whose action value is 6.

GATE OF HELL

Path: Necromancy
Element: Darkness
Value: 2
Mana: 10
Difficulty: 7
Target: Friendly unit
Duration: Instantaneous

The unit is moved to any position on the battlefield, but must be placed out of contact with any enemy. If this movement requires a disengagement, the unit does so without suffering any losses.

MACABRE SUMMONING

Path: Necromancy
Element: Darkness
Value: 2
Mana: 10
Difficulty: 7
Target: Special
Duration: Special

The magician summons a unit of 6 morbid angels, 8 skeleton warriors, or 8 morbid puppets. The unit includes no special fighters.

ARMY OF THE DEAD

Path: Necromancy
Element: Darkness
Value: 3
Mana: 15
Difficulty: 9
Target: Special
Duration: Special

The magician summons a unit of the Ram whose Rank is lower than or equal to his. It can include specialists (the unit's mana/faith pool is equal to the total of their Energy/Fervor value) and contains its maximum number of fighters.

ORDER OF THE RAM

Path: Necromancy
Element: Darkness
Value: 3
Mana: 10
Difficulty: 9
Target: Company
Duration: Round

All the fighter of the company can earn and spend Elixir points in the same manner as an Incarnate (except to resurrect any lost fighters).

LITANIES

ABSOLUTION OF THE OBSCURE

Cult: Obscure trinity
Aspect: Alteration
Value: 1
Faith: 5
Difficulty: 5
Target: Unit
Duration: Round

The fighters in the targeted unit gain the "Insensitive" ability: when a unit containing an Inensitive is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

SHAMEFUL DECLINE

Cult: Obscure trinity
Aspect: Alteration
Value: 1
Faith: 8
Difficulty: 5
Target: Unit
Duration: Round

The player chooses one of the targeted unit's abilities or one of its special fighter's capacities. The chosen ability or capacity can no longer be used.

WAKING OF THE DEMON

Cult: Obscure trinity
Aspect: Alteration
Value: 1
Faith: 8
Difficulty: 5
Target: Unit
Duration: Round

The fighters of the targeted unit add their Attack  to their Strength  during Strength tests.

EVIL EYE

Cult: Obscure trinity
Aspect: Alteration
Value: 1
Faith: 8
Difficulty: 5
Target: Unit
Duration: Instantaneous

Evil eye is called just after an enemy rolls a test. Successes are re-rolled once more.

SABBAT

Cult: Obscure trinity
Aspect: Alteration
Value: 1
Faith: 5
Difficulty: 5
Target: Unit
Duration: Round

The fighters in the targeted unit gain the "Loyal" ability: loyal fighters add 1 extra faith point to their unit's faith pool during the next control phase.

BRAZIER OF DAMNATION

Culte : Obscure trinity
Aspect : Destruction
Value: 2
Faith: 5
Difficulty: 7
Target: One fighter
Duration: Instantaneous

The targeted fighter suffers a Strength  test whose action value is 10.

CALL OF THE ABYSS

Cult: Obscure trinity
Aspect: Creation
Value: 2
Faith: 10
Difficulty: 7
Target: Battlefield
Duration: Round

The difficulty of enemy Courage  tests is read one column to the left on the resolution table.

DANSE MACABRE

Cult: Obscure trinity
Aspect: Alteration
Value: 2
Faith: 10
Difficulty: 8
Target: Unit
Duration: Round

The fighters in the targeted unit gain the "Implacable" ability: After having performed an assault, the fighters still in contact with enemies resolve a new combat. They do not get the bonus for charging any longer. This ability can be used once per round.

POSSESSION

Cult: Obscure trinity
Aspect: Alteration
Value: 3
Faith: 8
Difficulty: 9
Target: One Incarnate
Duration: Round

The designated Incarnate, no matter his Rank, becomes an avatar of the Obscure trinity. He recovers all his health points. He also gets one more  Attack die and one more  Attack die until the end of the game. This die is not a bonus die and therefore, can be re-rolled. Additionally, the mystic pool of his unit immediately recovers 15 faith points and 15 mana points. This can be done only once per Incarnate per game.

This communion has no effect on a fighter who is already the avatar of a god.

ULTIMATE CORRUPTION

Culte : Obscure trinity
Aspect : Alteration
Value: 3
Faith: 15
Difficulty: 9
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
Black paladin	Infantry	3	1	10	7	7	5	1	7	5							(Gift of the Ram) Sequence. (Sacred weapon.)
Black wolf	Creature	2	2	15	3	6	3	1	7	9	1	2	5				(Gift of the Ram) Counter attack. Fierce.
Cerberus	Creature	3	2	15	3	7	5	3	5	7							(Gift of the Ram) Regeneration. Born killer.
Gargoyle	Creature	2	2	15	3	5	3	2	7	7							(Gift of the Ram) Immortal. Flight.
Ghoul	Infantry	2	1	10	3	4	3	2	5	5							(Gift of the Ram) Counter-attack.
Ghoul/Banshee	Infantry	2	1	10	3	4	3	2	5	5							(Gift of the Ram) Counter-attack.
Morbide angel	Infantry	2	1	15	3	3	3	1	5	5							(Gift of the Ram) Flight.
Mobid puppet	Infantry	1	1	7	3	3	3	1	5	7							(Gift of the Ram) (Reach)
Mobid puppet / Quaestor	Infantry	1	1	7	3	3	3	1	5	7					4		(Gift of the Ram) (Reach)
Scavengers	Cavalry	2	2	15	5	4	5	2	5	6							(Gift of the Ram) Regeneration. (Light cavalry. Reach.)
Skeleton warrior	Infantry	1	1	7	5	5	3	1	5	5							(Gift of the Ram)
Skeleton warrior/ Fiancée of the vault	Infantry	1	1	7	5	5	3	1	5	5							(Gift of the Ram)
Spectre	Creature	3	2	15	3	7	5	1	7	11							(Gift of the Ram) Ethereal. Flight. (Reach.)
Wolfen zombie	Creature	2	2	15	3	5	3	1	7	9							(Gift of the Ram) Regeneration. (Reach.)
Zombie	Infantry	2	1	7	5	5	3	1	5	5							(Gift of the Ram) Regeneration.
Zombie/ Gravedigger	Infantry	2	1	7	3	5	3	1	5	5						3	(Gift of the Ram) Regeneration.
Zombie/ Revenant	Infantry	2	1	7	3	5	3	1	5	5					4		(Gift of the Ram) Regeneration.
Alderan	Infantry	2	4	10	3	8	5	3	5	7				3			(Gift of the Ram) Regeneration.
Almighty Skull (The)	Infantry	3	4	15	5	10	9	3	7	9				5			(Gift of the Ram) Regeneration. Born killer.
Asura de Sarlath (mounted)	Cavalry	3	4	15	3	5	9	3	5	8				5	8		(Gift of the Ram) Focus. Regeneration. (Light cavalry.)
Asura de Sarlath (on foot)	Infantry	3	4	10	3	5	7	2	5	7				5	8		(Gift of the Ram) Focus. Regeneration.
Azaël	Infantry	1	4	10	3	5	5	2	5	5				3	4		(Gift of the Ram)
Bogeyman (The)	Infantry	1	4	10	3	3	5	2	5	5				3		3	(Gift of the Ram)
Chagall	Infantry	2	4	10	3	4	5	3	5	5				3			(Gift of the Ram) Counter-attack.
Coryphaeus (The)	Infantry	2	4	10	3	6	5	2	5	7				3	6		(Gift of the Ram) Strategist.
Ejhin de Vanth	Infantry	2	4	10	3	4	5	2	5	5				3		5	(Gift of the Ram) Loved by the gods.
Gorgon (The)	Infantry	2	4	10	3	3	5	2	5	5				3	6		(Gift of the Ram) Mastery of the arcana.
Janos	Infantry	2	4	10	3	5	5	2	5	7				3	6		(Gift of the Ram) Regeneration.
Kain	Infantry	3	4	10	7	9	7	3	7	5				5		7	(Gift of the Ram) Counter attack. Sequence. (Sacred weapon.)
Lo'Nua	Infantry	1	4	10	3	4	5	2	3	3				3	4		(Gift of the Ram)
Melmoth	Infantry	2	4	10	3	8	5	2	5	9				3			(Gift of the Ram) Regeneration.
Sophet Drahas	Infantry	3	4	7	3	5	7	2	5	9				5	8		(Gift of the Ram) Regeneration. Strategist.

Name	Minimum number of fighters	A.P.	+ 1 special fighter	+ 2 special fighters	Maximum number of fighters	A.P.	+ 1 special fighter	+ 2 special fighters	Extra fighter	Metal miniature
Black paladin	4	325			4					Black paladin of Acheron
Black wolf	3	350			3					Black wolf
Cerberus	1	200			2	400				Cerberus of Acheron
Gargoyle	3	425			3					Gargoyle of Acheron
Ghoul	6	325	350	375	9	475	500	525	55	Ghoul of Acheron
Ghoul/Banshee										Banshee of Acheron
Morbide angel	6	275			6					Morbid angel
Mobid puppet	8	300	325	350	15	575	600	625	40	Morbid puppet
Mobid puppet / Quaestor										Quaestor of Acheron
Scavengers	3	475			3					Scavenger of Acheron
Skeleton warrior	8	300	325	350	15	575	600	625	40	Skeleton spearman. Skeleton warrior. Skeleton in armor.
Skeleton warrior/ Fiancée of the vault										Banshee of Acheron
Spectre	2	300			2					Spectre of Acheron
Wolfen zombie	3	325			3					Wolfen zombie
Zombie	6	250	275	300	9	375	400	425	45	Warrior zombie. Degenerate dwarf. Zombie of Acheron. Zombie on armor. Zombie disloqué.
Zombie/ Gravedigger										Gravedigger of Salauël
Zombie/ Revenant										Quaestor of Acheron
Alderan	1	245								
Almighty Skull (The)	1	510								
Asura de Sarlath (mounted)	1	515								
Asura de Sarlath (on foot)	1	320								
Azaël	1	195								
Bogeyman (The)	1	175								
Chagall	1	175								
Coryphaeus (The)	1	255								
Ejhin de Vanth	1	205								
Gorgon (The)	1	210								
Janos	1	235								
Kaïn	1	480								
Lo'Nua	1	165								
Melmoth	1	210								
Sopht Drahas	1	345								