

# THE AGE OF THE RAG'NAROK CONFRONTATION®

## MINOTAUR ARMY



### ARMY GIFT AND ABILITIES

**Gift of the Minotaur:** Minotaur fighters add their Courage  /Fear  to their Strength  to resolve  Strength tests until the end of the round when their unit is free and performs an assault.

**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.

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

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

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

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

**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.

**Instinctive shot:** The fighter can target engaged enemies.

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

**Magister:** Failures on Energy  tests have to be re-rolled once more.

**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.

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

**Steadfast:** When in combat against this fighter, enemies never get the bonus for charging. This ability has no effect against fighters with the "Brutal" ability.

**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.

**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 their 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" and "+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 cavalry unit (🏹 / 🏹) (🏹 / 🏹🏹)
- Infantry unit or creature unit (🏹 / 🏹) (🏹 / 🏹🏹 / 🏹🏹🏹)

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



## SPECIAL FIGHTERS

**Druid:** The druid can cast a “Healing ointment” spell during a Strength (🏹) test taken against his unit. He cancels 1 damage point. This spell costs 4 mana points. All Minotaur Incarnate magicians can cast this spell, even if they are not druids.

**Oracle of Danu:** The oracle of Danu can call a “Rage of Danu”. Failures on the unit’s Attack (🏹) tests can be re-rolled once more. This miracle costs 5 faith points.

All Minotaur Incarnate faithful can call this miracle, even if they are not oracles of Danu.

**Lord of the hunt:** The lord of the hunt can cast a “Hunter’s weapon” spell. Until the end of the round, failures on the units’ Strength (🏹) tests are re-rolled once again. This spell costs 5 mana points.

## SPECIAL CASES

**Sinshera:** Sinshera is unique and can join the same unit a Viraë. As long as Sinshera is in the same unit as her, Viraë may call a “Rage of Danu” miracle for free once per round. Failures on their unit’s Attack (🏹) tests are re-rolled once more.

**Spasm warriors:** Several game effects can turn a Minotaur fighter into spasm warriors. The game effects that apply to Spasm warriors last for the whole time of their transformation.

## 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.

- Baal:** 2
- Bragh-An-Scàthar:** 1
- Drac Mac Syrö:** 3
- Enoch:** 2
- Gwenlaen:** 1
- Hogarth:** 1
- Kelen:** 2
- Koren:** 3
- Kyran:** 1
- Markhan:** 1
- Orhain:** 2
- Viraë:** 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:

- Enoch:** Magician (Shamanism/Air, Earth, Fire and Water)
- Kelen:** Magician (Shamanism/ Air, Earth, Fire and Water)
- Kyran:** Magician (Shamanism/ Air, Earth, Fire and Water)
- Orhain:** Faithful (Cult of Danu/Alteration and Destruction)
- Viraë:** Faithful (Cult of Danu/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.

- Baal:** 7
- Bragh-An-Scàthar:** 3
- Drac Mac Syrö:** 5
- Enoch:** 4
- Gwenlaen:** 3
- Hogarth:** 3
- Kelen:** 4
- Koren:** 5
- Kyran:** 2
- Markhan:** 3
- Orhain:** 3
- Viraë:** 6

## ARTIFACTS

### TORNADO-GESA

**Value:** 1

The holder's unit gains the "Disengagement" ability: an engaged fighter who has this ability is not eliminated when he disengages.

### IDOL OF DANU

**Value:** 1

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

### RUNE OF METAMORPHOSIS

**Value:** 1

The player chooses a Danu warrior or a spasm warrior unit on his side during the holder's activation. Its members immediately turn into Danu warriors or spasm warriors.

### TALISMAN OF ZEPHYR

**Value:** 1

The holder's unit gains the "Dodge" ability: successes on  Attack tests taken against these fighters are re-rolled once again.

### TORQUE OF THE WOLF

**Value:** 1

The holder's unit gains the "Ferocity" ability: on  Strength tests ,  and  results are read as .

### TEAR OF DANU

**Value:** 2

The holder's unit gains the "Mutation" ability: 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.

### STONE OF LIGHTNESS

**Value:** 2

The unit of the magician equipped with this artifact gains Movement  20.

### TALISMAN OF SCÂTH

**Value:** 2

Courage  of the holder's unit is considered to be Fear . 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.

### FIANN'S SWORD

**Value:** 3

Each fighter in the holder's unit gains an additional hand to hand  combat dice. This die is not a bonus die, so it can be re-rolled.

Fiann's sword is reserved to Drac Mac Syrö.

### MARK OF NERAIDH

**Value:** 3

Attacks against the holder in hand to hand  or ranged  combat are always read in the  column.

## SPELLBOOK

### MUSKEG

Path: Shamanism

Element: Earth

Value: 1

Mana: 10

Difficulty: 6

Target: Unit

Duration: Round

The unit suffers Movement  -5.

### TWISTED GLYPH

Path: Shamanism

Element: Water

Value: 1

Mana: 8

Difficulty: 6

Target: Unit

Duration: Round

The unit gains the "Mutation" ability: 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.

### PACT OF AIR

Path: Shamanism

Element: Air

Value: 1

Mana: 8

Difficulty: 6

Target: Unit

Duration: Round

The unit gains Movement  +5

### PACT OF WATER

Path: Shamanism

Element: Water

Value: 1

Mana: 8

Difficulty: 6

Target: Unit

Duration: Round

Before any losses are removed, The player rolls as many dice as there were damage points inflicted to the unit's fighters. Each  or  cancels one damage point.



### PACT OF EARTH

Path: Shamanism  
Element: Earth  
Value: 1  
Mana: 8  
Difficulty: 6  
Target: Unit  
Duration: Round

The unit gains the “Hard boiled” ability: an opponent never gets any bonus dice on his  Strength tests taken against hard boiled fighters.

### PACT OF FIRE

Path: Shamanism  
Element: Fire  
Value: 1  
Mana: 8  
Difficulty: 6  
Target: Unit  
Duration: Round

Failures on the unit’s Attack  tests are re-rolled once more.

### GIFT OF AIR

Path: Shamanism  
Element: Air  
Value: 2  
Mana: 10  
Difficulty: 8  
Target: Friendly unit  
Duration: Instantaneous

If in contact the unit disengages without suffering any losses. The unit is moved to anywhere on the battlefield out of contact with the enemy.

### GIFT OF WATER

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

On Attack  tests taken against the unit, ,  + and  results are read as  +.

### GIFT OF FIRE

Path: Shamanism  
Element: Fire  
Value: 2  
Mana: 10  
Difficulty: 8  
Target: Unit  
Duration: Round

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

### GIFT OF EARTH

Path: Shamanism  
Element: Earth  
Value: 2  
Mana: 10  
Difficulty: 8  
Target: Unit  
Duration: Round

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

## LITANY

### CERNUNNOS’ CROWN

**Cult:** Danu  
**Aspect:** Creation  
**Value:** 1  
**Faith:** 5  
**Difficulty:** 6  
**Target:** Unit  
**Duration:** Round

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

### FAVOR OF DANU

**Cult:** Danu  
**Aspect:** Creation  
**Value:** 1  
**Faith:** 10  
**Difficulty:** 8  
**Target:** Unit  
**Duration:** Round

The player rolls an additional die on each of the unit tests. This die is not a bonus die, so it can be re-rolled.



“WE FIGHT NAKED FOR WE DO NOT FEAR DEATH!”

**Cult:** Danu  
**Aspect:** Alteration  
**Value:** 1  
**Faith:** 10  
**Difficulty:** 8  
**Target:** Unit  
**Duration:** Round

The Courage  or Fear  of the unit is added to their Resilience .

### OMEN OF CIANATH

**Cult:** Danu  
**Aspect:** Creation  
**Value:** 1  
**Faith:** 5  
**Difficulty:** 6  
**Target:** Special  
**Duration:** Instantaneous

Enemy successes on Attack  test taken against the unit are re-rolled once more.

### SPASM OF FURY

**Cult:** Danu  
**Aspect:** Alteration  
**Value:** 1  
**Faith:** 5  
**Difficulty:** 6  
**Target:** Unit  
**Duration:** Instantaneous

Spasm of fury targets a Danu warrior unit or a spasm warrior unit on the same side as the faithful. Its members immediately turn into Danu warriors or spasm warriors.

### FIANN'S BLESSING

**Cult:** Danu  
**Aspect:** Destruction  
**Value:** 2  
**Faith:** 10  
**Difficulty:** 6  
**Target:** Unit  
**Duration:** Round

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

### NERAIDH'S BLESSING

**Cult:** Danu  
**Aspect:** Alteration  
**Value:** 2  
**Faith:** 10  
**Difficulty:** 6  
**Target:** Unit  
**Duration:** Round

The unit gains the “Fierce” ability: 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.

### SIOBHAN'S BLESSING

**Cult:** Danu  
**Aspect:** Creation  
**Value:** 2  
**Faith:** 10  
**Difficulty:** 6  
**Target:** Unit  
**Duration:** Round

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

### DANU'S BLESSING

**Cult:** Danu  
**Aspect:** Creation  
**Value:** 3  
**Faith:** 10  
**Difficulty:** 8  
**Target:** Friendly unit  
**Duration:** Round

The player chooses one of the following characteristics:

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

Unit's corresponding value is replaced by the faithful's Fervor.

### SUPREME SPASM

**Cult:** Danu  
**Aspect:** Alteration  
**Value:** 3  
**Faith:** 15  
**Difficulty:** 10  
**Target:** Company  
**Duration:** Round

The player selects units in his company belonging to the type of troops below:

- Sessairs Archers
- Fianna
- Guardian of the moor
- Danu Warrior
- Sessair warrior

The non-Incarnate fighters gain the characteristics of spasm warriors. They keep their abilities but do not gain those of the spasm warriors. Special fighters can still use their aptitudes as well as their Fervor /Energy  characteristics.



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
Barbarian giant	Infantry	2	1	15	3	4	3	2	5	5							(Gift of the Minotaur) Sequence.
Centaur archer	Cavalry	2	2	20	3	3	5	2	3	4	1	3	4				(Gift of the Minotaur) Instinctive shot. (Light cavalry)
Danu warrior	Infantry	3	1	10	5	4	5	1	7	7							(Gift of the Minotaur) Bravery. Loyal. (Reach)
Danu warrior / Spasm warrior	Infantry	3	1	10	3	6	5	1	5	9							(Gift of the Minotaur) Bravery. Mutation. (Reach)
Fianna	Infantry	1	1	10	3	3	3	1	5	7							(Gift of the Minotaur)
Fianna/Musician	Infantry	1	1	10	3	3	3	1	5	7							(Gift of the Minotaur)
Fianna/Standard bearer	Infantry	1	1	10	3	3	3	1	5	7							(Gift of the Minotaur)
Fianna/Oracle of Danu	Infantry	1	1	10	3	3	3	1	5	7						3	(Gift of the Minotaur)
Guardian of the moor	Infantry	1	1	10	3	3	3	1	5	7	1	3	4				(Gift of the Minotaur) (Reach)
Halberdier giant	Infantry	2	1	15	3	4	3	1	5	7							(Gift of the Minotaur) Master strike. (Reach)
Sessairs archer	Infantry	1	1	10	3	3	3	1	3	3	1	3	4				(Gift of the Minotaur)
Sessairs centaur	Cavalry	2	2	20	3	4	5	2	5	8							(Gift of the Minotaur) Charging strength. (Light cavalry)
Sessairs hunter	Infantry	2	1	15	3	4	3	1	5	7	1	3	4				(Gift of the Minotaur) Scout. (Reach)
Sessairs hunter/ Lord of the hunt	Infantry	2	1	15	3	4	3	1	5	7	1	3	4		3		(Gift of the Minotaur) Scout. (Reach)
Sessairs minotaur	Creature	3	2	15	3	8	5	1	7	11							(Gift of the Minotaur) Implacable. Born killer. (Reach)
Sessairs warrior	Infantry	1	1	10	5	3	3	1	5	5							(Gift of the Minotaur)
Sessairs warrior/ Druid	Infantry	1	1	10	5	3	3	1	5	5					3		(Gift of the Minotaur)
Sessairs warrior/ Musician	Infantry	1	1	10	5	3	3	1	5	5							(Gift of the Minotaur)
Sessairs warrior/ Standard bearer	Infantry	1	1	10	5	3	3	1	5	5							(Gift of the Minotaur)
Sinshera (Viraë)	Creature	3	2	15	3	5	5	1	5	5							(Gift of the Minotaur) Loyal. Born killer.
Son of Ogmios	Infantry	3	2	15	3	9	5	2	7	9							(Gift of the Minotaur) Sequence. Steadfast.
Baal	Cavalry	2	4	20	3	4	7	3	5	8				3			(Gift of the Minotaur) Charging strength. (Light cavalry)
Bragh-An-Scáthar	Infantry	2	4	15	3	4	5	2	5	7				3			(Gift of the Minotaur) Master strike. Sequence. (Reach)
Drac Mac Syrö	Infantry	3	4	10	8	4	7	2	7	7				5			(Gift of the Minotaur) Strategist. Born killer.
Enoch	Infantry	2	4	10	3	4	5	2	5	7				3	5		(Gift of the Minotaur) Magister. (Reach)
Gwenlaen	Infantry	1	4	10	3	3	5	3	5	5				3			(Gift of the Minotaur)
Hogarth	Infantry	1	4	10	3	4	5	2	5	7	1	3	4	3			(Gift of the Minotaur)
Kelen	Infantry	2	4	10	3	5	5	2	5	7				3	5		(Gift of the Minotaur) Hyperian. (Reach)
Koren	Infantry	3	4	10	3	6	7	2	5	9				5			(Gift of the Minotaur) Bravery. Mutation. (Reach)
Kyran	Infantry	1	4	10	3	3	3	2	3	3				3	3		(Gift of the Minotaur)
Markhan	Infantry	1	4	10	3	3	5	3	5	5				3			(Gift of the Minotaur)
Orhain	Infantry	2	4	10	3	3	5	2	5	5				1		5	(Gift of the Minotaur) Bravery.
Viraë	Infantry	3	4	10	5	4	7	2	7	7				5		7	(Gift of the Minotaur) Devotion. Strategist. (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
Barbarian giant	6	375				6						Giant barbarian with swords or axes
Centaur archer	3	425				3						Sessairs centaur
Danu warrior	4	250				4						Danu warrior
Danu warrior / Spasm warrior												Spasm warrior
Fianna	8	275	300	325	350	15	500	525	550	575	35	Kelt fianna
Fianna / Musician												
Fianna/ Standard bearer												
Fianna/ Oracle of Danu												Oracle de Danu
Guardian of the moor	8	375				8						Guardian of the moor
Halberdier giant	6	325				6						Giant barbarian with halberd
Sessairs archer	8	250				8						Sessairs archer
Sessairs centaur	3	525				3						Kelt centaur, sessairs centaur
Sessairs hunter	6	375	400	425	NA	9	575	600	625	NA	70	Kelt hunter
Sessairs hunter/ Lord of the hunt												Kelt druid 2
Sessairs minotaur	1	150				1						Sessair minotaur
Sessairs warrior	8	275	300	325	350	15	500	525	550	575	35	Warriors of Avagddu
Sessairs warrior/ Druid												Kelt druid 1
Sessairs warrior/ Musician												Kelt musician, Sessairs musician
Sessairs warrior/ Standard bearer												Kelt standard bearer, Sessairs standard bearer
Sinshera (Viraë)	1	100										Sinshera
Son of Ogmios	1	200				1						Son of Ogmios
Baal	1	330										Tribe: The Clan of the Raven
Bragh-An-Scáthar	1	180										Tribe: The Guardians of Scáth
Drac Mac Syrö	1	260										
Enoch	1	210										Tribe: The Guardians of Scáth
Gwenlaen	1	140										Tribe: Kel-An-Tiraidh
Hogarth	1	150										Tribe: The Other World
Kelen	1	230										Tribe: The Other World
Koren	1	250										
Kyran	1	120										
Markhan	1	140										
Orhain	1	175										
Viraë	1	325										Tribe: Kel-An-Tiraidh