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v3.4

Jul 2022

Game: **THE AGE OF THE RAG'NAROK: CONFRONTATION**
Publisher: **Rackham Entertainment (2006)**

SCORPION 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
SCORPION: SO 150: SHAMIR



THE GIFT OF THE SCORPION

Each unit can use this *Gift* once per round, before any characteristic test. Roll as many additional dice as the unit's rank. These are not bonus dice, so they can be re-rolled.

ADVANTAGE

With abundant supplies of the best mutagenic treatments available, Shamir units gain an additional die when they use the *Gift of the Scorpion*.

DISADVANTAGE

The leader of a unit that fails a morale test is immediately eliminated as an example.

ORDER OF THE BANNERS

Creature unit (★ / ★★ / ★★★)!

Creature unit (★ / ★★ / ★★★)

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

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

Infantry or War Machine unit (★ / ★★)

Order of the Banners
SCORPION: SO 78: ECLIPSE



THE GIFT OF THE SCORPION

Each unit can use this *Gift* once per round, before any characteristic test. Roll as many additional dice as the unit's rank. These are not bonus dice, so they can be re-rolled.

ADVANTAGE

One unit per banner gains the *Scout* ability: when the company begins the game in a deployment zone, units composed entirely of fighters with this ability can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.

This ability is reserved to Scorpion units.

DISADVANTAGE

The standard and maximum number of fighters in infantry units is reduced by 1, with no change to their AP cost. You may pay the cost of an extra fighter to reach the original number.

ORDER OF THE BANNERS

Creature unit (★ / ★★ / ★★★)!

Creature unit (★ / ★★)

Infantry unit (★ / ★★)

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

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

Order of the Banners
SCORPION: SO 38: THEBEN



THE GIFT OF THE SCORPION

Each unit can use this *Gift* once per round, before any characteristic test. Roll as many additional dice as the unit's rank. These are not bonus dice, so they can be re-rolled.

ADVANTAGE

The maximum number of fighters in creature units is increased by 1. This fighter is free. Only units with a maximum number value benefit from this advantage.

DISADVANTAGE

The standard number of fighters in all creature units is increased by 1. This fighter must be purchased as an extra fighter.

ORDER OF THE BANNERS

Creature unit (★ / ★★ / ★★★)!

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

Creature unit (★ / ★★)

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

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

Order of the Banners
SCORPION: STANDARD BANNER



THE GIFT OF THE SCORPION

Each unit can use this *Gift* once per round, before any characteristic test. Roll as many additional dice as the unit's rank. These are not bonus dice, so they can be re-rolled.

ORDER OF THE BANNERS

Infantry unit (★ / ★★)!

Infantry unit (★ / ★★)

Creature unit (★ / ★★ / ★★★)!

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

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

Creature unit (★ / ★★ / ★★★)

INCARNATE FAITHFUL 170 AP
1 SYKHO VOLESTERUS



10 3 4 5 3 3



2 5 5

Can be added to any Scorpion unit.

Resurrect/Duel: 3 Elixir pts

Artifacts/Communities: 1 pt

Aspects: Cult of Arh-Tolth / Alteration

FEAT

Momentum of the Conqueror 1 Elixir point. Add 5 points to the Power of Sykho's unit until the end of the round. Sykho can accomplish this feat once per round.

Order of the Banners
SCORPION: SO 58: CADWALLON



THE GIFT OF THE SCORPION

Each unit can use this *Gift* once per round, before any characteristic test. Roll as many additional dice as the unit's rank. These are not bonus dice, so they can be re-rolled.

ADVANTAGE

Once per round, one of your units or Incarnates can use an ability an enemy unit or fighter has used this round.

DISADVANTAGE

Before the companies are deployed, your opponent designates one of his units. If this unit is destroyed, you lose all your Elixir points.

ORDER OF THE BANNERS

Creature unit (★ / ★★ / ★★★)!

Creature unit (★ / ★★ / ★★★)

Creature unit (★ / ★★ / ★★★)

Infantry unit (★ / ★★)

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

INCARNATE 135 AP
1 KHERIS 66U184



10 5 4 5 3



2 5 5

Can be added to any Rank 1 Scorpion unit.

Resurrect/Duel: 3 Elixir pts

Artifacts: 1 pt

FEAT

Momentum of the Conqueror 1 Elixir point. Add 5 points to the Power of Kheris's unit until the end of the round. Kheris can accomplish this feat once per round.

INCARNATE FAITHFUL 215 AP
1 CLAUDIA NESSALITH



10 3 4 5 3 5



2 5 7

Can be added to any Scorpion unit.

Resurrect/Duel: 4 Elixir pts

Artifacts/Communities: 2 pts

Aspects: Cult of Arh-Tolth / Alteration and Destruction

ABILITIES

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

Loyal Adds 1 extra faith point to her unit's faith pool.

FEAT

Momentum of the Conqueror 1 Elixir point. Add 5 points to the Power of Claudia's unit until the end of the round. Claudia can accomplish this feat once per round.

INCARNATE FAITHFUL 305 AP
1 **ATHAN ZAKHIL**
●●●●



10 5 3 7 5 7

2 7 7

Can be added to any Scorpion unit.

Resurrect/Duel: 6 Elixir pts Artifacts/Communities: 3 pts
Aspects: Cult of Arh-Tolth / Alteration, Creation & Destruction

ABILITIES

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

Piety Athan Zakhil's Fervor tests are resolved rolling 1 bonus die. The player keeps the best.

FEAT

Momentum of the Conqueror **1 Elixir point**. Add 5 points to the Power of Athan Zakhil's unit until the end of the round. Athan Zakhil can accomplish this feat once per round.

INCARNATE 185 AP
1 **YSIS - 2P193AZ**
●●●●



10 3 7 5 3

2 5 5
1 3 6

Can be added to any Scorpion unit.

Resurrect/Duel: 4 Elixir pts Artifacts: 1 pt

ABILITIES

Assassin Read , and results as for Strength tests.

Toxic For each success on a or Strength test the fighter rolls an additional Strength test for which the result required is always . Successes obtained in this way are added to the initial ones.

FEAT

Momentum of the Conqueror **1 Elixir point**. Add 5 points to the Power of Ysis's unit until the end of the round. Ysis can accomplish this feat once per round.

INCARNATE MAGICIAN 320 AP
1 **SASIA SAMARIS**
●●●●



10 5 5 7 5 7

2 7 7

Can be added to any Scorpion unit.

Resurrect/Duel: 6 Elixir pts Artifacts/ Rituals: 3 pts
Elements: Technomancy/Darkness, Earth and Fire

ABILITIES

Bravery Failures on Courage tests are re-rolled once more.

Feint The enemy never gets any bonus dice on their Attack tests.

Symbiotic attack **5 mana points**. Can cast the *Symbiotic Attack* spell just before a Strength test. The test is rolled with 1 additional die. It may be re-rolled.

FEAT

Momentum of the Conqueror **1 Elixir point**. Add 5 points to the Power of Sasia's unit until the end of the round. Sasia can accomplish this feat once per round.

INCARNATE MAGICIAN 220 AP
1 **KAYL KARTAN**
●●●●



10 3 3 5 3 5

3 5 5

Can be added to any Scorpion infantry unit.

Resurrect/Duel: 4 Elixir pts Artifacts/ Rituals: 2 pts
Elements: Technomancy/Darkness and Air

ABILITIES

Mastery of the Arcana For Energy tests, , and results are read as .

FEAT

Momentum of the Conqueror **1 Elixir point**. Add 5 points to the Power of Kayl's unit until the end of the round. Kayl can accomplish this feat once per round.

INCARNATE FAITHFUL 305 AP
1 **ZAKHIL PRIME**
●●●●



10 3 12 9 5 7

3 7 9

Can be added to any Dasyatis prime unit.

Resurrect/Duel: 6 Elixir pts Artifacts: 3 pts
Aspects: Cult of Arh-Tolth / Alteration, Creation & Destruction

ABILITIES

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

Piety Zakhil Prime's Fervor tests are resolved rolling 1 bonus die. The player keeps the best.

FEAT

Momentum of the Conqueror **1 Elixir point**. Add 5 points to the Power of Zakhil Prime's unit until the end of the round. Zakhil Prime can accomplish this feat once per round.

INCARNATE MAGICIAN 210 AP
1 **SIN ASSYRIS**
●●●●



10 3 7 5 3

3 5 5

Can be added to any Hybrid (alpha or omega) unit.

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

ABILITIES

Insensitive 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.

FEAT

Momentum of the Conqueror **1 Elixir point**. Add 5 points to the Power of Sin's unit until the end of the round. Sin can accomplish this feat once per round.

INCARNATE MAGICIAN 475 AP
1 **DESERT ROSE**
●●●●



15 5 5 7 5 7

4 7 7

Can be added to any Scorpion unit.

Resurrect/Duel: 9 Elixir pts Artifacts/ Rituals: 3 pts
Elements: Technomancy/Darkness, Earth and Fire

ABILITIES

Bravery Failures on Courage tests are re-rolled once more.

Feint The enemy never gets any bonus dice on their Attack tests.

Symbiotic attack **5 mana points**. Can cast the *Symbiotic Attack* spell just before a Strength test. The test is rolled with 1 additional die. It may be re-rolled.

FEAT

Momentum of the Conqueror **1 Elixir point**. Add 5 points to the Power of the Desert Rose's unit until the end of the round. The Desert Rose can accomplish this feat once per round.

INCARNATE MAGICIAN 230 AP
1 **SALIAS YESOD**
●●●●



10 3 3 5 4 6

2 5 7

Can be added to any Scorpion infantry unit.

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

ABILITIES

Fleshfeasting Sword Salias Yesod's weapon is considered to be an sword-axe. Every on a Strength test inflicts 1 extra damage point to the target.

Survival Instinct Successes obtained on Strength tests taken against Salias are re-rolled once more.

FEAT

Momentum of the Conqueror Spend 1 Elixir point. Add 5 points to the Power of the Incarnate's unit until the end of the round. The Incarnate can accomplish this feat once per round.

INCARNATE 170 AP
1 ARKEON SANATH









Resurrect/Duel: 3 Elixir pts

Artifacts: 0 pts

EQUIPMENT

Sword-Axe Every  on a  Strength  test inflicts 1 bonus damage point on the target.

ABILITIES

Implacable After having performed an assault, if Arkeon is still in contact with enemies resolve a new combat. He does not get the bonus for charging any longer. This ability can be used once per round.

INCARNATE 205 AP
1 THISSAN KA










Resurrect/Duel: 4 Elixir pts


Artifacts: 1 pt

EQUIPMENT

Sword-Axe Every  on a  Strength  test inflicts 1 bonus damage point on the target.

ABILITIES

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

Survival Instincts Successes obtained on Strength  tests taken against Thissan are re-rolled once more.

INCARNATE 160 AP
1 SETHIN









Resurrect/Duel: 3 Elixir pts

Artifacts: 1 pt

EQUIPMENT

Sword-Axe Every  on a  Strength  test inflicts 1 bonus damage point on the target.

INCARNATE 135 AP
1 VARGAS METATRON






Resurrect/Duel: 3 Elixir pts

Artifacts: 1 pt

ABILITIES

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

INCARNATE 220 AP
1 CYPHER LUKHAN










Resurrect/Duel: 4 Elixir pts

Artifacts: 2 pts

ABILITIES

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

INCARNATE HVY CVLRY 445 AP
1 RAZHEEM











Resurrect/Duel: 9 Elixir pts

Artifacts: 2 pts

ABILITIES


Disengagement Not eliminated when disengaging.

Charges Cavalry does not need greater Power to charge. Heavy cavalry add their Attack  to their Strength  to resolve Strength  tests when charging.

Counter-attack Gets 1 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.

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

Steadfast When in combat against Razheem, enemies never count as charging. This ability has no effect against fighters with the *Brutal* ability.

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

6 HYBRIDS ALPHA

STD 350 AP +60 PER EXTRA FIGHTER



10 3 7 3



1 5 5
1 3 6

ABILITIES

Instinctive Shot The fighter can target engaged enemies.

9 HYBRIDS ALPHA

MAX 525 AP



10 3 7 3



1 5 5
1 3 6

ABILITIES

Instinctive Shot The fighter can target engaged enemies.

0-3 HYBRIDS ALPHA SPECIAL FIGHTERS

+25 AP PER SPECIAL FIGHTER



0-2 ACOLYTE

The number of dice the unit gains thanks to the *Gift of the Scorpion* is increased by 1 for each acolyte present in the unit. This die is not a bonus die, so it can be rerolled.

0-1 NEUROMANCER

5 mana points. The neuromancer can cast a *Psychic Third Eye* spell.

3 The neuromancer's unit ignores penalties due to interference until the end of the round.

8 CLONES

STD 325 AP +40 PER EXTRA FIGHTER



10 5 4 3



1 5 5

1 BIOPIST

5 mana points. The biopsist can cast a *Suspicious Injection* spell. The number of dice the unit gains thanks to the *Gift of the Scorpion* is increased by 1. This die is not a bonus die, so it can be re-rolled.

16 CLONES

MAX 650 AP



10 5 4 3



1 5 5

2 BIOPISTS

5 mana points. The biopsist can cast a *Suspicious Injection* spell. The number of dice the unit gains thanks to the *Gift of the Scorpion* is increased by 1. This die is not a bonus die, so it can be re-rolled.

8 CROSSBOWMEN

STD 375 AP +50 PER EXTRA FIGHTER



10 3 4 3



1 5 5
1 3 6

16 CROSSBOWMEN

MAX 725AP



10 3 4 3



1 5 5
1 3 6

STD 350 AP +55 PER EXTRA FIGHTER

6 SENTINELS



10 3 7 3

1 5 7

EQUIPMENT

Sword-Axe Every on a Strength test inflicts 1 bonus damage point on the target.

ABILITIES

Survival Instincts Successes obtained on Strength tests taken against Sentinels are re-rolled once more.

STD 525 AP +135 PER EXTRA FIGHTER

4 SKORIZES



10 7 7 5

3 7 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.

Assassin Read , and results as for Strength tests.

STD 325 AP +115 PER EXTRA FIGHTER

3 SYHAR SIGHTHOUNDS



15 4 4 3

2 5 5

If the unit falls below half of its original number of fighters it does not need to roll a Courage test.

ABILITIES

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

MAX 675 AP

6 SYHAR SIGHTHOUNDS



15 4 4 3

2 5 5

If the unit falls below half of its original number of fighters it does not need to roll a Courage test.

ABILITIES

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

STD 300 AP +40 PER EXTRA FIGHTER

8 PHEMERA ALPHA



15 4 2 1

1 3 1

If the unit falls below half of its original number of fighters it does not need to roll a Courage test.


ABILITIES

Explosive The fighter can be sacrificed when resolving its attacks.

The fighter is immediately eliminated and its attacks are lost. Each fighter in contact with the eliminated fighter suffers a Strength 8 test.

MAX 600 AP

16 PHEMERA ALPHA



15 4 2 1

1 3 1

If the unit falls below half of its original number of fighters it does not need to roll a Courage test.

ABILITIES

Explosive The fighter can be sacrificed when resolving its attacks.

The fighter is immediately eliminated and its attacks are lost. Each fighter in contact with the eliminated fighter suffers a Strength 8 test.

STD 300 AP +40 PER EXTRA FIGHTER

8 PHEMERA OMEGA



15 4 2 1

1 3 1

If the unit falls below half of its original number of fighters it does not need to roll a Courage test.

ABILITIES

Explosive The fighter can be sacrificed when resolving its attacks.

The fighter is immediately eliminated and its attacks are lost. Each fighter with 6cm of the eliminated fighter suffers a Strength 4 test.

MAX 600 AP

16 PHEMERA OMEGA



15 4 2 1

1 3 1

If the unit falls below half of its original number of fighters it does not need to roll a Courage test.

ABILITIES

Explosive The fighter can be sacrificed when resolving its attacks.

The fighter is immediately eliminated and its attacks are lost. Each fighter with 6cm of the eliminated fighter suffers a Strength 4 test.

STD 250 AP +125 PER EXTRA FIGHTER

2 DASYATIS EVOLUTION

10 3 8 5

1 7 9



If the unit falls below half of its original number of fighters it does not need to roll a Courage test.

EQUIPMENT

Halberd May attack engaged enemies it is in contact with and those within 3cm.

ABILITIES

Regeneration Roll as many dice as there are damage points inflicted on the Dasytis Evolution, just before removing the losses. Each or cancels a damage point.

MAX 500 AP

4 DASYATIS EVOLUTION

10 3 8 5

1 7 9



If the unit falls below half of its original number of fighters it does not need to roll a Courage test.

EQUIPMENT

Halberd May attack engaged enemies it is in contact with and those within 3cm.

ABILITIES

Regeneration Roll as many dice as there are damage points inflicted on the Dasytis Evolution, just before removing the losses. Each or cancels a damage point.

STD 275 AP +275 PER EXTRA FIGHTER

1 ABERRATION PRIME

20 3 10 7

2 7 9



If the unit falls below half of its original number of fighters it does not need to roll a Courage test.

ABILITIES

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

Toxic For each success on a or Strength test the fighter rolls an additional Strength test for which the result required is always. Successes obtained in this way are added to the initial ones.

STD 250 AP +250 PER EXTRA FIGHTER

1 DASYATIS PRIME

10 3 12 7

2 7 9



If the unit falls below half of its original number of fighters it does not need to roll a Courage test.

ABILITIES

Savage Each or obtained on a Strength test generates a bonus die.

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

STD 400 AP +205 PER EXTRA FIGHTER

2 NEMESIS EVOLUTION

20 3 8 5

2 7 7



If the unit falls below half of its original number of fighters it does not need to roll a Courage test.

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 800 AP

4 NEMESIS EVOLUTION

20 3 8 5

2 7 7



If the unit falls below half of its original number of fighters it does not need to roll a Courage test.

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.

STD 350 AP

6 KERATIS WARRIORS

10 3 4 3

2 5 5



EQUIPMENT

Two Weapons

ABILITIES

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

MAX 250 AP

6 KERATIS WARRIORS

10 5 4 3

1 5 5




EQUIPMENT

Sword & Shield

ABILITIES


Counter Attack The fighter gets 1 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.

If the unit falls below half of its original number of fighters it does not need to roll a Courage  test.

ABILITIES

Insensitive When a Nefarius Prime is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

Master Strike If the Nefarius Prime does not move during its activation, it adds its Attack (X) to its Strength (C) on Strength (C) tests.

Special Nefarius Prime have a 2-handed weapon and a pair of 1-handed weapons. When they fight in  combat, they can use one weapon line after the other in an order chosen by the player. They can also choose different targets for each line.

6 STD 325 AP +60 PER EXTRA FIGHTER
JADHARIS CLONES











10 3 7 3








1 5 7

ABILITIES



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

Hard Boiled An opponent never gets any bonus dice on his  Strength  tests taken against Jadharis Clones.

[illegible]

ABILITIES

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

Hard Boiled An opponent never gets any bonus dice on his  Strength  tests taken against Jadharis Clones.

0-3 +25 AP PER SPECIAL FIGHTER



JADHARIS CLONES SPECIAL FIGHTERS

✖✖





0-2 GENO-TECHNICIAN

 **5 mana points.** May cast a *Plasmatic Silicate* spell. Until the end of the round, his unit benefits from *Sacred Armor*: read the required result for Strength  tests taken against the fighters 1 column to the left.

0-1 STANDARD BEARER

Unit gets +2 Courage

0-1 MUSICIAN

Can use the *Wall of Spears* tactic: if in formation, one of the successes obtained on an Attack ⓧ test taken against the unit is cancelled.

1 STD 50 AP +50 PER EXTRA FIGHTER
CLONING TANK

● ● ● ● ●

10 - 8 -

- - -

- - -

ABILITIES

Cloning Tank The use of this ability is declared once per round per cloning tank, and can be used once more for each acolyte in the cloning tank unit. A fighter (except Incarnates) who has been eliminated from a Scorpion unit in contact with the tank comes back into the game and in formation. If he cannot come back into formation with his original unit the ability has no effect.

Instinctive Shot The fighter can target engaged enemies.

2 MAX 100 AP
CLONING TANKS

● ● ● ● ●

10 **-** **8** **-**

- - -

- - -

ABILITIES

Cloning Tank The use of this ability is declared once per round per cloning tank, and can be used once more for each acolyte in the cloning tank unit. A fighter (except Incarnates) who has been eliminated from a Scorpion unit in contact with the tank comes back into the game and in formation. If he cannot come back into formation with his original unit the ability has no effect.

Instinctive Shot The fighter can target engaged enemies.

+50 AP PER SPECIAL FIGHTER

0-3

HYBRID ALPHAS

CLONING TANK

CREW

SPECIAL FIGHTERS







10



3



7



3



1



5



5



1



3




6

0-2 ACOLYTE

The *Cloning Tank* ability can be used once more for each acolyte in the cloning tank unit.


0-1 NEUROMANCER


 **5 mana points.** The neuromancer can cast a *Remote Cloning* spell. The *Cloning Tank* ability can be used on any friendly unit if the leader of the targeted unit can see the neuromancer.

CLONING TANK SPECIAL RULES

SPECIAL RULES

Engagement The cloning tank cannot engage enemies; but it can be engaged. Any fighters who disengage from it are not eliminated.

Shooting at the unit The cloning tank 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 cloning tank may be targeted specifically with a  attack or mystical effect. Excess damage points are ignored by the crew.

Crew The cloning tank can be used without a crew. If given servants, they are always 3 Hybrid Alpha attachment fighters.

Incarnates Incarnates cannot join a cloning tank unit.

3 CENTURUS CLONES 1

STD 475 AP



ABILITIES

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

Savage Each or obtained on a Strength test generates a bonus die.

Insensitive When this unit is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

3 CENTURUS CLONES 2

STD 375 AP



ABILITIES

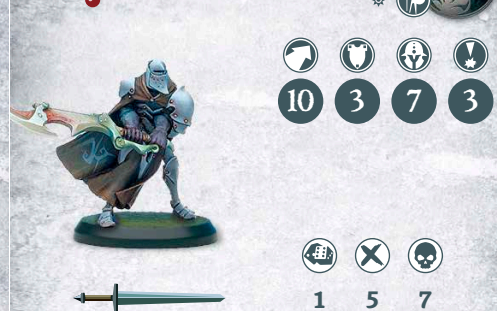
Reach May attack engaged enemies they are in contact with *and* those within 3cm.

Savage Each or obtained on a Strength test generates a bonus die.

Insensitive When this unit is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

8 DAWN WARRIORS

STD 400 AP +50 PER EXTRA FIGHTER

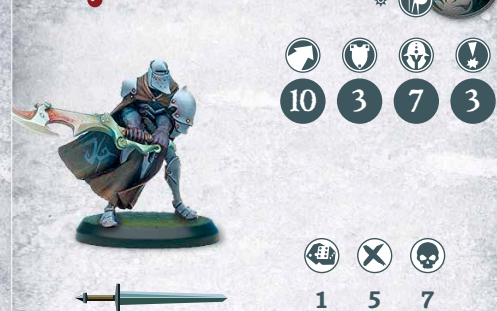


EQUIPMENT

Sword-Axe Every on a Strength test inflicts 1 bonus damage point on the target.

12 DAWN WARRIORS

MAX 600 AP



EQUIPMENT

Sword-Axe Every on a Strength test inflicts 1 bonus damage point on the target.

8 HALBERDIERS

STD 350 AP +45 PER EXTRA FIGHTER



ABILITIES

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

12 HALBERDIERS

MAX 525 AP



ABILITIES

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

6 CRIMSON FURIES

STD 300 AP



ABILITIES

War Fury Failures on Attack tests are re-rolled.

6 CRIMSON SERVANTS

MAX 250 AP



ABILITIES

Loyal Adds 1 extra faith point to the unit's faith pool.

1

STD 225 AP (INCL. CREW) +275 PER EXTRA FIGHTER

SCORPIO

●●●●

0

-

8

-

2

STD 225 AP (INCL. CREW) +275 PER EXTRA FIGHTER

SCORPIO SERVANTS

●●●●

0

-

8

3

SCORPIO + SERVANTS

SPECIAL RULES

SPECIAL RULES

Movement

The scorpio cannot be moved. Fighters may still move around the machine if their Movement allows.

Engagement

The scorpio cannot engage enemies; but it can be engaged. Any fighters who disengage from it are not eliminated.

Shooting at the unit

The scorpio 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 scorpio may be targeted specifically with a attack or mystical effect. Excess damage points are ignored by the crew.

Crew

Only the scorpio crewmen ('servants') can use the scorpio to attack from range.

Incarnates

Incarnates cannot join a cannon unit.

Arhteth and Isateph Bolts

Choose the ammunition used before the Attack test and apply the corresponding effects. Only one type of bolts can be used per salvo.

1

1775 AP +1775 PER EXTRA FIGHTER

TARASCUS

●●●●

20

2

24

9

4

7

24

TARASCUS

SWEEP

20

2

24

9

4

7

24

TARASCUS

ROAR

20

2

24

9

4

7

24

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 a titan never generates any bonus dice and no advantageous effect or ability can ever alter the result required.

ABILITIES

Disengagement

Not eliminated when disengaging.

Charging Strength

When performing a successful charge, add its Attack to his Strength on Strength tests.

Implacable

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

Reach

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

TITANIC ABILITY

Sweep

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

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

TITANIC ABILITY

Roar

An enemy unit within 15 cm of the titan suffers a Courage test with a difficulty of 7. If it fails, the unit is in rout.

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

ARTIFACT
THE BLADE
OF SHEKARA



Each time Kheris is eliminated (even by an Incarnate), choose a fighter in your unit and replace its miniature with that of Kheris. If the substitution is impossible, the *Blade of Shekara* has no effect.

Kheris comes back into the game with all his health points and the *Blade of Shekara*. He is also subjected to all the game effects affecting his unit upon his return.

KHERIS

ARTIFACT
NEURO-STING
OF PAIN



Once per round, Lady Claudia Nesselith can inflict 1 extra damage point to an enemy to whom she has just inflicted one.

NESSALITH

ARTIFACT
TREATMENT
M65



Lady Claudia Nesselith's unit gains the *Regeneration* ability: 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.

NESSALITH

ARTIFACT
ZILASH



Each time Sykho Volesterus eliminates a fighter, this artifact allows him to successfully call the *Exquisite Pain* communion.

No faith points are spent. The communion cannot be censured.

VOLESTERUS

MIRACLE
FUSION/
TRANSFORMATION



Faith 5

Athan Zakhil and Zakhil Prime can call this miracle at any time during their activation. Replace Athan Zakhil's miniature with Zakhil Prime's (or vice-versa).

If this replacement is impossible or requires the manipulation of another terrain or miniature, the miracle has no effect.

No matter his shape, Zakhil keeps the same health points and all the game effects that applied to him before the transformation.

ZAKHIL

ARTIFACT
HEXALID
CROSSBOW



The crossbow makes her the deadly sting that will pierce the soft flanks of her enemies.

Ysis gains a bonus die on attacks with her crossbow.

YSIS

ARTIFACT
ASSYRIS
TREATMENT



Sîn Assyris's unit gains the *Assassin* ability: and results are read as for Strength tests.

ASSYRIS

ARTIFACT
SKULL OF
SOULS



The Elixir point value of the Incarnates eliminated by Kayl Kartan is doubled.

KARTAN

ARTIFACT
ALCHEMICAL
SYRINGE



Artifacts of the Scorpion are designed by their mystics and scientists; inspired by Arh-Tolth and the science of technomancy.

The use of this artifact is declared during the Incarnate's unit's activation. The player spends 1 Elixir point; the Incarnate or 1 member of their unit heals 1 damage point.

ARTIFACT
ALCHEMICAL
WEAPON



Artifacts of the Scorpion are designed by their mystics and scientists; inspired by Arh-Tolth and the science of technomancy.

The Incarnate is equipped with a sword-axe.

Every on a Strength test inflicts 1 extra damage point to the target. Incarnates already equipped with a sword-axe cannot take this artifact.

ARTIFACT
ANTHEMIS
TREATMENT



Artifacts of the Scorpion are designed by their mystics and scientists; inspired by Arh-Tolth and the science of technomancy.

The Incarnate gains the *War Fury* ability: failures on Attack tests have to be re-rolled once more.

ARTIFACT
ATLAS
TREATMENT



Artifacts of the Scorpion are designed by their mystics and scientists; inspired by Arh-Tolth and the science of technomancy.

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

ARTIFACT
COMPANION
OF TORMENTS



Artifacts of the Scorpion are designed by their mystics and scientists; inspired by Arh-Tolth and the science of technomancy.

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.

ARTIFACT
ENDOCRINOUS
TREATMENT



Artifacts of the Scorpion are designed by their mystics and scientists; inspired by Arh-Tolth and the science of technomancy.

The failures obtained on the dice given to the Incarnate's unit by the *Gift of the Scorpion* can be re-rolled once more.

ARTIFACT
SYNAPTIC
TREATMENT



Artifacts of the Scorpion are designed by their mystics and scientists; inspired by Arh-Tolth and the science of technomancy.

The Incarnate is considered to be a standard bearer.

ARTIFACT
STAR STONE



Artifacts of the Scorpion are designed by their mystics and scientists; inspired by Arh-Tolth and the science of technomancy.

The Incarnate gains the *Insensitive* ability: 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
SYMBIOTIC
ARMOR



Artifacts of the Scorpion are designed by their mystics and scientists; inspired by Arh-Tolth and the science of technomancy.

The Incarnate gains 2 extra health points.

ARTIFACT
TECHNOMAGIC
ROUTINE



Artifacts of the Scorpion are designed by their mystics and scientists; inspired by Arh-Tolth and the science of technomancy.

The Incarnate gains one Value 1 technomancy ritual. They can cast it successfully for free during each of their activations. No mana points are spent. The ritual cannot be countered.

ARTIFACT
THE PERFECT
CODE



Artifacts of the Scorpion are designed by their mystics and scientists; inspired by Arh-Tolth and the science of technomancy.

The Incarnate gains 1 bonus die when resolving all of their characteristic tests. The worst result for each test is discarded.

ARTIFACT
THE TREATISE
OF ALCHEMY



Artifacts of the Scorpion are designed by their mystics and scientists; inspired by Arh-Tolth and the science of technomancy.

The Incarnate gains one value 1 ritual, one value 2 ritual and one value 3 ritual.

ARTIFACT
EXPERIMENTAL
CLONES



Choose the value of this artifact: 1, 2 or 3. You 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.

COMMUNION
DAWNING OF
ARH-TOLTH



Faith 5 Difficulty 5

Cult: Arh-Tolth
Element: Alteration
Target: Unit
Duration: Instantaneous

The targeted unit in rout is rallied.

COMMUNION
EMBRACE OF
ARH-TOLTH



Faith 9 Difficulty 5

Cult: Arh-Tolth
Element: Destruction
Target: Unit
Duration: Instantaneous

The targeted unit suffers 1 damage point. The unit's owner chooses which fighter is affected.

COMMUNION
ENCEPHALIC
LACERATION



Faith 7 Difficulty 5

Cult: Arh-Tolth
Element: Destruction
Target: Unit
Duration: Instantaneous

The targeted unit's mystic pools are emptied.

COMMUNION EXQUISITE PAIN



Faith 7 Difficulty 5

Cult: Arh-Tolth
Element: Alteration
Target: Unit
Duration: Round

The targeted unit suffers 1 less damage point on the next Strength test it suffers.

COMMUNION TALON OF AR-TOLTH



Faith 5 Difficulty 5

Cult: Arh-Tolth
Element: Alteration
Target: Unit
Duration: Round

The targeted unit gains the *Fierce* ability: when a fighter loses its last health point it is not eliminated immediately. It is only removed from the battlefield at the end of the phase.

COMMUNION THREAT OF ARH-TOLTH



Faith 5 Difficulty 5

Cult: Arh-Tolth
Element: Alteration
Target: Unit
Duration: Round

The unit reads the result it requires on all its Courage tests as .

COMMUNION CARESS OF ARH-TOLTH



Faith 10 Difficulty 7

Cult: Arh-Tolth
Element: Creation
Target: Unit
Duration: Instantaneous

Up to 3 eliminated fighters from the targeted unit (except Incarnates) come back into the game. They are placed in formation and out of contact with the enemy.

COMMUNION DARK BLADES



Faith 10 Difficulty 7

Cult: Arh-Tolth
Element: Alteration
Target: Unit
Duration: Round

The fighters in the targeted unit add the Fervor of the faithful to their Strength.

COMMUNION HERALD OF ARH-TOLTH



Faith 10 Difficulty 7

Cult: Arh-Tolth
Element: Alteration
Target: 1 fighter
Duration: Round

The targeted fighter can gain and spend Elixir points as if they were an Incarnate (but cannot be resurrected).

COMMUNION TUNIC OF BLOOD



Faith 10 Difficulty 7

Cult: Arh-Tolth
Element: Alteration
Target: Unit
Duration: Round

The unit adds its Defense to its Resilience.

COMMUNION ALCHEMICAL AGE



Faith 15 Difficulty 9

Cult: Arh-Tolth
Element: Alteration
Target: Company
Duration: Round

The units of the targeted company gain the *Insensitive* ability: 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.

COMMUNION DAWN RITUAL



Faith 20 Difficulty 9

Cult: Arh-Tolth
Element: Alteration
Target: Incarnate
Duration: Round

The targeted Incarnate becomes an incarnation of Arh-Tolth. They recover all of their health points and gets 1 additional and Attack die (not a bonus die; can be re-rolled). The mystic pools of their unit immediately gain 15 mana points and 15 faith points. This ritual has no effect on a fighter who is already the incarnation of a god.

RITUAL BLOODY BITTERNESS



Mana 7 Difficulty 5

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

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

RITUAL GENETIC RECONSTITUTION



Mana 3 Difficulty 5

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

All the members of the targeted unit heal 1 health point.

RITUAL GENETIC RELIABILITY



Mana 5 Difficulty 5

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

Enemy abilities, rituals, spells, communions and miracles cannot affect the targeted unit's dice rolls.

RITUAL
RAVENOUS
BLADES



Mana 5 Difficulty 5

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

The targeted unit gains the *Sequence* ability: each or obtained on a Attack test gives 1 bonus die.

RITUAL
TETANY



Mana 7 Difficulty 5

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

The Defense value of the targeted unit's fighters is reduced to 0.

RITUAL
KISS OF
DARKNESS



Faith 10 Difficulty 7

Path: Technomancy
Element: Darkness
Target: Friendly unit
Duration: Round

The targeted unit's Courage becomes Fear .

RITUAL
ORB OF
DARKNESS



Faith 7 Difficulty 7

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

The targeted unit gains the *Insensitive* ability: 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.

RITUAL
SPIRITUAL
PERVERSION



Faith 10 Difficulty 7

Path: Technomancy
Element: Darkness
Target: Incarnate
Duration: Special

The Courage and Authority values of the targeted Incarnate are reduced to 0 for the next round.

RITUAL
MATTER
CONTROL



Faith 15 Difficulty 9

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

The number of successes obtained on each of the targeted unit's characteristic tests is doubled.

RITUAL
SANDSTORM



Faith 15 Difficulty 9

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

The targeted unit is not activated when its card is revealed.



