

# THE AGE OF THE RAG'NAROK CONFRONTATION®

## SCARAB ARMY



### ARMY GIFT AND ABILITIES

**Gift of the Scarab:** The player of a Scarab company rolls as many dice as there are damage points inflicted on the fighters of the Scarab, just before removing the losses. Each or cancels a damage point. Each also generates a bonus die for this test.

**Aim:** If at least one member of the unit does not move during its activation, the fighter adds his Attack to his Strength on Strength tests.

**Ferocity:** For strength tests, +, and results are read as +.

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

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

**Immortal:** Immortal creatures are affected by particular game effects.

**Master strike:** If at least one member of the unit has not moved during its activation, the fighter adds his Attack to his Strength on Strength tests.

**Scout:** 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.

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

## 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.

**Sacred weapon:** The result required for the Strength test is read one column to the right on the resolution table.

**Important:** *The profiles correspond to the Confrontation: the Age of the Rag'narok version of the fighters. The equipment used to code them might be different from that represented on the older miniatures.*

## 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", "+2 special fighters" or "+3 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.

## ORDER OF THE BANNERS

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

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

## SPECIAL FIGHTERS

**Prowler:** The unit's fighter gain 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.

**Dream warrior:** The dream warrior can cast a "Dream blessing" spell during the resolution of one of her unit's Attack test. Failures are re-rolled once more. This spell costs 5 mana points.

## INCARNATES

Each Incarnate has a specific number of points he can spend to obtain artifacts and, when possible, rituals and communions. The cost of each artifact is equal to its value.

**Irul:** 2  
**Kurujai:** 1  
**Maneös:** 2  
**Meari:** 1  
**Numaë:** 1  
**Oriental:** 3  
**Shaenre:** 1

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

**Meari:** Faithful (cult of Earhë/Creation)  
**Shaenre:** Magician (Fayree/Water)

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.

**Irul:** 4  
**Kurujai:** 2  
**Maneös:** 4  
**Meari:** 4  
**Numaë:** 3  
**Oriental:** 7  
**Shaenre:** 4

## ARTIFACTS

### SPIRIT BOW

**Value:** 1

The holder gains the following values:

		
	1	8
		6

These values replace those the holder could already have. Spirit bow cannot be given to a fighter with an area of effect ranged weapon.

### FAYREE ELYTRON

**Value:** 1

The holder gains the "Flight" ability: when he moves, the fighter ignores obstacles and miniatures. Units with Flight are always in scattered formation.




### SACRED WEAPON

**Value:** 1

The result required for the  Strength test is read one column to the right on the resolution table.

### SYMBIOTIC ARMOR

**Value:** 1

When he uses the Gift of the Scarab, the holder heals one health point for every ,  or .

### SYMBIOTIC WEAPON

**Value:** 1

The result required for the  and  Strength test is read one column to the right on the resolution table.

### TALISMAN OF THE CHAMELEON

**Value:** 1

The holder's unit is deployed after everyone else, including enemy units, and 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.



### SCARAB MASCOT

**Value:** 2

The holder gains two extra health points.

### SEED OF QUTHAYRAN

**Value:** 2

The player can re-roll the failures on the holder's Gift of the Scarab tests once more.



### TALISMAN OF HASTE

**Value:** 2

The Movement  of the holder's unit is increased by 5.

### BREASTPLATE OF EARHË

**Value:** 3

Strength  tests taken against the holder are always challenges .

### SPEAR OF EÄKHYN

**Value:** 3

The holder's  strength tests are always .



## SPELLBOOK

### FORCE OF NATURE

**Path:** Fayree  
**Element:** Water  
**Value:** 1  
**Mana:** 7  
**Difficulty:** 5  
**Target:** Unit  
**Duration:** Round

The targeted unit gains the "Brutal" ability: it always counts as charging when it performs a successful assault.

### MURDEROUS RESOLUTION

**Path:** Fayree  
**Element:** Water  
**Value:** 1  
**Mana:** 7  
**Difficulty:** 5  
**Target:** Unit  
**Duration:** Round

Failures on the targeted unit's  tests are re-rolled once more.

### PHANTASMAL FEAR

**Path:** Fayree  
**Element:** Water  
**Value:** 1  
**Mana:** 8  
**Difficulty:** 5  
**Target:** Unit  
**Duration:** Instantaneous

The targeted unit rolls a Courage test (5). If it fails it is in rout.

### SOOTHING WAVE

**Path:** Fayree  
**Element:** Water  
**Value:** 1  
**Mana:** 7  
**Difficulty:** 5  
**Target:** Unit  
**Duration:** Instantaneous

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.

### ROOTS OF ANGER

**Path:** Fayree  
**Element:** Water  
**Value:** 1  
**Mana:** 10  
**Difficulty:** 5  
**Target:** Unit  
**Duration:** Round

The targeted unit's Movement  is halved (rounded up).



## LITANY

### FAVORABLE SHADE

**Cult:** Earhë  
**Aspect:** Creation  
**Value:** 1  
**Faith:** 4  
**Difficulty:** 5  
**Target:** Unit  
**Duration:** Round

The difficulty of shots targeting the unit is increased by 2 points.

### FAYREE OAK

**Cult:** Earhë  
**Aspect:** Creation  
**Value:** 1  
**Faith:** 5  
**Difficulty:** 5  
**Target:** Special  
**Duration:** Round

The player puts a spare card face down on the battlefield somewhere the faithful can see. It cannot be placed on a unit. This card represents one massive tree. It cannot be crossed in any way and it blocks lines of sight.

### FAYREE RESURRECTION

**Cult:** Earhë  
**Aspect:** Creation  
**Value:** 1  
**Faith:** 4  
**Difficulty:** 5  
**Target:** Fighter  
**Duration:** Instantaneous

This communion brings an Immortal, 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.




### KILLER INSTINCT

**Cult:** Earhë  
**Aspect:** Creation  
**Value:** 1  
**Faith:** 7  
**Difficulty:** 5  
**Target:** Unit  
**Duration:** Round

The targeted unit's fighters gain the "Instinctive shot" ability: the fighter can target engaged enemies.

### WARLIKE BLOSSOM

**Cult:** Earhë  
**Aspect:** Creation  
**Value:** 1  
**Faith:** 7  
**Difficulty:** 5  
**Target:** Unit  
**Duration:** Round

The unit's fighters all gain symbiotic armor: when he uses the Gift of the Scarab, the fighter heals one health point for every ,  or .





Name	Category	Rank	HP	MOV	DEF	RES	C/F	D6/hth	ATT/hth	FOR/hth	D6/r	ATT/r	FOR/r	AUT	ENE	FER	Compétences
Archer	Infantry	1	1	10	3	2	3	1	3	2	1	6	4				(Gift of the Scarab)
Guardian	Infantry	1	1	10	5	4	3	1	5	4							(Gift of the Scarab)
Guardian / Musician	Infantry	1	1	10	5	4	3	1	5	4							(Gift of the Scarab)
Guardian / Standard bearer	Infantry	1	1	10	5	4	3	1	5	4							(Gift of the Scarab)
Mandigorn warrior	Creature	3	2	15	3	9	5	1	5	9							(Gift of the Scarab) Immortal. Hard boiled. Flight.
Scarab warrior	Infantry	2	1	10	5	6	3	1	5	4							(Gift of the Scarab) Master strike.
Sylph	Infantry	2	1	15	3	2	3	1	5	6							(Gift of the Scarab) Immortal. Flight. (Reach)
Sylph / Dream warrior	Infantry	2	1	15	3	2	3	1	5	6					4		(Gift of the Scarab) Immortal. Flight. (Reach)
Sylvan animae	Creature	2	1	15	3	3	3	1	3	5							(Gift of the Scarab) Immortal. Flight. (Sacred weapon)
Wolfen hunter	Infantry	1	2	20	3	5	3	1	7	7							(Gift of the Scarab) (Reach)
Wolfen hunter / Prowler	Infantry	1	2	20	3	5	3	1	7	7							(Gift of the Scarab) (Reach)
Zephyr	Infantry	3	1	15	5	3	5	2	7	4	2	6	2				(Gift of the Scarab) Ferocity. Aim.
Irul	Infantry	2	4	10	3	4	7	2	5	6				3			(Gift of the Scarab) Strategist. (Reach)
Kurujaï	Infantry	1	4	10	3	2	5	2	3	2	1	6	4	3			(Gift of the Scarab)
Maneös	Infantry	2	4	10	5	6	6	2	6	5				3			(Gift of the Scarab) Master strike.
Meari	Infantry	1	4	10	3	4	5	2	5	6				3		3	(Gift of the Scarab) (Reach)
Numaë	Infantry	1	4	10	5	4	5	2	5	4				3			(Gift of the Scarab)
Onental	Infantry	3	4	15	5	3	7	3	7	4	2	6	2	5			(Gift of the Scarab) Ferocity. Aim.
Shaenre	Infantry	1	4	10	3	2	5	2	5	6				3	4		(Gift of the Scarab) (Reach)

Name	Minimum number of fighters	A.P.	+ 1 special fighter	+ 2 special fighters	+ 3 special fighters	Maximum number of fighters	A.P.	+ 1 special fighter	+ 2 special fighters	+ 3 special fighters	Extra fighter	Metal miniature
Archer	8	300				12	425				35	Daikinee archer
Guardian	8	275	300	325		15	525	550	575		40	Daikinee guardian
Guardian / Musician												Musician
Guardian / Standard bearer												Standard bearer
Mandigorn warrior	2	300										Mandigorn warrior
Scarab warrior	6	275										Scarab warrior
Sylph	6	300	325	350		9	450	475	500		50	Daikinee sylph
Sylph / Dream warrior												Dream warrior
Sylvan animae	6	300										Sylvan animae
Wolfen hunter	4	425	450	475		9	950	975	1000		105	Wolfen hunter 3
Wolfen hunter / Prowler												Wolfen prowler
Zephyr	4	475										Daikinee zephyr
Irul	1	175										
Kurujaï	1	115										
Maneös	1	175										
Meari	1	180										
Numaë	1	125										
Oental	1	340										
Shaenre	1	175										