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Game: **THE AGE OF THE RAG'NAROK: CONFRONTATION**

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THE AGE OF THE RAG'NAROK
CONFRONTATION

BASICS

A **company** is all of a player's units. A **unit** is composed of one or more fighters sharing the same **troop category** which must stay in **formation**.

Infantry: All foot soldiers.

Cavalry: All mounted fighters and centaurs.

Creatures: All animals and monsters.

War machines: Engines of destruction, siege weapons, and fortifications (structure points instead of health).

Titans: The most massive and powerful fighters.

Infantry, cavalry and creatures are divided into Rank 1, 2 and 3 fighters.

Most fighters are **standard** fighters. **Special fighters** have special battlefield roles:

Incarnates: Each company must include at least 1 incarnate, identified by a personal name on their card.

Mystics: Magicians cast spells and faithful can call upon the gods for miracles.

Standard bearers and musicians: Special fighters in charge of fuelling troop morale.

Specialists: Fighters that have mastered a particular field and can trigger special effects.

Unit states

A unit is **free** when none of its members are in contact with the enemy.

A unit is **engaged** when at least one of its members is in contact with an enemy. An engaged unit cannot attack from range. Its free members can cover a distance of up to as many cm as their **MOVEMENT** in order to engage an enemy engaged in the same melee. To leave a melee, an engaged unit must first disengage.

Free or engaged, a unit may be in **rout**: its actions are limited and it tries to leave the battlefield off the closest table edge.

The **POWER** of a unit is the total **POWER** of all its individual members. A fighter on an infantry base (3 cm) has a **POWER** of 1; a fighter on any larger base has a **POWER** of 2.

Formations

Any fighter who is in contact with an opponent does not need to stay in formation.

Scattered formation (default): All of the unit members must be within 10 cm of the unit leader, and each fighter in the unit must be within 2.5 cm of another fighter in the unit. Units of only 1 fighter are always in scattered formation.

Close formation: Each fighter must be within 10 cm of the unit leader and the miniatures should be in contact and form ranks that are as equal as possible.

Facing, line of sight and measuring

Figures can usually see and move in all directions.

When 2D terrain is used, a figure has **line of sight** (LOS) to another figure if you can trace a line from the figure's base to the base of the target without crossing any obstacle.

When 3D terrain is used, check the figure's point of view: the fighter has LOS if they can see any part of the target.

No measurements can be made *before* declaring an action.

Distances are measured between base edges or terrain element edges. **Unit to unit measurements are always made from leader to leader.**

Conflicting and stacking game effects

If conflicting game effects prevent the resolution of a situation, each player rolls a die. The highest roller can pay 1 elixir point to choose the game effect that is applied. If they choose not to spend this point, none of the game effects are applied.

Effects can stack as long as they have different effect names.

GAME ROUND

Players take turns activating their units. The player whose is taking a turn is the **active player**; all other players are **passive players**.

Once a player has finished their action, they **hand the lead** to the player to their left.

TACTICAL PHASE

1. Order activation sequence

Order your activation sequence depending on the activation sequence mode chosen for the game.

Once set, you may not change your order until the next round.

When a card is revealed from the activation sequence, one unit of the type of troops it represents may be played. When all the actions of a unit have been resolved, another card is revealed.

2. Authority opposition

Each company is led by an incarnate; the one with the highest **AUTHORITY** value is the **commander** of the company.

Each player rolls 1 die and adds their commander's AUTHORITY to the result. If the commander is part of a unit in rout, or if the company does not include any incarnate with an **AUTHORITY** value, the company's **AUTHORITY** is equal to 0.

On a tie, all players re-roll.

If you roll a 🎲 you automatically loses the authority opposition.

If you roll a 🎲 you may choose to re-roll the die and *add* the result (but if the re-rolled die is a 🎲, you lose). You can continue to re-roll as long as you get a 🎲. If a game effect allows you to roll several dice, only the best one is kept. If you choose to re-roll a 🎲, any other die that rolled a different result is discarded.

If several players roll a 🎲, the player whose commander has the lowest **AUTHORITY** re-rolls first.

If the commander has the *Strategist* ability, a bonus die is rolled on the authority opposition (only the best die is kept).

The player with the highest final result wins the authority opposition. On a tie, re-roll the test.

The winner of the authority opposition chooses who the first active player will be. They may choose themself. If there are more than two sides in the battle, play in clockwise order from the first active player.

ACTIVATION PHASE

Players take turns to activate their units. The active player resolves these steps in order:

1. Draw, reveal or pick a card

If you have several identical cards in your activation sequence, revealing one of them allows you to activate any of the units designated. When you draw the card of a unit that has been eliminated, pass your turn. The card is removed from the deck.

Barbarian mode: Pick 1 of your cards and activate the unit.

Marauder mode: You may reveal your card and activate the unit; or you may place the card in reserve (this can be done once per round and per player): it is not revealed but put aside and you pass your turn. When your turn to draw a card comes again, you can choose not to draw a card and play the one you have in reserve instead. If there are no more cards to draw, play your reserve card.

Any other mode: You may reveal the first card of your sequence and activate the unit; or you may put the card in **reserve** (this can be done once per round and per player): it is not revealed but put aside and you pass your turn. Or you may reveal and play your reserve card instead of the first card in your sequence.

2. Activate a unit

An activated unit can perform one of the following actions. You must announce the action before measuring distances.

- walk
- walk and/or ranged attack and/or ritual/communion (any order)
- run and/or ritual/communion (any order)
- assault and/or ritual/communion (any order)

If you do nothing the unit is still considered activated.

When a unit in rout is activated it must make a **COURAGE** test in an attempt to rally.

When a non-creature unit that has fallen to below half its original number of members is activated it must make a **COURAGE** test to see if it becomes in rout.

Once the action chosen has been resolved the first player hands the lead to the player to their left, who becomes the active player. The activation phase ends once each player has revealed their entire activation sequence.

Marauder mode: The active player is the player whose card has just been revealed. The activation phase ends when the deck is empty and when all the reserve cards have been played.

CONTROL PHASE

The player who won the authority opposition resolves the entire control phase first.

1. Calculate faith and mana points

Faithful and magicians reconstitute their mystic energy pools.

2. Maintain effects

Starting with the winner of the authority opposition, manage ongoing effects in this order:

Costs: Effects that require the spending of faith or mana points.

Negative effects: Effects that handicap or threaten fighters;

Abilities: Effects linked to abilities;

Resurrection and reinforcements: Effects that allow a fighter to return to (resurrection), or enter (reinforcements), the battlefield.

3. Collect elixir

An **objective** is controlled by the player with the greatest total **POWER** within 10 cm (on a tie, no one controls it). Fighters in rout do not count. An objective remains under control until the next control phase, even when these conditions are no longer fulfilled.

Each player obtains the number of **elixir points** corresponding to the objectives they control (as indicated by the scenario). Once a player has reached the number of elixir points indicated by the scenario, they win the game.

4. Time out

This marks the end of the round and the passage to the next one.

ACTIONS: *Movement*

A unit's **MOVEMENT** value equals that of its slowest member.

Fighters take the most direct route when they move. The maximum distance (in cm) depends on the type of movement:

Walk: The unit can move in any direction for a maximum distance equal to the unit's **MOVEMENT**. It may not engage an enemy unit.

Run: Similar to *walk*, but the maximum distance is equal to *twice* the unit's **MOVEMENT**.

Assault: The unit moves towards an enemy unit designated by the player for a maximum distance equal to *twice* the unit's **MOVEMENT**. It may engage a single enemy unit.

Obstacles

Units and impassable terrain elements are **obstacles** that must be moved around. A figure's base must be able to pass between obstacles.

If the unit is in **close formation**, all of its fighters must stay in base to base contact during the whole movement. However, the number of ranks and the position of each fighter may change during and after the unit's movement.

If the unit is in **scattered formation**, it only needs to be in formation at the end of its movement. Different friendly infantry and cavalry units in scattered formation do not hinder each other's movement, but cannot finish their movement inside one another's formation. Units with the *Flight* ability are always in scattered formation and ignore obstacles when they move (and fighters without this ability cannot join their unit).

A walking unit can cross an obstacle if it is not taller than the shortest of the unit's fighters, in which case it moves a distance equal to *half* the unit's **MOVEMENT**. If they cannot reach the other side of the obstacle they end their movement on it. In any case, the distance traveled is measured without considering height.

A unit that does not have enough movement to move entirely through another unit or an obstacle stops 1 cm in front of it.

Light cavalry can jump over or on top of obstacles shorter than themselves without any penalties. **War machines** cannot cross obstacles.

No fighter can end its movement on a deep obstacle. If the movement is not enough to get across, it cannot be crossed and the unit stops in front of it.

Terrain

A fighter may open a chest or a door if they are in contact with it. The player declares that the fighter opens the chest or the door.

A unit can enter a building or a terrain element if all the unit's fighters can stand inside it.

Some items can be **carried**. To pick up one of these items a fighter must end their movement on it; the item is placed on the miniature's base. If the carrier is eliminated, the item falls to the ground at the spot where the carrier stood. A carrier can voluntarily drop an item at the beginning or end of their movement; the item is then placed in contact with their base.

If the carrier leaves the battlefield, the item is placed at the edge of the battlefield through which the fighter left. Sometimes the item may be kept by the bearer and taking it off the battlefield results in elixir points.

If the scenario specifies it, some terrain elements can be **destroyed**. Unless the obstacle is specifically targeted it cannot be damaged when it is caught in an area of effect.

A terrain element can be attacked in hand to hand combat, but the fighters in contact with it are not considered engaged, or as being in a melee for the purposes of ranged attacks.

When a terrain element is destroyed the fighters located either on it or inside it are immediately eliminated.

The **DEFENSE** of a terrain element is always equal to 0.

Structure	Resilience	Structure Points
Altar	8	4
Shed	4	8
Timber house	6	10
Stone house	8	10
Low wall	8	4
Tent	0	4

ACTIONS: Assault

A **free** unit can assault an enemy unit.

An **engaged** unit can assault an enemy unit it is in contact with. Only the free fighters of the unit can move to engage enemies, but all the fighters in contact after the movement can attack (even those who have not moved).

Measure the distance (skirting round obstacles) separating the assaulting unit from the designated enemy unit.

If this distance is greater than twice the unit's MOVEMENT, the assault fails. The unit moves as close as possible to the target unit and remains in formation.

If the distance is less than or equal to twice the unit's MOVEMENT, the unit goes into scattered formation. The assault succeeds and both units are engaged. All of the assaulting fighters are moved in an order chosen by the player. If possible, each of them who has enough movement is placed in contact with an assaulted fighter. If its base allows, and if the player wishes, an attacker can engage several fighters at once. The assaulting fighters out of reach are moved in as close as possible, respecting the formation rules.

When a unit leaves a melee, it **disengages**. The fighters in contact with the enemy are eliminated. The unit is free to act normally. However, it cannot declare an assault against the unit(s) it disengaged from. All cavalry and titans have the *Disengagement* ability: they are not eliminated when they disengage.

Frightening units
An assault involving at least 1 *frightening* unit requires a **COURAGE test** taken by the courageous unit or, in the case of 2 *frightening* units, by the one with the lowest **FEAR** 🎭. No test is required if both units have the same **FEAR**.

If the unit's test succeeds, the assault takes place normally. If the unit's test fails and it is the active unit, its activation ends and it remains where it is. If the unit fails and it is *not* the active unit, it is in rout.

Charge
The assaulting unit is considered to have performed a **charge** if the following conditions are met:

– the assaulting unit was free at the time of its activation;
– the assault succeeded;
– its **POWER** is greater or equal to that of the assaulted unit.

A fighter in the assaulting unit can attack only the fighters of the assaulted unit.

A **cavalry** unit only needs to be free to perform a charge, regardless of the **POWER** of the assaulted enemy unit. When **heavy cavalry** charge they add their **ATTACK** to their **STRENGTH** to resolve **STRENGTH** tests.

A charge gives an extra re-roll on attack tests against the assaulted unit, until the end of the round.

ACTIONS: Ranged Attacks

A unit can attack from range if at least one of its fighters has ranged combat characteristics and their unit is **free**.

Resolve ranged attacks either before or after the unit's movement.

All the marksmen of the unit with the same profile shoot at the same target simultaneously; those with different profiles shoot in different salvos. You may choose the order of salvos, and you may decide not to shoot with a certain profile of marksman.

Resolve each salvo as follows:

1. Choose target and marksmen

Designate an enemy unit as the unit's **target**. The unit must have LOS to at least 1 fighter in the target unit. You cannot target an engaged unit. Only the marksmen who can see a fighter of the target unit can shoot.

2. Measure range

Measure the range between the units from leader to leader.

If any kind of obstacle (terrain or miniature) stands between the unit of marksmen and the unit targeted, there is **interference**: the difficulty of the ranged attack is increased by 2 points.

If in doubt, trace 2 lines connecting the left and right edges of the shooting unit to the left and right edge of the targeted unit. If there is any obstacle in the zone between them, there is interference.

3. Ranged attack test

Roll the number of **DICE** 🎲 the fighters have to attack from range ➡️, multiplied by the number of marksmen.

Action value = ranged weapon's **ATTACK** ✖️.
Difficulty = **range**.

Each success is a hit; each failure a miss.

4. Strength test

Roll 1 die per hit.

Action value = ranged weapon's **STRENGTH** 💀.
Difficulty = target unit's **RESILIENCE** 🛡️.

Each success inflicts 1 damage point on the targeted unit.

5. Remove losses

Damage points are distributed to eliminate as many fighters as possible, starting with those closest to the leader of the unit of marksmen. The active player attributes damage points. You may cause more hits and more damage than dice rolled, but a salvo cannot eliminate more targets than there were weapons shot.

Area of effect weapons

Area of effect weapons can eliminate more enemies than there were marksmen, and targets the marksmen cannot see. A single template is used per salvo, no matter the number of marksmen.

Place the template over the fighter of your choice among those in the targeted unit that the marksmen can see. Fighters located even partially under the template suffer the **STRENGTH** test.

If at least 1 failure is rolled on the ranged attack test the shot **deviates**. Roll a die for the direction of the deviation. Move the template 1cm (one graduation) in this direction per failure on the ranged attack test.

Once the template is in position, determine the zone affected by the ranged attack as follows:

– If the result of the ranged attack test is a 🌑 the shot misses completely;

– If all the ranged attack tests are failures, the area of effect is that of the weapon used;

– If there is at least 1 successful ranged attack test, the area of effect is that of the weapon multiplied by the number of successful ranged attacks. If the result exceeds 10, the area of effect is 10 and all the fighters affected suffer 2 **STRENGTH** tests instead of 1.

ACTIONS: Hand to Hand Attacks

A combat is resolved when a unit is engaged with an enemy unit at the end of its movement or when an engaged unit chooses not to move when it is activated.

A melee is split into a number of **combats**. Each combat opposes a profile from the active unit (the **attackers**) against a profile from the enemy unit (the **defenders**). The active player chooses the order in which the fighters of their unit resolve their combats.

A fighter can only fight against the enemies in contact with their base or miniature.

A fighter can be involved in several successive combats if they are in contact with enemies with different profiles; their **DICE** 🎲 are then split between the different combats they take part in.

Resolve each combat as follows:

1. Choose weapon

The active player selects a combat. The attackers strike the defenders with whom they are in contact. Any special fighter is grouped with the troops of their unit as long as they share the same characteristics.

If an attacker is involved in several successive combats, choose how many dice they attribute to the current combat. If you decide not to use any, the attacker does not participate in this combat.

2. Hand to hand attack test

Roll the number of **DICE** 🎲 the fighters have to attack in H-to-H combat 🗡️, multiplied by the number of fighters.

Action value = attackers' **ATTACK** ✖️.
Difficulty = defenders' **DEFENSE** 🛡️.

Each success is a hit. You may inflict more hits than combat dice.

3. Strength test

Roll 1 die per hit. **Action value** = attackers' **STRENGTH** 💀.
Difficulty = defenders' **RESILIENCE** 🛡️.

Each success inflicts 1 damage point on the defenders. You may inflict more damage points than hits obtained.

4. Remove losses

Damage points are distributed to eliminate as many defenders in contact with your attackers as possible. The active player attributes damage points.

The active player then resolves the next combat.

UNIVERSAL TABLE OF RESOLUTION

To perform an action subtract the action's **difficulty** from the appropriate **action value** and check the appropriate column on the universal table to find the minimum result needed.

🌑 The action succeeds on a 🎲🎲 and the total number of successes is halved (rounded up).

🌗 The action succeeds on a 🎲 and all 🎲 and 🎲 give bonus dice as if they were 🎲🎲.

Then roll dice as follows:

COURAGE test: One die for the unit. If an affect allows several dice to be rolled, use only the best result.

ATTACK test: All the dice used in a hand to hand or ranged attack.

STRENGTH test: As many dice as the number of hits obtained.

Each die that shows a result equal to or greater than the number required is a **success**; total the number of successes.

BONUS DICE AND RE-ROLLS

Every 🎲 obtained on a test allows the player to roll a **bonus die**. Any further success is added to the initial successes.

Some abilities allow the player to re-roll failures or force them to re-roll successes. The new result replaces the initial roll. Re-roll failures or successes (if you must re-roll both, these effects cancel each other out) *then* roll as many bonus dice as the number of 🎲 that you rolled. If you obtain more 🎲, you get even more bonus dice; this continues as long as you keep rolling them. **Bonus dice can never be re-rolled**.

In a **FEAR/COURAGE** test, every 🎲 earns the company 1 elixir point, but does not give any bonus dice.

DAMAGE

Each time a fighter is hit by an attack or any other game effect that could wound him, make a universal table of resolution test:

Action value = weapon's **STRENGTH** 💀.
Difficulty = target's **RESILIENCE** 🛡️.

Each success means 1 damage point is inflicted on the target. Each damage point takes away 1 health point from fighters or 1 structure point from war machines and fortifications.

A fighter is eliminated and removed from the battlefield when they have lost all of their health points. A war machine or fortification is eliminated and removed from the battlefield when it has lost all of its structure points. Use damage markers to track the health or structure points of targets that can take multiple wounds.

MORALE

The morale status of a unit is either **valiant** (default); or in **rout**.

🎲 Fighters with the **COURAGE** symbol are *courageous*.

🎭 Fighters with the **FEAR** symbol are *frightening* and use their **FEAR** value to resolve any **COURAGE** tests they must make. All rules that apply to **COURAGE** apply to **FEAR**.

The commander's unit rolls 2 dice to resolve COURAGE tests.

A valiant unit is forced to take a COURAGE test:

During its activation: If the unit has fallen to below half its original number of members. Incarnates and familiars are members of a unit. **Difficulty = 1**, modified by:

+ 2 if the unit is engaged with units with a greater **POWER**;
+ 2 if the unit is engaged with a *frightening* unit.

Creature units that fall below half of their original number of fighters do not need to roll a **COURAGE** test.

During an assault involving a *frightening* **unit:**
Action value = highest **COURAGE** 🎲.
Difficulty = highest **FEAR** 🎭 in the frightening unit.

During an assault involving 2 *frightening* units, only the one with the lowest **FEAR** rolls the **COURAGE** test. On a tie, no test is rolled.

During an assault, a unit automatically succeeds any **COURAGE** test whose difficulty is lower than or equal to a **FEAR** value it has already resisted.

When a unit fails its **COURAGE** test it is in **rout** (unless it is the active unit assaulting a *frightening* unit, in which case its activation ends and it remains where it is). Units in rout never need to take **COURAGE** tests (with the exception of rallying tests).

A company earns 1 elixir point each time one of its units rolls a 🎲 when passing a COURAGE test.

In rout
A unit in rout tries to leave the battlefield as quickly as it can and is subject to the following effects:

– The **AUTHORITY** and **ATTACK** of its members are equal to 0;
– When the unit is activated it flees, disengaging if necessary;
– It cannot use any tactics.
– It cannot shoot or use any mystic effects (but it recovers its mystic resources as usual).
– It does not count towards the control of objectives.

Fleeing
When a unit flees, all of its fighters that are in contact with any enemy fighter are eliminated.

A fleeing unit moves twice its **MOVEMENT** towards the nearest edge of the battlefield, in scattered formation and moving in a straight line, skirting around terrain and friendly units.

A fleeing unit is eliminated if at least one of its fighters leaves the battlefield through one of its edges; or if its fleeing movement brings the unit in contact with an enemy unit.

Rallying
At the beginning of its activation, if a unit is in rout, it attempts to **rally** by rolling a **COURAGE** test.

Routing units that succeed rally and regain their valiant state. Rallied units are not considered as having resisted the **FEAR** value that placed them in rout.

WAR STAFF

A **war staff** consists of an incarnate accompanied by a standard bearer and/or a musician (the latter two identified by their equipment). A unit can include only 1 standard bearer. Units in the same company gain advantages in presence of a war staff:

War staff including a standard bearer: The units that can see the standard can use the **COURAGE**, **FEAR** and **AUTHORITY** values of a war staff to resolve their own **COURAGE** or **AUTHORITY** tests;

War staff including a musician: The units within 30 cm of the musician can use the musician's tactic;

Both effects are combined if the war staff is complete (and some also give specific tactical bonuses to their unit). A unit can only benefit from the effects of a single war staff; the player chooses which if the unit can use more than one.

The values shared by the war staff are those the incarnate would use if they had to take the test themself − even if these values are those from the incarnate of yet another war staff.

The advantages of war staffs do not apply if their unit is in rout.

WARMACHINES AND TITANS

Warmachines form a unit with their crew. Without at least 1 crewmember/pilot it cannot be activated (when their card is played pass the turn). When activated, the crew can shoot with their own ranged weapons if they have them, *or* they can shoot with the war machine.

Titans ignore difficult terrain, and no game effect can move them or ground them. They are several cards for a single model represented by several cards: one is their profile card; the others are titanic abilities. All these cards are placed in the activation sequence, and the titan's powers and actions are played when the corresponding card is revealed.

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

Apart from normal attacks, only those mystic and ability effects that inflict **STRENGTH** tests can affect titans. A **STRENGTH** test rolled against a titan never generates any bonus dice and no advantageous effect or ability can ever alter the result required.

MYSTICS

Faithful

Faithful have the **FERVOR** ⬤ characteristic. **Communions** and **miracles** are called by spending **faith points**.

Each unit has its own faith pool, calculated at the beginning of the game and then during each control phase:

Number of faith points = total FERVOR of every faithful in the unit + number of unit members.

Unless specified otherwise, miracles and communions can be called several times per round. Any faith points not used by the end of the activation phase are lost.

Miracles are individual divine effects and can be called by spending faith points from the faithful unit's faith pool. Miracles cannot be *censured*.

Communions are powerful miracles that require great quantities of faith points and a **FERVOR** test. Call a communion as follows:

1. **Designate the incarnate faithful, the communion and the target.** The incarnate faithful must have LOS to the target.

2. **Spend faith points equal to the cost of the communion and, if desired, extra points to *exalt* the communion.**

3. **A faithful unit with LOS to the unit calling the communion may** *censure* the communion by spending as many faith points as the unit calling it. The communion then has no effect and the faith points spent by both units are lost.

4. **If the communion is not censured, roll a FERVOR test.**
   Action value = Incarnate faithful's **FERVOR** ⬤.
   Difficulty = communion's **difficulty**.
   Roll 1 die, plus 1 die per faith point spent during exaltation, and keep the result of your choice. One success is required to succeed. Regardless of the outcome, faith points are spent.

   If the difficulty is a characteristic, the highest characteristic value in the targeted unit is used. The difficulty is equal to the modified value if the characteristic is modified by an effect.

5. **If the FERVOR test succeeds, apply the communion effects.**

Magicians

Magicians have the **ENERGY** ⬤ characteristic. **Spells** and **rituals** are cast by using **mana points**.

Each magician is connected to one or more **elements** (Air, Earth, Fire, Water, Light or Darkness).

Each unit has its own mana pool, calculated at the beginning of the game and then during each control phase. For each unit including at least one magician:

Number of mana points = sum of 2 dice roll (if the unit contains an incarnate magician) *or* result of 1 dice roll (if it doesn't) + total **ENERGY** values of unit's magicians.

Unless specified otherwise, rituals and spells can be cast several times per round. Unused mana points are retained from one round to the next, but a unit cannot have more than 30 mana points in its pool.

Spells are individual magic effects and can be cast by spending mana points from the magician unit's mana pool. Spells cannot be *countered*.

Rituals are powerful spells that require great quantities of mana points and an **ENERGY** test. Cast a ritual as follows:

1. **Designate the incarnate magician, the ritual and the target.** The incarnate magician must have LOS to the target.

2. **Spend mana points qual to the cost of the ritual and, if desired, extra points to *exalt* the ritual.**

3. **A magician unit with LOS to the unit casting the ritual may** *counter* the ritual by spending as many mana points as the unit calling it. The ritual then has no effect and the mana points spent by both units are lost.

4. **If the ritual is not countered, roll an ENERGY test.**
   Action value = incarnate magician's **ENERGY** ⬤.
   Difficulty = ritual's **difficulty**.
   Roll 1 die, plus 1 die per mana point spent during exaltation, and keep the result of your choice. One success is required to succeed. Regardless of the outcome, mana points are spent.

   If the difficulty is a characteristic, the highest characteristic value in the targeted unit is used. The difficulty is equal to the modified value if the characteristic is modified by an effect.

5. **If the ENERGY test succeeds, apply the ritual effects.**

Summoning Fighters can be **summoned** to form new units on the battlefield. The number of fighters in the unit may be greater than or equal to the troop's standard number per unit.

The summoned unit may appear anywhere the mystic can see it, out of contact with the enemy, and placed so that no fighters or terrain elements have to be moved. The unit is not activated during the round it was summoned; add its profile card to the activation sequence for future rounds.

A magician can summon as many units as they want, but the maximum number of units summoned by this magician and present on the battlefield at the same time is equal to their Rank.

Familiars Each incarnate magician can be accompanied by a number of **familiars** equal to or lower to their rank. When calculating mana points, roll 1 bonus die per familiar associated with the magician.

A familiar must remain within 3 cm of its magician, in formation, and cannot do anything other than move. It is immediately eliminated if it is in contact with an enemy or it suffers a **STRENGTH** test. Familiars are considered both attributes and fighters, but they do not count towards a unit's number of fighters.

INCARNATES

Incarnates have the **AUTHORITY** ⬤ characteristic.

There can only be 1 of each incarnate in a company. Incarnates may have more than 1 miniature, each of which is associated with a different profile, but only 1 profile can be in a company.

An incarnate moves at the same time as the unit and respects its formation, but can act independently:

− When attacking from range, the incarnate shoots in their own separate salvo and can choose a different target;

− In a melee, the incarnate has their own separate combat, even if they share the same characteristics as their unit.

When a unit as a whole is targeted, its incarnate never suffers any **ATTACK** or **STRENGTH** tests as long as there are other fighters in the unit, even if they are completely hidden or out of reach. The incarnate can only be eliminated if they are the last fighter in the unit. When an incarnate is specifically targeted, all ordinary rules apply and they can be eliminated normally.

If the commander is eliminated, the incarnate with the highest **AUTHORITY** value immediately takes over as commander. If there is no replacement, the company remains without a commander.

Elixir

Each company has an **elixir pool**. At the beginning of the game, this is equal to the number of incarnates in the company. Some artifacts or game effects allow this initial pool to be increased.

A company earns 1 elixir point each time one of its units rolls a 🎲 **when passing a COURAGE test.**

When one incarnate eliminates another, their company earns the elixir value on the eliminated incarnate's profile. An incarnate eliminated by another incarnate cannot be resurrected.

A company earns elixir points for each battle objective it fulfills or controls, as specified in the scenario. The elixir pool also increases or decreases depending on the actions of the incarnates. Any gain or loss of elixir points is immediate and can happen at any time in the round, except during 'time out'.

Feats

All of the company's incarnates can tap into the elixir pool to perform **feats**. Each feat can only be performed once per incarnate per activation, including that of an enemy unit.

Some artifacts have effects that require spending elixir points.

During a ranged attack, an incarnate marksman can choose which fighter of the unit they shoot at for 1 elixir point.

A rank 3 incarnate can become the avatar of a god for 15 elixir points. They recovers all their health points and get 1 more hand to hand **ATTACK** die and 1 more ranged **ATTACK** die until the end of the game. This is not a bonus die, so it can be re-rolled. Additionally, the mystic pool of their unit immediately recovers 15 faith points and 15 mana points. This can be done only once per incarnate per game.

Before an incarnate rolls a characteristic test, you may roll 1 more die for 1 elixir point, and/or re-roll all failures for 1 elixir point.

When a characteristic test is taken against an incarnate, for 1 elixir point you may force your opponent to re-roll all of their successes.

When an incarnate's unit has to roll a **COURAGE** or **Fear** test, the test is automatically a success for 1 elixir point. The success does not make the unit immune to the **fear** that caused the test.

If an incarnate is eliminated during the round, they can be resurrected before the Time Out phase at a cost detailed on their profile. They come back into the game with all their health

points and attributes, and their unit gets a number of mana points equal to their **ENERGY** and a number of faith points equal to their **FERVOR**. Return the incarnate to their unit (respecting formation rules). They cannot be placed in contact with an opponent.

If there is not enough room to place the miniature, the resurrection does not happen and the elixir points are spent nonetheless. If their unit does not exist anymore, or if the incarnate was eliminated by another incarnate, they cannot use this feat.

SETUP

Choose or randomly roll a **battle**. Build **companies** with a set number of **army points** (AP). Set up terrain as indicated on the map, or place terrain depending on the type of battlefield.

Mark out deployment zones, as indicated by the scenario council. Then roll a first **authority opposition**. The winner chooses which player starts deploying first; this player places their first unit inside their deployment zone. The player to their left then deploys their first unit, and so on, with players taking turns to place their units one after the other.

Once all the units have been placed, the players begin the game with the Tactical phase on the first round of the game.

Battlefield types

When there is no map, divide the battlefield into as many zones as there are players, then decide on the amount and nature of the terrain elements you will use.

Borderland: Players take turns, starting with the youngest, to pick a terrain element and place it on the battlefield. Once all the elements are placed, each player rolls a die: whoever obtains the highest result gets to pick their zone first and then, in clockwise order, the other players choose their zone.

Pacified region: One player is the attacker and the other is the defender. The defender chooses half of the terrain elements and places them in their zone of the battlefield. Then the attacker does the same with the remaining elements.

War of positions: Each player's zone is determined randomly, then each player chooses a terrain element and places it in their zone, starting with the youngest. Once all the elements have been placed, begin the battle.

The activation sequence

There are 6 game modes for ordering the activation sequence, listed in increasing level of complexity. Choose one or roll:

🎲 **Barbarian:** No activation sequence. Taking turns, players reveal the card of their choice from their deck and activate the corresponding unit. Revealed cards are put to one side.

🎲 **Marauder:** The default sequence. Players shuffle their cards into a single facedown deck. The first active player draws a card and hands it to its owner, who becomes the new active player, and the unit on the card is activated. When all the unit's activation is over, the player on the left of the player who originally drew the card, draws a card and activates its unit, etc.

🎲 **Warlord:** Each player shuffles their deck and places it facedown in front of them without looking at it. The first player reveals their first card and activates its unit, followed by the next player, etc. Every player has a random activation sequence.

🎲 **General:** Each player places their cards in front them, facedown, from left to right in the order they wish to play them.

🎲 **Master Strategist:** Players prepare their activation sequences in secret. Then all players simultaneously reveal their cards in front of them, left to right in their desired activation order.

🎲 **Military Genius:** Players prepare their activation sequences in secret. Players are divided into 2 sides. All the players simultaneously place their cards in front of them, left to right in their desired activation order; one of the sides with cards faceup and the other with cards facedown. The side that placed them faceup remains the same for the whole game.

THE AGE OF THE RAG'NAROK
CONFRONTATION

UNIVERSAL TABLE OF RESOLUTION

|	... / -6	-5 / -4	-3 / -2	-1 / 0 / +1	+2 /+3	+4 / +5	+6/...
⚪	6	5+	4+	3+	2+	🔴

TACTICAL PHASE

1. Order activation sequence

2. Authority opposition

Each player rolls a die add adds their commander's **AUTHORITY** 🛡 to the result. If there is no commander, or the commander is in rout, **AUTHORITY** = 0.

⬛ Player automatically loses authority opposition.

🔲 If all players roll this, all re-roll.

🟥 Player may re-roll and add the result. If the re-roll is a ⬛, the authority opposition is lost. You can continue to re-roll as long as it shows a 🟥.

If several players roll a 🟥, the player whose commander has the lowest **AUTHORITY** re-rolls first.

If the Commander is a *Strategist*, a bonus die is rolled (only the best die is kept).

The player with the highest final result wins the authority opposition. On a tie, re-roll the test.

The winner of the authority opposition chooses who the first active player will be.

ACTIVATION PHASE

Players take turns to activate units. Active player:

1. Draw, reveal or pick a card

Barbarian mode: Pick a card and proceed.

Marauder mode: Reveal a card and proceed; or place the card in reserve and pass your turn. On your next turn you can play your reserve.

Any other mode: Reveal the first card of your activation sequence and proceed; or put the first card of your activation sequence in reserve.

2. Activate a unit

An activated unit can perform one of the following actions. Announce actions before measuring.

Walk; walk and/or ranged attack and/or ritual/ communion; run and/or ritual/communion; assault and/or ritual/communion. (Actions in any order.)

Routing units try to **rally** during their activation. Resolve a **COURAGE/FEAR** test against a difficulty of 1. Units that succeed are no longer in rout.

When a **non-creature unit fallen to below half its original size** is activated it must make a **COURAGE** test to see if it becomes in rout.

The activation phase ends once each player has revealed their entire activation sequence.

CONTROL PHASE

The player who won the authority opposition resolves the entire control phase first.

1. Calculate faith and mana points

Number of faith points = total **FERVOR** of every faithful in the unit + number of unit members.

Number of mana points = sum of 2 dice (if the unit contains an incarnate magician) or result of 1 dice (if not) + total **ENERGY** values of unit's magicians.

2. Maintain effects

Starting with the authority opposition winner, manage ongoing effects in order: Costs > Negative effects > Abilities > Resurrection and Reinforcements

3. Collect elixir

Each player obtains **elixir points** corresponding to the **objectives** they control.

An objective is controlled by the player with the greatest total **POWER** within 10 cm (each fighter on an infantry base has a **POWER** of 1; each fighter on any larger base has a **POWER** of 2).

Fighters in rout do not count. An objective remains under control until the next control phase.

UNIVERSAL TABLE

To perform an action subtract the action's **difficulty** from the **action value** to find the result needed.

⚪ The action succeeds on a 🟥 and the total number of successes is halved (rounded up).

🔴 The action succeeds on a 🔴 and all 🟥 and 🔴 give bonus dice as if they were 🟥.

Then roll dice:

COURAGE test: One die for the unit. If several dice may be rolled, use only the best result.

ATTACK test: All dice 🎲 used in an attack.

STRENGTH test: As many dice as the number of hits.

Each die that shows a result equal to or greater than the number required is a **success**.

DAMAGE

When a fighter is hit by an attack or game effect that could wound him, make a universal table test:

Action value = weapon's **STRENGTH** 💀.
Difficulty = target's **RESILIENCE** 🛡.

Movement · **Defense** · **Resilience** · **Dice** · **Attack** · **Strength**

Fervor · **Energy** · **Courage** · **Fear** · **Authority**

MORALE

Fighters with **FEAR** 😨 are *frightening* and use their **FEAR** value to resolve any **COURAGE** tests they must make. All rules that apply to **COURAGE** apply to **FEAR**.

Commander's unit rolls 2 dice to resolve COURAGE tests.

A valiant unit must take a COURAGE test:

During its activation: If the unit has fallen to below half its original number. **Difficulty = 1**, modified by:

+ 2 if the unit is engaged with greater **POWER**;
+ 2 if the unit is engaged with a *frightening* unit.

During an assault involving a *frightening* unit:
Action value = highest **COURAGE** 😨.
Difficulty = highest **FEAR** 😨 in the *frightening* unit.

During an assault involving 2 *frightening* units, only the one with the lowest **FEAR** takes the test.

During an assault, a unit automatically succeeds any **COURAGE** test whose difficulty is lower than or equal to a **FEAR** value it has already resisted.

When a unit fails its **COURAGE** test it is in **rout** (unless it is the active unit assaulting a frightening unit, when its activation ends and it remains where it is).

A company earns 1 elixir point each time one of its units rolls a 🎲🎲 when passing a COURAGE test.

In rout

A unit in rout tries to leave the battlefield as quickly as possible.

— **AUTHORITY** and **ATTACK** of its members = 0;
— It flees when activated, disengaging if necessary;
— It cannot use any tactics.
— It cannot shoot or use mystic effects (but recovers mystic resources as usual).
— It does not count towards the control of objectives.

Units in rout never need to take **COURAGE** tests (except for rallying tests)

Fleeing

When a unit flees, all of its fighters in contact with any enemy fighter are eliminated.

A fleeing unit moves **twice its MOVEMENT** towards the nearest battlefield edge in scattered formation.

A fleeing unit is eliminated if one of its fighters leaves the battlefield; or if its fleeing movement brings it in contact with an enemy unit.

Rallying

At the beginning of its activation, if a unit is in rout, it attempts to **rally** by rolling a **COURAGE** test.

On a success the unit regains its valiant state.

WAR STAFF

A **war staff** is an incarnate with a standard bearer and/ or a musician. A unit can include only one standard bearer.

War staff including a standard bearer: Units in LOS of the standard can use the **COURAGE**, **FEAR** and **AUTHORITY** values of a war staff to resolve their own Courage or Authority tests;

War staff including a musician: Units within 30 cm of the musician can use the musician's tactic;

Both effects are combined if the war staff is complete. A unit can only benefit from the effects of a single war staff. The values shared by the war staff are those the incarnate would use if they had to take the test themself. The advantages of war staffs do not apply if their unit is in rout.

INCARNATES

When attacking from range, the incarnate shoots in their own separate salvo and can choose a different target. In melee, they have their own separate combat.

Unless specifically targeted, a unit's incarnate never suffers any **ATTACK** or **STRENGTH** tests as long as there are other fighters in the unit.

Feats

Each feat can only be performed once per incarnate per activation, including that of an enemy unit.

1 elixir point During a ranged attack, the incarnate can choose which fighter of the unit they shoot at.

15 elixir points A rank 3 incarnate can become the avatar of a god. They recovers all their health points and get 1 more hand to hand **ATTACK** die and 1 more ranged **ATTACK** die until the end of the game. The mystic pool of their unit recovers 15 faith points and 15 mana points. This can be done only once per incarnate per game.

1 elixir point When rolling a characteristic test, roll 1 more die.

1 elixir point When rolling a characteristic test, re-roll all failures.

1 elixir point Force your opponent to re-roll all of their successes when they roll a characteristic test against the incarnate.

1 elixir point A **COURAGE** test taken by the incarnate's unit is automatically a success. This does not make the unit immune to the **fear** that caused the test.

An eliminated incarnate can be resurrected before the Time Out phase at the cost on their profile, unless their unit does not exist anymore, or they were eliminated by another incarnate.

UNIVERSAL TABLE OF RESOLUTION

... / -6	-5 / -4	-3 / -2	-1 / 0 / +1	+2 /+3	+4 / +5	+6 /...
🌑	6	5+	4+	3+	2+	🔴

ACTIONS: Assault

Measure the distance between the assaulting unit and the designated enemy unit.

If greater than twice the unit's MOVEMENT, the assault fails. The unit moves as close as possible to the target unit and remains in formation.

If less than or equal to twice the unit's MOVEMENT, the unit goes into scattered formation. The assault succeeds and both units are engaged.

When a unit leaves a melee, it **disengages**. The fighters in contact with the enemy are eliminated.

Frightening units

An assault involving at least 1 *frightening* unit requires a **COURAGE test**.

If test fails and it is the active unit, its activation ends and it remains where it is. If the unit fails and it is *not* the active unit, it is in rout.

Charge

The assaulting unit **charges** on these conditions:

– the unit was free at the time of its activation;

– the assault succeeded;

– its **POWER** is greater or equal to the assaulted unit.

A charge gives an extra re-roll on attack tests until the end of the round.

ACTIONS: Ranged Attacks

Ranged attacks are resolved before or after movement.

1. Choose target and marksmen

Designate an enemy unit in LOS as the unit's **target**. You cannot target an engaged unit. Only the marksmen who can see the target unit can shoot.

2. Measure range

Measure the range from leader to leader.

If there is **interference** increase the difficulty of the ranged attack by 2 points.

3. Ranged attack test

Roll ⟶ **Dice** 🎲, multiplied by the number of marksmen.

Action value = ranged weapon's **ATTACK** ⊗.
Difficulty = **range**.

Each success is a hit; each failure a miss.

4. Strength test

Roll 1 die per hit.

Action value = ranged weapon's **STRENGTH** 💀.
Difficulty = target unit's **RESILIENCE** 🜂.

Each success inflicts 1 damage point.

5. Remove losses

Active player distributes damage points, starting with closest targets.

Area of effect weapons

Place the template over a targeted fighter in LOS.

If at least 1 failure is rolled on the ranged attack test the shot **deviates**. Roll a die for the direction of the deviation and move the template 1cm in this direction per failure on the ranged attack test.

Then determine the affected zone:

– On a 🌑 the shot misses completely;

– On all failures, the AOE is that of the weapon;

– On at least 1 success, the AOE is that of the weapon multiplied by the number of successes. Above 10, the AOE is 10 and all fighters affected suffer 2 **STRENGTH** tests.

ACTIONS: Hand to Hand Attacks

A fighter can only fight against enemies in contact with their base or miniature.

Resolve each combat as follows:

1. Choose weapon

2. Hand to hand attack test

Roll fighters' ⚔ **Dice** 🎲.

Action value = attackers' **ATTACK** ⊗.
Difficulty = defenders' **DEFENSE** 🛡.

Each success is a hit.

3. Strength test

Roll 1 die per hit.

Action value = attackers' **STRENGTH** 💀.
Difficulty = defenders' **RESILIENCE** 🜂.

Each success inflicts 1 damage point.

5. Remove losses

Active player distributes damage points.

RECRUITMENT

Each player controls a **company**, split into as many **banners** as desired, themselves split into **units.**

Players build their companies from an agreed-upon number of **army points** (AP).

A company must include at least 1 **incarnate** to command it. The **commander** is the **incarnate** with the greatest **AUTHORITY** 👑 in the company (on a tie, or if there are several possible commanders, the player chooses).

An incarnate joins a unit in their army and is always its leader; every unit may have one, but only one may be in each unit. They cannot be chosen to constitute a unit on their own. They are not counted in a unit's standard or maximum number of fighters, but their cost in AP is added to that of the unit.

An incarnate can join any unit of the company, unless their description says otherwise. If an incarnate is a champion of a particular type of standard fighter, they can only join units composed of these troops.

An incarnate can be given artifacts, rituals and communions during company building. The total cost of these **attributes** must be equal to or lower than the number indicated in the incarnate's description.

A company is built around a 5 slot **order of the banners**. Only the **!** slot is compulsory. Each slot is a category of unit and its **rank** (1, 2 or 3), and can be filled only once per banner. All slots in a banner must be filled before starting a new banner.

Units have a **standard** number of fighters (the minimum the unit can have; extra fighters may be added at the cost indicated if the maximum size is not exceeded) and a **maximum** (not including incarnates) number of fighters. If a unit is allowed **special fighters**, each *replaces* one of the unit's standard fighters at the cost indicated.

All the fighters in a unit have to come from the same troop type, but a unit can include both standard fighters and special fighters. Both types count towards the unit's number of fighters.

You may include, in each banner, a single unit from one of the peoples your army is **allied** to (the alliances are Light, Destiny, and Darkness). This unit must respect the company's order of the banners and fills a slot in the banner it has joined.

When using an order of banners from a specific **house**, only generic incarnates, and incarnates belonging to that house, may be used. If an incarnate from a different house is used, it takes up the one allied unit allowance for that banner.

Assault units are those available at the game's start.

Reinforcement units join a battle when conditions specified in the scenario have been fulfilled. The commander cannot be part of the reinforcements. A company whose remaining incarnates are still reinforcements doesn't have a commander until an incarnate enters the battlefield.

THE WAR COUNCIL

Approach

The **approach** is how the miniatures are brought into play; usually by deploying them in a deployment zone. Units must respect formation rules when they are placed, and all fighters in a unit must fit within the deployment zone.

When there is no map defining the deployment zones, the companies are deployed in **battle lines**. Split the battlefield down its width into two equal halves. Each player's deployment zone begins 15 cm away from this line.

Sometimes a company is not deployed before the battle. Instead, the units enter the battlefield directly from the edge of the battlefield during their first activation.

Objectives

Fulfilling a battle's objectives allows the company to generate elixir points. These can be spent to trigger incarnate special powers, and are also used as victory points. The player with a set number of elixir points — or who has the most — at the end of the game wins.

Objectives may include controlling a zone or a terrain element; eliminating certain enemy units; or evacuating units from the battlefield.

Special rules

This part of the war council details the battle's special rules.

Truce

This indicates the circumstances that end the game and how elixir points are counted to determine the winner.

To randomly select a battle, roll 1 die:

- ⚀ **Pitched Battle**
- ⚁ **King of the Hill**
- ⚂ **Invasion**
- ⚃ **Charge!**
- ⚄ **Skirmish**
- ⚅ **Breakthrough**