

THE AGE OF THE RAG'NAROK CONFRONTATION®

HYDRA ARMY



ARMY GIFT AND ABILITIES

Gift of the Hydra: A unit or an Incarnate of the Hydra suffers one damage point less than supposed to each time a Strength  test is taken against it or him.

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.

Brutish charge: +,  and  results are read as + for  Attack tests.

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.

Illumination: A faithful with Illumination rolls as many dice more as his Fervor  value each time he performs a Fervor test . These are not bonus dice, so they can be re-rolled.

Implacable: After having performed an assault, the fighters still in contact with enemies resolve a new combat. They do not get the bonus for charging any longer. This ability can be used once per round.

Mutation: The unit can use this ability once per round, during any characteristic test. The chosen test is resolved rolling as many bonus dice as the unit's Rank.

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.

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.

Toxic: For each success on a  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

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

Area of effect shot: The Fire spitters and the Demon tower's 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. A single template is used per salvo, no matter the number of marksmen.

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.

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.

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.

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  () !
- Infantry unit  ( / )
- Infantry unit  ( /  / )
- Cavalry unit or creature unit  /  ( / )
- Creature unit or war machine unit  /  ( / )

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

SPECIAL FIGHTERS

Collector, harvester of sorrow and purulent butcher: These faithful can call a “Will of Mid-Nor” miracle. This miracle brings one of his unit's fighters, who was eliminated in the round, and who is not an Incarnate, back into the game and in formation; or it restores one health point to an Incarnate still in the game. This miracle costs 3 faith points

Puppeteer, master of puppets and putrid psychopomp: These magicians can cast a “Necrosis” spell. The Strength  of the targeted unit's fighters is reduced by 2 points until the end of the round. This spell costs 3 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.

- Akarenseth:** 2
- Akkadhalet:** 1
- Araqsalil:** 1
- Azahir:** 2
- Kanizhar:** 2
- Kelzarak:** 3
- Mahal:** 2
- Nilarakh:** 1
- Nerân:** 1
- Yh-Ibenseth:** 3
- Yh-Sabahal:** 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:

- Akkadhalet:** Magician (Chtonian/Darkness)
- Kelzarak:** Faithful (Cult of Mid-Nor/Alteration, Creation and Destruction)
- Mahal:** Magician (Chtonian/ Water, Darkness)
- Nerân:** Faithful (Cult of Mid-Nor/Alteration, Creation and Destruction)

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.

- Akarenseth:** 4
- Akkadhalet:** 4
- Araqsalil:** 3
- Azahir:** 4
- Kanizhar:** 3
- Kelzarak:** 7
- Mahal:** 4
- Nilarakh:** 3
- Nerân:** 4
- Yh-Ibenseth:** 7
- Yh-Sabahal:** 11

ARTIFACTS

SCIMITAR OF THE ABYSS

Value: 1

The holder gains the “Master Strike” ability: if at least one member of the unit has not moved during its activation, the holder adds his Attack  to his Strength  for  Strength tests.

FANG OF THE HYDRA

Value: 1

The unit’s faith pool is retained from one round to the next. The unit’s faith pool is limited to 20 faith points.

CANOPIE DOLL

Value: 1

An Incarnate magician can sacrifice a canopic doll during the control phase. The unit’s mana pool roll is considered having generated 12 mana points. A canopic doll can only be sacrificed once.

ELUSION DOLL

Value: 1

The holder’s unit gains the “Disengagement” ability: the unit’s engaged fighters are not eliminated when it disengages.

TALISMAN OF THE GOD-HYDRA

Value: 1

Once per game, the faith pool of the holder’s unit is doubled.



DEMONIC ALLIANCE

Value: 2

 Attack hits that should be suffered by the holder are transferred on to other members of his unit.

BEWITCHED GREAVES

Value: 2

The unit of the magician equipped with this artifact gains Movement  15.

SKIN MASK

Value: 2

The unit’s Fear  value is increased 2 points. Moreover, the unit also gains the “Abomination” ability: enemy Courage  tests taken against the Fear  of abominations is resolved rolling one bonus die. The opponent ignores the best result.

FURY OF THE HYDRA

Value: 3

The faithful gets to choose an artifact and/or any combination of communions for a total value of 4.

CYCLOPS DOLL

Value: 3

As long as there is a friendly cyclops on the battlefield, the holder has the same Resilience  value as the cyclops and gains the “Sequence” ability: each  or  on a  Attack test gives one bonus die.

SPELLBOOK

CRUEL DISTRACTION

Path: Chtonian

Element: Darkness

Value: 1

Mana: 8

Difficulty: 6

Target: Unit

Duration: Round

The unit gains the “Counter-attack” ability: the fighter gets one combat die for each failure his enemy gets on 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.

DEVASTATION OF THE DOLL

Path: Chtonian

Element: Darkness

Value: 1

Mana: 3

Difficulty: 7

Target: Unit

Duration: Instantaneous

The target unit suffers one hit with Strength 13.

PRIMORDIAL HUMUS

Path: Chtonian

Element: Darkness

Value: 1

Mana: 8

Difficulty: 6

Target: Unit

Duration: Special

Each of the unit’s fighters recovers 1 health point or structure point.

RISE OF THE ACOLYTES

Path: Chtonian

Element: Darkness

Value: 1

Mana: 5

Difficulty: 6

Target: Friendly unit

Duration: Round

The unit gains the “Parry” ability: successes on enemy  attack tests are re-rolled once more.

PRISON-URN

Path: Chtonian

Element: Darkness

Value: 1

Mana: 8

Difficulty: 6

Target: Unit

Duration: Round

The unit gains the “War fury” ability: failures on  Attack tests have to be re-rolled once more.

ACOLYTES OF DESOLATION

Path: Chtonian
Element: Darkness
Value: 2
Mana: 10
Difficulty: 8
Target: Unit
Duration: Round

On Strength  tests taken against the unit,  +,  + et  results are read as  +.

HEIR OF THE HYDRA

Path: Chtonian
Element: Darkness
Value: 2
Mana: 10
Difficulty: 8
Target: Cyclop
Duration: Round

The cyclops' Defense  is increased 2 points. The Cyclops also gains the "Parry" ability: successes on enemy  Attack tests are re-rolled once more.

SEPULCRAL SILT

Path: Chtonian
Element: Water
Value: 2
Mana: 10
Difficulty: 8
Target: Unit
Duration: Round

The unit's Fear  is increased by 2 points. Moreover, it 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.

LITANY

RELIGIOUS FRENZY

Cult: Mid-nor
Aspect: Creation
Value: 1
Faith: 10
Difficulty: 6
Target: Unit
Duration: Round

The unit gains the "Loyal" ability: loyal fighters add 1 extra faith point to their unit's faith pool during the next control phase.

PUTRID GEYSER

Cult: Mid-Nor
Aspect: Creation
Value: 1
Faith: 5
Difficulty: 6
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 putrid geyser. It cannot be crossed in anyway and it blocks lines of sight.

IMPACT OF THE NINE

Cult: Mid-Nor
Aspect: Creation
Value: 1
Faith: 5
Difficulty: 6
Target: Unit
Duration: Instantaneous

Whenever the unit charges or engages an enemy unit, the latter goes into scattered formation. Any on going tactic having close formation as a condition is cancelled.

SUMMON REAPERS

Cult: Mid-Nor
Aspect: Creation
Value: 1
Faith: 15
Difficulty: 6
Target: Special
Duration: Special

The faithful summons a unit of 6 reapers.



RESURRECTION OF THE POSSESSED

Cult: Mid-Nor
Aspect: Creation
Value: 1
Faith: 5
Difficulty: 6
Target: Infantry unit.
Duration: Round

This communion brings two of the unit's fighters, who were eliminated in the round, and who were not Incarnates, back into the game and in formation; or it restores 2 health points to an Incarnate still in the game.

CALL OF THE ABYSS

Cult: Mid-Nor
Aspect: Alteration
Value: 2
Faith: 10
Difficulty: 6
Target: Unit
Duration: Round

The targeted unit cannot be moved.

ILLUSION OF MID-NOR

Cult: Mid-Nor
Aspect: Alteration
Value: 2
Faith: 10
Difficulty: 7
Target: Unit
Duration: Round

The unit's Power is doubled.

RESURRECTION OF THE CYCLOPS

Cult: Mid-Nor
Aspect: Alteration
Value: 2
Faith: 15
Difficulty: 8
Target: Special
Duration: Special

An eliminated cyclops is brought back into the game. It is deployed within 5 cm of the faithful's unit.



MAJOR POSSESSION

Cult: Mid-Nor
Aspect: Alteration
Value: 3
Faith: 15
Difficulty: 10
Target: Unit
Duration: Round

Each fighter of the unit, except the Incarnate, gains 1 additional hand to hand  combat die. His Defense  is reduced by 2 points. This die is not a bonus die, so it can be re-rolled.

ABYSSAL TORMENT

Cult: Mid-Nor
Aspect: Destruction
Value: 3
Faith: 10
Difficulty: 8
Target: Unit
Duration: Round

The player chooses one of the following characteristics:

- Movement 
- Hand to hand Attack  / 
- Hand to hand Strength  / 
- Ranged Attack  / 
- Ranged Strength  / 
- Courage  / Fear 

The faithful spends extra faith points to reduce the characteristic by as many points.

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
Cyclops	Creature	3	2	10	3	9	5	2	7	9							(Gift of the Hydra), Sequence, Implacable
Chthonian larva	Creature	2	2	7	3	9	3	2	5	5							(Gift of the Hydra), Regeneration
Demon tower	War machine	3	2	10	3	10	5	1	5	7	1	4	10				(Gift of the Hydra), Regeneration, Born killer, (Zone artillery)
Demonic satyr	Infantry	2	1	15	3	3	2	1	5	4							(Gift of the Hydra), Flight
Fire spitter	Infantry	1	2	7	3	8	3	1	3	3	1	2	7				(Gift of the Hydra), (Zone artillery)
Halberdier	Infantry	1	1	7	3	5	3	1	5	7							(Gift of the Hydra), (Reach)
Halberdier/ Harvester of sorrow	Infantry	1	1	7	3	5	3	1	5	7						4	(Gift of the Hydra), (Reach)
Halberdier/ Puppeteer	Infantry	1	1	7	3	5	3	1	5	7					3		(Gift of the Hydra), (Reach)
Hydra warrior	Infantry	3	1	7	5	8	5	2	7	5							(Gift of the Hydra), Implacable, Mutation
Hydra warrior/ Purulent butcher	Infantry	3	1	7	5	8	5	2	7	5						6	(Gift of the Hydra), Implacable, Mutation
Hydra warrior/ Putrid psychopomp	Infantry	3	1	7	5	8	5	2	7	5					5		(Gift of the Hydra), Implacable, Mutation
Incubus	Infantry	2	1	7	3	7	3	1	5	7							(Gift of the Hydra), Toxic
Prowler of the Abyss	Cavalry	2	2	15	3	5	5	2	5	8							(Gift of the Hydra), War fury, (Light cavalry)
Reaper	Infantry	9	1	15	2	2	2	1	4	3							(Gift of the Hydra), Flight
Scourge bearer	Infantry	2	1	7	3	5	3	1	5	7							(Gift of the Hydra), Hard boiled
Scourge bearer/ Master of puppets	Infantry	2	1	7	3	5	3	1	5	7					3		(Gift of the Hydra), Hard boiled
Scourge bearer/ Musician	Infantry	2	1	7	3	5	3	1	5	7							(Gift of the Hydra), Hard boiled
Scourge bearer/ Standard bearer	Infantry	2	1	7	3	5	3	1	5	7							(Gift of the Hydra), Hard boiled
Sentinel	Infantry	3	1	10	5	7	5	1	7	5							(Gift of the Hydra), Scout, Charge bestiale
Warrior of the Abyss	Infantry	1	1	7	5	5	3	1	5	5							(Gift of the Hydra)
Warrior of the Abyss/ Collector	Infantry	1	1	7	5	5	3	1	5	5						4	(Gift of the Hydra)
Warrior of the Abyss/ Musician	Infantry	1	1	7	5	5	3	1	5	5							(Gift of the Hydra)
Warrior of the Abyss/ Standard bearer	Infantry	1	1	7	5	5	3	1	5	5							(Gift of the Hydra)
Akarenseth	Infantry	2	4	7	3	5	5	3	5	7				3			(Gift of the Hydra), Hard boiled
Akkadhalet	Infantry	1	4	7	3	5	5	2	5	5				3	3		(Gift of the Hydra)
Araqsalil	Infantry	1	4	7	3	5	5	3	5	5				3			(Gift of the Hydra)
Azahir	Infantry	2	4	7	5	9	5	2	5	5				3			(Gift of the Hydra), Mutation
Kanizhar	Infantry	2	4	7	3	7	5	2	5	7				3			(Gift of the Hydra), Toxic
Kelzalar	Infantry	3	4	7	5	7	7	2	7	7				5		8	(Gift of the Hydra), Regeneration, Illumination, (Reach)
Mahal	Infantry	2	4	7	3	5	5	2	5	5				3	5		(Gift of the Hydra), Mutation
Nilarakh	Infantry	1	4	7	5	5	5	2	5	5				3			(Gift of the Hydra)
Nerân	Infantry	1	4	7	3	6	5	2	5	5				3		4	(Gift of the Hydra)
Yh-Ibenseth	Infantry	3	4	7	5	9	7	3	7	5				5			(Gift of the Hydra), Mutation, Implacable
Yh-Sabahal	Cavalry	3	4	15	5	9	9	3	7	8				7			(Gift of the Hydra), Flight, Born killer, (Heavy cavalry)

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
Cyclops	1	125										Cyclops
Chtonian larva	2	225										Chtonian larva
Demon tower	1	150										Demon tower
Demonic satyr	2	250										Demonic satyr
Fire spitter	4	325										firespitter
Halberdier	8	350	375	400		14	600	625	650		45	Halberdier of Mid-Nor
Halberdier/ Harvester of sorrow												Collector of the despot 2
Halberdier/ Puppeteer												Master of puppets 1
Hydra warrior	4	400	425	450		6	600	625	650		100	Hydra warrior
Hydra warrior/ Purulent butcher												Ysilthan the bishop of ymsur
Hydra warrior/ Putrid psychopomp												Ezalyth queen of the damned
Incubus	6	300										Incubus of the despot
Prowler of the Abyss	3	475										Prowler of the Abyss
Reaper	6	225										Reaper
Scourge bearer	6	250	275	300	325	9	375	400	425	450	45	Scourge bearer
Scourge bearer/ Master of puppets												Master of puppets 2
Scourge bearer/ Musician												Organist of Mid-Nor
Scourge bearer/ Standard bearer												Gallows bearer of Mid-Nor
Sentinel	4	275										Sentinel
Warrior of the Abyss	8	300	325	350	375	15	575	600	625	650	40	Warrior of the Abyss
Warrior of the Abyss/ Collector												Collector of the despot 1
Warrior of the Abyss/ Musician												Musician of the Abyss
Warrior of the Abyss/ Standard bearer												Standard bearer of the Abyss
Akarenseth	1	190										Akarenseth
Akkadhalet	1	175										Akkadhalet
Araqsalil	1	165										Araqsalil the skinner
Azahir	1	195										Azahyr the mad
Kanizhar	1	170										Kanizar the canibal
Kelzara	1	370										Kelzara the diabolical
Mahal	1	205										Mahal the enchanter
Nilarakh	1	140										Nilarakh the evildoer
Nerán	1	190										Nerán the dreadful
Yh-Ibenseth	1	345										Yh-Ibenseth
Yh-Sabahal	1	555										Yh-Sabahal the winged fury