

THE AGE OF THE RAG'NAROK CONFRONTATION®

DRAGON ARMY



ARMY GIFT AND ABILITIES

Gift of the Dragon: Each Dragon company can use this gift once per round. The result required on the dice for a characteristic test is read in the  column.

Assassin: +,  and  results are read as + for  Strength tests.

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

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

Construct: Constructs are affected by particular game effects.

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.

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

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

Charging strength: When the fighter charges he adds his Attack  to his Strength  to resolve  Strength tests.

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

Hyperian: The Courage  tests of a unit that includes a Hyperian fighter are automatically successful. In addition, the unit's Courage value is considered as a Fear value by frightening fighters.

Immortal: Immortal creatures are affected by particular game effects.

Implacable: 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.

Instinctive shot: The fighter can target engaged enemies.

Righteous: The Courage  tests of a unit including a Righteous fighter are automatically successful.

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.

Sequence: Each  or  obtained on a  Attack test gives one bonus die.

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

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



EQUIPMENT

Area of effect shot: The dragons' and wyrms' shots affect a 3 cm radius area. The AT-43 template can help to represent this area.

Some ranged weapons can affect an area rather than a single target. Area of effect weapons can eliminate more targets than there are attack dice. They can also eliminate targets the marksman cannot see.

Successes on attack tests increase the Area of effect of the weapon; failures cause the ranged attack to deviate. To determine who is hit by the area of effect shot of a unit, the player places the template over the fighter of his choice among those in the targeted unit the marksman can see. The fighters located even partially under the template suffer the Strength test. A single template is used per salvo no matter the number of marksmen.

If at least one failure is rolled on the ranged attack test the shot deviates. To resolve this roll a die; the result shows the direction of the deviation (the template shows six numbered directions). The template is then moved one centimeter (one graduation) in this direction per failure on the Ranged attack test.

If all the Ranged attack tests are failures, the shot deviates the same way but with a minimum of 10 cm (ten graduations).

After placing the template, the area affected by the shot has to be determined. This area, read from the template, is circular. All the fighters whose bases are located even partially inside the area affected suffer a Strength test. The radius of the area is determined as follows:

- If the result "Accuracy of the weapon minus the range" corresponds to a challenge  on the resolution table the shot is lost into the blue and therefore doesn't hit anything.
- If all the tests are misses, the radius is equal to the Area of effect of the weapon used;
- If there is at least one successful shot, the radius of the Area of effect is multiplied by the number of successful shots. If this result is greater than 10 cm, the radius is equal to 10 cm and all the fighters affected suffer two Strength tests instead of one.

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.*

ORDER OF THE BANNERS

- Infantry unit  (  ) !
 - Infantry unit  ( /  )
 - Infantry unit  ( /   )
 - Cavalry unit or War machine unit  /  (   /  )
 - Creature unit or Titan unit  /  ( /   /  )
- !: Priority slot. This needs to be filled first.

SPECIAL FIGHTERS

Equanimous warrior: The equanimous warrior can call a "Blade of justice" miracle just before a  Strength test is resolved by his unit: the result required on the test is read one column to the right on the table of resolution. This miracle costs 5 faith points.

Synchronime: The synchronime can cast an "Acceleration" spell during a march, a run or an assault: the distance the unit can cover is increased by 2 cm. 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.

Galhyan: 2
Lens Mendkenn: 2
Maelÿn: 1
Menerän: 1
Nelphaël: 2
Söim: 2
Syd de Kaiber: 3
Sÿlann: 3

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:

Galhyan: Magician (Solaris/Water and Light)
Maelÿn: Magician (Solaris/Light)
Söim: Faithful (Noësis /Creation and Destruction)
Syd de Kaiber: Magician (Solaris/Light 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.

Galhyan: 5
Lens Mendkenn: 6
Maelÿn: 3
Menerän: 3
Nelphaëll: 3
Söim: 4
Syd de Kaiber: 6
Sÿlann: 5

SPECIAL CASES

The trihedron of Kaiber: Nelphaëll, Soim and Syd de Kaiber can form a unit of three Incarnates if they are part of the same Dragon company. The player chooses who among them is the unit leader. They gain the following abilities:

- 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.
- Hyperian; The Courage  tests of a unit that includes a Hyperian fighter are automatically successful. In addition, the unit's Courage value is considered as a Fear value by frightening fighters.

ARTIFACTS

HELIANTHIC WEAPON

Value: 1

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

HELIANTHIC ARMOR

Value: 1

The result required for Strength  tests taken against the holder is read one column to the left on the resolution table.

SOLAR CROWN

Value: 1

The Incarnate magician holding this artifact gains a value 2 ritual.

DRAGON SCALE

Value: 1

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.

ORB OF RESONANCE

Value: 1

The constructs in the holder's unit gain 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.

CELESTIAL WINGS

Value: 2

The holder can cancel/censure a communion or a, ritual even if he is not a faithful or a magician without spending any faith/mana.

SYNCHRONIC WEAPON

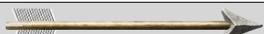
Value: 2

The holder gains one additional  combat die per enemy he is in contact with. These dice are not bonus dice, so they can be re-rolled

MYRAGIRE

Value: 2

The holder gains the following values:

			
	2	6	8

These values replace those the holder may already have. Myragire cannot be taken by a fighter who already has an area of affect ranged weapon.

CHRYSOPEAN CROWN

Value: 3

The company gains the "Survival instincts" ability: successes obtained on Strength  tests taken against fighters with Survival instincts are re-rolled once more.

THE ECHYRION

Value: 3

The holder gains one value 1 ritual, one value 2 ritual and one value 3 ritual.

SPELLBOOK

AURA OF WISDOM

Path: Solaris

Element: Light

Value: 1

Mana: 5

Difficulty: 5

Target: Friendly unit

Duration: Round

The targeted unit 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.



FORGE OF THE HELIASTS

Path: Solaris
Element: Light
Value: 1
Mana: 5
Difficulty: 5
Target: Unit
Duration: Round

Failures on Strength  tests rolled by constructs in the targeted unit are re-rolled once more.

MERCILESS BLADES

Path: Solaris
Element: Light
Value: 1
Mana: 5
Difficulty: 5
Target: Unit
Duration: Round

The unit gains the “Ferocity” ability: ,  and  results are read as + for  strength tests.



CURSE OF THE COWARDS

Path: Solaris
Element: Light
Value: 1
Mana: 5
Difficulty: 5
Target: Unit
Duration: Round

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

RAMPART OF LIGHT

Path: Solaris
Element: Light
Value: 1
Mana: 5
Difficulty: 5
Target: Special
Duration: Round

The player puts a spare card face down on the battlefield somewhere the magician can see. It cannot be placed on a unit. This card represents a rampart of light. It cannot be crossed in anyway and it blocks lines of sight.

CHAIN OF AUTOMATONS

Path: Solaris
Element: Light
Value: 2
Mana: 5
Difficulty: 7
Target: Unit
Duration: Round

The magician can spend 5 mana points each time one of the targeted unit's constructs loses a health point. The loss is cancelled.



DRAGON STAR

Path: Solaris
Element: Light
Value: 2
Mana: 15
Difficulty: 7
Target: Unit
Duration: Instantaneous

The fighters in the targeted unit each suffer a Strength  test whose action value is 6. The fighters closest to the caller are eliminated first.



REVENGE OF THE SUN

Path: Solaris
Element: Light
Value: 2
Mana: 10
Difficulty: 7
Target: Unit
Duration: Round

The targeted unit cannot trace lines of sight.

DRACONIC PACT

Path: Solaris
Element: Light
Value: 3
Mana: 20
Difficulty: 9
Target: Special
Duration: Instantaneous

The magician summons a unit of dragons. It contains no special fighters

PRODIGY OF GALATEA

Path: Solaris
Element: Light
Value: 3
Mana: 15
Difficulty: 9
Target: Special
Duration: Instantaneous

The magician summons a unit of Dragon constructs whose Rank is lower than or equal to his. It contains the maximum number of fighters, but no special fighters.

LITANY

IMPLACABLE TRUTH

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

The targeted 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.

PAINFUL TRUTH

Cult: Noesis
Aspect: Destruction
Value: 1
Faith: 9
Difficulty: 5
Target: Unit
Duration: Round

The targeted unit's  and  Strength tests inflict an additional damage point.

ELUSIVE TRUTH

Cult: Noesis
Aspect: Creation
Value: 1
Faith: 5
Difficulty: 5
Target: Unit
Duration: Round

The targeted unit gains the Ethereal ability: on Attack  tests taken against an Ethereal fighter, ,  and  results are read as .

INVISIBLE TRUTH

Cult: Noesis
Aspect: Creation
Value: 1
Faith: 10
Difficulty: 5
Target: Unit
Duration: Round

The targeted unit cannot be targeted by any game effect (mystic actions, ranged attacks etc.) triggered by units located 20 cm or further away. Invisible truth is dispelled if the unit that benefits from it inflicts or receives at least one damage point, or if it takes part in an assault.

PROPHETIC TRUTH

Cult: Noesis
Aspect: Creation
Value: 1
Faith: 5
Difficulty: 5
Target: Unit
Duration: Round

The targeted unit gains the “Survival instincts” ability: successes obtained on Strength  tests taken against fighters with Survival instincts are re-rolled once more.

TRIUMPHANT TRUTH

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

The targeted unit gains the “Bravery” ability: failures on Courage  tests are re-rolled once more.



INSTANT OF TRUTH

Cult: Noesis
Aspect: Creation
Value: 2
Faith: 10
Difficulty: 7
Target: Unit
Duration: Round

The caller's unit gains one ability chosen from among those of the targeted unit.



MASQUERADE

Cult: Noesis
Aspect: Creation
Value: 2
Faith: 10
Difficulty: 7
Target: Unit
Duration: Round

Results of  on the targeted unit's characteristic tests generate bonus dice.

FOUR NOBLE TRUTHS

Cult: Noesis
Aspect: Destruction
Value: 2
Faith: 15
Difficulty: 7
Target: Unit
Duration: Instantaneous

The fighters in the targeted unit each suffer a Strength  test whose action value is 6. The fighters closest to the caller are eliminated first.

TRUTH OF THE DRAGON

Cult: Noesis
Aspect: Destruction
Value: 2
Faith: 10
Difficulty: 7
Target: Unit
Duration: Round

The targeted unit can use the gift of the Dragon one additional time per round.

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
Akhamiäl	Infantry	1	1	10	4	6	3	1	3	2	1	4	4				(Gift of the Dragon) (Construct)
Asadar	Infantry	2	1	10	5	6	3	1	5	4							(Gift of the Dragon) Sequence.
Asadar/ Equanimous warrior	Infantry	2	1	10	5	6	3	1	5	4						3	(Gift of the Dragon) Sequence.
Azure hunter	Infantry	2	1	10	3	5	3	1	3	2	1	4	6				(Gift of the Dragon) Instinctive shot.
Construct warrior	Infantry	2	1	10	3	7	3	2	5	5							(Gift of the Dragon) Counter attack. (Construct)
Dragon	Creature	3	2	20	3	10	7	2	7	10	3	1	10				(Gift of the Dragon) Born killer. Flight. (Area of effect shot)
Echahim	Cavalry	2	2	20	3	5	5	2	5	7							(Gift of the Dragon) Charging strength. (Reach) (Light cavalry)
Kestrel	Infantry	2	1	10	3	3	3	1	5	4	1	4	4				(Gift of the Dragon) Disengagement.
Selsým warrior	Infantry	1	1	10	5	5	3	1	5	4							(Gift of the Dragon)
Selsým warrior/ Equanimous warrior	Infantry	1	1	10	5	5	3	1	5	4						3	(Gift of the Dragon)
Selsým warrior/ Musician	Infantry	1	1	10	5	5	3	1	5	4							(Gift of the Dragon)
Selsým warrior/ Standard bearer	Infantry	1	1	10	5	5	3	1	5	4							(Gift of the Dragon)
Khidarým	Infantry	3	1	10	5	8	5	1	5	6	1	4	4				(Gift of the Dragon) Bravery. Sequence.
Selsým spearman	Infantry	1	1	10	5	5	3	1	5	4							(Gift of the Dragon) (Reach)
Selsým spearman/ Synchronime	Infantry	1	1	10	5	5	3	1	5	4					3		(Gift of the Dragon) (Reach)
Nova	Infantry	3	2	15	3	11	5	4	5	9							(Gift of the Dragon) Sequence. Righteous. (Reach) (Construct)
Pulsar	Cavalry	3	2	20	3	11	5	1	5	9							(Gift of the Dragon) Implacable. Born killer. (Reach) (Construct) (Heavy cavalry)
Varsým	Infantry	3	1	15	5	5	5	2	7	4							(Gift of the Dragon) Assassin. Scout.
Wyrm	Titan	*	4	20	3	14	9	4	9	14	1	3	12				(Gift of the Dragon) Born killer. Flight. (Area of effect shot) (Titan)
Galhyan	Infantry	2	4	10	3	6	5	2	5	6				3	5		(Gift of the Dragon) Strategist. (Reach)
Lens Mendkenn	Cavalry	2	4	20	3	5	7	3	5	4				3			(Gift of the Dragon) Charging strength. (Reach) (Light cavalry)
Maelÿn	Infantry	1	4	10	3	2	5	2	3	2				3	3		(Gift of the Dragon)
Menerän	Infantry	1	4	10	5	5	5	2	5	4				3			(Gift of the Dragon)
Nelphaëll	Infantry	2	4	10	3	4	5	2	5	4	1	4	6	3			(Gift of the Dragon) Assassin.
Soïm	Infantry	2	4	10	3	2	5	2	5	4				3		5	(Gift of the Dragon) Devotion.
Syd de Kaïber	Infantry	3	4	10	5	4	7	2	7	6				5	7		(Gift of the Dragon) Strategist. Born killer. (Reach)
Sÿlann	Infantry	3	4	10	5	8	7	2	5	6	1	4	4	5			(Gift of the Dragon) Bravery. Sequence.

Name	Standard	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
Akhamiäl	8	350				12	525				45	Cynwäll Akhamiäl.
Asadar	6	250	275			9	400	425			50	Cynwäll Asadar.
Asadar/ Equanimous warrior												Equanimous warrior
Azure hunter	6	250				6						Azure hunter.
Construct warrior	6	400				6						Construct warrior.
Dragon	1	325				1						Cynwäll dragon.
Echahim	3	525				3						Cynwäll echahim.
Kestrel	6	250				6						Selsým kestrel.
Selsým warrior	8	300	325	350	375	15	550	575	600	625	40	Cynwäll selsým.
Selsým warrior/ Equanimous warrior												Equanimous warrior.
Selsým warrior/ Musician												Selsým musician.
Selsým warrior/ Standard bearer												Selsým standard bearer.
Khidarým	4	300				4						Cynwäll khidarým.
Selsým spearman	8	325	350			15	625	650			45	Cynwäll veteran selsým.
Selsým spearman/ Synchronime												Cynwäll synchronime.
Nova	2	700				2						Cynwäll nova.
Pulsar	2	400				2						Cynwäll pulsar.
Varsým	4	375				4						Cynwäll varsým.
Wyrm	1	1000				1						Cynwäll wyrm.
Galhyan	1	230										
Lens Mendkenn	1	310										
Maelýn	1	130										
Menerän	1	130										
Nelphaëll	1	145										
Soim	1	175										
Syd de Kaiber	1	320										
Sýlann	1	250										