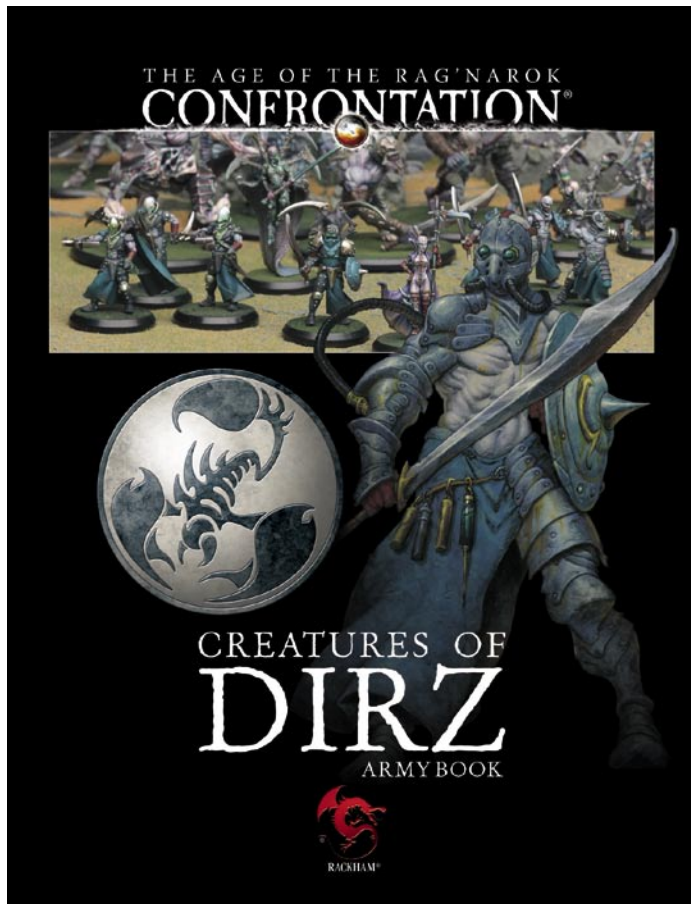


THE AGE OF THE RAG'NAROK CONFRONTATION®


SCORPION ARMY






IMPORTANT


This gaming aid requires the Army Book presented above.


ABILITIES

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.

Brutal: The fighter always counts as charging when he performs a successful assault.

Charging strength: When the fighter charges he adds his Attack  to his Strength  to resolve  Strength tests.



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.




Hard boiled: An opponent never gets any bonus dice on his  Strength tests taken against hard boiled fighters.

Implacable: 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.

Insensitive: A unit including an Insensitive can never be targeted by a miracle, a spell, a communion or a ritual.


Loyal: The fighter adds 1 extra faith point to his unit's faith pool.

Savage: Each  or  obtained on a  Strength test gives a bonus die.

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

Steadfast: When in combat against this fighter, enemies never counts as charging. This ability has no effect against fighters with the "Brutal" ability.

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

Survival instincts: Successes obtained on Strength  tests taken against fighters with Survival instincts are re-rolled once more.

War fury: Failures on  Attack tests have to be re-rolled once more.




















EQUIPMENT

Sword-axe: Every  on a  Strength tests inflicts one extra damage point on the target.


SPECIAL FIGHTERS


ERRATA

ORDER OF THE BANNERS

- Infantry unit  () !
- Infantry unit  ( / )
- Infantry unit or creature unit   ( / )
- Infantry unit or cavalry unit   ( / )
- Creature unit  ( /  / )

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

Geno-technician: The geno-technician can cast a “Plasmatic sili-cate” spell. The fighters in his unit benefit from “sacred armor” until the end of the round: the result required for Strength  tests taken against a fighter in sacred armor is read one column to the left on the resolution table. This spell costs 5 mana points.

Vicar: The vicar can call a “Word of pain” miracle. The Attack  value of enemies in contact with the unit is reduced to 0 until the end of the round. This miracle costs 8 faith 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.

Arkeon Sanath: 0
Cypher Lukhan: 2
Kayl Kartan: 3
Razheem: 2
Sethin: 1
Thissan Ka: 1
Vargas Metatron: 1

Some Incarnates are also magicians or faithful.

Kayl Kartan: Magician (Technomancy/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.

Arkeon Sanath: 3
Cypher Lukhan: 4
Kayl Kartan: 4
Razheem: 9
Sethin: 3
Thissan Ka: 4
Vargas Metatron: 3

ARTIFACTS


ALCHEMICAL SYRINGE

Value: 1

The use of this artifact is declared when the Incarnate's unit is activated. The player spends 1 Elixir point; the Incarnate heals one health point.

ATLAS TREATMENT

Value: 1

Failures on the Incarnate's  and  Strength tests are re-rolled once more.

COMPANION OF TORMENTS

Value: 1

The faithful Incarnate gains the “Iconoclast” ability: enemy fighters in contact with miniatures from the faithful's unit are also counted when the size of its faith pool is calculated.

EXPERIMENTAL CLONES

Value: Special

The player chooses the value of this artifact: 1, 2 or 3. He can recruit a unit from any another army during company building: the chosen unit takes up a slot in the order of the banners and its rank must correspond to the value of the artifact. The unit cannot include any special fighters or Incarnates and its value is added to that of the company.

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
Centurus clone 1	Infantry	3	2	10	3	9	5	2	5	7							(Gift of the Scorpion) Savage. Insensitive. (Reach)
Centurus clone 2	Infantry	3	2	10	3	9	5	1	5	9							(Gift of the Scorpion) Savage. Insensitive. (Reach)
Crimson fury	Infantry	2	1	10	3	3	3	2	5	5							(Gift of the Scorpion) War fury.
Crimson servant	Infantry	2	1	10	3	3	3	1	5	7							(Gift of the Scorpion) Loyal.
Dawn warrior	Infantry	1	1	10	3	7	3	1	5	7							(Gift of the Scorpion) (Sword-axe)
Halberdier	Infantry	1	1	10	3	4	3	1	5	7							(Gift of the Scorpion) (Reach)
Jadharis clone	Infantry	2	1	10	3	7	3	1	5	7							(Gift of the Scorpion) Hard boiled. (Reach)
Jadharis clone/Geno-technician	Infantry	2	1	10	3	7	3	1	5	7					3		(Gift of the Scorpion) Hard boiled. (Reach)
Jadharis clone/Musician	Infantry	2	1	10	3	7	3	1	5	7							(Gift of the Scorpion) Hard boiled. (Reach)
Jadharis clone/Standard bearer	Infantry	2	1	10	3	7	3	1	5	7							(Gift of the Scorpion) Hard boiled. (Reach)
Keratis warrior (2 weapons)	Infantry	2	1	10	3	4	3	2	5	5							(Gift of the Scorpion) Sequence.
Keratis warrior (sword/shield)	Infantry	2	1	10	5	4	3	1	5	5							(Gift of the Scorpion) Counter-attack.
Arkeon Sanath	Infantry	1	4	10	3	7	5	2	5	7				3			(Gift of the Scorpion) Implacable. (Sword-axe)
Cypher Lukhan	Infantry	2	4	10	3	4	7	3	5	7				3			(Gift of the Scorpion) Sequence.
Kayl Kartan	Infantry	2	4	10	3	3	5	3	5	5				3	5		(Gift of the Scorpion)
Razheem	Cavalry	3	4	15	7	7	7	3	7	5				5			(Gift of the Scorpion) Counter attack. Steadfast. Strategist. (Reach) (Heavy cavalry)
Sethin	Infantry	1	4	10	3	7	5	2	5	7				3			(Gift of the Scorpion)(Sword-axe)
Thissan Ka	Infantry	2	4	10	5	7	5	2	5	7				3			(Gift of the Scorpion) Survival instinct. Strategist. (Sword-axe)
Vargas Metatron	Infantry	1	4	10	3	4	5	2	5	7				3			(Gift of the Scorpion) (Reach)

Name	Minimum number of fighters	A.P.	+ 1 special fighter	+ 2 special fighters	+ 3 special fighters	Maximum number of fighters	A.P.	+ 1 special fighter	+ 2 special fighters	+ 3 special fighters	Extra fighter	Metal miniature
Centurus clone 1	3	475				3						Centurus clone 1
Centurus clone 2	3	375				3						Centurus clone 2
Crimson fury	6	300				6						Crimson fury
Crimson servant	6	250				6						Crimson servant
Dawn warrior	8	400				12	600				50	Dawn warrior
Halberdier	8	350				12	525				45	Halberdier of Dirz
Jadharis clone	6	325	350	375	400	9	500	525	550	575	60	Jadharis clone
Jadharis clone/Geno-technician												Biopsist 1
Jadharis clone/Musician												Musician of Dirz
Jadharis clone/Standard bearer												Scorpion Oriflamme
Keratis warrior (2 weapons)	6	350				6						Keratis warrior (2 weapons)
Keratis warrior (sword/shield)	6	250				6						Keratis warrior (sword and shield)
Arkeon Sanath	1	170										
Cypher Lukhan	1	220										
Kayl Kartan	1	220										
Razheem	1	445										
Sethin	1	160										
Thissan Ka	1	205										
Vargas Metatron	1	135										