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YES, THIS IS FREE ... HOWEVER...

I'm Peter (Universal Head). For 10 years I've been hosting my famous rules summaries and entertaining, informative videos about games on the EOG.

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# v3.4

Jul 2022

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

Publisher: **Rackham Entertainment (2006)**

## **WOLFEN 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  
**WOLFEN: THE THRONE OF STARS**



**THE GIFT OF THE WOLF**

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

**ADVANTAGE**

You gain an extra reserve during your activation phase.

**DISADVANTAGE**

In order to demonstrate their courage in battle, your units cannot disengage voluntarily.

**ORDER OF THE BANNERS**

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

Order of the Banners  
**WOLFEN: THE TWILIGHT HILLS**



**THE GIFT OF THE WOLF**

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

**ADVANTAGE**

One of your units has the *Scout* ability: it can be deployed anywhere on the battlefield that is not in contact with the enemy.

Each banner may include up to 2 allied Minotaur units, which replace the *Gift of the Wolf*. The commander must originally be Wolfen.

**DISADVANTAGE**

You immediately lose the game if all of your Rank 1 units are destroyed.

**ORDER OF THE BANNERS**

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

Order of the Banners  
**WOLFEN: STANDARD BANNER**



**THE GIFT OF THE WOLF**

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

**ORDER OF THE BANNERS**

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

INCARNATE 215 AP  
**1 ONYX**  
●●●●



15 3 8 5 1

2 7 7

Can be added to any Fang unit.

**Resurrect/Duel:** 4 Elixir pts

**Artifacts:** 1 pt

**FEAT**

**Predatory Instinct** For 2 Elixir points, when a unit should be activated, activate another unit instead (swap the cards in your activation sequence). **Marauder** mode: unit card is placed in reserve (added to the one you are normally allowed).

Order of the Banners  
**WOLFEN: THE RED OAK**



**THE GIFT OF THE WOLF**

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

**ADVANTAGE**

When a unit including a faithful should be deployed, pass your turn. The unit will only be deployed at the end of the sequence. If several units can benefit from this effect they are deployed one after the other in an order chosen by the owner, beginning with the player who lost the Authority opposition.

**DISADVANTAGE**

You lose the game if you lose all your creature units.

**ORDER OF THE BANNERS**

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

Order of the Banners  
**WOLFEN: THE PATH OF OPAL**



**THE GIFT OF THE WOLF**

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

**ADVANTAGE**

Your weapons are *Sacred*: the result required on Strength tests is read 1 column to the right on the resolution table.

**DISADVANTAGE**

Each round, a randomly determined opponent chooses one of your units. The unit must attempt to charge the closest enemy unit.

**ORDER OF THE BANNERS**

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

INCARNATE 225 AP  
**1 SERETHIS**  
●●●●



20 3 5 5 1

2 7 7

Can be added to any Hunter unit.

**Resurrect/Duel:** 5 Elixir pts

**Artifacts:** 1 pt

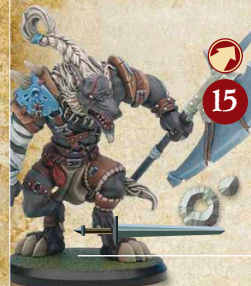
**EQUIPMENT**

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

**FEAT**

**Predatory Instinct** For 2 Elixir points, when a unit should be activated, activate another unit instead (swap the cards in your activation sequence). **Marauder** mode: unit card is placed in reserve (added to the one you are normally allowed).

INCARNATE 380 AP  
**1 Y'ANRYLH**  
●●●●



15 3 8 7 3 7

2 7 11

Can be added to any Wolfen unit.

**Resurrect/Duel:** 8 Elixir pts **Artifacts/Communities:** 3 pts

**Aspects:** Cult of Yllia / Iteration, Creation and Destruction

**ABILITIES**


**Born Killer** When performing a Attack test, roll an additional die. This is not a bonus die, so it can be re-rolled.  
**Savage** Each or obtained on a Strength test generates a bonus die.

**FEAT**

**Predatory Instinct** For 2 Elixir points, when a unit should be activated, activate another unit instead (swap the cards in your activation sequence). **Marauder** mode: unit card is placed in reserve (added to the one you are normally allowed).



INCARNATE 250 AP  
1 **ISAKAR**  
●●●●



20 3 5 5 1

2 7 7

1 2 5

Can be added to any Tracker unit.

**Resurrect/Duel:** 5 Elixir pts **Artifacts:** 2 pts

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

#### ABILITIES

**Assault Shot** After a successful charge a Tracker unit led by Isakar can perform a range 0 shot before resolving combat.

**Disengagement** Unit doesn't suffer losses when disengaging.

#### FEAT

**Predatory Instinct** For 2 Elixir points, when a unit should be activated, activate another unit instead (swap the cards in your activation sequence). **Marauder** mode: unit card is placed in reserve (added to the one you are normally allowed).

INCARNATE FAITHFUL 255 AP  
1 **SYRIAK**  
●●●●



20 3 5 5 1 5

2 5 5

Can be added to any Sacred Vestal unit.

**Resurrect/Duel:** 5 Elixir pts **Artifacts/Communities:** 2 pts

**Aspects:** Cult of Yllia / Alteration and Destruction

#### ABILITIES

**Devotion** Failures on Fervor tests are re-rolled once more.

#### FEAT

**Predatory Instinct** For 2 Elixir points, when a unit should be activated, activate another unit instead (swap the cards in your activation sequence). **Marauder** mode: unit card is placed in reserve (added to the one you are normally allowed).

INCARNATE 435 AP  
1 **ASGARH**  
●●●●



20 3 8 7 3

3 7 9

Can be added to any Worg unit.

**Resurrect/Duel:** 9 Elixir pts

**Artifacts:** 3 pts

#### EQUIPMENT

**Sacred Weapon** The result required for Strength tests is read 1 column to the right on the resolution table.

#### 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.

**Immortal** Affected by particular game effects.

#### FEAT

**Predatory Instinct** For 2 Elixir points, when a unit should be activated, activate another unit instead (swap the cards in your activation sequence). **Marauder** mode: unit card is placed in reserve (added to the one you are normally allowed).

INCARNATE 375 AP  
1 **KILLYOX**  
●●●●



15 3 8 7 3

3 7 9

**Resurrect/Duel:** 8 Elixir pts

**Artifacts:** 3 pts

#### ABILITIES

**Brutal** Always counts as charging when he performs a successful assault.

**Implacable** After having performed an assault, if Killyox is still in contact with enemies resolve a new combat. He no longer gets the bonus for charging. This ability can be used once per round.

INCARNATE FAITHFUL 175 AP  
1 **ORHAIN**  
●●●●



10 3 3 5 1 5

2 5 5

Can be added to any allied Minotaur unit.

**Resurrect/Duel:** 3 Elixir pts **Artifacts/Communities:** 2 pts

**Aspects:** Cult of Yllia / Alteration and Destruction

#### ABILITIES

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

#### FEAT

**Predatory Instinct** For 2 Elixir points, when a unit should be activated, activate another unit instead (swap the cards in your activation sequence). **Marauder** mode: unit card is placed in reserve (added to the one you are normally allowed).

INCARNATE FAITHFUL 315 AP  
1 **DELIOX**  
●●●●



15 3 5 5 1 5

3 7 7

Can be added to any Great Fang unit.

**Resurrect/Duel:** 6 Elixir pts **Artifacts/Communities:** 2 pts

**Aspects:** Creation and Destruction

#### ABILITIES

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

**Grave Guardian** Units including a grave guardian can re-roll failures on Courage tests once more.

#### FEAT

**Predatory Instinct** For 2 Elixir points, when a unit should be activated, activate another unit instead (swap the cards in your activation sequence). **Marauder** mode: unit card is placed in reserve (added to the one you are normally allowed).

INCARNATE FAITHFUL 265 AP  
1 **KARNYRAX**  
●●●●



20 3 5 5 1 3

2 7 7

Can be added to any Vestal unit.

**Resurrect/Duel:** 5 Elixir pts **Artifacts/Communities:** 1 pt

**Aspect:** Destruction

#### FEAT

**Predatory Instinct** For 2 Elixir points, when a unit should be activated, activate another unit instead (swap the cards in your activation sequence). **Marauder** mode: unit card is placed in reserve (added to the one you are normally allowed).

INCARNATE 245 AP  
1 **ASHAN'TYR**  
●●●●



20 3 5 5 1

2 7 9

**Resurrect/Duel:** 5 Elixir pts

**Artifacts:** 2 pts

#### ABILITIES

**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.



4 **HUNTERS**  
STD 425 AP +105 PER EXTRA FIGHTER



20 3 5 3

1 7 7

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

9 **HUNTERS**  
MAX 950 AP



20 3 5 3

1 7 7

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

3 **TRACKERS**  
STD 350 AP



20 3 5 3

1 7 7  
1 2 5

**ABILITIES**  
**Disengagement** The unit doesn't suffer any losses when it disengages.

3 **SHADOW TRACKERS**  
STD 275 AP



15 3 5 3

1 7 7

**ABILITIES**  
**Scout** When the company begins the game in a deployment zone, units composed entirely of fighters with *Scout* can be deployed anywhere if they are not in contact with the enemy.

4 **FANGS**  
STD 325 AP +80 PER EXTRA FIGHTER



15 3 5 3

1 7 7

9 **FANGS**  
MAX 725 AP



15 3 5 3

1 7 7

0-3 **FANGS SPECIAL FIGHTERS**  
+25 AP PER SPECIAL FIGHTER



**0-1 RUNE GUARDIAN**  
Can call a *Cuirass of Yllia* miracle (3 faith points) during any activation phase: the rune guardian's unit benefits from the *Sacred Armor* effect until the end of the activation. The result required for Strength tests taken against the holder is read 1 column to the left on the resolution table.

**0-1 GRAVE GUARDIAN**  
Units including a grave guardian can re-roll failures on Courage tests once more.

**0-1 REPENTANT**  
Units including a repentant can cancel 1 damage point from each Strength test they suffer.

6 **SYLVAN ANIMAE**  
STD 300 AP



15 3 3 3

1 3 5

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

**EQUIPMENT**  
**Sacred Weapon** The result required for Strength tests is read 1 column to the right on the resolution table.

**ABILITIES**  
**Flight** When moving, ignore obstacles and miniatures. Units with *Flight* are always in scattered formation.  
**Immortal** Affected by particular game effects.  
**Scout** When the company begins the game in a deployment zone, units composed entirely of fighters with *Scout* can be deployed anywhere if they are not in contact with the enemy.



# 4 STD 400 AP +95 PER EXTRA FIGHTER VESTALS



20 3 5 3



1 7 7

# 3 STD 375 AP +125 PER EXTRA FIGHTER GREAT FANG



15 3 5 3



2 7 7

## ABILITIES

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

# 9 MAX 875 AP VESTALS



20 3 5 3



1 7 7

# 6 MAX 750 AP GREAT FANG



15 3 5 3



2 7 7

## ABILITIES

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

# 0-3 +25 AP PER SPECIAL FIGHTER VESTALS SPECIAL FIGHTERS



## 0-1 RUNE GUARDIAN



Can call a *Cuirass of Yllia* miracle (3 faith points) during any activation phase: the rune guardian's unit benefits from the *Sacred Armor* effect until the end of the activation. The result required for Strength tests taken against the holder is read 1 column to the left on the resolution table.

## 0-1 GRAVE GUARDIAN

Units including a grave guardian can re-roll failures on Courage tests once more.

## 0-1 REPENTANT

Units including a repentant can cancel 1 damage point from each Strength test they suffer.

# 0-3 +25 AP PER SPECIAL FIGHTER GREAT FANG SPECIAL FIGHTERS



## ABILITIES

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

## 0-1 RUNE GUARDIAN



Can call a *Cuirass of Yllia* miracle (3 faith points) during any activation phase: the rune guardian's unit benefits from the *Sacred Armor* effect until the end of the activation. The result required for Strength tests taken against the holder is read 1 column to the left on the resolution table.

## 0-1 GRAVE GUARDIAN

Units including a grave guardian can re-roll failures on Courage tests once more.

## 0-1 REPENTANT

Units including a repentant can cancel 1 damage point from each Strength test they suffer.

# 3 STD 525 AP BLOODTHIRSTY PREDATORS



15 3 7 3



2 7 9

## ABILITIES

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

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

# 1 STD 225 AP WORG



20 3 8 5



2 7 9

## EQUIPMENT

**Sacred Weapon** The result required for Strength tests is read 1 column to the right on the resolution table.

## ABILITIES

**Immortal** Affected by particular game effects.

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

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



STD 450 AP +150 PER EXTRA FIGHTER

## 3 SACRED VESTALS

20 3 5 3

2 7 7

**ABILITIES**

**Loyal** Each fighter adds 1 extra faith point to her unit's faith pool.

MAX 900 AP

## 6 SACRED VESTALS

20 3 5 3

2 7 7

**ABILITIES**

**Loyal** Each fighter adds 1 extra faith point to her unit's faith pool.

+25 AP PER SPECIAL FIGHTER

## 0-3 SACRED VESTALS SPECIAL FIGHTERS

20 3 5 3

2 7 7

**ABILITIES**

**Loyal** Each fighter adds 1 extra faith point to her unit's faith pool.

**0-1 RUNE GUARDIAN**

Can call a *Cuirass of Yllia* miracle (3 faith points) during any activation phase: the rune guardian's unit benefits from the *Sacred Armor* effect until the end of the activation. The result required for Strength tests taken against the holder is read 1 column to the left on the resolution table.

**0-1 GRAVE GUARDIAN**

Units including a grave guardian can re-roll failures on Courage tests once more.

**0-1 REPENTANT**

Units including a repentant can cancel 1 damage point from each Strength tests they suffer.

INCARNATE MAGICIAN 250 AP

## 1 OPHYR

15 3 5 5 1 5

2 7 7

**Resurrect/Duel:** 5 Elixir pts      **Artifacts/Rituals:** 2 pts

**Aspects:** Whispers /Air and Water

**ABILITIES**

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

INCARNATE 285 AP

## 1 KASSAR

20 3 5 5 1

3 7 7

**Resurrect/Duel:** 6 Elixir pts      **Artifacts:** 1 pt

INCARNATE 185 AP

## 1 VARGHAR

15 3 5 5 1

2 7 7

**Resurrect/Duel:** 4 Elixir pts      **Artifacts:** 1 pt

STD 400 AP +135 PER EXTRA FIGHTER

## 3 YLLIA'S BOLT

15 5 5 5

1 7 5

1 4 8

**ABILITIES**

**Instinctive Shot** The fighter can target engaged enemies.

**Perforating Shot** Shots can eliminate more enemies than there are shooters.

INCARNATE MAGICIAN 370 AP

## 1 IRIX

15 5 5 7 3 7

2 7 9

**Resurrect/Duel:** 7 Elixir pts      **Artifacts/Rituals:** 3 pts

**Aspects:** Whispers /Air, Fire and Water

**ABILITIES**

**Focus** Each time Irix performs an Energy test she rolls an additional number of dice equal to her Energy value. These are not bonus dice, so they can be re-rolled.

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

HOWL  
THE HUNTER  
IS HERE!



Until the end of the round, the Incarnate's unit cannot be targeted by enemy shots.

*Each Wolfen Incarnate can be given howls during company building: the first howl is free and each additional howl costs 1 artifact point.*

*Each Wolfen Incarnate may use 1 howl per round, during their activation. The player must announce it loud and clear.*

HOWL  
RED MOON!



Until the end of the round, the Incarnate's unit cannot be targeted by rituals.

*Each Wolfen Incarnate can be given howls during company building: the first howl is free and each additional howl costs 1 artifact point.*

*Each Wolfen Incarnate may use 1 howl per round, during their activation. The player must announce it loud and clear.*

HOWL  
COME IF  
YOU DARE!




The player designates an enemy unit that the Incarnate's unit can see. It must resolve a **charge** or **run** during its next activation. Engaged units cannot be targeted by this tactic.

*Each Wolfen Incarnate can be given howls during company building: the first howl is free and each additional howl costs 1 artifact point.*

*Each Wolfen Incarnate may use 1 howl per round, during their activation. The player must announce it loud and clear.*

HOWL  
FULL MOON!



Until the end of the round, the Incarnate's unit succeeds at all its Courage  tests.

*Each Wolfen Incarnate can be given howls during company building: the first howl is free and each additional howl costs 1 artifact point.*

*Each Wolfen Incarnate may use 1 howl per round, during their activation. The player must announce it loud and clear.*

HOWL  
YOUR TIME  
WILL COME!




The Incarnate's unit is not activated. It is reserved. This reserve is added to the one the company is already allowed.

*Each Wolfen Incarnate can be given howls during company building: the first howl is free and each additional howl costs 1 artifact point.*

*Each Wolfen Incarnate may use 1 howl per round, during their activation. The player must announce it loud and clear.*

HOWL  
YOU'RE  
MY PREY!



The player designates an enemy unit that the Incarnate's unit can see. That unit rolls a Courage  5 test. Morale rules are applied.

*Each Wolfen Incarnate can be given howls during company building: the first howl is free and each additional howl costs 1 artifact point.*

*Each Wolfen Incarnate may use 1 howl per round, during their activation. The player must announce it loud and clear.*

HOWL  
YOU WON'T  
GET FAR!



Until the end of the round, the Incarnate's unit gains the **Disengagement** ability: the unit doesn't suffer any losses when it disengages.

*Each Wolfen Incarnate can be given howls during company building: the first howl is free and each additional howl costs 1 artifact point.*

*Each Wolfen Incarnate may use 1 howl per round, during their activation. The player must announce it loud and clear.*

HOWL  
YLLIA!



Until the end of the round, the Incarnate's unit cannot be target by communions.

*Each Wolfen Incarnate can be given howls during company building: the first howl is free and each additional howl costs 1 artifact point.*

*Each Wolfen Incarnate may use 1 howl per round, during their activation. The player must announce it loud and clear.*

ARTIFACT  
ASTROLABE  
OF DESTINY



*Wolfen artifacts are carefully guarded by the pack. Traditionally only the strongest and the wisest are allowed to use them.*

Once per round the Incarnate can gain 1 additional die on 1 test. This die is not a bonus die and can be re-rolled.

ARTIFACT  
HORN OF  
THE PACK



*Wolfen artifacts are carefully guarded by the pack. Traditionally only the strongest and the wisest are allowed to use them.*

The Incarnate gains 2 extra howls.

ARTIFACT  
MARK OF THE  
PREDATOR



*Wolfen artifacts are carefully guarded by the pack. Traditionally only the strongest and the wisest are allowed to use them.*

When it performs an assault the Incarnate's unit is always considered as having a greater Power than the assaulted unit.



ARTIFACT  
SACRED CHARM



*Wolfen artifacts are carefully guarded by the pack. Traditionally only the strongest and the wisest are allowed to use them..*

If it includes a faithful the Incarnate's unit gains 5 extra faith points per round.

ARTIFACT  
MOON STONE



*Wolfen artifacts are carefully guarded by the pack. Traditionally only the strongest and the wisest are allowed to use them.*

Each time the Incarnate casts a spell or a ritual the number of mana points required is reduced by 5 points. The cost cannot fall below 1.

ARTIFACT  
ELDER RUNES





*Wolfen artifacts are carefully guarded by the pack. Traditionally only the strongest and the wisest are allowed to use them.*

The Incarnate gains the *Insensitive* ability: 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.

ARTIFACT  
FANG OF STARS



*Wolfen artifacts are carefully guarded by the pack. Traditionally only the strongest and the wisest are allowed to use them.*

When the Incarnate rolls a  Strength  test the difficulty is considered to be 0.

ARTIFACT  
FETISH OF THE  
NEW MOON



*Wolfen artifacts are carefully guarded by the pack. Traditionally only the strongest and the wisest are allowed to use them.*

The holder of this artifact may censure or counter a communion or a ritual per round even if he is not a faithful or a magician.  
No mana or faith points are spent.

ARTIFACT  
WHISPERING  
RIBBONS




*Wolfen artifacts are carefully guarded by the pack. Traditionally only the strongest and the wisest are allowed to use them.*

The Incarnate's rituals cannot be countered.

ARTIFACT  
BANNER  
OF YLLIA



*Wolfen artifacts are carefully guarded by the pack. Traditionally only the strongest and the wisest are allowed to use them.*

When the Incarnate's unit performs an assault, the assaulted unit always needs to roll a Courage  test. Abilities and effects that allow these tests to succeed automatically are ignored.

ARTIFACT  
TALISMAN  
OF THE SCRIBE



*Wolfen artifacts are carefully guarded by the pack. Traditionally only the strongest and the wisest are allowed to use them.*

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

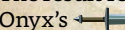

ARTIFACT  
SPEAR OF MIST



Serethis and his unit gain 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.


ARTIFACT  
KERATIS BLADE



The result required for Onyx's  Strength  tests is read 1 column to the right on the resolution table.



ARTIFACT  
AMULET OF  
THE WOLF



This artifact gives Authority  3 to Onyx when he bears it.

ARTIFACT  
THE SPEAR OF  
NEVER-ENDING  
SLEEP



Isakar gets 1 additional combat die for each failure obtained by his enemy in the  Attack  tests against him.  
Even if he is eliminated, he uses these dice once the enemy's attacks have been resolved, as if the unit had been activated. These dice can be re-rolled.

SERETHIS

ONYX

ONYX

ISAKAR



ARTIFACT  
SPECTRAL  
RIBBONS



Y'Anrylh gains the *Ethereal* ability: on Attack (X) tests taken against an *Ethereal* fighter, +, + and results are read as +.

Y'ANRYLH

ARTIFACT  
BLOODY  
SHOULDER  
GUARD



Cancels the first damage point suffered by Y'Anrylh on every Strength (S) test taken against him.

Y'ANRYLH

ARTIFACT  
Y'ANRYLH'S  
EDGE



The use of this artifact is declared once per round, during Y'Anrylh's activation.

Every enemy in contact with his unit suffers a Strength (S) test whose action value is 6.

Y'ANRYLH

ARTIFACT  
STAG ANTLERS



When holding this artifact, Orhaïn and the fighters of his unit gain the *War Fury* ability: Failures on Attack (X) tests have to be re-rolled once more.

ORHÄIN

MIRACLE  
DIVINE  
RULING



Orhaïn can call this miracle once before each Authority (A) opposition. The test of his side is rolled with 1 additional die. This miracle costs 5 faith points.

ORHÄIN

MIRACLE  
MARTYR  
OF YLLIA



Orhaïn can call this miracle just after a Strength (S) test taken against his unit. The number of damage points inflicted is reduced by 1. This miracle costs 5 faith points.

ORHÄIN

ARTIFACT  
BURDEN OF  
AUTHORITY



When he is the holder of this artifact, Syriak gains the *Strategist* ability: his Authority oppositions are resolved rolling 1 bonus die (keep the best). Syriak's Authority (A) value becomes 3.

SYRIAK

MIRACLE  
VEGETAL  
ENTANGLEMENT



Syriak can call this miracle on an enemy unit. Its Movement (M) value is reduced to 0 until the end of the round. This miracle costs 10 faith points.

SYRIAK

ARTIFACT  
MACABRE  
HEADRESS



With this artifact, Deliox's unit gains the *Abomination* ability: Courage (C) tests taken against the Fear of *Abominable* fighters are rolled with a bonus die. The opponent removes the best roll.

DELIOX

ARTIFACT  
FINERY OF THE  
CONDEMNED



The Finery of the Condemned makes Asgarh immune to the *Sacred Weapon* effect. Additionally, the result required for the holder's Strength (S) tests is read 1 column to the right on the resolution table.

ASGARH

ARTIFACT  
THE PURPLE  
EYE OF YLLIA



Asgarh's unit gains the *Implacable* ability: after performing an assault, the fighters still in contact with enemies resolve a new combat. They no longer get the bonus for charging. This ability can only be used once per round.

ASGARH

ARTIFACT  
THE GREAT  
MOON OF  
DOMINATION



Asgarh's unit gains the *Strategist* ability: the fighter's Authority (A) oppositions are resolved rolling 1 bonus die. The player keeps the best.

ASGARH



COMMUNION  
ARMY OF DESTINY



Faith 4 Difficulty 5

**Cult:** Yllia  
**Element:** Creation  
**Target:** Unit  
**Duration:** Instantaneous

One of the targeted unit's eliminated Immortals (except an Incarnate) is brought back into the game and in formation. If he cannot be brought back in to formation this communion has no effect.

COMMUNION  
BLIND RAGE



Faith 5 Difficulty 5

**Cult:** Yllia  
**Element:** Destruction  
**Target:** Unit  
**Duration:** Round

The fighters of the targeted unit gain *War Fury*: failures on Attack tests have to be re-rolled once more.

COMMUNION  
COST OF BLOOD



Faith 3 Difficulty 5

**Cult:** Yllia  
**Element:** Creation  
**Target:** Unit  
**Duration:** Instantaneous

All the fighters in the targeted unit recover 1 health point.

COMMUNION  
DIVINE PSYCHE



Faith 5 Difficulty 5

**Cult:** Yllia  
**Element:** Destruction  
**Target:** Unit  
**Duration:** Round

Choose a characteristic (not including Fervor or Energy ) from the enemy unit's standard fighters. The faithful's unit gets the same value as the enemy unit in the chosen characteristic.

COMMUNION  
KISS OF THE SHE-WOLF



Faith 5 Difficulty 5

**Cult:** Yllia  
**Element:** Creation  
**Target:** Unit  
**Duration:** End of the turn

The fighters of the targeted unit gain *Regeneration*: roll 1 die per damage point inflicted on the fighters capable of regenerating, just before removing the losses. Each or cancels 1 damage point.

COMMUNION  
BLAZING MANE



Faith 10 Difficulty 7

**Cult:** Yllia  
**Element:** Destruction  
**Target:** Unit  
**Duration:** Round

When the targeted unit causes a Courage test the test can only succeed on .

COMMUNION  
LAW OF THE HUNTER



Faith 10 Difficulty 7

**Cult:** Yllia  
**Element:** Destruction  
**Target:** All enemy companies  
**Duration:** Round

The result needed on Strength tests taken against enemy units is read 1 column to the right on the universal table of resolution.

COMMUNION  
SUMMON SYLVAN ANIMÆS



Faith 15 Difficulty 7

**Cult:** Yllia  
**Element:** Creation  
**Target:** Special  
**Duration:** Instantaneous

The faithful summons a unit of 6 sylvan animæes.

COMMUNION  
EKYNOX'S CALL



Faith 15 Difficulty 7

**Cult:** Yllia  
**Element:** Creation  
**Target:** Incarnate  
**Duration:** Round

The targeted Incarnate becomes an avatar of Ekynox. He recovers all his health points and gets 1 additional and Attack die (this is not a bonus die and can be re-rolled). This communion has no effect on a fighter who is already the avatar of a god.

COMMUNION  
FULL MOON



Faith 15 Difficulty 9

**Cult:** Yllia  
**Element:** Destruction  
**Target:** Company  
**Duration:** Round

The result required on all the characteristic tests rolled by the targeted company are read 1 column to the right on the universal table of resolution.



### RITUAL CRIMSON RAGE



Mana **5** Difficulty **6**

*Path:* Whispers  
*Element:* Water  
*Target:* Unit  
*Duration:* Round

The fighters who have a damage point marker gain 1 bonus die on their Attack tests.

### RITUAL SPIRIT OF THE PACK



Mana **5** Difficulty **4**

*Path:* Whispers  
*Element:* Water  
*Target:* Unit  
*Duration:* Instantaneous

The targeted unit's morale status becomes *valiant*.

### RITUAL SHACKLES



Mana **5** Difficulty **5**

*Path:* Whispers  
*Element:* Water  
*Target:* Unit  
*Duration:* Round

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

### RITUAL WHISPERS OF PAIN



Mana **5** Difficulty **6**

*Path:* Whispers  
*Element:* Water  
*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.

### RITUAL PURIFICATION



Mana **3** Difficulty **4**

*Path:* Whispers  
*Element:* Water  
*Target:* Unit  
*Duration:* Instantaneous

All the fighters in the unit regain 1 health point.

### RITUAL RITE OF THE BLOODY FANG



Mana **10** Difficulty **7**

*Path:* Whispers  
*Element:* Water  
*Target:* Unit  
*Duration:* Round

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

### RITUAL STORM DASH



Mana **10** Difficulty **7**

*Path:* Whispers  
*Element:* Water  
*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.

### RITUAL CALL OF BLOOD



Mana **10** Difficulty **7**

*Path:* Whispers  
*Element:* Water  
*Target:* Unit  
*Duration:* Round

The fighters double their Power.

### RITUAL DECEPTIVE ILLUSION



Mana **15** Difficulty **9**

*Path:* Whispers  
*Element:* Water  
*Target:* Unit  
*Duration:* Round

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

### RITUAL ANGER OF MNEMOSYNE



Mana **15** Difficulty **9**

*Path:* Whispers  
*Element:* Water  
*Target:* Unit  
*Duration:* Instantaneous

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





