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v3.6

Jul 2022

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

Publisher: **Rackham Entertainment (2006)**

RAM 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
RAM: HOUSE BRISIS



THE GIFT OF THE RAM

Fighters automatically pass Courage 1 tests. During an assault, their Fear 2 is always regarded as the highest Fear when determining if a unit must perform a Courage 1 test. This gift has no effect against fighters with the Hyperian ability.

ADVANTAGE

Any unit can disengage without any of its fighters being eliminated and can declare an assault against the unit from which it just disengaged.

DISADVANTAGE

Whenever a friendly Incarnate is eliminated it must be resurrected as soon as possible.

ORDER OF THE BANNERS

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

Order of the Banners
RAM: HOUSE MANTIS



THE GIFT OF THE RAM

Fighters automatically pass Courage 1 tests. During an assault, their Fear 2 is always regarded as the highest Fear when determining if a unit must perform a Courage 1 test. This gift has no effect against fighters with the Hyperian ability.

ADVANTAGE

Your units take 1 less point of damage during each combat.

DISADVANTAGE

It is useless to run, death is inevitable. Your units cannot run unless a game effect allows or forces them to do so.

ORDER OF THE BANNERS

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

Order of the Banners
RAM: HOUSE HESTIA



THE GIFT OF THE RAM

Fighters automatically pass Courage 1 tests. During an assault, their Fear 2 is always regarded as the highest Fear when determining if a unit must perform a Courage 1 test. This gift has no effect against fighters with the Hyperian ability.

ADVANTAGE

All fighters that have Energy 2 can use the spell Hellfire: the targeted miniature must undergo a Strength 2 test with an action value of 4. This spell costs 5 mana points.

DISADVANTAGE

Incarnates turn to ashes when they are eliminated and cannot be resurrected.

ORDER OF THE BANNERS

- Cavalry unit (★★/★★)
- Infantry unit (★/★★)
- Infantry unit (★/★★)
- Cavalry or War Machine unit (★★/★★)
- Creature or Titan unit (★/★/★★)

Order of the Banners
RAM: HOUSE VANTH



THE GIFT OF THE RAM

Fighters automatically pass Courage 1 tests. During an assault, their Fear 2 is always regarded as the highest Fear when determining if a unit must perform a Courage 1 test. This gift has no effect against fighters with the Hyperian ability.

ADVANTAGE

Demons grant favors to their children. Your mystics can control an additional summoned unit.

DISADVANTAGE

Vanthites thirst for blood! Any of your units that perform a run move must move their entire movement value.

ORDER OF THE BANNERS

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

Order of the Banners
RAM: STANDARD BANNER



THE GIFT OF THE RAM

Fighters automatically pass Courage 1 tests. During an assault, their Fear 2 is always regarded as the highest Fear when determining if a unit must perform a Courage 1 test. This gift has no effect against fighters with the Hyperian ability.

ORDER OF THE BANNERS

- Infantry unit (★)!
- Infantry unit (★/★★)
- Infantry unit (★/★★)
- Cavalry or Creature unit (★/★/★★)
- Infantry or Creature unit (★/★/★★)

INCARNATE MAGICIAN 195 AP
1 AZAEL



Can be added to any Rank 1 or 2 Ram unit.

Resurrect/Duel: 4 Elixir pts

Artifacts/Rituals: 1 pt

ABILITIES

Azael and Melmoth Azael and Melmoth can join the same unit. Choose which is the leader.

FEAT

Hidden Weakness 1 Elixir point. Choose 1 ability of one of the enemies in contact. The enemy loses the use of that ability until the end of the turn.

INCARNATE 370 AP
1 THE ALMIGHTY SKULL



Can be added to a unit of Undead Thralls or Black Paladins.

Resurrect/Duel: 7 Elixir pts

Artifacts: 3 pts

EQUIPMENT

Black Weapon Re-roll failures on Strength 2 tests once more.

Black Armor Re-roll enemy successes on Strength 2 tests taken against The Almighty Skull once more.

FEAT

Hidden Weakness 1 Elixir point. Choose 1 ability of one of the enemies in contact. The enemy loses the use of that ability until the end of the turn.

INCARNATE 370 AP
1 THE ALMIGHTY SKULL



ABILITIES

Almighty Skull Benefits from the effects of the spell Drain Life every time his unit eliminates an enemy fighter. A fighter in his unit that was previously eliminated is placed back into play in formation and out of contact of any opponent. If this placement is impossible, there is no effect.

Escort Transfer all damage points inflicted on this fighter to fighters in the same unit that do not have this ability.

The player controlling the unit distributes this damage. If damage remains after all the fighters without Escort have been eliminated, the excess damage is applied to the fighters with Escort.

Implacable After performing an assault, if still in contact with enemies, resolve a new combat (no charging bonus). This ability can only be used once per round.

Born Killer Roll an additional die when performing a Attack test. This is not a bonus die and can be re-rolled.

INCARNATE MAGICIAN 295 AP
1 **RHEA OF BRISIS**



10 5 3 7 5 8

2 5 3

Can be added to any Ram unit.

Resurrect/Duel: 6 Elixir pts Artifacts/Rituals: 3 pts
Elements: Necromancy/Air, Water and Darkness

ABILITIES

Beauty of Dhalilia Has Escort (see separate ability card).

Catalyst Roll 1 additional die for Energy tests and keep the best result.

Magister Re-roll failures on Energy tests once more.

FEAT

Hidden Weakness 1 Elixir point. Choose 1 ability of one of the enemies in contact. The enemy loses the use of that ability until the end of the turn.

INCARNATE MAGICIAN HVY CVLRY 500 AP
1 **GANZHYYR OF HESTIA**



15 3 8 7 5 6

3 5 10

Can be added to any Ram cavalry unit.

Resurrect/Duel: 10 Elixir pts Artifacts/Rituals: 3 pts
Elements: Necromancy/Fire and Darkness

ABILITIES

Disengagement Not eliminated when disengaging.
Charges Does not need greater Power to charge. Add Attack tests to Strength to resolve Strength tests when charging.
Reach Ganzhyyr can attack enemies he is in contact with and those within 3 cm of him.
Black Armor Re-roll enemy successes on Strength tests taken against Ganzhyyr once more.

FEAT

Hidden Weakness 1 Elixir point. Choose 1 ability of one of the enemies in contact. The enemy loses the use of that ability until the end of the turn.

INCARNATE FAITHFUL 405 AP
1 **Feyd MANTIS**



10 5 7 7 5 9

2 7 5

Can be added to any Ram unit.

Resurrect/Duel: 8 Elixir pts Artifacts/Communities: 3 pts
Elements: Dark Trinity, Divination/Alteration, Destruction and Creation.

EQUIPMENT

Black Weapon, Black Armor Re-roll failures on Strength tests once more. Re-roll enemy successes on Strength tests taken against Feyd once more.


ABILITIES

Devotion Re-roll failures on Fervor tests once more.
Strategist Roll 1 extra die when rolling Authority oppositions, keeping the best result.

FEAT

Hidden Weakness 1 Elixir point. Choose 1 ability of one of the enemies in contact. The enemy loses the use of that ability until the end of the turn.

INCARNATE FAITHFUL 205 AP
1 **EJHIN DE VANTH**



10 3 4 5 3 5

2 5 5

Can be added to any Ram unit.

Resurrect/Duel: 4 Elixir pts Artifacts/Communities: 2 pts
Elements: Dark Trinity/Alteration and Destruction

ABILITIES

Blessing of Evil 5 faith points. Ejhin can call this miracle when she undergoes a Strength test. The test is redirected to a friendly or enemy fighter in contact with her.

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

FEAT

Hidden Weakness 1 Elixir point. Choose 1 ability of one of the enemies in contact. The enemy loses the use of that ability until the end of the turn.

INCARNATE 175 AP
1 **CHAGALL**



10 3 4 5 3

3 5 5

Can be added to any unit of Ghouls.

Resurrect/Duel: 3 Elixir pts Artifacts: 2 pts

ABILITIES

Sequence Each or result on a Attack test generates a bonus die.

FEAT

Hidden Weakness 1 Elixir point. Choose 1 ability of one of the enemies in contact. The enemy loses the use of that ability until the end of the turn.

INCARNATE MAGICIAN 210 AP
1 **THE GORGON**



10 3 3 5 3 6

2 5 5

Can be added to any Ram unit.

Resurrect/Duel: 4 Elixir pts Artifacts/Rituals: 2 pts
Elements: Necromancy/Fire and Darkness

ABILITIES

Abomination Courage tests taken against The Gorgon's Fear are rolled with a bonus die. The opponent removes the best roll.
Eternal Apathy 5 mana points. The Gorgon can cast this spell when an enemy it can see is eliminated. That target miniature cannot return to play in any way (ritual, communion, resurrection, etc.).

FEAT

Hidden Weakness 1 Elixir point. Choose 1 ability of one of the enemies in contact. The enemy loses the use of that ability until the end of the turn.

INCARNATE 235 AP
1 **MELMOTH**



7 3 8 5 3

3 5 8

Can be added to a unit of Undead Thralls.

Resurrect/Duel: 5 Elixir pts Artifacts: 1 pt

ABILITIES

Azrael and Melmoth Azrael and Melmoth can join the same unit. Choose which is the leader.

Escort See separate ability card.

Skull Warrior Melmoth is a Skull Warrior. His unit gains 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.

FEAT

Hidden Weakness 1 Elixir point. Choose 1 ability of one of the enemies in contact. The enemy loses the use of that ability until the end of the turn.

INCARNATE 165 AP
1 **CYMR DE VANTH**



10 3 5 5 3

2 5 5

1 3 5

Can be added to any Ram unit.

Resurrect/Duel: 3 Elixir pts Artifacts: 2 pts

ABILITIES

Reapers of Cmyr Cmyr allows the Ram company to include Lion Reapers. If he joins a unit of Reapers, Cmyr loses 1 attribute point and gains Scout (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).

Sniper On Strength tests, +, and results are read as +.

FEAT

Hidden Weakness 1 Elixir point. Choose 1 ability of one of the enemies in contact. The enemy loses the use of that ability until the end of the turn.

4 **UNDEAD THRALLS** STD 225 AP +35 PER EXTRA FIGHTER



7 1 6 3

1 3 6

ABILITIES

Shooting When a unit containing standard fighters and Skull warriors or Skull paladins is shot at, use the Resilience (R) of the standard fighters, unless there are none left in the unit.

UNIT MUST BE LEAD BY 1 SKULL WARRIOR

8 **UNDEAD THRALLS** DOUBLE 425 AP +35 PER EXTRA FIGHTER



7 1 6 3

1 3 6

ABILITIES

Shooting When a unit containing standard fighters and Skull warriors or Skull paladins is shot at, use the Resilience (R) of the standard fighters, unless there are none left in the unit.

UNIT MUST BE LEAD BY 2 SKULL WARRIORS

14 **UNDEAD THRALLS** MAX 625 AP



7 1 6 3

1 3 6

ABILITIES

Shooting When a unit containing standard fighters and Skull warriors or Skull paladins is shot at, use the Resilience (R) of the standard fighters, unless there are none left in the unit.

UNIT MUST BE LEAD BY 2 SKULL WARRIORS

1-2 **ABYSSAL SKULL WARRIORS**



7 5 8 3 3

2 5 7

Can be added to an Undead Thrall unit.

ABILITIES

Abyssal Skull 5 faith points. Can call the *Infernal Displacement* miracle on a unit it has LOS to, just before that unit moves. No matter what type of movement was chosen for the unit, it can move up to 25 cm even if its movement type would normally be less.

Escort See separate ability card.

1-2 **NECROMANCER SKULL WARRIORS**



7 5 8 3 4

2 5 7

Can be added to an Undead Thrall unit.

ABILITIES

Necromancer Skull 5 mana points. Can cast the spell *Drain Life* every time an enemy fighter is eliminated by this unit. An eliminated non-Incarnate fighter that belongs to the Necromancer Skull warrior's unit is placed back into play in formation with the unit and out of contact of any opponent. If this placement is impossible, the spell has no effect.

Escort See separate ability card.

1-2 **TOXIC SKULL WARRIORS**



7 3 8 3




2 5 9

Can be added to an Undead Thrall unit.

EQUIPMENT

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

ABILITIES

Toxic Skull Unit gains Toxic: for each success on a  or  test, the fighter rolls an additional Strength (S) test; the result required is always . Successes obtained in this way are added to the initial successes.

Escort See separate ability card.

1-2 **REGENERATING SKULL WARRIORS**





7 3 8 3

2 5 9

Can be added to an Undead Thrall unit.

ABILITIES

Regenerating Skull Roll as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses. Each  or  or cancels a damage point.

Escort See separate ability card.

4 STD 325 AP +80 PER EXTRA FIGHTER BLACK PALADINS



10 7 7 5

1 7 5

EQUIPMENT

Black Weapon, Black Armor Re-roll failures on \leftarrow and \rightarrow Strength \odot tests once more. Re-roll enemy successes on Strength \odot tests taken against the black paladin once more.

ABILITIES

Counter Attack Gets 1 combat die for each failure obtained by an enemy in a \leftarrow Attack \otimes test against the fighter. If not eliminated, use these dice as if activated once the enemy's attacks have been resolved.

Escort See separate ability card.

Savage Each \otimes or \otimes obtained on a \leftarrow Strength \odot test generates a bonus die.

Shooting When a unit containing standard fighters and Skull warriors or Skull paladins is shot at, use the Resilience \odot of the standard fighters, unless there are none left in the unit.

6 MAX 475 AP BLACK PALADINS



10 7 7 5

1 7 5

EQUIPMENT

Black Weapon, Black Armor Re-roll failures on \leftarrow and \rightarrow Strength \odot tests once more. Re-roll enemy successes on Strength \odot tests taken against the black paladin once more.

ABILITIES

Counter Attack Gets 1 combat die for each failure obtained by an enemy in a \leftarrow Attack \otimes test against the fighter. If not eliminated, use these dice as if activated once the enemy's attacks have been resolved.

Escort See separate ability card.

Savage Each \otimes or \otimes obtained on a \leftarrow Strength \odot test generates a bonus die.

Shooting When a unit containing standard fighters and Skull warriors or Skull paladins is shot at, use the Resilience \odot of the standard fighters, unless there are none left in the unit.

0-2 +125 AP PER SPECIAL FIGHTER BLACK PALADINS SKULL WARRIORS



1-2 Black Paladin Skull Warrior special fighters can be **added** to any unit of **4 or more** Black Paladins (for a total unit number of 6).

EQUIPMENT

See separate card depending on type

ABILITIES

See separate card depending on type

2 STD HVY CVLRY 325 AP +165 PER EXTRA FIGHTER HEAVY CENTAURS



15 5 8 7

2 5 9

EQUIPMENT

Black Armor Re-roll enemy successes on Strength \odot tests against the fighter once more.

Spear 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. Add Attack \otimes to Strength \odot to resolve Strength \odot tests when charging.

Hard Boiled An opponent never gets any bonus dice on his \leftarrow Strength \odot tests taken against *hard boiled* fighters.

Regeneration Roll as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses. Each \otimes or \otimes cancels a damage point.

0-2 +125 PER SKULL WARRIOR ABYSSAL PALADIN SKULL WARRIORS



10 7 8 5 3

2 7 7

Can be added to a Black Paladin unit.

ABILITIES

Counter Attack Gets 1 combat die for each failure obtained by an enemy in a \leftarrow Attack \otimes test against him. If not eliminated, use these dice as if activated once the enemy's attacks have been resolved.

Escort See separate ability card.

Savage Each \otimes or \otimes on a \leftarrow Strength \odot test generates a bonus die.

Abyssal Skull 5 **faith points**. Can call the *Infernal Displacement* miracle on a unit it has LOS to, just before that unit moves. No matter what type of movement was chosen for the unit, it can move up to 25 cm even if its movement type would normally be less.

0-2 +125 PER SKULL WARRIOR NECROMANCER PALADIN SKULL WARRIORS



10 7 8 5 4

2 7 7

Can be added to a Black Paladin unit.

ABILITIES

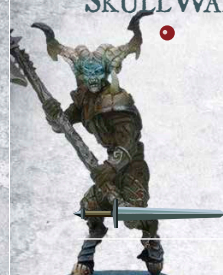
Counter Attack Gets 1 combat die for each failure obtained by an enemy in a \leftarrow Attack \otimes test against him. If not eliminated, use these dice as if activated once the enemy's attacks have been resolved.

Escort See separate ability card.

Savage Each \otimes or \otimes on a \leftarrow Strength \odot test generates a bonus die.

Necromancer Skull 5 **mana points**. Can cast the spell *Drain Life* every time an enemy fighter is eliminated by this unit. An eliminated non-Incarnate fighter that belongs to the Necromancer Skull warrior's unit is placed back into play in formation with the unit and out of contact of any opponent. If this placement is impossible, the spell has no effect.

0-2 +125 PER SKULL WARRIOR TOXIC PALADIN SKULL WARRIORS



10 5 8 5

2 7 9

Can be added to a Black Paladin unit.

EQUIPMENT

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

ABILITIES

Counter Attack Gets 1 combat die for each failure obtained by an enemy in a \leftarrow Attack \otimes test against him. If not eliminated, use these dice as if activated once the enemy's attacks have been resolved.

Escort See separate ability card.

Savage Each \otimes or \otimes on a \leftarrow Strength \odot test generates a bonus die.

Toxic Skull Unit gains *Toxic*: for each success on a \leftarrow or \rightarrow Strength \odot test, the fighter rolls an additional Strength \odot test; the result required is always \otimes . Successes obtained in this way are added to the initial successes.

0-2 +125 PER SKULL WARRIOR REGENERATING PALADIN SKULL WARRIORS



10 5 8 5

2 7 9

Can be added to a Black Paladin unit.

ABILITIES


Counter Attack Gets 1 combat die for each failure obtained by an enemy in a \leftarrow Attack \otimes test against him. If not eliminated, use these dice as if activated once the enemy's attacks have been resolved.

Escort See separate ability card.

Savage Each \otimes or \otimes on a \leftarrow Strength \odot test generates a bonus die.

Regenerating Skull Roll as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses. Each \otimes or \otimes cancels a damage point.

6 **GHOULS** STD 325 AP +55 PER EXTRA FIGHTER



10 3 4 3

2 5 5

ABILITIES

Sequence Each or on a Attack test generates a bonus die.

12 **GHOULS** MAX 650 AP



10 3 4 3

2 5 5

ABILITIES

Sequence Each or on a Attack test generates a bonus die.

2 **GARGOYLES** STD 275 AP +140 PER EXTRA FIGHTER



15 3 5 3

2 7 7

ABILITIES

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

Immortal Affected by particular game effects.

4 **GARGOYLES** MAX 575 AP



15 3 5 3

2 7 7

ABILITIES

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

Immortal Affected by particular game effects.

4 **WAMPHYRS** STD 400 AP +100 PER EXTRA FIGHTER



15 5 4 5

2 7 5

ABILITIES

Ferocity On Strength tests, and results are read as .

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

8 **WAMPHYRS** MAX 800 AP



15 5 4 5

2 7 5

ABILITIES

Ferocity On Strength tests, and results are read as .

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

3 **CERBERI** STD 275 AP +90 PER EXTRA FIGHTER



10 3 4 3

2 5 5

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 **CERBERI** MAX 525 AP



10 3 4 3

2 5 5

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.



3 350 AP
BLACK WOLVES



15 3 6 3

1 7 9
1 2 5

ABILITIES

Counter Attack Gets 1 combat die for each failure obtained by an enemy in a  Attack  test against the fighter. If not eliminated, use these dice as if activated once the enemy's attacks have been resolved.

Fierce When a black wolf loses its last health point, it is not eliminated immediately. It is only removed from the battlefield at the end of the phase.

6 275 AP
MORBID ANGELS



15 3 3 3

1 5 5

ABILITIES

Flight When they move, morbid angels ignore obstacles and miniatures. Units with *Flight* are always in scattered formation.

3 LIGHT CAVALRY 475 AP
SCAVENGERS



15 5 4 5

2 5 6



ABILITIES

Charges Does not need greater Power to charge.


Disengagement Not eliminated when disengaging.

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

Reach May attack engaged enemies they are in contact with *and* those within 3cm.

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.





2 300 AP
SPECTRES



15 3 7 5

1 7 11

ABILITIES

Ethereal On Attack tests taken against spectres,  +,  + and  results are read as  +.

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

Reach May attack engaged enemies they are in contact with *and* those within 3cm.

8 STD 300 AP +40 PER EXTRA FIGHTER
MORBID PUPPETS



7 3 3 3

1 5 7

ABILITIES

Reach May attack engaged enemies they are in contact with *and* those within 3cm.

15 MAX 575 AP
MORBID PUPPETS



7 3 3 3

1 5 7

ABILITIES

Reach May attack engaged enemies they are in contact with *and* those within 3cm.

1-2 +25 AP PER SPECIAL FIGHTER
MORBID PUPPETS SPECIAL FIGHTERS




7 3 3 3

1 5 7

ABILITIES

Reach May attack engaged enemies they are in contact with *and* those within 3cm.

1-2 QUESTOR

 **7 mana points.** The quaeastor can cast a *Resurrection of the Ram* spell.

4 This brings 1 of the unit's eliminated fighters (except an Incarnate) back into the game and in formation.

3 325 AP
WOLFEN ZOMBIES





15 3 5 3

1 7 9

ABILITIES

Reach May attack engaged enemies they are in contact with *and* those within 3cm.

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.

STD 300 AP +40 PER EXTRA FIGHTER

8 SKELETON WARRIORS



7 5 5 3

1 5 5

MAX 575 AP

15 SKELETON WARRIORS



7 5 5 3

1 5 5

+25 AP PER SPECIAL FIGHTER

1-2 SKELETON WARRIOR SPECIAL FIGHTERS



7 5 5 3

1 5 5

STD 100 AP +55 PER EXTRA PORTAL

2 PORTAL OF THE ABYSS



0 - 10 3

ABILITIES

Portal of the Abyss At the beginning or the end of its movement, a unit that has at least 1 member in contact with a portal (from the same company) can be deployed in contact with any other portal (from the same company). Any fighters whose destination is a portal, but cannot be deployed in contact with it, are eliminated.

Scout When the company begins the game in a deployment zone, this unit can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.

STD 275 AP +45 PER EXTRA FIGHTER

6 ZOMBIES



7 5 5 3

1 5 5

MAX 375 AP

9 ZOMBIES



7 5 5 3

1 5 5

+25 AP PER SPECIAL FIGHTER

1-2 ZOMBIES SPECIAL FIGHTERS



7 3 5 3

1 5 5

INCARNATE 245 AP



1 ALDERAN





10 3 8 5 3

3 5 7



ABILITIES

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.


ABILITIES

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.

ABILITIES


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.

0-1 GRAVEDIGGER

 **10 faith points.** The gravedigger can call a *Scythe of Belial* miracle.

3 An enemy in contact with the unit suffers 1 damage point.

0-1 REVENANT



 **2 mana points.** The revenant can cast an *Eternal Hunger* spell.

4 Roll 1 die more on the unit's *Regeneration* tests.

Resurrect/Duel: 5 Elixir pts

Artifacts: 2 pts

ABILITIES

Regeneration Roll as many dice as there are damage points inflicted on Alderan. Each  or  cancels a damage point.

INCARNATE MAGICIAN 320 AP
1 **ASURA DE SARLATH**



10 3 5 7 5 8

2 5 7

Resurrect/Duel: 6 Elixir pts Artifacts/Rituals: 3 pts
Elements: Necromancy / Air, Fire and Darkness

ABILITIES

Focus Each time Asura performs an Energy ☼ test he rolls an additional number of dice equal to his Energy ☼ value. These are not bonus dice, so they can be re-rolled.

Regeneration Roll as many dice as there are damage points inflicted on Asura. Each ☒ or ☒ cancels a damage point.

INCARNATE MAGICIAN LT CAVALRY 515 AP
1 **ASURA DE SARLATH**



15 3 5 9 5 8

3 5 8

Resurrect/Duel: 10 Elixir pts Artifacts/Rituals: 3 pts
Elements: Necromancy / Air, Fire and Darkness

ABILITIES

Disengagement Not eliminated when disengaging.

Charges Cavalry does not need greater Power to charge.

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

Focus Each time Asura performs an Energy ☼ test he rolls an additional number of dice equal to his Energy ☼ value. These are not bonus dice, so they can be re-rolled.

Regeneration Roll as many dice as there are damage points inflicted on Asura. Each ☒ or ☒ cancels a damage point.

INCARNATE MAGICIAN 165 AP
1 **Lo'NUA**

*



10 3 4 5 3 4

2 3 3

Resurrect/Duel: 3 Elixir pts Artifacts/Rituals: 1 pt
Elements: Necromancy / Darkness

INCARNATE MAGICIAN 255 AP
1 **THE CORYPHEUS**

**



10 3 6 5 3 6

2 5 7

Resurrect/Duel: 5 Elixir pts Artifacts/Rituals: 2 pts
Elements: Necromancy / Air and Darkness

ABILITIES

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

INCARNATE MAGICIAN 235 AP
1 **JANOS**

**



10 3 5 5 3 6

2 5 7

Resurrect/Duel: 5 Elixir pts Artifacts/Rituals: 2 pts
Elements: Necromancy / Earth and Darkness

ABILITIES

Regeneration Roll as many dice as there are damage points inflicted on Janos. Each ☒ or ☒ cancels a damage point.

INCARNATE MAGICIAN 345 AP
1 **SOPHET DRAHAS**



7 3 5 7 5 8

2 5 9

Resurrect/Duel: 7 Elixir pts Artifacts/Rituals: 3 pts
Elements: Necromancy / Fire, Earth and Darkness

ABILITIES

Regeneration Roll as many dice as there are damage points inflicted on Sophet. Each ☒ or ☒ cancels a damage point.

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

INCARNATE FAITHFUL 490 AP
1 **KÄIN**



10 7 9 7 5 7

3 7 5

Resurrect/Duel: 10 Elixir pts Artifacts/Communities: 3 pts
Aspects: Dark Trinity / Alteration, Destruction and Creation

EQUIPMENT

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

ABILITIES

Counter Attack Gets 1 combat die for each failure obtained by an enemy in a Attack ☒ test against him. If not eliminated, use these dice as if activated once the enemy's attacks have been resolved.

Sequence Each ☒ or ☒ obtained on a Attack ☒ test generates a bonus die.

INCARNATE FAITHFUL 175 AP
1 **THE BOGEYMAN**

*



10 3 3 5 3 3

2 5 5

Resurrect/Duel: 4 Elixir pts Artifacts/Communities: 1 pt
Aspects: Dark Trinity/Alteration

Order of the Banners

RAM: BELIAL'S LEGION



Belial's legion includes units from any army of the *Meanders of Darkness* (Hydra, Hyena, Ram, Scorpion, Serpent, Stag). Belial is always part of his legion. He is the commander, even when another Incarnate has a higher Authority value.

THE GIFT OF THE RAM

Fighters automatically pass Courage tests. During an assault, their Fear is always regarded as the highest Fear when determining if a unit must perform a Courage test. This gift has no effect against fighters with the *Hyperian* ability.

ADVANTAGE

Belial backs the Damned! The Incarnates belonging to Belial's legion can use the Feats of any Incarnate on the battlefield.

DISADVANTAGE

Belial knows no mercy! The Incarnates belonging to Belial's legion cannot be resuscitated.

ORDER OF THE BANNERS

Infantry unit (★)!

Infantry unit (★ / ★★)

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

Cavalry unit (★★ / ★★★)

Infantry or War machine unit (★ / ★★ / ★★★)

INCARNATE 665 AP

1 BELIAL



20 3 10 10 6



3 7 11

Ignores difficult terrain; 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 Belial never generates any bonus dice and no advantageous effect or ability can ever alter the result required.

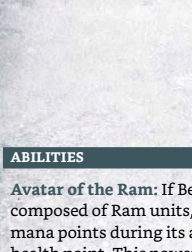
Resurrect/Duel: 13 Elixir pts **Belial is a unit of his own**

FEAT

Hidden Vice Spend 1 Elixir point. One of Belial's enemies in contact with him loses the use of 1 ability until the end of the round.

INCARNATE 665 AP

1 BELIAL



ABILITIES

Avatar of the Ram: If Belial joins a company entirely composed of Ram units, any unit can spend 10 faith or mana points during its activation and Belial recovers 1 health point. This power can be used several times by the same unit during its activation.

Disengagement Not eliminated when disengaging.

Immortal Affected by particular game effects.

Insensitive When a unit containing an Insensitive is targeted by a miracle, a spell, a communion or a ritual, choose if it is affected or not.

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

Regeneration Roll as many dice as there are damage points inflicted on Belial. Each red or blue cancels a damage point.

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

BELIAL SWEEP



20 3 10 10 6



3 7 11

TITANIC ABILITY

Sweep The fighters of an enemy unit in contact with Belial each suffer a Strength test with an action value of 6. Fighters closest to the titan are eliminated first.

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).

BELIAL ROAR



20 3 10 10 6



3 7 11

TITANIC ABILITY

Roar An enemy unit within 15 cm of Belial suffers a Courage test with a difficulty of 7. 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
BLACK
WEAPON



Most artifacts were constructed in the forges of the Claws of Terror; others were stolen from ancient tombs before being corrupted by the Darkness.

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

ARTIFACT
BLACK
ARMOR



Most artifacts were constructed in the forges of the Claws of Terror; others were stolen from ancient tombs before being corrupted by the Darkness.

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

ARTIFACT
DARK
CREST



Most artifacts were constructed in the forges of the Claws of Terror; others were stolen from ancient tombs before being corrupted by the Darkness.

The Incarnate gains an additional health point.

ARTIFACT
HORNS OF
DAMNATION



Most artifacts were constructed in the forges of the Claws of Terror; others were stolen from ancient tombs before being corrupted by the Darkness.

The wearer can control a unit summoned by the player, even if the wearer is neither a Faithful nor a Magician.
If the wearer is a Faithful or a Magician he can control an additional unit.

ARTIFACT
OBSIDIAN
SKULL



Most artifacts were constructed in the forges of the Claws of Terror; others were stolen from ancient tombs before being corrupted by the Darkness.

The *Obsidian Skull* can be used during the activation of any friendly unit. A fighter of your choice (except the Incarnate) in the active unit is eliminated and the Incarnate with the *Obsidian Skull* is healed 1 health point.
If he is at full health, the *Obsidian Skull* has no effect.

ARTIFACT
CODEx OF
SALAÜEL



Most artifacts were constructed in the forges of the Claws of Terror; others were stolen from ancient tombs before being corrupted by the Darkness.

The Faithful with the *Codex of Salaüel* gains a communion of value 3.

ARTIFACT
BLACK
DIAMOND



Most artifacts were constructed in the forges of the Claws of Terror; others were stolen from ancient tombs before being corrupted by the Darkness.

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

ARTIFACT
LIBER
NECROMANTIA



Most artifacts were constructed in the forges of the Claws of Terror; others were stolen from ancient tombs before being corrupted by the Darkness.

The Magician with the *Liber Necromantia* gains a ritual of value 3.

ARTIFACT
LIBER
TYPHONIS



Most artifacts were constructed in the forges of the Claws of Terror; others were stolen from ancient tombs before being corrupted by the Darkness.

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

ARTIFACT
WEAPON OF
THE ABYSS



Most artifacts were constructed in the forges of the Claws of Terror; others were stolen from ancient tombs before being corrupted by the Darkness.

Each success on an Attack roll in combat eliminates an enemy fighter.

ABILITY
ESCORT



Transfer all damage points inflicted on this fighter to fighters in the same unit that do not have this ability.
The player controlling the unit distributes this damage. If damage remains after all the fighters without *Escort* have been eliminated, the excess damage is applied to the fighters with *Escort*.

ABILITY
ESCORT



Transfer all damage points inflicted on this fighter to fighters in the same unit that do not have this ability.
The player controlling the unit distributes this damage. If damage remains after all the fighters without *Escort* have been eliminated, the excess damage is applied to the fighters with *Escort*.

ARTIFACT
COMPANION
OF THE TOMB



Azael obtains a value 1 or 2 ritual from any Army Book.

She also obtains the path of magic needed to cast it.

AZAEEL

ARTIFACT
NIGHTFALL



The Almighty Skull may freely distribute the wounds it inflicts, ignoring the rules of contact, as long as the wounds are distributed to fighters sharing the same profile as those in contact with him.

SKULL

ARTIFACT
THE WAILING
TABARD



No fighter is immune to the Almighty Skull's Fear ☹.

Courage ☹ tests must be carried out every turn. Skills that can automatically pass Courage ☹ tests are ignored.

SKULL

ARTIFACT
SEAL OF
EREBUS

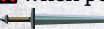


Rhea of Brisis acquires 3 points in value of rituals. Rituals she casts ignore the effects of *Insensitive*.

RHEA

ARTIFACT
FANGS OF
DARKNESS



Chagall has *Ferocity*: ☹+, ☹ and ☹ results are read as ☹ when performing  Strength ☹ tests.

CHAGALL

ARTIFACT
HESTIA'S
COAT OF ARMS



Ganzhyr of Hestia's unit ignores the effects of *Hyperian*.

GANZHYR

ARTIFACT
SEAL OF
HADES



Ganzhyr acquires 3 points to spend on rituals.

Read the result of Strength ☹ tests carried out by him, whatever their origin, 1 column to the right on the universal table of resolution.

GANZHYR

ARTIFACT
SCEPTER OF
ATROCITIES



In a company containing The Gorgon, up to 2 units in the order of the banners may be replaced by a Creature or Titan unit ☹ / ☹ (★ / ★★ / ★★★). This includes the priority slot. The unit recruited represents the Atrocities. Its members acquire *Abomination*: Courage ☹ tests taken against their Fear ☹ are rolled with a bonus die. Your opponent removes the best roll.

GORGON

ARTIFACT
MARTYRDOM



Melmoth regains 1 point of health for each point of damage he causes an enemy to lose.

MELMOTH

ARTIFACT
SEAL OF THE
CORRUPT




The use of the *Seal* is declared when Ejhin draws on the faith pool of her unit.

As many friendly fighters in Ejhin's line of sight as you wish are eliminated and Ejhin's unit gains a number of faith points equal to the sum of the health points (and/or structure points) of the eliminated fighters.

EJHIN

ARTIFACT
BURN



Choose one of these effects when resolving a  Strength ☹ test with Belial:

1. The victim is automatically eliminated; or
2. The Strength ☹ test is resolved in the ☹+ / ☹+ column.

BELIAL

ARTIFACT
LEATHER
OF SOULS



Belial cannot lose more than 1 life point per Strength ☹ test.

BELIAL

COMMUNION
ABSOLUTION
OF DARK



Faith 5 Difficulty 5

Cult: Dark Trinity
Element: Alteration
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
AWAKENING
THE DEMON



Faith 8 Difficulty 5

Cult: Dark Trinity
Element: Alteration
Target: Unit
Duration: Round

The targeted unit adds its Attack (X) value to its Strength (S) value for Strength (S) tests.

COMMUNION
EVIL EYE



Faith 8 Difficulty 5

Cult: Dark Trinity
Element: Alteration
Target: Unit
Duration: Instantaneous

Call *Evil Eye* immediately after an enemy test. The test is canceled and must be restarted.

COMMUNION
FORFEITURE



Faith 8 Difficulty 5

Cult: Dark Trinity
Element: Alteration
Target: Unit
Duration: Round

Choose a skill or ability (miracle, ritual, or special effect) of a special fighter within the targeted unit. The chosen skill or ability can no longer be used.

COMMUNION
SABBATH



Faith 5 Difficulty 5

Cult: Dark Trinity
Element: Alteration
Target: Unit
Duration: Round

The fighters in the targeted unit gain *Loyal*: each fighter adds 1 extra faith point to his unit's faith pool.

COMMUNION
BRAZIER OF
DAMNATION



Faith 5 Difficulty 7

Cult: Dark Trinity
Element: Destruction
Target: One fighter
Duration: Instantaneous

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

COMMUNION
CALL OF THE
ABYSS



Faith 10 Difficulty 7

Cult: Dark Trinity
Element: Creation
Target: Battleground
Duration: Round

The difficulty of enemy Courage (C) tests is read 1 column to the left on the resolution table.

COMMUNION
MACABRE
DANCE



Faith 10 Difficulty 7

Cult: Dark Trinity
Element: Alteration
Target: Unit
Duration: Round

The fighters in the targeted unit gain *Implacable*: 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 turn.

COMMUNION
POSSESSION



Faith 8 Difficulty 9

Cult: Dark Trinity
Element: Alteration
Target: The faithful
Duration: Round

The Faithful recovers all of his health points and becomes an Incarnate of the Dark Trinity. He gets 1 additional (S) and (A) Attack (X) die (this is not a bonus die and can be re-rolled). The mystic pools of his unit immediately gain 15 mana points and 15 faith points. This communion has no effect on a fighter who is already the incarnation of a god.

COMMUNION
ULTIMATE
CORRUPTION



Faith 15 Difficulty 9

Cult: Dark Trinity
Element: Alteration
Target: Unit
Duration: Round

When the targeted unit is activated, you control it. It is regarded as an enemy unit by all companies and it cannot voluntarily leave the battlefield.

COMMUNION
CALL FOR
BELIAL



Faith 15 Difficulty 9

Cult: Dark Trinity
Element: Feyd Mantis (private)
Target: Faithful
Duration: End of the game

Cannot be called until the beginning of the 3rd round of play. Feyd is removed from the game without any benefit to the opponent. Belial is deployed within 15 cm of the spot where Feyd was, and out of contact with any enemy: free, unharmed, and equipped with its reserved artifacts.

This communion fails if any figure other than Feyd must be moved to deploy Belial.

FEYD

ARTIFACT
HORNS OF
BLACKNESS



Belial can use any value 1, 2 or 3 communion or ritual of the Ram per round.

The roll is automatically successful. No faith or mana points are spent.

This effect cannot be countered or censured.

BELIAL

RITUAL BURIAL SHROUD



Mana 5 Difficulty 5

Path: Necromancy
Element: Darkness
Target: Unit
Duration: Round

The fighters in the targeted unit gain *Ethereal*: on Attack (X) tests taken against them, +, + and are interpreted as +.

RITUAL CURSE



Mana 8 Difficulty 5

Path: Necromancy
Element: Darkness
Target: Unit
Duration: Round

Choose a characteristic. The targeted unit must re-roll any successful tests using the designated characteristic.

RITUAL ETERNAL REGRETS



Mana 8 Difficulty 5

Path: Necromancy
Element: Darkness
Target: Unit
Duration: Instantaneous

The targeted unit must take a Courage (I) test with an action value of 5. If the unit fails it is in rout.

RITUAL MACABRE ASSEMBLY



Mana 10 Difficulty 5

Path: Necromancy
Element: Darkness
Target: Unit
Duration: Instantaneous

Half (rounded down) of fighters removed from the Magician's unit are placed back into play in formation with the unit and out of contact of any opponent. The Incarnate cannot be brought back. Fighters not returned to play are eliminated and can no longer benefit from this ritual.

RITUAL RITUAL OF FLESH



Mana 5 Difficulty 5

Path: Necromancy
Element: Darkness
Target: Unit
Duration: End of Round

The fighters in the targeted unit gain *Mutation*: the unit can use this ability once per turn, during any characteristic test. The test is resolved using a number of additional dice equal to the rank of the unit.

RITUAL SPECTRAL FOG



Mana 10 Difficulty 7

Path: Necromancy
Element: Darkness
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.

RITUAL IN PULVERUM REVERTIS (Return to Dust)



Mana 15 Difficulty 7

Path: Necromancy
Element: Darkness
Target: Unit
Duration: Instantaneous

Each fighter in the targeted unit suffers a Strength (S) test with action value of 6.

RITUAL PORTAL OF THE ABYSS



Mana 10 Difficulty 7

Path: Necromancy
Element: Darkness
Target: Special
Duration: Round

This ritual summons a unit of **Portals of the Abyss**.

RITUAL SUMMON UNDEAD



Mana 10 Difficulty 7

Path: Necromancy
Element: Darkness
Target: Special
Duration: Instantaneous

This ritual summons a rank 1 unit of standard size. The unit can include special fighters, if those are part of a standard sized unit.

RITUAL ARMY OF THE DEAD



Mana 15 Difficulty 9

Path: Necromancy
Element: Darkness
Target: Special
Duration: Instantaneous

The Magician summons a unit of the Ram with a rank less than or equal to his. Choose the standard number of fighters. The unit can include special fighters, if those are part of a standard sized unit.

RITUAL CHAMPION OF DEATH



Mana 15 Difficulty 9

Path: Necromancy
Element: Darkness
Target: An eliminated Incarnate
Duration: Instantaneous

The target Incarnate is resurrected without spending any Elixir points, even if it was eliminated by another Incarnate. He joins your company and can be included in a unit you select.

SPELL FORGERY OF HADES



Mana 5

Ganzhyr of Hestia can initiate this spell on any unit he can see. The targeted unit gains *Reach* and can attack enemies it is in contact with and those within 3 cm. If the targeted fighters already have a weapon with *Reach*, they can instead attack opponents within 6 cm.

GANZHYR

