

THE AGE OF THE RAG'NAROK CONFRONTATION®

STAG ARMY



ARMY GIFT AND ABILITIES

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 cm to engage enemies.

Born killer: When the fighter performs an Attack test, the player rolls one die more. This die is not a bonus die, so it can be re-rolled.

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

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

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

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.

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.

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.

Master strike: 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.

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

Regeneration: 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.

Savage: Each or obtained on a Strength test gives a bonus die.

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.

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.

War fury: Failures on Attack tests have to be re-rolled once more.



EQUIPMENT

Black weapon: Failures on  and  Strength tests are re-rolled once more.

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

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" 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.

ORDER OF THE BANNERS

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

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

SPECIAL FIGHTERS

Lord of carnage: 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. This spell costs 6 mana points.

Soul snatcher: 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. This spell costs 5 mana points.

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.

Witch: The witch can cast a "Rage of the Lanyfhs" spell just before her unit rolls a  Strength test: failures on this test 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.

Ardokath: 3
Balkrón: 3
Brenthyr: 1
Corwyn: 2
Damralh: 2
Feylhin: 2
Gwahyr: 2
Gwerydd: 1
Morgwen: 2
Tanath: 3
Tyramon: 3
Wandyr: 1
Ychor: 0



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:

Ardokath: Faithful (Cult of Cernunnos/Alteration, Creation and Destruction)

Corwyn: Magician (Torments/Water and Darkness)

Damralh: Magician (Torments/Water and Darkness)

Gwerydd: Faithful (Cult of Cernunnos/Destruction)

Tyramon: Magician (Torments/Water, Fire and Darkness)

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.

Ardokath: 7
Balkrón: 9
Brenthyr: 3
Corwyn: 4
Damralh: 4
Feylhin: 4
Gwahyr: 3
Gwerydd: 3
Morgwen: 5
Tanath: 6
Tyramon: 9
Wandyr: 4
Ychor: 5

ARTIFACTS

ANTLERS OF CERNUNNOS

Value: 1

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

FORMOR URN

Value: 1

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

HEART OF PAIN

Value: 1

The Incarnate gains one extra health point.

MASK OF THE CROW

Value: 1

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.

MASK OF THE OWL

Value: 1

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.

FORMOR SHIELD

Value: 2

The holder gains the "Counter-attack" ability: 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.

FORMOR WEAPON

Value: 2

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

SPELLBOOK OF GNOSIS

Value: 2

The magician holding this artifact gains one value 3 ritual.

ABRAHD AN LYFH SCATHÂCH

Value: 3

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

SWORD OF DESPAIR

Value: 3

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

SPELLBOOK

BLOODY AUGUR

Path: Torments

Element: Darkness

Value: 1

Mana: 10

Difficulty: 5

Target: Enemy unit

Duration: Round

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

DEMON STRIKE

Path: Torments

Element: Darkness

Value: 1

Mana: 5

Difficulty: 5

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  to his Strength  on  Strength tests.



RESURRECTION OF THE DEAD

Path: Torments

Element: Darkness

Value: 1

Mana: 7

Difficulty: 5

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.

SACRED FEAST

Path: Torments

Element: Darkness

Value: 1

Mana: 5

Difficulty: 5

Target: Fighter

Duration: Instantaneous

The targeted fighter recovers one damage point.

TENACITY OF THE WRAITHS

Path: Torments
Element: Darkness
Value: 1
Mana: 7
Difficulty: 5
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.



FURY OF THE SKINNED

Path: Torments
Element: Darkness
Value: 2
Mana: 10
Difficulty: 7
Target: Unit
Duration: Special

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

RAGE OF THE BANISHED

Path: Torments
Element: Darkness
Value: 2
Mana: 10
Difficulty: 7
Target: Unit
Duration: End of the round

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

SOUL FEAST

Path: Torments
Element: Darkness
Value: 2
Mana: 15
Difficulty: 7
Target: Battlefield
Duration: Round

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

AURA OF THE HORDE

Path: Torments
Element: Darkness
Value: 3
Mana: 15
Difficulty: 9
Target: Company
Duration: Round

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

CRIMSON RISE

Path: Torments
Element: Darkness
Value: 3
Mana: 10
Difficulty: 9
Target: Company
Duration: Round

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

LITANY

AURA OF PROFANATION

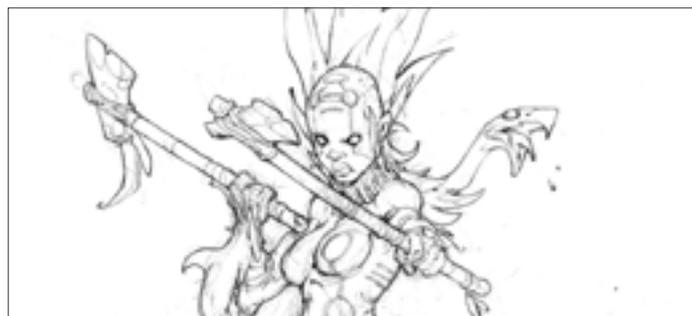
Cult: Cernunnos
Aspect: Destruction
Value: 1
Faith: 8
Difficulty: 5
Target: Unit
Duration: Round

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

BREATH OF THE HORNED-ONE

Cult: Cernunnos
Aspect: Destruction
Value: 1
Faith: 8
Difficulty: 5
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.



ENDURANCE OF THE HORNED-ONE

Cult: Cernunnos
Aspect: Alteration
Value: 1
Faith: 5
Difficulty: 5
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.

DEATH TO THE SOUL!

Cult: Cernunnos
Aspect: Destruction
Value: 1
Faith: 10
Difficulty: 5
Target: Enemy unit
Duration: Instantaneous

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

WICKEDNESS OF THE FORMOR

Cult: Cernunnos
Aspect: Destruction
Value: 1
Faith: 5
Difficulty: 5
Target: Unit
Duration: Round

The Courage  of the targeted unit becomes Fear .

CALL OF DARKNESS

Cult: Cernunnos
Aspect: Alteration
Value: 2
Faith: 10
Difficulty: 7
Target: Battlefield
Duration: Round

No line of sight can be traced beyond 20 cm.

RELEASING THE WRAITHS

Cult: Cernunnos
Aspect: Alteration
Value: 2
Faith: 10
Difficulty: 7
Target: Unit
Duration: Round

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

VENGEANCE

Cult: Cernunnos
Aspect: Alteration
Value: 2
Faith: 15
Difficulty: 7
Target: Unit
Duration: Round

Vengeance takes effect each time the targeted unit suffers damage points inflicted by the enemy. The player rolls as many dice as there were damage points inflicted. Each ,  or  inflicts one damage point to the unit that originally caused the damage.

CALL OF THE NECROPOLIS

Cult: Cernunnos
Aspect: Alteration
Value: 3
Faith: 20
Difficulty: 9
Target: Special
Duration: Instantaneous

The magician summons a unit of two necropolis guardians.

RETURN OF THE HORNED-ONE

Cult: Cernunnos
Aspect: Alteration
Value: 3
Faith: 20
Difficulty: 9
Target: One Incarnate
Duration: Round

The Incarnate becomes the avatar of Cernunnos. He recovers all his health points. He also gains one more  combat die and one more  combat die. These dice are not bonus dice and can, therefore, be re-rolled. In addition, 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.



Name	Category	Rank	HP	MOV	DEF	RES	C/F	D6/hth	ATT/hth	FOR/hth	D6/r	ATT/r	FOR/r	AUT	ENE	FER	Abilities
Archer	Infantry	2	1	10	3	4	3	1	5	5	1	5	4				(Gift of the Stag) Toxic.
Baneful she-wolf	Infantry	2	2	15	3	6	3	2	7	7							(Gift of the Stag) Ethereal.
Dun Scaith flesh eater	Infantry	2	2	15	5	8	3	1	7	7							(Gift of the Stag) Master strike.
Dun Scaith marauder	Infantry	1	2	15	5	7	3	1	7	7							(Gift of the Stag)
Marauder/Lord of carnage	Infantry	1	2	15	5	7	3	1	7	7					3		(Gift of the Stag)
Marauder/Weapon master	Infantry	1	2	15	5	7	3	1	7	7							(Gift of the Stag)
Formor fiend	Creature	3	1	10	5	7	7	1	7	9							(Gift of the Stag) War fury.Regeneration.
Horned raider	Cavalry	3	2	20	5	4	7	2	7	6							(Gift of the Stag) Hard boiled.Ferocity. (Light cavalry)
Hound of Scathách	Creature	2	2	15	3	6	3	2	5	8							(Gift of the Stag) Brutal.
Karnagh	Infantry	2	1	10	3	4	3	1	5	7							(Gift of the Stag) Born killer.
Lanyfh	Infantry	2	1	15	3	3	3	2	5	5							(Gift of the Stag)Scout.
Lanyfh/Musician	Infantry	2	1	15	3	3	3	2	5	5							(Gift of the Stag)Scout.
Lanyfh/Witch	Infantry	2	1	15	3	3	3	2	5	5					3		(Gift of the Stag)Scout.
Minotaur	Creature	1	2	15	3	5	3	1	5	9							(Gift of the Stag)
Necropolis guardian	Creature	3	2	15	3	7	5	1	7	11							(Gift of the Stag) Ethereal. Flight. (Reach)
Persecutor	Infantry	2	1	10	3	4	3	1	5	7							(Gift of the Stag) Fierce.
Red Karnagh	Infantry	3	1	10	3	6	5	1	5	9							(Gift of the Stag) Born killer. Savage.
Warrior	Infantry	1	1	10	5	3	3	1	5	5							(Gift of the Stag)
Warrior/Musician	Infantry	1	1	10	5	3	3	1	5	5							(Gift of the Stag)
Warrior/Standard bearer	Infantry	1	1	10	5	3	3	1	5	5							(Gift of the Stag)
Wraith	Infantry	1	1	7	3	4	3	1	5	7							(Gift of the Stag)
Wraith/Soul snatcher	Infantry	1	1	7	3	4	3	1	5	7					3		(Gift of the Stag)
Ardokath	Infantry	3	4	7	5	6	7	2	7	7				5		7	(Gift of the Stag) Iconoclast. Illumination.
Balkron	Creature	3	4	10	5	7	9	3	7	9				5			(Gift of the Stag) War fury.Regeneration. (Reach) (Black weapon)
Brenthyr	Infantry	1	4	10	3	3	5	3	5	5				3			(Gift of the Stag)
Corwyn	Infantry	2	4	10	3	4	5	2	5	5				3	5		(Gift of the Stag) Strategist.
Damralh	Infantry	2	4	10	3	3	5	2	5	7				3	5		(Gift of the Stag) Mastery of the Arcana.
Feylhin	Infantry	2	4	15	5	3	5	2	5	7				3			(Gift of the Stag)Scout.
Gwahyr	Infantry	2	4	10	5	5	5	2	5	7				3			(Gift of the Stag) Fierce.
Gwernydd	Infantry	1	4	10	3	4	5	2	3	3				3		3	(Gift of the Stag)
Morgwen	Infantry	2	4	15	3	5	5	3	5	5				3			(Gift of the Stag)Scout.
Tanath	Infantry	3	4	10	7	3	7	3	7	5	1	5	5	7			(Gift of the Stag) Ferocity. Strategist. (Reach)
Tyramon	Creature	3	4	10	5	7	9	2	7	11				7	7		(Gift of the Stag) War fury.Regeneration. (Reach) (Black weapon)
Wandyr	Infantry	2	4	10	3	6	6	2	5	9				3			(Gift of the Stag) Savage. Born killer.
Ychor	Creature	1	4	15	3	5	3	2	7	9				3			(Gift of the Stag) Regeneration. (Reach)

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
Archer	6	275			6					Drune archer
Baneful she-wolf	3	400			3					Eclipsante
Dun Scaith flesh eater	3	350			3					Flesh eater
Dun Scaith marauder	4	400	425	450	7	700	725	750	100	Marauder of Vile-Tis
Marauder/Lord of carnage										Lord of carnage 2
Marauder/Weapon master										Flesh eater 2
Formor fiend	2	275			2					Formor fiend
Horned raider	3	625			3					Horned raider
Hound of Scathách	3	400			3					Hound of Scathách
Karnagh	6	250			6					Drune karnagh
Lanyfh	6	375	400	425	9	550	575	600	60	Lanyfh of the Black Woods
Lanyfh/Musician										Fianna musician
Lanyfh/Witch										Fianna
Minotaur	3	275			3					Drune minotaur
Necropolis guardian	2	300			2					Specter
Persecutor	6	250			6					Drune persecutor
Red Karnagh	4	250			4					Red karnagh
Warrior	8	275	300	325	15	500	525	550	35	Warrior of Caer Maed
Warrior/Musician										Musician of Caer Maed
Warrior/Standard bearer										Standard bearer of Caer Maed
Wraith	8	275	300	325	15	525	530	550	40	Drune wraith
Wraith/Soul snatcher										Soul snatcher
Ardokath	1	335								Ardokath
Balkron	1	445								Balkron
Brenthyr	1	140								Brenthyr the enslaver
Corwyn	1	200								Corwyn the Hunchback
Damralh	1	200								Damralh, Drune wyrd
Feylhin	1	215								Feylhin the savage
Gwahyr	1	160								Gwahyr the merciless
Gwernydd	1	135								Gwernydd
Morgwen	1	225								Morgwen the bloody
Tanath	1	320								Tanath the young horned one
Tyramon	1	425								Moloch
Wandyr	1	185								Wandyr the bloodthirsty
Ychor	1	225								Wolfen zombie