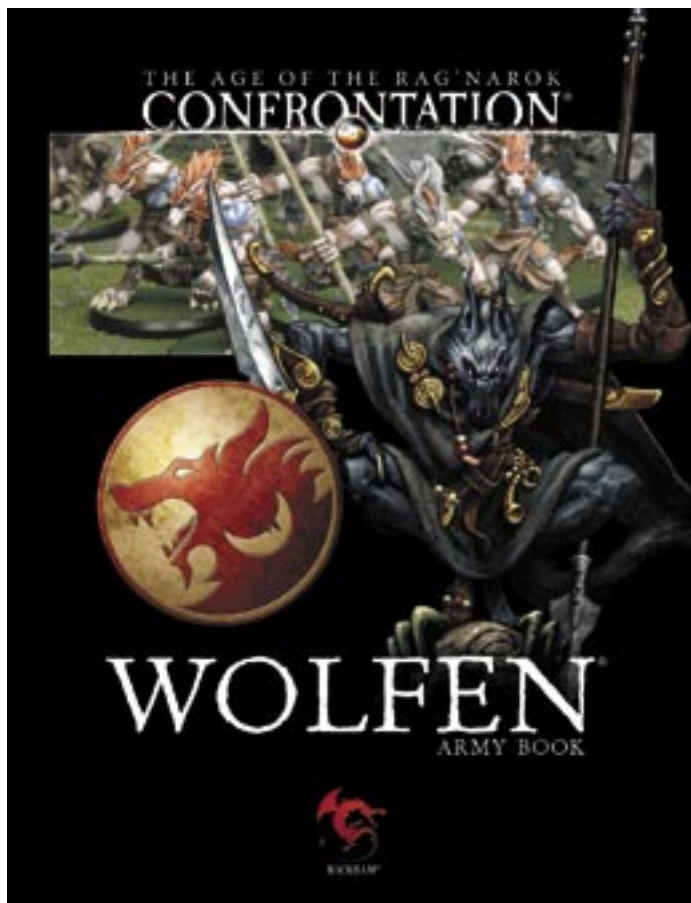


THE AGE OF THE RAG'NAROK CONFRONTATION®

THE WOLF ARMY






IMPORTANT


This gaming aid requires the Army Book presented above.

ABILITIES

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





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.

Focus: A magician with Focus rolls as many dice more as his Energy  value each time he performs an Energy test . These are not bonus dice, so they can be re-rolled.

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.

Instinctive shot: The fighter can target engaged enemies.

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

UNITS

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

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

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

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.

Ashan'Tyr: 2
Irix: 3
Kassar: 1
Killyox: 3
Ophyr: 2
Varghar: 1

Some Incarnates are also magicians or faithful. In the first case, they are associated with a path and certain elements, in the second case, to a cult and aspects. This information is available in the following list:

Irix: Magician (Whispers/Air, Fire and Water)

Ophyr: Magician (Whispers/Air and Water)

Orhain: Cult of Yllia/Alteration and Destruction (see army of the Minotaur)

Syriak: Cult of Yllia/Alteration and Destruction (see army of the Minotaur)

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.

Ashan'Tyr: 5
Irix: 7
Kassar: 6
Killyox: 8
Ophyr: 5
Varghar: 4

ARTIFACTS

MOON STONE

Value: 1

Each time the Incarnate casts a spell or a ritual the number of mana points required is reduced by five points. The cost cannot fall below 1.

WHISPERING RIBBONS

Value: 2

The Incarnate's rituals cannot be countered.

SPELLBOOK

CRIMSON RAGE

Path: Whispers.

Element: Water.


Value: 1

Mana: 5

Difficulty: 6

Target: Unit

Duration: Round

The fighters who have a damage point marker gain one bonus die on their Attack  tests.

SPIRIT OF THE PACK

Path: Whispers

Element: Water

Value: 1

Mana: 5

Difficulty: 4

Target: Unit

Duration: Instantaneous

The targeted unit becomes valiant.

SHACKLES

Path: Whispers.

Element: Water


Value: 1

Mana: 5

Difficulty: 5

Target: Unit

Duration: Round

The fighters in the targeted unit are forced to re-roll their successes on their Attack  tests once more.

WHISPERS OF PAIN

Path: Whispers.

Element: Water.

Value: 1

Mana: 5

Difficulty: 6

Target: Unit

Duration: Round

The fighters in the targeted unit gain 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.

PURIFICATION

Path: Whispers.

Element: Water.

Value: 1

Mana: 3

Difficulty: 4

Target: Unit

Duration: Instantaneous

All the fighters in the unit regain one health point.

RITE OF THE BLOODY FANG

Path: Whispers.

Element: Water.




Value: 2

Mana: 10

Difficulty: 7

Target: Unit

Duration: Round

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

STORM DASH

Path: Whispers.

Element: Water

Value: 2

Mana: 10

Difficulty: 7

Target: Unit

Duration: Round

The fighters in the targeted unit get the Leap ability: when they move, the fighters ignore obstacles and miniatures less than 10 cm tall.

CALL OF BLOOD

Path: Whispers.

Element: Water.

Value: 2

Mana: 10

Difficulty: 7

Target: Unit

Duration: Round

The unit's fighters double their Power.

DECEPTIVE ILLUSION

Path: Whispers.

Element: Water.



Value: 3

Mana: 15

Difficulty: 9

Target: Unit

Duration: Round

The fighters in the targeted unit are only hit on  when they are shot at.  do not generate bonus dice.

ANGER OF MNEMOSYNE

Path: Whispers.

Element: Water


Value: 3

Mana: 15

Difficulty: 9

Target: Unit

Duration: Instantaneous

Each fighter in the targeted unit suffers a Strength  test whose action value is 8.

ERRATA

Rune guardian

All rune guardians it should read “rune guardian (Faith 3)”.

Specialists

When it is possible to add 0 to 3 specialists to a unit, only one of each specialist can be included. So the Attachment Box dedicated to each type of unit fulfils this standard of the unit's composition.

Y'anrylh

This character can join any Wolf unit.

Isakar

After performing a successful charge, a tracker unit led by Isakar may use the “Assault shot” tactic: the unit performs a range 0 Ranged Attack test before resolving the combat.

Path of Opal

The weapons of the Path of Opal are in fact sacred weapons.

Karnyrax

This character does not have access to “Law of the hunter” but “Divine psyche”.

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
Yllia's bolt	Infantry	3	2	15	5	5	5	1	7	5	1	4	8				(Gift of the Wolf), Instinctive shot, Perforating shot
Ashan'Tyr	Infantry	2	4	20	3	5	5	2	7	9				1			(Gift of the Wolf), Counter-attack
Irix	Infantry	3	4	15	5	5	7	2	9	7				3	7		(Gift of the Wolf), Focus, Mastery of the arcana
Kassar	Infantry	1	4	20	3	5	5	3	7	7				1			(Gift of the Wolf)
Killyox	Infantry	3	4	15	3	8	7	3	7	9				3			(Gift of the Wolf), Brutal, Implacable
Ophyr	Infantry	2	4	15	3	5	5	2	7	7				1	5		(Gift of the Wolf), Hard boiled
Varghar	Infantry	1	4	15	3	5	5	2	7	7				1			(Gift of the Wolf)

Name	Minimum number of fighters	A.P.	+ 1 special fighter	+ 2 special fighters	Maximum number of fighters	A.P.	+ 1 special fighter	+ 2 special fighters	Extra fighter	Metal miniature
Yllia's bolt	3	400			3	400			135	Wolfen with crossbow
Ashan'Tyr	1	245			1	245				Ashan'Tyr
Irix	1	370			1	370				Irix the selene
Kassar	1	285			1	285				Kassar the fugitive
Killyox	1	375			1	375				Killyox, Pack leader
Ophyr	1	250			1	250				Ophyr the guardian
Varghar	1	185			1	185				Varghar