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Thankyou! Peter (Universal Head)

v1

Dec 2020

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

Publisher: **Rackham Entertainment (2006)**

STAG 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**



FOREWORD BY SAMUEL MORENO

I'm happy to announce that the second attempt to bring over a legacy army to **Confrontation: Age of Ragnarök** is now complete! What you see before you is the herculean attempt of translating an incomplete *Confrontation/ Ragnarök* army, in this case the 'Stag Army', into a useable system for **Confrontation: Age of Ragnarök (AoR)**.

Once again, Rackham's 'LA Paper' or 'Other Armies' documents (as they are referred to on the Esoteric Order of Gamers), were used to complete this task. As you no doubt know by now, the 'Other Armies' documents are Rackham's first, albeit incomplete, drafts at bringing over the remaining established armies that populate the world of Aarklash. As I mentioned in my Cynwall/Dragon foreword, these PDFs provide a very strong basis point that is, unfortunately, incomplete in some areas.

In many ways, this army was more challenging to port over to AoR then the Cynwall/Dragon army due to its mix matching of various troops and creatures from two separate armies (Devourers and Drones). Whereas the Cynwall/Dragon came together to form a nice coherent army, the Stag, on the other hand, came together in a wild, untamed way. And that's what makes them exciting to play!

Once again, no banners were present in the 'Stag Other Armies' document which is a real shame. Unlike the Cynwall who can easily use one of the other Light banners from the Lion and Griffin army, for the Stag, using the other Dark banners from either the Ram or Scorpion armies wouldn't suffice since they are very unique to their own armies (as they should be). I decided to make a spirited attempt to create my own banner for this army that I named 'The Witch' which was taken from the Drune's Ragnarök profile. In the original Ragnarök, the Drones' banners are referred to as 'Scourges' so in this case, this banner was referred to as 'Scourge: The Witch'.

I have yet to fully playtest this banner so I cannot say for sure how balanced it is at this stage. I can say that this banner will definitely bring some excitement to your games in that fielding of two Incarnates in one unit is something not fully explored in Age of Ragnarök. Indeed, only one other army attempts to do something similar and that is the Eagle which has a gift that allows you to combine units and Incarnates if they are in close proximity to each other. On that precedent, using something similar for the Stag seems to match the spirit of an army where both human and creature intertwine together to take on their enemies. Its disadvantage is equally as exciting because should the player carelessly lose their first Incarnate and the unit goes in Rout, it could mean the loss of many valuable troops and possibly the second Incarnate. I'm excited to hear how this banner plays out in your home games so please, as always, send your feedback to me at **Samuel.Confrontation@gmail.com**.

The 'Stag Other Armies' document also once again did not provide any guidance on which Incarnates should be allowed to join which units and what powers the Musicians should have. In regards to Incarnates, you can certainly play without restricting them to certain units but this could potentially unbalance the Stag giving them versatility that the other armies do not enjoy.

While it is tempting to base the assignment of Incarnates solely on units that best match their species and 'look,' I chose to show some restraint in doing so for some of the Incarnates since it will once again go against the spirit of the Stag army which is all about mix and matching units and characters, err Incarnates.

For that reason, all Rank 3 Incarnates were allowed to join any Stag unit. If you collected the old *Cry Havoc* magazines, you will no doubt appreciate the ability to recreate some of the photographs that we saw of Balkron leading Formor and human alike! From a gameplay perspective, it also made sense that such expensive characters would be allowed as much versatility as possible when bringing them to the table. This seems to be the pattern with the other Rank 3 Incarnates in the original armies.

Morgwen and **Feylhin** were obvious leaders for the Lanyfh both from a lore perspective and a gameplay perspective giving that they both can utilize their Scout ability with the Lanyfh. They were also the impetus for creating the Witch banner because in Confrontation, they would always work together in close proximity of each other.

Gwahyr and **Wandyr** were paired to their units for aesthetic and gameplay reasons as both of them easily match their respective unit's skillset. They both will certainly be a force to be reckoned with on the battlefield! **Brenthyr**, who is included in the box set that the Warriors come in, also was a no brainer to be added to the Warrior unit due to similar stats and given that he is a lowly Rank 1 Incarnate with a very limited power set.

Corwyn and **Damralh** were more challenging to pair. Being Rank 2 Incarnates, I didn't want to give them too much power by allowing them to join creature units that were Rank 1 or Rank 2. At the same time, limiting them to only human allies would leave Devourers, or Dun Scaith, units without a much-needed pairing option. For that reason, I allowed them to join any infantry unit helping diversify their options while at the same time limiting their ability somewhat by not allowing them to join Creature units. They will no doubt be a great secondary Incarnate should you play The Witch banner.

Gwernydd was by far the most challenging Incarnate to place. As a Rank 1 Incarnate, it is tempting to limit her abilities by allowing her to only join the weakest available unit. However, given that she is a Faith user and needs a competent unit to help her call miracles, I decided to reconsider her placement. Rank 1 Incarnates can be difficult for balance purposes since they are cheap to field. To help compensate for that, they are usually limited on which units they are allowed to join.

Making matters even more challenging is that Gwernydd is one of two Faith users in the ENTIRE Stag army! I had toyed with the idea of letting her join a Rank 2 unit but the *Aura of Profanation* litany caused me great concern as this will no doubt help the one other Faith user, Ardokath, call on the more powerful and game altering value 3 Litanies. Nestling Gwernydd behind a very stout Rank 2 unit could make for a powerful combo that would almost require her to be fielded in every game. Therefore, I decided to allow her to join any Rank 1 unit which will allow her to join Creature units and will help the other Rank 1 units see more action. She is a great character that has access to some fun Litanies and will certainly make the other Rank 1 units shine.

Finally there is **Ychor** who is a Rank 1 Creature Incarnate. I had thought about allowing him to only lead 'Devourer' units since he is the only 'Devourer-Like' Incarnate in the army. However, given his abilities, his Creature status, and his overall design, it seemed that he was destined to actually just lead Creature units to battle. Nevertheless, due to the 'rule of cool', I felt an exception had to be made to my Rank 1 limitation rule and allowed him to lead Creature units and also lead any of the 'Devourers' including some that are Rank 2 giving him plenty of options to choose from. If the day ever comes and Age of Ragnarök tournaments return, it would be interesting to see how these pairings would affect certain builds.

On to the Musicians. There are two musicians in the Stag army, one for the Lanyfh and one for the Warriors. The omission of the Musician's abilities by Rackham are especially challenging to solve as their only value comes from whatever ability they bring to the unit. Give them an ability too strong and you now have a broken unit. Too weak, and you now have an underwhelming figure that hurts the creativity of the unit as a whole. As usual, I reviewed their original *Confrontation/Ragnarök* cards to see what ability would suit their playstyle.

In Ragnarök, the Lanyfh had the *Rage of the Sorceresses* ability which was described as being similar to War Fury. My first draft for the Lanyfh Musician had her simply granting her unit the *War Fury* ability. After some reconsideration, I decided instead to remove that and give her the specific *Rage of the Sorceresses* ability as described on her old Ragnarök card since it will help provide variety, add to the unit's strategy and make the decision to include a Musician or not a more interesting one since gaining *War Fury* for just an extra 25AP for a unit that has *Scout* was too obvious a choice. Admittedly, the Musician's power is quite similar to the Witch's power (with the Witch's power most likely being Rackham's translation of the *Rage of the Sorceresses* power to AoR) but when the two powers work together, they really help the unit as a whole complete their primary design goal of striking first and hard. With the Lanyfh's *Scout* ability and the Gift of the Stag, they will no doubt be an absolutely terrifying assassin force guaranteeing the elimination of their targets.

The Warriors were a bit more challenging. Rank 1 units are meant to be somewhat disposable so any ability that could potentially cause them to compete on even terms with Rank 2 and Rank 3 units was out of the question. Thankfully, their original Confrontation profiles showed them with the *Fierce* ability. With their very low stats and lack of survivability, *Fierce* will allow them to more effectively do their job and lock a unit down till the end of the round while stronger troops move into position. This will allow them to see more play as they effectively become a strong screening force.

The undertaking to bring the Stag army to AoR was challenging indeed. There are a lot of units and many interesting Incarnate/unit combinations to be had especially with the new Witch banner I've created. It was a lot of work but ultimately quite rewarding in the end as this army will look very attractive on the table and no doubt will be one of the most exciting armies to play!

Once again, I want to thank Peter for designing and creating the templates to these amazing cards and for patiently supporting this particular rabid fan's passion. He was also kind enough to create the Spellbook and Litany cards which saved me a lot of time. I can tell you that after creating the character cards, having to also create the Spellbook and Litany cards would make my head explode! Finally, he also went through the cards to help make sure they looked right and to assist my tired eyes with some much-needed Q and A. Thank you Peter!

On that note, this project lives on as very much a fan made project. The release of each new army will continue to take some time and I for sure can say that it is unlikely that all the armies will be translated. Nevertheless, if you are passionate about this project and would like to see it completed, I highly recommend that you consider donating to Peter's Patreon and let him know you are here for *Confrontation* goodness. You can find his Patreon here: <https://www.patreon.com/esotericorder>

As always, thank you for your notes and kind words! Please continue to email me at **Samuel.Confrontation@gmail.com** and share with me your battle reports, thoughts, suggestions or just drop me a line to let me know that you are using these cards. Knowing that this game is still alive and that this resource is helping keep it alive keeps me going.

Finally, if you are on Facebook, join the **Confrontation: Age of Ragnarök** Facebook group to hangout with other AoR gamers. <https://www.facebook.com/groups/281970276373101>

Happy gaming and long live **Confrontation**!

Samuel
Samuel.Confrontation@gmail.com

Order of the Banners

STAG: THE WITCH



THE GIFT OF THE STAG

This gift can be used each time a Stag fighter assaults an enemy. After the assault movement, any Stag fighter in his unit that is not in contact with the enemy is allowed a free movement of Movement 2 cm to engage enemies.

ADVANTAGE

A Rank 1 or Rank 2 unit may have up to two Incarnates in it. The Incarnates in the unit can be any combination of Rank 1 or Rank 2 Incarnates but cannot contain any Rank 3 Incarnates. Designate one of the Incarnates as the leader who will receive shots last.

DISADVANTAGE

If 2 Incarnates are in the same unit and one of them is eliminated, the unit is immediately in rout. This unit may not spend an elixir point to automatically pass its Courage 1 / Fear 2 test when attempting to rally.

ORDER OF THE BANNERS

Infantry unit (★)!

Infantry unit (★ / ★★)

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

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

Creature or Titan unit (★ / ★★) (★★ / ★★★)

1 INCARNATE 185 AP

WANDYR



10 3 6 6 3

2 5 9

Can be added to any Karnagh or Red Karnagh unit.

Resurrect/Duel: 4 Elixir pts

Artifacts: 1 pt

ABILITIES

Savage Each [Red] or [Black] obtained on a Strength test generates a bonus die.

Born Killer When performing a Attack test, roll an additional die. This is not a bonus die, so it can be re-rolled.

Order of the Banners

STAG: STANDARD BANNER



THE GIFT OF THE STAG

This gift can be used each time a Stag fighter assaults an enemy. After the assault movement, any Stag fighter in his unit that is not in contact with the enemy is allowed a free movement of Movement 2 cm to engage enemies.

ORDER OF THE BANNERS

Infantry unit (★)!

Creature unit (★ / ★★ / ★★★)

Infantry unit (★ / ★★)

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

Infantry or Creature unit (★ / ★★)

(★ / ★★ / ★★★)

1 INCARNATE 445 AP

BALKRON



10 5 7 9 5

3 7 9

Can be added to any Stag unit.

Resurrect/Duel: 9 Elixir pts

Artifacts/Rituals: 3 pts

EQUIPMENT

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

Black Weapon Failures on Strength tests are re-rolled once more.

FEAT

War Fury Failures on Attack tests are re-rolled.

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

1 INCARNATE FAITHFUL 335 AP

ARDOKATH



7 5 6 7 5 7

2 7 7

Can be added to any Stag unit.

Resurrect/Duel: 7 Elixir pts

Artifacts/Communion: 3 pt

Aspects: Cult of Cernunnos / Alteration, Creation and Destruction

ABILITIES

Iconoclast Enemy fighters in contact with members of the mystic's unit are counted in the calculation of the faith pool.

Illumination Each time a faithful with Illumination performs a Fervor test he rolls an additional number of dice equal to his Fervor value. These are not bonus dice, so they can be re-rolled.

1 INCARNATE MAGICIAN 425 AP

TYRAMON



10 5 7 9 7 7

2 7 11

Can be added to any Stag unit.

Resurrect/Duel: 9 Elixir pts

Artifacts/Rituals: 3 pts

Aspects: Torments/Water, Fire and Darkness

EQUIPMENT

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

Black Weapon Failures on Strength tests are re-rolled once more.

ABILITIES

War Fury Failures on Attack tests are re-rolled.

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

1 INCARNATE 320 AP

TANATH



10 7 3 7 7

3 7 5
1 5 5

Can be added to any Stag unit.

Resurrect/Duel: 6 Elixir pts

Artifacts: 3 pts

EQUIPMENT

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

ABILITIES

Ferocity On Strength tests, [Red], [Black] and [Blue] results are read as [Red].

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

1 INCARNATE 160 AP

GWAHYR



10 5 5 5 3

2 5 7

Can be added to any Persecutor unit.

Resurrect/Duel: 3 Elixir pts

Artifacts: 2 pts

ABILITIES

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.

1 INCARNATE 225 AP
YCHOR

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Can be added to any Dun Scaith, Baneful She-Wolf, or Creature unit.
Resurrect/Duel: 5 Elixir pts Artifacts: 0 pts

EQUIPMENT

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

FEAT

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.

1 INCARNATE 140 AP
BRENTHYR

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Can be added to any Warrior unit.
Resurrect/Duel: 3 Elixir pts Artifacts: 1 pt

1 INCARNATE MAGICIAN 200 AP
CORWYN

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Can be added to any Stag infantry unit.
Resurrect/Duel: 4 Elixir pts Artifacts/ Rituals: 2 pts
Elements: Torments/Water and Darkness
ABILITIES
Strategist Roll 1 extra die when rolling Authority oppositions, keeping the best result.

1 INCARNATE MAGICIAN 200 AP
DAMRALH

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Can be added to any Stag infantry unit.
Resurrect/Duel: 4 Elixir pts Artifacts/ Rituals: 2 pts
Elements: Torments/Water and Darkness
ABILITIES
Mastery of the Arcana For Energy tests, and results are read as .

1 INCARNATE FAITHFUL 135 AP
GWERNYDD

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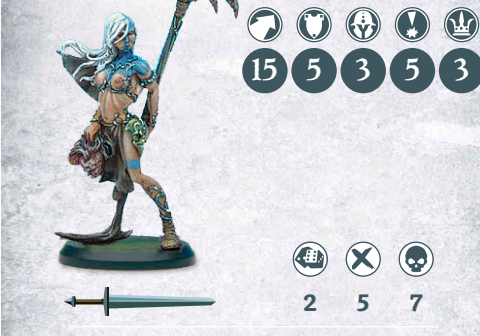


Can be added to any Rank 1 unit.
Resurrect/Duel: 3 Elixir pts Artifacts/Communions: 1 pts
Aspects: Cult of Cernunnos/Destruction

1 INCARNATE 215 AP
FEYLLIN

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Can be added to any Lanyfh unit.
Resurrect/Duel: 4 Elixir pts Artifacts: 2 pts
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.

1 INCARNATE 225 AP
MORGWEN

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Can be added to any Lanyfh unit.
Resurrect/Duel: 5 Elixir pts Artifacts: 2 pts
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 STD 250 AP
PERSECUTOR

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ABILITIES
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.

6 STD 375 AP +60 PER EXTRA FIGHTER
LANYFH

Icons: Scout, Warrior, Archer, Warrior, Warrior

15 3 3 3

Icons: Shield, Cross, Skull

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.

9 MAX 550 AP
LANYFH

Icons: Scout, Warrior, Archer, Warrior, Warrior

15 3 3 3

Icons: Shield, Cross, Skull

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.

+25 AP PER SPECIAL FIGHTER
0-2 LANYFH SPECIAL FIGHTERS

Icons: Scout, Warrior, Archer, Warrior, Warrior



0-1 MUSCIAN

The unit gains the *Rage of the Sorceresses* ability. The unit may reroll one failure on each \rightarrow Strength test taken.

0-1 WITCH

5 mana points.

The witch can cast a *Rage of the Lanyfhs* spell.

3 The *Rage of the Lanyfhs* spell can be cast just before her unit rolls a \rightarrow Strength test. Failures on this test are re-rolled once more.

LIGHT CALVARY 625 AP
3 HORNEA RAIDER

Icons: Scout, Warrior, Archer, Warrior, Warrior

20 5 4 7

Icons: Shield, Cross, Skull

2 7 6



ABILITIES

Disengagement Not eliminated when disengaging.

Charges Cavalry does not need greater Power to charge.

Hard Boiled An opponent never gets any bonus dice on his \rightarrow Strength tests taken against a Hornea raider.

Ferocity On \rightarrow Strength tests, \rightarrow , \rightarrow , and \rightarrow results are read as \rightarrow .

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

STD 275
6 ARCHER

Icons: Scout, Warrior, Archer, Warrior, Warrior

10 3 4 3

Icons: Shield, Cross, Skull

1 5 5

1 5 4



ABILITIES

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

STD 250 AP
6 KARNAGH

Icons: Scout, Warrior, Archer, Warrior, Warrior

10 3 4 3

Icons: Shield, Cross, Skull

1 5 7



ABILITIES

Born Killer When performing a \rightarrow Attack test, roll an additional die. This is not a bonus die, so it can be re-rolled.

STD 250 AP
4 RED KARNAGH

Icons: Scout, Warrior, Archer, Warrior, Warrior

10 3 6 5

Icons: Shield, Cross, Skull

1 5 9



ABILITIES

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

Born Killer When performing a \rightarrow Attack test, roll an additional die. This is not a bonus die, so it can be re-rolled.

STD 400 AP
3 BANEFUL SHE-WOLF

Icons: Scout, Warrior, Archer, Warrior, Warrior

15 3 6 3

Icons: Shield, Cross, Skull

2 7 7



ABILITIES

Ethereal On Attack tests taken against an Ethereal fighter, \rightarrow , \rightarrow , and \rightarrow results are read as \rightarrow .

STD 400 AP
3 HOUND OF SCATHACH

15 3 6 3

2 5 8

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

ABILITIES

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

STD 275 AP
3 MINOTAUR

15 3 5 3

1 5 9

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

STD 300 AP
2 NECROPOLIS GUARDIAN

15 3 7 5

1 7 11

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

EQUIPMENT

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

ABILITIES

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

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

STD 275 AP
2 FORMOR FIEND

10 5 7 7

1 7 9

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

ABILITIES

War Fury Failures on Attack tests are re-rolled.

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

STD 350
3 DUN SCAITH FLESH EATER

15 5 8 3

1 7 7

ABILITIES

Master Strike If at least one member of the unit does not move during its activation, the fighter adds its Attack to its Strength on Strength tests.

STD 400 AP +100 PER EXTRA FIGHTER
4 DUN SCAITH MARAUDER

15 5 7 3

1 7 7

STD 700
7 DUN SCAITH MARAUDER

15 5 7 3

1 7 7

+25 AP PER SPECIAL FIGHTER
0-2 DUN SCAITH MARAUDER SPECIAL FIGHTERS

0-1 LORD OF CARNAGE

6 mana points. The lord of carnage can cast a Blood bath spell. Until the end of the round, every rolled on his unit's Strength tests inflicts one extra damage point to the target.

3

0-1 WEAPON MASTER

The unit gains the Bravery ability as long as the weapon master is in the unit. Failures on Courage tests are re-rolled once more.

8 STD 275 AP +35 PER EXTRA FIGHTER
WARRIOR



10 5 3 3

1 5 5



15 MAX 500 AP
WARRIOR

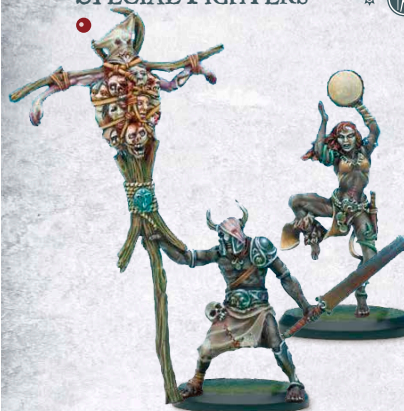


10 5 3 3

1 5 5



0-2 +25 AP PER SPECIAL FIGHTER
WARRIOR
SPECIAL FIGHTERS



0-1 MUSICIAN

The unit gains the *Fierce* ability. 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.

0-1 STANDARD BEARER

Unit gets +2 Courage

8 STD 275 AP +40 PER EXTRA FIGHTER
WRAITH



7 3 4 3

1 5 7



15 MAX 525 AP
WRAITH



7 3 4 3

1 5 7



0-1 +25 AP PER SPECIAL FIGHTER
WRAITH
SPECIAL FIGHTERS



0-1 SOUL SNATCHER

5 mana points. The soul snatcher can cast a *Soul prison* spell when a fighter in his unit has just been eliminated. The fighter remains in the game with one life point.

3

ARTIFACT
ANTLERS OF
CERNUNNOS



The result required on
Courage 🐉 tests is read
one column to the right on
the resolution table.

ARTIFACT
FORMOR
URN



The holder's Fervor 🐉
value is counted twice
when the faith pool is
calculated during the
control phase.

ARTIFACT
HEART
OF PAIN



The Incarnate gains
1 extra health point.

ARTIFACT
MASK OF
THE CROW



The card of the holder's
unit can always be
reserved, even if it was
handed over by an
opponent. This reserve
is added to the one the
player is already allowed.

ARTIFACT
MASK OF
THE OWL



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

ARTIFACT
FORMOR
SHIELD



The holder gains the
Counter-attack ability: 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.

ARTIFACT
FORMOR
WEAPON



No enemy game effect
can affect the holder's
Strength 🐉 tests.

ARTIFACT
SPELLBOOK
OF GNOSIS



The magician holding this
artifact gains one value 3
ritual.

ARTIFACT
ABRAHD AN
LYFH SCATHACH



The faithful holding this
artifact gains one value 1
communion, one value 2
communion and one value
3 communion.

ARTIFACT
SWORD OF
DESPAIR



The holder recovers
1 health point for each
damage point he inflicts.

RITUAL BLOODY AUGUR



Mana 10 Difficulty 5

Path: Torments
Element: Darkness
Target: Enemy unit
Duration: Round

Successes on the targeted unit's Attack (X) tests are re-rolled once more.

RITUAL DEMON STRIKE



Mana 5 Difficulty 5

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

The targeted unit gains the *Master strike* ability: if at least one member of the unit does not move during its activation, the fighter adds his Attack (X) to his Strength (D) on Strength tests.

RITUAL RESURRECTION OF THE DEAD



Mana 7 Difficulty 5

Path: Torments
Element: Darkness
Target: Unit
Duration: Special

This ritual brings one of the targeted unit's fighters, who is not an Incarnate, back into the game and in formation. If he cannot be brought back into formation this ritual has no effect.

RITUAL SACRED FEAST



Mana 5 Difficulty 5

Path: Torments
Element: Darkness
Target: Fighter
Duration: Instantaneous

The targeted fighter recovers 1 damage point.

RITUAL TENACITY OF THE WRAITHS



Mana 7 Difficulty 5

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

The targeted unit gains the *Regeneration* ability: 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.

RITUAL FURY OF THE SKINNED



Mana 10 Difficulty 7

Path: Torments
Element: Darkness
Target: Unit
Duration: Special

The result required on targeted unit's Strength (D) tests is read in the column to the right on the resolution table.

RITUAL RAGE OF THE BANISHED



Mana 10 Difficulty 7

Path: Torments
Element: Darkness
Target: Unit
Duration: End of the round

A unit that is in contact with an enemy and has not been activated yet is activated immediately after the magician's unit. Its card is revealed and removed from the sequence.

RITUAL SOUL FEAST



Mana 15 Difficulty 7

Path: Torments
Element: Darkness
Target: Battlefield
Duration: Round

The company gains 1 elixir point each time a unit (friendly or enemy) is eliminated.

RITUAL AURA OF THE HORDE



Mana 15 Difficulty 9

Path: Torments
Element: Darkness
Target: Company
Duration: Round

Each of the company's units gains Fear (F) 8. This value replaces the value on the unit's card. *Aura of the Horde* has no effect on units whose Fear (F) is higher than 8.

RITUAL CRIMSON RISE



Mana 10 Difficulty 9

Path: Torments
Element: Darkness
Target: Company
Duration: Round

The whole company can earn and spend Elixir points (except to resuscitate).

COMMUNION
AURA OF
PROFANATION



Faith 8 Difficulty 5

Cult: Cernunnos
Element: Destruction
Target: Unit
Duration: Round

During the control phase, the targeted unit gains 2 faith points per enemy fighter it is in contact with.

COMMUNION
BREATH OF THE
HORNE-ONE



Faith 8 Difficulty 5

Cult: Cernunnos
Element: Destruction
Target: Friendly unit
Duration: Round

Strength ☠ tests taken against the targeted unit cannot inflict more than 3 damage points each. Any additional damage points are ignored.

COMMUNION
ENDURANCE
OF THE
HORNE-ONE



Faith 5 Difficulty 5

Cult: Cernunnos
Element: Destruction
Target: Unit
Duration: Round

The targeted unit's fighters gain the *Fierce* ability: when a fighter loses his last health point, he is not eliminated immediately. He is only removed from the battlefield at the end of the phase.

COMMUNION
DEATH TO
THE SOUL!



Faith 10 Difficulty 5

Cult: Cernunnos
Element: Destruction
Target: Enemy unit
Duration: Instantaneous

Roll as many dice as there are fighters in the targeted unit. Each ☠ or ☠ inflicts 1 damage point.

COMMUNION
WICKEDNESS
OF THE FORMOR



Faith 5 Difficulty 5

Cult: Cernunnos
Element: Destruction
Target: Unit
Duration: Round

The targeted unit's Courage 🗡 becomes Fear 🗡.

COMMUNION
CALL OF
DARKNESS



Faith 10 Difficulty 7

Cult: Cernunnos
Element: Alteration
Target: Battlefield
Duration: Round

No line of sight can be traced beyond 20 cm.

COMMUNION
RELEASING
THE WRAITHS



Faith 10 Difficulty 7

Cult: Cernunnos
Element: Alteration
Target: Unit
Duration: Round

The fighters in the targeted unit gain one 🗡 combat die and one 🗡 combat die.

COMMUNION
VENGEANCE



Faith 15 Difficulty 7

Cult: Cernunnos
Element: Alteration
Target: Unit
Duration: Round

Vengeance takes effect each time the targeted unit suffers damage points inflicted by the enemy. Roll as many dice as there were damage points inflicted: each ☠ ☠ or ☠ inflicts 1 damage point to the unit that originally caused the damage.

COMMUNION
CALL OF THE
NECROPOLIS



Faith 20 Difficulty 9

Cult: Cernunnos
Element: Alteration
Target: Special
Duration: Instantaneous

The magician summons a unit of 2 necropolis guardians.

COMMUNION
RETURN OF THE
HORNE-ONE



Faith 20 Difficulty 9

Cult: Cernunnos
Element: Alteration
Target: One incarnate
Duration: Round

The Incarnate becomes the avatar of Cernunnos. He recovers all his health points and gains 1 more 🗡 combat die and 1 more 🗡 combat die. These are not bonus dice and *can* be re-rolled. Also, the mystic pool of his unit immediately recovers 15 faith points and 15 mana points. This can only be performed once per Incarnate per game. This ritual has no effect on a fighter who is already the avatar of a god.