

# THE AGE OF THE RAG'NAROK CONFRONTATION®

## EAGLE ARMY



### ARMY GIFT AND ABILITIES

**Gift of the Eagle:** Units belonging to a company of the Eagle can merge during the game. After its activation, any Eagle unit can merge with another Eagle unit within 3 cm of any of its fighters, on its side and composed of the same troops. The player chooses the leader of this new unit, ensuring unit cohesion is respected. Any game effects (communion, miracles, spells, rituals, etc.) affecting the units before the merging are dispelled; the faith and mana pools of one of the units are dissolved.

The newly created unit cannot be activated before the next round. It can include several Incarnates and up to three special fighters chosen by the player; any further special fighters become standard fighters.

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

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

**Catalyst:** The fighter's Energy tests are resolved rolling one bonus die. The player keeps the best.

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

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

**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.

**Loyal:** The fighter adds 1 extra faith point to his unit's faith pool.

**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.

### 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.

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

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

## SPECIAL FIGHTERS

**Archon:** The archon can cast a “Protection of the Eagle” miracle just after a Strength  test taken against his unit is resolved: the number of damage points inflicted is reduced by one. The spell costs 5 mana points.

**Aquilon:** The aquilon can cast an “Evil wind” spell just after his unit resolves a  Strength test: the test causes an additional damage point. The use of “Evil wind” is limited to once per Strength test. The spell costs 5 mana points.

**Blizzard:** The blizzard can cast a “Frozen wind” spell just before his unit resolves a Strength  test: the test is taken with an additional die. The latter can be re-rolled. The spell costs 5 mana points.

**Guardian:** The guardian can call a “Will of the Eagle” miracle just after his unit resolves a characteristic test: failures on this test are re-rolled once more. The miracle costs 5 mana points.

**Watcher:** The watcher can call an “Eye of the Eagle” miracle: the player can measure any distance on the battlefield. The miracle costs 5 mana points.

**Omega:** Units including an omega can cancel one damage point on each Strength  test taken against them.

**Sirocco:** The sirocco can cast a “Scorching wind” spell just before his unit resolves an Attack  test: the test is taken with an additional die. The latter can be re-rolled. The 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.

**Abharûn:** 3  
**Asthenas:** 2  
**Irsan:** 2  
**Khulrûn:** 1  
**Neon:** 1  
**Norrstrom:** 3  
**Nyris:** 3  
**Shamkelia:** 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:

**Abharûn:** Faithful (Cult of the Faathi/Alteration, Creation and Destruction)  
**Neon:** Faithful (Cult of the Faathi/Alteration)  
**Nyris:** Magician (Way of the winds/Air, Water and Fire)  
**Shamkelia:** Magician (Way of the winds/Air)

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.

**Abharûn:** 11  
**Asthenas:** 7  
**Irsan:** 6  
**Khulrûn:** 4  
**Neon:** 3  
**Norrstrom:** 9  
**Nyris:** 7  
**Shamkelia:** 3

## ARTIFACTS

### DIAMOND OF SHENROTH

**Value:** 1  
The holder gains one Value 2 ritual.

### THREAD OF DESTINY

**Value:** 1  
The holder gains one Value 2 communion.

### FEATHER OF THE THUNDER EAGLE

**Value:** 1  
The targeted unit gains the “Strategist” ability: the fighter’s Authority  oppositions are resolved rolling one bonus die. The player keeps the best.

### SYMBOL OF THE FAATHI

**Value:** 1  
The holder’s unit gains 5 extra faith points each round.

## URN OF THE WINDS

**Value:** 1

The mana cost of the holder's rituals are reduced by 2 points

## SOUL OF THE FAATHI

**Value:** 2

The use of this artifact is declared once per round when the holder's unit is activated. The holder successfully calls a "Lightning bolt of Destiny" communion, even if his is not a faithful. No faith points are spent. The communion cannot be censured.

## EDICT OF THE EAGLE

**Value:** 2

The holder 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.

## FAVOR OF DESTINY

**Value:** 2

Any dice roll made by the holder can be re-rolled once more.

## WEAPON OF DESTINY

**Value:** 3

The player chooses one of the holder's characteristics. All the tests taken with this characteristic are read in the  column.

## SHIELD OF DESTINY

**Value:** 3

Attack  tests taken against the holder are considered .



## SPELLBOOK

### RACING WINDS

**Path:** Way of the winds

**Element:** Air

**Value:** 1

**Mana:** 5

**Difficulty:** 5

**Target:** Unit

**Duration:** Round

The targeted unit gains the "Leap" ability: when he moves the fighter ignores obstacles and miniatures less than 10 cm tall.

### BITE OF THE WIND

**Path:** Way of the winds

**Element:** Air

**Value:** 1

**Mana:** 7

**Difficulty:** 5

**Target:** Unit

**Duration:** Instantaneous

The fighters in the targeted unit each suffer a Strength  test whose action value is 4. The fighters closest to the caster are eliminated first.



### TORNADO

**Path:** Way of the winds

**Element:** Air

**Value:** 1

**Mana:** 5

**Difficulty:** 5

**Target:** Unit

**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 tornado. It cannot be crossed in any way and it blocks lines of sight.

### HEAD WINDS

**Path:** Way of the winds

**Element:** Air

**Value:** 1

**Mana:** 10

**Difficulty:** 5

**Target:** Unit

**Duration:** Round

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

### FAIR WINDS

**Path:** Way of the winds  
**Element:** Air  
**Value:** 1  
**Mana:** 5  
**Difficulty:** 5  
**Target:** Unit  
**Duration:** Round

The target unit's shots are not affected by the interference rule.

### WIND SPIRIT

**Path:** Way of the winds  
**Element:** Air  
**Value:** 2  
**Mana:** 10  
**Difficulty:** 7  
**Target:** Company  
**Duration:** Special

During the next Authority  opposition, the result of the test of the targeted company will automatically be 5.

### WIND OF SHENROTH

**Path:** Way of the winds  
**Element:** Air  
**Value:** 2  
**Mana:** 5  
**Difficulty:** 5  
**Target:** Unit  
**Duration:** Instantaneous

One of the targeted unit's Immortals, except an Immortal Incarnate eliminated by another Incarnate, is brought back into the game and in formation.

### PROTECTING WINDS

**Path:** Way of the winds  
**Element:** Air  
**Value:** 2  
**Mana:** 10  
**Difficulty:** 7  
**Target:** Battlefield  
**Duration:** Round

No line of sight can be drawn beyond twenty centimeters.

### ORDERS OF THE FAATHI

**Path:** Way of the winds  
**Element:** Air  
**Value:** 3  
**Mana:** 10  
**Difficulty:** 9  
**Target:** Company  
**Duration:** Round

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

### IMMORTAL WINDS OF SHENROTH

**Path:** Way of the winds  
**Element:** Air  
**Value:** 3  
**Mana:** 20  
**Difficulty:** 9  
**Target:** Special  
**Duration:** Instantaneous

The caster summons a unit of three warriors of the Faathi. It includes no special fighters.

## LITANY

### ALTERATION OF DESTINY

**Cult:** The Faathi  
**Aspect:** Alteration  
**Value:** 1  
**Faith:** 8  
**Difficulty:** 5  
**Target:** Unit  
**Duration:** Instantaneous

Alteration of Destiny is called just after an enemy test. Successes are re-rolled once more.



### EYE OF THE ORACLE

**Cult:** The Faathi  
**Aspect:** Alteration  
**Value:** 1  
**Faith:** 4  
**Difficulty:** 5  
**Target:** Unit  
**Duration:** Round

No target is necessary to call this communion. The player has a look at any card not yet activated in any activation sequence.

### HAND OF THE ORACLE

**Cult:** The Faathi  
**Aspect:** Alteration  
**Value:** 1  
**Faith:** 5  
**Difficulty:** 5  
**Target:** Special  
**Duration:** Instantaneous

No target is necessary to call this communion. The player can place a card of his choice that has not yet been activated first in his activation sequence.

## PROPHECY OF THE EAGLE

**Cult:** The Faathi

**Aspect:** Destruction

**Value:** 1

**Faith:** 5

**Difficulty:** 5

**Target:** Unit

**Duration:** Round

When it performs an assault against a frightening unit, the targeted unit does not need to roll a Courage  test.

## VISION OF THE POSSIBLE

**Cult:** The Faathi

**Aspect:** Alteration

**Value:** 1

**Faith:** 7

**Difficulty:** 5

**Target:** Unit

**Duration:** Special

During the next strategic phase, the targeted unit's card is put in reserve in addition to the one the player is normally allowed.

## FAVORABLE DESTINY

**Cult:** The Faathi

**Aspect:** Alteration

**Value:** 2

**Faith:** 7

**Difficulty:** 7

**Target:** Unit

**Duration:** Instantaneous

Favorable destiny is called just after one of the targeted unit's tests. Failures are re-rolled once more.

## LIGHTNING BOLT OF DESTINY

**Cult:** The Faathi

**Aspect:** Alteration

**Value:** 2

**Faith:** 15

**Difficulty:** 7

**Target:** Unit

**Duration:** Instantaneous

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

## THUNDER TALON

**Cult:** The Faathi

**Aspect:** Alteration

**Value:** 2

**Faith:** 10

**Difficulty:** 7

**Target:** Unit

**Duration:** Round

On the targeted unit's  Strength tests,  +,  +,  and  results are read as  +.

## STEADFAST DESTINY

**Cult:** The Faathi

**Aspect:** Alteration

**Value:** 3

**Faith:** 20

**Difficulty:** 9

**Target:** Incarnate

**Duration:** Round

The target Incarnate cannot lose any health points.

## UNAVOIDABLE DESTINY

**Cult:** The Faathi

**Aspect:** Alteration

**Value:** 3

**Faith:** 15

**Difficulty:** 9

**Target:** Unit

**Duration:** Round

Unavoidable destiny can only be called on a unit that has already been activated. The targeted unit is activated again after the caller's unit. It will not benefit from the charge bonus.



Name	Category	Rank	HP	MOV	DEF	RES	Cou	Fear	D6 (HTH)	ATT hth	STR hth	D6 (ranged)	ATT ranged	STR ranged	AUT	ENE	FER	Abilities
Storm-archer	Infantry	1	1	10	4	2	1		1	3	1	1	5	4				(Gift of the Eagle)
Storm-rider	Cavalry	1	2	20	3	5	5		3	5	6							(Gift of the Eagle) (Light cavalry)
Storm-warrior	Infantry	1	1	10	5	4	3		1	5	6							(Gift of the Eagle)
Storm-warrior / Musician	Infantry	1	1	10	5	4	3		1	5	6							(Gift of the Eagle)
Storm-warrior / Sirocco	Infantry	1	1	10	5	4	3		1	5	6					3		(Gift of the Eagle)
Storm-warrior / Standard bearer	Infantry	1	1	10	5	4	3		1	5	6							(Gift of the Eagle)
Storm-warrior / Watcher	Infantry	1	1	10	5	4	3		1	5	6						4	(Gift of the Eagle)
Strom-creature	Creature	1	1	15	3	3	3		1	3	5							(Gift of the Eagle) Flight.
Warrior of the Faathi	Creature	3	2	15	3	8		5	1	7	11							(Gift of the Eagle) Loyal. Immortal. Born killer.
Warrior of the Faathi / Aquilon	Creature	3	2	15	3	8		5	1	7	11					5		(Gift of the Eagle) Loyal. Immortal. Born killer.
Warrior of the Faathi / Archon	Creature	3	2	15	3	8		5	1	7	11						6	(Gift of the Eagle) Loyal. Immortal. Born killer.
Whirlwind-knight	Cavalry	2	2	15	3	6	5		2	5	9							(Gift of the Eagle) Implacable. (Heavy cavalry)
Whirlwind-knight / Guardian	Cavalry	2	2	15	3	6	5		2	5	9						4	(Gift of the Eagle) Implacable. (Heavy cavalry)
Whirlwind-knight / Musician	Cavalry	2	2	15	3	6	5		2	5	9							(Gift of the Eagle) Implacable. (Heavy cavalry)
Whirlwind-knight / Standard bearer	Cavalry	2	2	15	3	6	5		2	5	9							(Gift of the Eagle) Implacable. (Heavy cavalry)
Whirlwind-spearman	Infantry	2	1	10	3	4	3		1	5	8							(Gift of the Eagle) Bravery. (Reach)
Whirlwind-spearman / Guardian	Infantry	2	1	10	3	4	3		1	5	8						4	(Gift of the Eagle) Bravery. (Reach)
Whirlwind-spearman / Musician	Infantry	2	1	10	3	4	3		1	5	8							(Gift of the Eagle) Bravery. (Reach)
Whirlwind-spearman / Standard bearer	Infantry	2	1	10	3	4	3		1	5	8							(Gift of the Eagle) Bravery. (Reach)
Whirlwind-warrior	Infantry	2	2	15	3	5		3	2	7	7							(Gift of the Eagle) Sequence.
Whirlwind-warrior / Blizzard	Infantry	2	2	15	3	5		3	2	7	7					3		(Gift of the Eagle) Sequence.
Whirlwind-warrior / Omega	Infantry	2	2	15	3	5		3	2	7	7							(Gift of the Eagle) Sequence.
Abharûn	Creature	3	4	15	3	8		7	3	7	11				5		9	(Gift of the Eagle) Loyal. Immortal. Born killer.
Asthenas	Cavalry	2	4	20	3	4	7		3	5	6				3			(Gift of the Eagle) Implacable. Strategist. (Light cavalry)
Irsan	Infantry	2	4	15	3	9		5	3	7	7				2			(Gift of the Eagle) Sequence.
Khulrûn	Infantry	1	4	10	3	5	5		3	5	7				2			(Gift of the Eagle)
Neon	Infantry	1	4	10	4	2	3		2	5	3				2		4	(Gift of the Eagle)
Norrstrom	Creature	3	4	15	5	13		7	2	5	13				5			(Gift of the Eagle) Implacable. Born killer. Immortal. (Reach)
Nyris	Infantry	3	4	10	5	4	7		2	7	7				5	8		(Gift of the Eagle) Catalyst. Ethereal. Immortal.
Shamkelia	Infantry	1	4	10	3	4	5		2	5	5				3	3		(Gift of the Eagle) Immortal.

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
Storm-archer	8	250	275	300	325	12	375	400	425	450	30	Goblin archer. Crossbowman of Tir-Nà-Bor. Orc crossbowman.
Storm-rider	2	400				4	800				200	Boor on razorback. Ströhm knight. Kelt centaur.
Storm-warrior	8	300	325	350	375	15	575	600	625	650	40	Boor. Orc brute. Forge guardian. Orc warrior. Goblin marauder. Klüne miliciaman. Soldier of the plains.
Storm-warrior / Musician												Musician of the plains. Goblin musician and brats. Brute musician. Dwarf musician.
Storm-warrior / Sirocco												Mystic warrior. Lithomancer of Tir-Nà-Bor.
Storm-warrior / Standard bearer												Brute standard bearer. Standard bearer of the plains. Goblin standard bearer. Dwarf standard bearer.
Storm-warrior / Watcher												Provost of Uren. Goblin prophet.
Strom creature	8	350				12	525				45	Sylvan animæ. Goblin psycho-mutant. Sylph.
Warrior of the Faathi	2	300	325	350		4	600	625	650		150	Drune minotaur.
Warrior of the Faathi / Aquilon												Kelt minotaur 1.
Warrior of the Faathi / Archon												Archont of the Faathi.
Whirlwind-knight	2	350	375	400	425	5	850	875	900	925	170	Orc brontops. Khor warrior on razorback.
Whirlwind-knight / Guardian												Animist shaman on brontops.
Whirlwind-knight / Musician												Khor musician on razorback.
Whirlwind-knight / Standard bearer												Khor standard bearer on razorback.
Whirlwind-spearman	6	275	300	325	350	9	425	450	475	500	50	Orc bruiser. Goblin spearman. Goblin mutant.
Whirlwind-spearman / Guardian												Jackal master of rites
Whirlwind-spearman / Musician												Cyclops gong banger. Auroch horn blower
Whirlwind-spearman / Standard bearer												Fishbone bearer of No-Dan-Kar. Orc totem bearer.
Whirlwind-warrior	3	375	400	425		6	750	775	800		125	Fang warrior. Sacred vestal. Giant barbarian 5 and 6. Son of Ogmios.
Whirlwind-warrior / Blizzard												Wolfen lonewolf.
Whirlwind-warrior / Omega												Wolfen repentant.
Abharún	1	560										Kelt minotaur 2.
Asthenas	1	325										Baal the Conquerer.
Irsan	1	310										Kalyar the Awakened.
Khulrún	1	175										Rantakh.
Neon	1	140										Xhérus
Norrstrom	1	455										Moutain Warrior
Nyris	1	325	6,5									Viraë.
Shamkelia	1	170										Kelt shaman.