



THE ESOTERIC ORDER OF GAMERS

# ORDEROFGAMERS.COM

DON'T MISS A THING!



**YOUTUBE**

EsotericOrderGamers



**TWITTER**

@EOGamers



**FACEBOOK**

EOGamersFB



**INSTAGRAM**

orderofgamers

YES, THIS IS FREE ... HOWEVER...

I'm Peter (Universal Head). For 10 years I've been hosting my famous rules summaries and entertaining, informative videos about games on the EOG.

It takes time and money and a lot of hard work, and I need your support to keep me going. If you find this game aid useful and enjoy my content, please consider making a donation, or regularly supporting me on Patreon and enjoying the privileges of being a member of the EOG community!



**DONATE**

[orderofgamers.com/shop/single-offering](https://orderofgamers.com/shop/single-offering)



**PATREON**

[patreon.com/esotericorder](https://patreon.com/esotericorder)

THE ESOTERIC ORDER OF GAMERS  
GREAT GAMING CONTENT FOR  
**10 YEARS!**

Dedicated to thematic tabletop games.  
The best rules summaries, battle reports,  
reviews, interviews, tutorials, foamcore  
plans – and lots more.

# v1.3

Jul 2022

Game: **THE AGE OF THE RAG'NAROK: CONFRONTATION**  
Publisher: **Rackham Entertainment (2006)**

## DRAGON army cards

Unit cards are designed to fit rigid  
Ultra Pro 3x4 premium topload card holders

Artifact, Communion and Ritual cards are designed to fit  
Fantasy Flight Games Mini European clear sleeves

Many thanks to Samuel Moreno for putting this army  
together from Rackham material and his own work.

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

If you need exceptional quality graphic design  
for your next project, visit [universalhead.com](http://universalhead.com)

## FOREWORD BY SAMUEL MORENO

What you have before you is the culmination of many hours of work, research and dedication in translating the *Other Armies - Dragon Army* PDF into a useable system for *Confrontation Age of Ragnarok* (AoR). The *Other Armies* documents are Rackham's first, albeit incomplete, drafts at bringing over the remaining established armies that populate the world of Aarklash. These PDFs provide a very strong basis point that is, unfortunately, incomplete in some areas.

You'll note that there are no 'Temple Banners' for the Cynwall. These banners would have provided unique advantages and disadvantages along with different company unit structures allowing unique gameplay styles.

Yet, by reviewing *Ragnarok*, the game AoR originated from, you can see that there are in fact the inklings of what these banners would have looked like if the army had a formal release. For the Cynwall army, these banners would have been referred to as 'Ways.' The possibility is there for the community to take on the challenge of translating the Cynwall *Ragnarok* banners into AoR compatible banners. In the meantime, I recommend that should you want to still utilize a unique banner to help strengthen the Cynwall, use one of the other 8 established 'Light' banners from either the Lion or Griffin armies. These armies consist of similar unit compositions allowing for a smooth translation to the Cynwall army.

The Cynwall Wyrm posed an interesting challenge for me. At the time that I began my research, I noticed that there was not a formal translation for the Wyrm to AoR. I therefore researched his original *Confrontation/Ragnarok* cards and translated those cards as best I could utilizing the AoR style of gameplay. I later discovered that the original player base was told that his titan abilities were to be the same as the Griffin titan. It is unclear if his 1000AP cost was based on him being balanced with this in mind or not so I welcome you to decide for yourself how you wish to bring him to the table. Should you wish for a more spirited game, I invite you to play him the way he was originally designed utilizing the cards I have created. If not, feel free to use the titan cards from the Griffin.

For the Incarnates, no direction was given for which unit each of them was to be allowed to join. Nevertheless, by sourcing the original fiction, comparing Incarnate stats with similar unit stats, seeing which army they were originally packaged with (think Abel and the conscripts) and by utilizing past community recommendations, I have added my own recommendations for which unit each Incarnate should be tied to. **Lens Mendkenn** was an easy choice as she is an Echahim, a cavalry unit, and in the book *Fault of Kaiber*, she is said to lead the Echahim

into battle. Meneran originally came packaged with the Selsym Warstaff and **Sylann** is the Khidarim champion. **Nelphaëll** is an Azure Hunter and one of two incarnates with a ranged weapon. For **Solim**, I made the decision to bring him together with his fellow Equanimous warriors hence why he was a natural fit for the Asadars and Selsym warrior. **Galhyan**, having energy and the ability *Reach*, was a natural fit for the Selsym Spearman who with their *Synchronime*, can increase Galhyan's mana power. For **Maelyn**, being an inexpensive rank 1 incarnate, I allowed her to join any Rank 1 Infantry unit similar to Kheris from the Scorpion army. Lastly, **Syd**, being the commander of the army and taking a cue from the *Fault of Kaiber*, I allowed him to join any Cywall unit. This is similar to Y'anyrh from the Wolfen who is also allowed to join any wolfen unit.

Finally, the musician and standard bearer did not have stats included in the *Other Armies* PDF. For the standard bearer, I simply gave him Courage +2 which puts him in line with the standard bearers in the other two Light armies. For the musician this was slightly more challenging as each musician is unique in their capabilities. While I considered borrowing one of the spells available to the Cywall and giving it to the musician, balance was a key concern. The answer came to me after I purchased the original *Ragnarok* Cywall Warstaff and found a card with their Warstaff ability. In *Ragnarok*, they were given the *War Fury* ability which is a perfect ability for them in AoR as it is not too strong and not too weak. I later discovered that *War Fury* was listed in the Cywall *Original Armies* PDF in the Abilities section even though no unit utilized *War Fury*. I can only surmise that it would have been intended for the musicians had they more time to add it to their stats.

In the future, I may translate a few Incarnate specific artifacts as, for example, Lens has a few from *Ragnarok*.

However you decide to play your Cywall armies in your home games, as long as you are playing this great game that is all that matters. Be sure to share your battle reports in the comment section and drop me a line if you end up utilizing these cards and have questions or thoughts.

Happy gaming and long live **Confrontation**!

Samuel Moreno  
[Samuel.Confrontation@gmail.com](mailto:Samuel.Confrontation@gmail.com)



Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers

**Order of the Banners**  
**DRAGON**



**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.

**ORDER OF THE BANNERS**

- Infantry unit (★★!)
- Infantry unit (★ / ★★)
- Infantry unit (★ / ★★★)
- Cavalry or War Machine unit / (★★ / ★★★)
- Creature or Titan unit / (★ / ★★ / ★★★)

**INCARNATE 250 AP**  
**1 SÝLAN**

••••



10 5 8 7 5

2 5 6  
 1 4 4

Can be added to any Khidarjym unit.

**Resurrect/Duel:** 5 Elixir pts

**Artifacts:** 5 pts

**ABILITIES**

**Strategist** Roll 1 extra die when rolling Authority oppositions, keeping the best result.

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

**INCARNATE 145 AP**  
**1 NELPHAËLL**

••••



10 3 4 5 3

2 5 4  
 1 4 6

May join the Trihedron of Kaïber or an Azure Hunters unit.

**Resurrect/Duel:** 3 Elixir pts

**Artifacts:** 2 pts

**ABILITIES**

**Hyperian** The unit's Courage tests automatically succeed. Also, the unit's Courage value is considered a Fear value by frightening fighters.

**Scout** When the company begins the game in a deployment zone, units composed entirely of fighters with Scout can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.

**INCARNATE LIGHT CAVALRY 310 AP**  
**1 LENS MENDKENN**

••••



20 3 5 7 3

3 5 4

Can be added to any Echahim unit.

**Resurrect/Duel:** 6 Elixir pts

**Artifacts:** 2 pts

**EQUIPMENT**

**Reach** May attack enemies she is in contact with and those within 3cm.

**ABILITIES**

**Charging Strength** When she charges she adds her Attack to her Strength on Strength tests.

**Leap** Can jump over or on top of obstacles shorter than herself without any penalties.

**INCARNATE FAITHFUL 175 AP**  
**1 SOÏM**

••••



10 3 2 5 3 5

2 5 4

May join the Trihedron of Kaïber, an Asadar unit, or a Selsym Warriors unit.

**Resurrect/Duel:** 4 Elixir pts

**Artifacts:** 2 pts

**Elements:** Noësis/Creation & Destruction

**FEAT**

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

**INCARNATE MAGICIAN 230 AP**  
**1 GALHYAN**

••••



10 3 6 5 3 5

2 5 6

Can be added to any Selsym spearman unit.

**Resurrect/Duel:** 5 Elixir pts

**Elements:** Solaris/Water and Light

**Rituals:** 2 pts

**EQUIPMENT**

**Reach** May attack enemies she is in contact with and those within 3cm.

**ABILITIES**

**Strategist** Roll 1 extra die when rolling Authority oppositions, keeping the best result.

**3 THE TRIHEDRON OF KAÏBER**



**THE TRIHEDRON OF KAÏBER**

Nelphäll, Syd de Kaïber, and Soïm 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:

**Hyperian** The unit's Courage tests automatically succeed. Also, the unit's Courage value is considered a Fear value by frightening fighters.

**Scout** When the company begins the game in a deployment zone, units composed entirely of fighters with Scout can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.

**INCARNATE 320 AP**  
**1 SYD DE KAÏBER**

••••



10 5 4 7 5

2 7 6

**INCARNATE MAGICIAN 320 AP**  
**1 SYD DE KAÏBER**

••••



10 5 4 7 5

2 7 6

May join the Trihedron of Kaïber or any Cynwall unit.

**Resurrect/Duel:** 6 Elixir pts

**Elements:** Solaris/Light and Darkness

**Artifacts:** 3 pts

**EQUIPMENT**

**Reach** May attack enemies she is in contact with and those within 3cm.

**ABILITIES**

**Strategist** Roll 1 extra die when rolling Authority oppositions, keeping the best result.

**Born Killer** When performing a Attack test, roll an additional die. This is not a bonus die, so it can be re-rolled.

STD 325 AP +45 PER EXTRA FIGHTER  
**SELSȲM SPEARMEN**



#### EQUIPMENT

**Reach** May attack engaged fighter the spearman is in contact with and those within 3cm.

MAX 625 AP  
**SELSȲM SPEARMEN**



#### EQUIPMENT

**Reach** May attack engaged enemies the fighter is in contact with and those within 3cm.

+25 AP PER SPECIAL FIGHTER  
**SELSȲM SPEARMEN SPECIAL FIGHTER**



#### EQUIPMENT

**Reach** May attack engaged enemies the fighter is in contact with and those within 3cm.

#### 0-1 SYNCHRONIUM

**5 mana points.** Can call the *Acceleration* spell during a walk, a run, or an assaultants).

3

The distance the unit can cover is increased by 2cm.

INCARNATE 130 AP  
**MENERÄN**



Can be added to any Selsym warrior or Selsym spearmen unit.

**Resurrect/Duel:** 3 Elixir pts

**Artifacts:** 1 pt

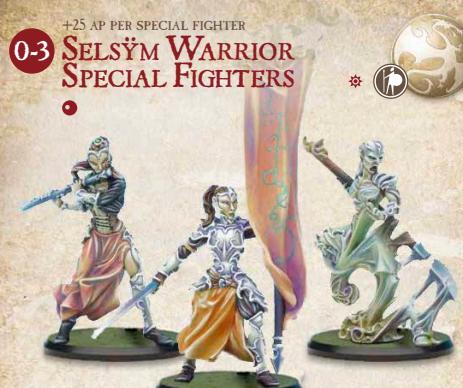
STD 300 AP +40 PER EXTRA FIGHTER  
**SELSȲM WARRIOR**



MAX 550 AP  
**SELSȲM WARRIOR**



+25 AP PER SPECIAL FIGHTER  
**SELSȲM WARRIOR SPECIAL FIGHTERS**



#### 0-1 EUANIMOUS WARRIOR

**5 faith points.** Call the *Blade of Justice* miracle before a Strength test is taken against the unit.

3

The result required is read 1 column to the right on the resolution table.

#### 0-1 MUSICIAN

Can use the *War Fury* tactic: re-roll failures on Attack tests once more.

#### 0-1 STANDARD BEARER

Unit gets +2 Courage.

INCARNATE MAGICIAN 130 AP  
**MAELȲN**



Can be added to any Rank 1 Dragon infantry unit.

**Resurrect/Duel:** 3 Elixir pts

**Artifacts:** 1 pt

**Elements:** Solaris/Water and Light

**6** STD 250 AP  
**ASADAR**

MAX 400 AP  
**9 ASADAR**

10 5 6 3

10 5 6 3

1 5 4

1 5 4

**ABILITIES**

**Sequence** Each or obtained on a test generates a bonus die.

10 5 6 3

10 5 6 3

1 5 4

1 5 4

**ABILITIES**

**Sequence** Each or obtained on a test generates a bonus die.

**0-1 ASADAR SPECIAL FIGHTER**

+25 AP PER SPECIAL FIGHTER

**ABILITIES**

**Sequence** Each or obtained on a test generates a bonus die.

**6 AZURE HUNTER**

10 3 5 3

1 3 2

1 4 6

**ABILITIES**

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

**4** STD 300 AP  
**KHIDARYM**

10 5 8 5

10 5 8 5

1 5 6

1 4 4

**ABILITIES**

**Sequence** Each or obtained on a test generates a bonus die.

**3** STD LIGHT CAVALRY 525 AP  
**ECHAHIM**

20 3 5 5

20 3 5 5

2 5 7

2 5 7

**EQUIPMENT**

**Reach** May attack enemies she is in contact with and those within 3cm.

**ABILITIES**

**Charging Strength** When she charges she adds her Attack to her Strength on tests.

**Leap** Can jump over or on top of obstacles shorter than herself without any penalties.

**4** STD 375 AP  
**VARSYRM**

15 5 5 5

15 5 5 5

2 7 4

2 7 4

**ABILITIES**

**Scout** When the company begins the game in a deployment zone, units composed entirely of fighters with Scout can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.

**Assassin** , , and results are read as for tests.

**6** STD 250 AP  
**KESTREL**

10 3 3 3

1 5 4

1 4 4

**ABILITIES**

**Disengagement** Not eliminated when disengaging.

**1 STD 325 AP CYNWÄLL DRAGON**



Abilities:

- Area of effect shot** Cynwall Dragon shots affect a 3cm radius area.
- Born Killer** When Cynwall Dragon performs a test, roll 1 additional die. This is not a bonus die, so it can be re-rolled.
- Flight** When moving, ignore obstacles and miniatures. Units with Flight are always in scattered formation.

Abilities:

20	3	10

3	1	10

**ABILITIES**

**Area of effect shot** Cynwall Dragon shots affect a 3cm radius area.

**Born Killer** When Cynwall Dragon performs a test, roll 1 additional die. This is not a bonus die, so it can be re-rolled.

**Flight** When moving, ignore obstacles and miniatures. Units with Flight are always in scattered formation.

**1 STD 1000 AP CYNWÄLL WYRM**



Abilities:

20	3	14

4	9	14

1	3	12

**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.

**Disengagement** Not eliminated when disengaging.

**Born Killer** When Cynwall Wyrm performs a test, he roll 1 additional die. This is not a bonus die, so it can be re-rolled.

**Flight** When moving, ignore obstacles and miniatures. Units with Flight are always in scattered formation.

**Area of effect shot** Cynwall Wyrm shots affect a 3cm radius area.

**CYNWÄLL WYRM ROAR**



Abilities:

20	3	14

4	9	14

1	3	12

**TITANIC ABILITY**

**Roar** An enemy unit within 15 cm of Cynwall Wyrm suffers a Courage test with a difficulty of 10. If it fails, the unit is in rout.

You may sacrifice this titanic ability card to cancel the result of a Strength test rolled against this titan (the card may have already been activated).

**CYNWÄLL WYRM WYRM BREATH**



Abilities:

20	3	14

4	9	14

1	3	12

**TITANIC ABILITY**

**Wyrm Breath** Choose a target and perform a attack test (action value 3). A is not an automatic failure on this test. After resolving the attack and possible dispersal, arrange 3 dispersal templates to determine the hit targets: center the first on the shot's target point, and the other two in contact with the first (at the attacker's discretion). Units whose bases are completely covered suffer a Strength test (action value 16). Those whose bases are only partially covered suffer a Strength test (action value 8).

You may sacrifice this titanic ability card to cancel the result of a Strength test rolled against this titan (the card may have already been activated).

**CYNWÄLL WYRM SWEEP**



Abilities:

20	3	14

4	9	14

1	3	12

**TITANIC ABILITY**

**Sweep** The fighters of an enemy unit in contact with Cynwall Wyrm each suffer an Attack test (action value 7). If it fails, the defenders suffer a Strength test (action value 7). None of the defenders lose any combat dice. The defenders cannot use a sustained defense or use a counter-attack (even if they are Ambidextrous). The Fierce ability of small, medium and large size fighters is ineffective when they are eliminated by this ability.

You may sacrifice this titanic ability card to cancel the result of a Strength test rolled against this titan (the card may have already been activated).

**CYNWÄLL WYRM WINGED HURRICANE**



Abilities:

20	3	14

4	9	14

1	3	12

**TITANIC ABILITY**

**Winged Hurricane** Make a Resilience test (difficulty value 0) for every friendly or enemy unit within 15cm of Cynwall Wyrm. If a unit's test fails, that unit's Movement is reduced to 0 and it modifies Attack and Defence test results by -1 until the end of the round.

You may sacrifice this titanic ability card to cancel the result of a Strength test rolled against this titan (the card may have already been activated).

STD 350 AP +45 PER EXTRA FIGHTER

**AKHAMIÄL**

10	4	6	3
----	---	---	---

1	3	2
1	4	4

**ABILITIES****Construct** Constructs are affected by particular game effects.**MAX 525 AP  
AKHAMIÄL**

10	4	6	3
----	---	---	---

1	3	2
1	4	4

**ABILITIES****Construct** Constructs are affected by particular game effects.

STD 400 AP

**CONSTRUCT WARRIOR**

10	3	7	3
----	---	---	---

2	5	5
---	---	---

**ABILITIES****Counter-Attack** If not eliminated, take 1 combat die for each failure in a Attack test against it and, once the enemy's attacks are resolved, use them to perform a Attack test as if it had been activated.**Construct** Constructs are affected by particular game effects.**STD 700 AP  
NOVA**

15	3	11	5
----	---	----	---

4	5	9
---	---	---

**EQUIPMENT****Reach** May attack enemies it is in contact with *and* those within 3cm.**ABILITIES****Sequence** Each or obtained on a Attack test generates a bonus die.**Righteous** The Courage tests of a unit containing a Righteous fighter are automatically successful.**Construct** Constructs are affected by particular game effects.**HVY CAVALRY STD 400 AP  
PULSAR**

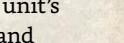
20	3	11	5
----	---	----	---

1	5	9
---	---	---

**EQUIPMENT****Reach** May attack enemies it is in contact with *and* those within 3cm.**ABILITIES****Disengagement** Not eliminated when disengaging.**Charges** Does not need greater Power to charge. Add Attack to Strength to resolve Strength tests when charging.**Implacable** After performing an assault, any Pulsar still in contact with enemies resolves a new combat. They no longer get the bonus for charging.**Born Killer** When performing a Attack test, roll 1 additional die. This is not a bonus die, so it can be re-rolled.**Construct** Constructs are affected by particular game effects.

<p><b>ARTIFACT</b> <b>HELIANTHIC WEAPON</b></p>  <p>1</p> <p>The result required for the holder's  Strength  tests is read 1 column to the right on the resolution table.</p>	<p><b>ARTIFACT</b> <b>HELIANTHIC ARMOR</b></p>  <p>1</p> <p>The result required for  Strength tests taken against the holder is read 1 column to the left on the resolution table.</p>	<p><b>ARTIFACT</b> <b>SOLAR CROWN</b></p>  <p>1</p> <p>The Incarnate magician holding this artifact gains a value 2 ritual.</p>	<p><b>ARTIFACT</b> <b>DRAGON SCALE</b></p>  <p>1</p> <p>The holder gains the <i>Counter-attack</i> ability: the fighter gets 1 combat die for each failure obtained by their enemy in the Attack  test against them.</p> <p>If the fighter is not eliminated, they use these dice once the enemy's attacks have been resolved, as if the unit had been activated.</p>	<p><b>ARTIFACT</b> <b>ORB OF RESONANCE</b></p>  <p>1</p> <p>The constructs in the holder's unit gain the <i>Regeneration</i> ability: the player rolls as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses.</p> <p>Each  or  cancels a damage point.</p>	<p><b>ARTIFACT</b> <b>CELESTIAL WINGS</b></p>  <p>2</p> <p>The holder can cancel/censure a communion or a ritual even if they are not a faithful or a magician and without spending any faith/mana.</p>
<p><b>ARTIFACT</b> <b>SYNCHRONIC WEAPON</b></p>  <p>2</p> <p>The holder gains 1 additional  combat die per enemy they are in contact with. These dice are not bonus dice, so they can be re-rolled.</p>	<p><b>ARTIFACT</b> <b>MYRAGIRE</b></p>  <p>2</p> <p>The holder gains the following values:</p> <p>  </p> <p> 2 6 8</p> <p>These values replace those the holder may already have. Myragire cannot be taken by a fighter who already has an area of affect  weapon.</p>	<p><b>ARTIFACT</b> <b>CHRYSOPEAN CROWN</b></p>  <p>3</p> <p>The company gains the <i>Survival Instincts</i> ability: successes obtained on Strength  tests taken against them are re-rolled once more.</p>	<p><b>ARTIFACT</b> <b>THE ECHYRION</b></p>  <p>3</p> <p>The holder gains one value 1 ritual, one value 2 ritual and one value 3 ritual.</p>		

<b>RITUAL</b> <b>AURA OF WISDOM</b>  1 Mana 5 Difficulty 5 <i>Path: Solaris</i> <i>Element: Light</i> <i>Target: Friendly unit</i> <i>Duration: Round</i>  The targeted unit gains the <i>InSensitive</i> ability: when a unit containing an InSensitive is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.	<b>RITUAL</b> <b>FORGE OF THE HELIASTS</b>  1 Mana 5 Difficulty 5 <i>Path: Solaris</i> <i>Element: Light</i> <i>Target: Unit</i> <i>Duration: Round</i>  Failures on Strength  tests rolled by constructs in the targeted unit are re-rolled once more.	<b>RITUAL</b> <b>MERCILESS BLADES</b>  1 Mana 5 Difficulty 5 <i>Path: Solaris</i> <i>Element: Light</i> <i>Target: Unit</i> <i>Duration: Round</i>  The unit gains the <i>Ferocity</i> ability:  +  and  results are read as  + for  Strength  tests.	<b>RITUAL</b> <b>CURSE OF THE COWARDS</b>  1 Mana 5 Difficulty 5 <i>Path: Solaris</i> <i>Element: Light</i> <i>Target: Unit</i> <i>Duration: Round</i>  The result required for Courage  tests is read 1 column to the left on the resolution table.	<b>RITUAL</b> <b>RAMPART OF LIGHT</b>  1 Mana 5 Difficulty 5 <i>Path: Solaris</i> <i>Element: Light</i> <i>Target: Special</i> <i>Duration: Round</i>  The player puts a spare card facedown 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 line of sight.	<b>RITUAL</b> <b>CHAIN OF AUTOMATONS</b>  2 Mana 5 Difficulty 7 <i>Path: Solaris</i> <i>Element: Light</i> <i>Target: Unit</i> <i>Duration: Round</i>  The magician can spend 5 mana points each time one of the targeted unit's constructs loses a health point. The loss is cancelled.
<b>RITUAL</b> <b>DRAGON STAR</b>  2 Mana 15 Difficulty 7 <i>Path: Solaris</i> <i>Element: Light</i> <i>Target: Unit</i> <i>Duration: Instantaneous</i>  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.	<b>RITUAL</b> <b>REVENGE OF THE SUN</b>  2 Mana 10 Difficulty 7 <i>Path: Solaris</i> <i>Element: Light</i> <i>Target: Unit</i> <i>Duration: Round</i>  The targeted unit cannot trace line of sight.	<b>RITUAL</b> <b>DRACONIC PACT</b>  3 Mana 20 Difficulty 9 <i>Path: Solaris</i> <i>Element: Light</i> <i>Target: Special</i> <i>Duration: Instantaneous</i>  The magician summons a unit of dragons. It contains no special fighters.	<b>RITUAL</b> <b>PRODIGY OF GALATEA</b>  3 Mana 15 Difficulty 9 <i>Path: Solaris</i> <i>Element: Light</i> <i>Target: Special</i> <i>Duration: Instantaneous</i>  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.		

<b>COMMUNION IMPLACABLE TRUTH</b>  Faith 5      Difficulty 5 <i>Cult: Noesis</i> <i>Element: Destruction</i> <i>Target: Unit</i> <i>Duration: Round</i>	<b>COMMUNION PAINFUL TRUTH</b>  Faith 9      Difficulty 5 <i>Cult: Noesis</i> <i>Element: Destruction</i> <i>Target: Unit</i> <i>Duration: Round</i>	<b>COMMUNION ELUSIVE TRUTH</b>  Faith 5      Difficulty 5 <i>Cult: Noesis</i> <i>Element: Creation</i> <i>Target: Unit</i> <i>Duration: Round</i>	<b>COMMUNION INVISIBLE TRUTH</b>  Faith 10      Difficulty 5 <i>Cult: Noesis</i> <i>Element: Creation</i> <i>Target: Unit</i> <i>Duration: Round</i>	<b>RITUAL PROPHETIC TRUTH</b>  Faith 5      Difficulty 5 <i>Cult: Noesis</i> <i>Element: Creation</i> <i>Target: Unit</i> <i>Duration: Round</i>	<b>RITUAL TRIUMPHANT TRUTH</b>  Faith 5      Difficulty 5 <i>Cult: Noesis</i> <i>Element: Destruction</i> <i>Target: Unit</i> <i>Duration: Round</i>
The targeted unit gains the <i>Implacable</i> ability: after performing an assault, the fighters still in contact with enemies resolve a new combat (no charging bonus). This ability can only be used once per round.	The targeted unit's  and  tests inflict an additional damage point.	The unit gains the <i>Ethereal</i> ability: on Attack  tests,  +,  and  results are read as  +.	The targeted unit cannot be targeted by any game effect (mystic actions, ranged attacks etc.) triggered by units located 20 cm or further away. <i>Invisible truth</i> is dispelled if the unit that benefits from it inflicts or receives at least 1 damage point, or if it takes part in an assault.	The targeted unit gains the <i>Survival Instincts</i> ability: successes on Strength  tests taken against fighters with <i>Survival Instincts</i> are re-rolled once more.	The targeted unit gains the <i>Bravery</i> ability: failures on Courage  tests are re-rolled once more.
<b>RITUAL INSTANT OF TRUTH</b>  Mana 10      Difficulty 7 <i>Cult: Noesis</i> <i>Element: Creation</i> <i>Target: Unit</i> <i>Duration: Round</i>	<b>RITUAL MASQUERADE</b>  Mana 10      Difficulty 7 <i>Cult: Noesis</i> <i>Element: Creation</i> <i>Target: Unit</i> <i>Duration: Round</i>	<b>RITUAL FOUR NOBLE TRUTHS</b>  Faith 15      Difficulty 7 <i>Cult: Noesis</i> <i>Element: Destruction</i> <i>Target: Unit</i> <i>Duration: Instantaneous</i>	<b>RITUAL TRUTH OF THE DRAGON</b>  Faith 10      Difficulty 7 <i>Cult: Noesis</i> <i>Element: Destruction</i> <i>Target: Unit</i> <i>Duration: Round</i>		
The caller's unit gains 1 ability chosen from among those of the targeted unit.	Results of  on the targeted unit's characteristic tests generate bonus dice.	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.	The targeted unit can use the <i>Gift of the Dragon</i> one additional time per round.		