

# **Confrontation : Age of the Rag'Narok**

## **FAQ 2018**





Hi there !

This FAQ of **CONFRONTATION: THE AGE OF RAG'NAROK** aims to clarify / simplify / streamline the games, and to decide once and for all recurring questions, even if it means cutting into the fat of the rules, by removing exceptions, by grouping effects from similar games, that sort of thing. But without rewriting the rules, the Army Books (subsequently called the "LA"), and the mystical effects as the authors of the "Reunion" format were able to do, whose work I greatly respect, but I which unfortunately I haven't had the courage to analyze in detail, precisely because I find that they modify the game too deeply.

I would like to send a HUGE thank you to Jean-Sébastien "*Elladriel*" LEFEVRE, author of the first FAQ, who compiled **all** the rules questions posted on the (defunct) Confrontation forum, and the (official!) answers from the Red Dragons to the time.

*(You will find on the next page Jean-Sébastien's foreword which introduced his 2010 FAQ)*

Alas, the clarity of certain explanations, the more or less literary and/or role-playing styles of the various speakers, even (and this is what motivated this new FAQ the most), the **contradictions** between the various answers provided (official, let us recall -le), did not satisfy me.

So I took the basic material of *Elladriel*, and added my interpretations of certain rules points from my experience as a spinner to make "Lajdurague" THE game I want to play.

The Q&A of the type "the answer is in the question" (in particular on everything concerning tests (or rather what is not!) (mana recovery, Regeneration...), exploits , etc.), or anything that closely or remotely resembles " Yes, but at Rag'Narok it wasn't like that, so suddenly I was wondering..." went by the wayside.

*(I'm actually surprised that I didn't come across a question like: " But can we run at Lajdurague? Nah, there are games where we can't, so I thought... "... [troll ])*

Similarly, all references to "Living Dead", "Dirz", "Wolfens", "Alahans" etc, are obsolete, and must be replaced by the corresponding Totems (ARIES, SCORION, WOLF, etc. ).

I also transposed the "philosophy" from what we could see in the official "paper" Army Books (LA) (GRIFFON, WOLF, LION, ARIES, and SCORPION) to the first Army Books "pdf ".

For now, I'm not talking about the "amateur" LAs released since (JACKAL, DRAGON, HYDRA, HYENA, RAT...), I'm just dealing with the official Rackham base material. But I am at the disposal of their authors... ;-)

I have finally grouped the themes of the questions by army and by sequence of play, I hope that this abandonment of the alphabetical sorting dear to *Elladriel* will not be prohibitive to you.

*You will see appearing in several places small inserts like this one written in red-italic-highlighted "© Triz", which I added when I found it necessary to justify my decisions, or to argue them a little better than "say kome sa picétou".*

**The paragraphs highlighted in blue are the "deep" modifications that I have made to the rules or a VERY broad interpretation that I have been able to make of them (says the guy who criticizes the people of Reunion Island for modifying the game too much... #MauvaiseFoi).**

Happy reading, and above all, happy gaming!

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FAQ (Frequently Asked Questions).

Showdown: Age of the Rag'Narok

Last update by Jean-Sébastien "Elladriel" LEFEVRE: 03/01/2010.

Foreword

*This document is an amateur document based on the RACKHAM universe and more precisely on Confrontation l'Âge du Rag'Narok.*

*All the elements transcribed here are the property of RACKHAM ENTERTAINMENT.*

*Its only claim is to facilitate access to information and knowledge of the rules, around a game, when it is laborious to stop to search the internet.*

*Following a post on the Confrontation forum, the "Red Dragons" informed us that they did not wish to repeat the experience of Confrontation 2, by reproducing a FAQ*

*However, having been an assiduous player at that time, when the rules could not be simpler (4 small blister format booklets constituted them), this document was a bible for any player wishing to make the most of his passion.*

*Indeed, it removed many questions already decided, if not almost all, and allowed us to focus on the game, and not on rules debates.*

*So certainly this document was 84 pages at the end. So what?*

*If it brought a multitude of answers to the particular cases which cannot miss to occur in a game of miniatures, in particular with the interactions between such or such element, why deprive oneself of it?*

*It also seemed to me when designing this document (4 days of work - Thank you Flu A) that CADR needed it even more than Confrontation 2 at its time, if only by taking into consideration the many typos who slid from right to left.*

*The questions transcribed here are all taken from the Confrontation forum (forum.confrontation.fr).*

*Were not transcribed only those that either had already been asked, or did not shed any light on the rules, except: The answer is page 89.*

*I added to it to avoid the multiplication of documents, the official errata of 09/18/2009.*

*To find your answer search by "keyword".*

*Example: You have a "Relentless" troop that is "Disengaging", and you want to know what is happening to them? So look for "Relentless" or "Disengagement".*

*I will try to update this document regularly.*

*Do not hesitate to let me know your thoughts,*

*Playfully,*

*Jean-Sebastien "Elladriel" LEFEVRE*

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# THE ARMY LIST

## Weapon e (Company)

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A company is made up of one or more Banners.

A Banner is made up of one or more units (generally a maximum of 5) and must include at least one Incarnate.

A unit is made up of one or more fighters, and can be joined by an Incarnate, or even be made up entirely of Incarnate(s).

Fighters can be standard fighters, specialists, or incarnates.

Barring exceptions (Bards and Agent of the Chimera of the LION, Acolytes of the SCORPION, etc.), it is not possible to take several copies of the same specialist within the same unit (no double standard bearer to gain +4 in COU, no double-monk-warriors for +[X] points of Faith...). This also concerns the Skull Warriors...

### LA paper / LA pdf

*I can't force you to play without the LA pdf "v1" (released before the LA paper, and including all the profiles), nor without the LA pdf "game aid" (released AFTER the LA paper, and including the profiles absent from LA papers), but I invite you to consider LA pdf units and incarnates ("v1" and "game aid") as allies of LA "paper". © Triz'*

### Affiliate company

It is not possible to play different affiliations of the same people in an army:

For example, in a SCORPION army, the moment a Shamir banner is completed (with its 5 choices filled), it is not possible to start a Theben banner and add it to the army.

*Well, afterwards, between friends, or as part of a scenario, we do what we want, huh...*

*In this case, it is SEVERAL allied armies played by the same player. © Triz'*

### Unaffiliated company (generic banner)

The generic banner allows any Incarnate to be employed, regardless of their original affiliation. It corresponds to the army of the people in question when all its factions contribute to the creation of a company.

Of course, you can use their reserved artifacts.

### Allies from another faction

You can take an Incarnate from another faction as an ally. For example, recruit Meliador (Kallienne) in a LION company affiliated with Manilia.

If Meliador joins a Manilia company, he does not benefit from the advantages and disadvantages of the Kallienne barony.

### Allies from another people

The armies of the LA "pdf" respect the great alliances:

- Light: DRAGON, GRIFFIN, LION, MINOTAUR, BOAR
- Darkness: ARIES, DEER, HYDRA, HYENA, SCORPION, SNAKE
- Destiny: Eagle, TREE-SPIRIT & JACKAL, WOLF, RAT, BEETLE
- Not aligned *but allied with everyone © Triz'*: IMMOBILIS

The armies of the "paper" LAs respect the alliances detailed in their respective LAs.

Your allies will use the army gift corresponding to that of your company and not to their original people.

An Incarnate can only join one unit of his own people, but he can do so even if that unit is employed under the alliance rules.

For example, a Templar unit recruited using the alliance rules in a LION army can only include a GRIFFIN Incarnate who is himself capable of commanding the unit in question. An Incarnate of the LION cannot be the leader.

- Your allies will draw, if they can, from the list of artefacts specific to the people of your company.
- Among your allies, only a very small minority of mages, if they have the appropriate path of magic, will draw in the list of rituals specific to the people of your company.
- The faithful of your allies do not have access to any communion.

*Official Rackham answers. Personally, it wouldn't shock me if allied mystics started their own rituals and communions, or if allied warriors came with their own magic items. © Triz'*

## Units

---

### Rang

The rank of a unit is that of the troops that compose it.

Titans and War Machines have no rank. All references to rank (Gift of the SCORPION...) do not apply to these units.

*I know some © Triz' who wanted to summon units using Belial's Horns of Darkness... Ah ah ah... NOPE!*

On the other hand, servants have a rank when they can act independently of their machine (if they are represented by separate miniatures). This rank is mentioned in their profile.

### War Machines / Fixed Artillery

War machines requiring servants (the Cannon (GRIFFON), the Ballistas (LION and SERPENT), the Argument and the Casse-Montagne (RAT), the Scorpio (SCORPION)) use all the skills and special rules of the **fixed** artillery :

- **Leader:** The war machine is the leader of the unit, the servants must therefore stay within 10cm of it.
- **Movement:** The war machine **cannot move**. The fighters of his unit can still move around the machine, within the limit of their Movement, and within the limit of unit cohesion (*"Each fighter is 10 cm or less from the leader (= the war machine). Each fighter is within 2.5 cm or less of another fighter in the unit."*)

This also concerns "mystical" moves (other than standard moves: Chimerical Move (LION), etc.).

- **Fixed artillery:** When a shot is fired using the war machine, the player rolls as many dice as the value indicated on the war machine's profile card multiplied by the number of servants.
- **Engagement:** The war machine poses no threat in contact. She cannot engage enemies although she can be engaged. The fighters who disengage from it are not eliminated.
- **Shooting at the unit:** The war machine does not suffer any damage points following a ranged attack or a mystical effect as long as there is at least one servant remaining in its unit. Excess damage points are ignored.
- **Shooting at the War Machine:** It is possible to take The Ballista as the specific target of a ranged attack or a mystical effect. Excess damage points are ignored.
- **Servants:** The servants of the war machine are the fighters whose profile is named "the servants". Also, they are the only ones who can use it to make a ranged attack. The servants of a unit cannot use the war machine of a unit other than their own.
- **Incarnate:** Incarnates cannot join a war machine unit.

### Mobile War Machines

War machines that do not require servants or whose servants are not represented by separate miniatures (the Demonic Tower (HYDRA), the Chariot and the Golems (see page 61) (BOAR), the Orc Ballista (see page 66)) behave like normal units except that they cannot be joined by incarnates.

### War machines, special case

The Gates of Hell (ARIES) are fixed War Machines, without servants.

## General Staff from LA "pdf"

These are residues of Beta Rag'Narok 2 and what was not yet called Conf'4...

- Standard Bearers / Flag Bearers / Icon Bearers / ... give a +2 bonus in COU for all the unit's COU Tests.

- The Musicians have no interest (*apart from looking pretty*), at least until we invent tactics specific for each of their respective units...

## "Paper" LA Staff

- The Standard Bearers / Flag Bearers / Icon Bearers / ... give a bonus of +2 in COU for all Unit COU checks, not a +2 bonus to their COU characteristic.

*Yes, this is a clear and clean modification of the staff rules © Triz'. It's a Courage nerf (no more Courage transmission from incarnates in line of sight), but Fear is an area I'm still thinking about (see the variants section).*

*One of the objectives of this modification (bonus to the Test and not to the character), above all allows me to no longer see Hyperian Lion Knights at 13 LITTLE thanks to the Red Lioness... ÿ Reminder: Belial has 10 LITTLE, i.e. 2 out of 3 chances of fleeing from the Red Lioness on horseback... There you go...*

## Leader (resurrection)

If the resurrection involves a non-Incarnate former leader, the leader status does not change hands. The new leader remain a leader.

If it is an Incarnate resurrection, on the other hand, the Incarnate regains his leader status upon his return. All the conditions relating to the formation of the unit (position of the leader, etc.) must however be respected during its formation. return.

## Mana pool / faith

The pool of Faith Points is not limited.

Mana pool is limited to 30 gems.

These pools are calculated for the first time when the unit is deployed (so units can cast their first mystical effects as soon as the deployment ends).

*I'm thinking in particular of "Divine Command", a ritual from LA GRIFFON © Triz'.*

# Miniatures (size of Bases)

*In my opinion (© Triz)', we **NEED** bases to clarify all the rules of measurement, contact, and engagement (I am thinking in particular of the rules of extension, compact formation, etc.).*

*So I assigned base dimensions to the different miniatures without bases (Sophet, War Machines...), more or less arbitrarily: The ballistae on Ø40, the cannon on Ø50, etc...*

*The Char Nain is a little cramped on its Ø80, but the Ø130 is clearly too big, it would take an intermediate Ø100... Or a Ø80mm for the tank itself and a Ø65mm for the razorbacks...*

*I also find the Minotaurs a bit cramped on their Ø40s, and I wonder if this isn't also the case for the Trolls...*

*Unfortunately, I don't have a Mountain Breaker on hand to find the "right size". Ø65 ??? Ø80 ???*

*This list is taken from the official RACKHAM list. I've updated it with previous plastic miniature releases (Chimera, Scorpion Creatures, etc), and Red Dragon responses (Cloning Vats, etc).*



|                             |                     |        |
|-----------------------------|---------------------|--------|
| <b>EAGLE</b>                | Infantry            | 30 mm  |
|                             | Wolfens             | 40 mm  |
|                             | All riders          | 50 mm  |
|                             | Archons             | 50 mm  |
|                             | Norrstrom           | 50 mm  |
| <b>TREE-SPIRIT</b>          | Infantry            | 30 mm  |
|                             | Grakkha             | 50 mm  |
|                             | Behemoth Troll      | 40 mm  |
|                             | Kamahru             | 50 mm  |
|                             | Ballista            | 80 mm  |
| <b>BELIER</b>               | Infantry            | 30 mm  |
|                             | Horsemen / Centaurs | 50 mm  |
|                             | The Great Skull     | 40 mm  |
|                             | Gargoyle            | 40 mm  |
|                             | wolf zombie         | 40 mm  |
|                             | Cerberus of Acheron | 50 mm  |
|                             | Sophet Drahas       | 65 mm  |
|                             | Chair's Golem       | 80 mm  |
|                             | Bélial              | 80 mm  |
| <b>CERF</b>                 | Infantry            | 30 mm  |
|                             | Cavaliers           | 50 mm  |
|                             | Formors             | 40 mm  |
|                             | Chien de Scathach   | 40 mm  |
|                             | Balkron             | 40 mm  |
| <b>JACKAL</b>               | Infantry            | 30 mm  |
|                             | Cavaliers brontops  | 50 mm  |
|                             | Doubt -Morkhai      | 50 mm  |
| <b>DRAGON</b>               | Infantry            | 30 mm  |
|                             | Echahim             | 40 mm  |
|                             | Nova cynwälls       | 40 mm  |
|                             | Pulsar              | 50 mm  |
|                             | Dragon cynwäll      | 65 mm  |
|                             | Wyrn                | 130 mm |
| <b>ELEMENTARY IMMORTALS</b> | Infantry            | 30 mm  |
|                             | Elementary          | 40 mm  |
|                             | Unicorn             | 50 mm  |
| <b>GRIFFON</b>              | Infantry            | 30 mm  |
|                             | Cavaliers           | 50 mm  |
|                             | Canon               | 50 mm  |
|                             | Griffon             | 80 mm  |
| <b>HYDRA</b>                | Infantry            | 30 mm  |
|                             | Cyclops             | 40 mm  |
|                             | Larve chtonienne    | 40 mm  |
|                             | Mid-Nor Fire Spit   | 50 mm  |
|                             | Abyss Prowler       | 50 mm  |
|                             | Demonic Tower       | 50 mm  |
|                             | Yh -Sabahal         | 50 mm  |
|                             | Hydra               | 130 mm |

|                  |                          |             |   |
|------------------|--------------------------|-------------|---|
| <b>HYENE</b>     | Infantry (Half-Elves)    | 30 mm       |   |
|                  | Devourers (Wolfens)      | 40 mm       |   |
|                  | The Korgan               | 40 mm       |   |
|                  | Shurat                   | 50 mm       |   |
| <b>Immovable</b> | Infantry                 | 30 mm       |   |
|                  | Cavaliers                | 50 mm       |   |
|                  | Militia dogs             | 40 mm       |   |
|                  | Morzath                  | 40 mm       |   |
|                  | Nurbald                  | 50 mm       |   |
|                  | Ogres                    | 40 mm       |   |
|                  | Handler + Dog            | 50 mm       |   |
| <b>LION</b>      | Infantry                 | 30 mm       |   |
|                  | knights                  | 50 mm       |   |
|                  | The Chimera              | 65 mm       |   |
|                  | Ballista                 | 40 mm       |   |
| <b>WOLF</b>      | animations               | 30 mm       |   |
|                  | Wolfens                  | 40 mm       |   |
|                  | Worgs                    | 50 mm       |   |
| <b>MINOTAUR</b>  | Infantry                 | 30 mm       |   |
|                  | Fils d'Ogmias            | 40 mm       |   |
|                  | Spasm Warrior            | 40 mm       |   |
|                  | Minotaures               | 40 or 50 mm |   |
|                  | Sinshera                 | 40 mm       |   |
|                  | Centaur                  | 50 mm       |   |
| <b>RAT</b>       | Infantry                 | 30 mm       |   |
|                  | Dai-Bakemonos            | 40 mm       |   |
|                  | Goreth le Massif         | 40 mm       |   |
|                  | war troll                | 40 or 50 mm |   |
|                  | Troll noir               | 40 or 50 mm |   |
|                  | Red Troll / Boob Eater   | 50 mm       |   |
|                  | Rat Riders               | 50 mm       |   |
|                  | Goblin Crazy Wheels      | 50 mm       |   |
|                  | Mountain Breaker         | 65 mm       | To be confirmed with the fig in the hands...  |
| <b>BOAR</b>      | Infantry                 | 30 mm       |   |
|                  | Fenggar 2                | 40 mm       |   |
|                  | Dwarven bombers          | 50 mm       |   |
|                  | Warrior-Mountain         | 50 mm       | Even if for the principle, I think it deserves a Ø65..                                      |
|                  | Razorback Mounted Troops | 50 mm       |   |
|                  | Char nain                | 80 mm       | It's a little tight, it would take Ø100, but that doesn't exist in the "Rackham" range... y |
|                  | Steel Golem              | 80 mm       |   |
|                  |                          |             |   |
| <b>SCARABEE</b>  | Infantry                 | 30 mm       |   |
|                  | Guerrier Mandigorn       | 40 mm       |   |

|                      |                            |          |
|----------------------|----------------------------|----------|
| <b>SCORPION</b>      | Infantry                   | 30 mm    |
|                      | Centurion Clones           | 40 mm    |
|                      | Nemesis and Nemesis Prime  | 65 mm    |
|                      | Dasyatis et Dasyatis Prime | 65 mm    |
|                      | The Desert Rose            | 40 mm    |
|                      | Dirz's Tigers              | 40 mm    |
|                      | Aberration Prime           | 65 mm    |
|                      | Nefarious Clone            | 65 mm    |
|                      | All riders on horseback    | 50 mm    |
|                      | Cloning tank               | 65 mm    |
|                      | Scorpio                    | 40 mm    |
|                      | Tarascus                   | 130 mm   |
|                      | <b>SERPENT</b>             | Infantry |
| Ophidians (reptiles) |                            | 40 mm    |
| Ballista             |                            | 40 mm    |

To be confirmed with the fig in the hands... Would need Ø200mm, right?  
But there's no bigger than 130...

# THE ARMY

## The Eagle

---

All Eagle mages can cast all the Rituals of the Army Book (mastery of the Air Element and the Way of the Winds path).

Only Neon cannot cast the Communion Prophecy of the Eagle because he does not master the Destruction Aspect.

### Storm Archers

There are no special fighters among the Storm Archers.

### Hurricane Knights

It is of course not possible to recruit 3 special fighters when the unit is at its minimum strength (2 Fighters).

### Course of the winds

See the "Leap" skill

### Storm Creatures

There are no special fighters among the Storm Creatures.

### wind spirit

Authority opposition is NOT a Test! It is the FINAL result which is equal to 5 (Authority + 1D6), not the result of the die.

### Favor of Destiny

All **tests** performed with the Incarnate can be re-rolled once more.

The test is restarted entirely. This relaunch takes place before any relaunch of failures and/or successes.

### Thunder Talon

The results   and are interpreted as  during hand-to-hand Strength tests of the targeted unit.

**Yes, it really looks like a big free © Triz' nerf, but take a look at the chapter "Column shifts and contradictory shifts" on page 43, you'll see that it suits me (and that it simplifies) VERY much...**

### Tornado

This card cannot be placed OVER or UNDER a figurine, nor astride a piece of scenery. It must be placed entirely on open ground.

# The Spider and

---

RAS (no official LA).


# The Spirit Tree / The Jackal

All the mages of the Tree-Spirit can cast all the Rituals of the Army Book (mastery of the Earth Element and of the Instinctive Magic path).

Only Shaka-Umruk cannot cast Communion Breath of the Spirit Tree (he could equip it despite only having one attribute point thanks to the Spoils of War and Thread of Fate Artifacts ( LA Aigle)) because he does not master the Creation Aspect.

## Bahata Mahata

The Bahata Mahata communion is of the Alteration aspect (no follower of the Tree-Spirit masters Destruction...).

The results   and  are interpreted as  during the unit's next characteristic test.

*Yes, it really looks like a big free nerf © Triz', but take a look at the chapter "Column shifts and **contradictory** shifts " on page 42, you'll see that it suits me (and that it simplifies) VERY much...*

## Tribal banner

A standard bearer provides a +2 bonus to his unit's Courage Tests.

*See General Staff rules for armies without a paper Army Book (page 7). © Triz'*

## Spoils of war

This artefact does not allow you to take Howls of the WOLF thanks to the Horn of the pack (THE WOLF).

## Gift of the Spirit Tree

The Gift of the Tree-Spirit only concerns the Strength Tests of the fighters! That is to say, body attack and ranged attack (in other words, the Force characteristics **written on the profile cards**).

This perk **does not apply to** the Strength of mystical effects, artefacts, etc.

## Gift of the Vulture

This communion does not cancel interference penalties for shooters, and does not allow "shooting through walls".

For mystics, on the other hand...

## Bitter

If Ghorak is recruited into a unit of dirz Tigers (Syhar Sighthounds (SCORPION)), he retains his advantages (MOV 15, leap, and FEAR 7) even if the Tigers are "prematurely" decimated.

## Kolgor

Kolghor has 5 Defense and 5 Resistance.

## root of time

The Root of Time Communion can only be cast once per game. *You imagine ? © Triz'*

## Ruse du Chacal

The Jackal's Cunning ritual can only be cast once per game. *You imagine ? © Triz'*

## Sarkai (Alliance)

*I did not find any reference anywhere to this famous Sarkai affiliation which allows Orcs and Griffons to fight side by side. I put it back all the time as it is, sometimes it comes out one day. © Triz'.*

Posted: Aug 25, 2008

Q: Regarding communions or rituals, can orcs choose them from the griffin list or the orc list?

A: They are chosen from the Griffin's list.

Posted: Aug 25, 2008

Q: For the possible artifacts, is it the griffin pdf ones or the temple ones only?

A: Attributes can be chosen indifferently in the AB Temple or the mini AB Griffin.

# Le Belier / The Legion of Belial

---

All ARIES mages can launch all the Rituals of the Army Book (mastery of the Darkness Element and the Necromancy path).

Only Ejhin of Vanth cannot cast the Call of the Abyss Communion because she does not master the Creation Aspect.

## Call of the Abyss

This communion shifts the difficulty of the Courage tests to the left and not to the right (Official Errata of 09/18/2009).

## Weapon of the Abyss

Using the Weapon of the Abyss (or its equivalent) eliminates all targets, as if the latter fell directly to 0 HP.

However, nothing indicates that they cannot use the game effects that would allow them to stay on the battlefield (Regeneration, Heal, Relentless...)!  
*See p. 39 the difference Eliminated / Destroyed ©Triz'*

## Azael

Azael is a magician of the path of necromancy who masters the Elements of Darkness.

## Belial

Belial is permanently equipped with his 3 artifacts. He MUST take them. He cannot choose others.

Belial can be played in any company of Darkness. He then benefits from the Gift of his host army. You need a Titan "slot" in his Banner to be able to recruit him out of his Legion.

Belial's Legion always includes Belial. Its recruitment being obligatory, it is not part of the order of the banners.

**!!! NERF DE BELIAL WITH A CHAINSAW © Triz' !!!**

Belial costs 666 points (665 ? Seriously guys?).

Belial has 1000 less to form his escort.

*So. BLIIM in your face the nerf of 1005 points (666 = 670 in a game where all costs are multiples of 5).*

*And again, I wonder if that's enough...*

## Champion of Death

The incarnate brought into play must respect its rules of formation.

## obsidian skull

The fighter chosen by the Obsidian Skull is destroyed, not eliminated.

*See p. 39 the difference Eliminated / Destroyed ©Triz'*

*Nan paske otherwise the Obsidian Skull / Life Drain combo of the Necromancer Skull Warriors (and the Great Skull), it's really n'imp'. © Triz'*

## Twilight (The Great Skull)

The Great Skull can only target fighters with the same profile AND belonging to units with which it is in contact.

## Infernal displacement

The infernal movement allows you to move 25cm, regardless of the movement value(s) of the fighters in the unit.

*Yes, even if they are under an effect that puts them at 0 movement (Vegetal Interfacing (WOLF)). Yes it's farted. © Triz'*

### Ganzhyr d'Hestia

Ganzhyr of Hestia is rank 3.

*The Heavy Centaurs are rank 3, he has 3 Attribute points... And then like that, it avoids playing Ganzhyr + Gorgon in 3000 points "tournament limitations" (see page 52). © Triz'*

### Invocation macabre

The "Macabre Summoning" ritual allows you to summon a unit of Aries with standard strength, including if this strength includes special fighters (Official Errata of 09/18/2009).

### Lyber Thyphonis

The chosen ritual can be different each turn!

### Melmoth

The "Escort" skill has been forgotten (Official Errata of 09/18/2009).

### Gate of the Underworld (unit)

• **Movement:** The gate to hell cannot move.

This also concerns "mystical" moves (other than standard moves: Chimerical Move, etc.).

### Gate of the Underworld (Ritual)

This ritual allows you to summon a unit from the Gates of Hell (Official Errata of 09/18/2009).

Reminder: The Gates of Hell do not have to follow the formation rules. It is therefore necessary to see the points of invocation of the TWO Gates of Hell.

### Seal of the Corrupted (Ejhin of Vanth)

*Use of the Seal of the Corrupted is declared when Ejhin of Vanth draws on his unit's faith pool. The player designates as many friendly fighters within Ejhin of Vanth's line of sight as he wishes. The designated fighters are **destroyed** and the unit of Ejhin de Vanth gains a number of faith points equal to the sum of their remaining hit points (or structure points).*

*See p. 39 the difference Eliminated / Destroyed ©Triz'*

### Shooting against Undead Thralls or Black Paladins

When a unit composed of standard fighters and Warriors or Skull Paladins is targeted by a shot, the Resistance value used is that of the standard fighters, unless the targeted unit no longer includes Undead Thralls or Dark Paladins.

### The Trinities...

*The Faithful of ARIES master the Cult of the Trinity of the Abyss.*

*The Communion of ARIES belong to the Cult of the Obscure Trinity.*

*I'm going to be nice and consider it the same... ÿ © Triz'*



# The deer

---

All CERF mages can cast all the Rituals of the Army Book (mastery of the Darkness Element and the Torment path).

Only Gwernydd cannot cast the Cornu's Endurance Communion because he does not master the Alteration Aspect.

## **Formor (Séides)**

Minions have 2 life points (Official Errata of 09/18/2009).

They must be placed on 40 mm plinths.

# The Dragon

---

All DRAGON mages can launch all the Rituals of the Army Book (mastery of the Light Element and the Solaris path).

All Followers of the DRAGON can launch all the Communion of the Army Book (mastery of the Cult of Noësis and of the Creation and Destruction aspects).

## Chain of Automata

Once the ritual has been performed, the mage must spend, in addition to the mana points used to successfully cast the ritual, 5 mana points per structure point preserved.

The minimum, for a structure point, is therefore 10 mana points (5 base for the ritual and 5 to prevent the loss of a structure point).

## Tir d'artillerie (Dragons and Wyrms)

The area effect artillery rule states:

*"If the result "Ranged attack – ranged" is a challenge, the shot is lost in the wild and does not hit anything"*

As the Dragons have a SHOOTING capacity of 1, any shot beyond 70cm (difficulty 7 or +) is a challenge, and therefore has no effect. **And this, even if the player uses any ability to modify this test (Gift of the DRAGON or other).**

This "limit" range is 90cm (and more) for Wyrms.

## Kaiber Trihedron

Kaiber's Trihedron is an infantry unit. Its Rank corresponds to that of the leader chosen by the player. The Rank of the triad does not change during the game, even if the leader is eliminated.

The unit takes the rank of the leader who will always be Syd anyway if you want to benefit from the Strategist skill. That is a rank 3 in this case, the trihedron automatically chooses the Infantry unit choice (rank 1 / rank 3).

## Truth of the Dragon

You don't need to have used the gift of the dragon before to employ this powerful litany.

## Wurm

**The Wurm has the same Titanic Abilities as the Griffin and the Son of Vortiris:**

- Balayage.
- Charge in Pique.
- Roar.

# The Griffin

---

All GRIFFON mages can launch all the Rituals of the Army Book (mastery of the Fire and Light Elements and of the Theurgy path).

Mirà cannot cast Merin's Blessing, Merin's Aegis, and Divine Hospice because she does not master the Creation aspect.

Sered cannot cast Divine Command, Divine Messenger, and Sentence of the Doomed because he does not master the Alteration aspect.

## Abel (Punishment)

Even equipped with Punishment, Abel cannot be equipped with communion(s) (even with additional attribute points, in the Temple of the South for example), because he does not control any aspect.

This does not make him a *mystical incarnate*, but a *specialist incarnate*.

It does not count (if any) against tournament limitations on the sum of mystical incarnate ranks.

## Canon

A cannon unit is worth 275 AP (Official Errata of 09/18/2009).

Cannon crews have DEF 3 and RES 6.

## Ashes of Kelgar

Ashes of Kelgar can only be used once per game turn, regardless of how many times this Artifact is present in the army.

## Demon Hunters/Demon Hunters

A unit of Demon Hunters is worth 275 AP (Official Errata of 09/18/2009).

## Praetorian Guards

Their AP costs are wrong. Here are the correct values (Official Errata of 09/18/2009).

| Composition                 | Standard workforce (1) | Maximum Number (2) | Additional Fighter |
|-----------------------------|------------------------|--------------------|--------------------|
| Standard                    | 325                    | 575                | 85                 |
| 1 special fighter 2 special | 350                    | 600                | 85                 |
| fighters 3 special fighters | 375                    | 625                | 85                 |
| (1): 4 Praetorian Guards    | 400                    | 650                | 85                 |

including 0 to 1 standard bearer, 0 to 1 musician and 0 to 1 mystical fighter.

(2): 7 Praetorian Guards including 0 to 1 standard bearer, 0 to 1 musician and 0 to 1 mystical fighter.

In an army affiliated with one of the four temples, the skill of the Praetorian musician allows you to play an incarnate affiliated with a temple other than the one played (eg playing Melkion in a temple in the North), even in the case where alliances are not authorized.

The Incarnate benefiting from the effect of the Praetorian musician benefits from the advantages brought by the Temple concerned (example Melkion in Temple of the South).

Through the effect of the Praetorian musician, you can choose any character, even non-Griffon, as long as the chosen Incarnate is part of a people allied to the Griffin.

The Griffin player cannot use the "On Guard!!!" tactic. between the attack test and the Strength test.

## Praetorian Guards (Mystical Purge)

It is possible to use Mystic Purge to cancel the "Insensitive" skill.

## Griffin Spearmen

The "Turtle" tactic can be used when the unit is targeted by a ranged attack.

## Melkion

Melkion with his Phoenix can censor loyal enemies with mana points.

If he is in a unit with a follower, when censoring a communion he can join his efforts with this follower (by spending faith and mana points).

## Look

Mirà can use her Feat: Divine Edit (*The player spends 1 elixir. Until the end of the turn, Mira acquires Strategist.*), even outside of its activation.

## Wall of Flames

You cannot cast a ritual that targets a point of terrain on or under a unit, because it is not its target. You'll just have to throw it in front or behind a unit.

## Sarkai (Alliance)

*I did not find any reference anywhere to this famous Sarkai affiliation which allows Orcs and Griffons to fight side by side. I put it back all the time as it is, sometimes it comes out one day. © Triz'.*

Posted: Aug 25, 2008

Q:As for communions or rituals, can orcs choose them from the gryphon list or the orc list?

A: They are chosen from the Griffin's list.

Posted: Aug 25, 2008

Q: For the possible artifacts, is it the griffin pdf ones or the temple ones only?

A:Attributes can be chosen indifferently in the AB Temple or the mini AB Griffon.

## Temple of the North

If there is even one fighter without ranged weapons, the whole unit is rendered incapable of firing.

## Thurbard (Cavalier)

Thurbard (Cavalier) is Category: Heavy Cavalry (Rank 2).

## Thurbard (Seal of the Patriarch)

"Templars of the North" refers to any unit affiliated with the Temple of the North.

# The Hydra

---

All Hydra Followers can cast all Communion in the Army Book (mastery of the Cult of Mid-Nor and the three Aspects of Alteration, Creation and Destruction).

Only Akkadhalet cannot launch the Sepulchral Ooze Ritual because he does not master the Water Element (even if, having only one Attribute point, he cannot a priori equip himself with this Ritual of value 2 ...).

## Gatherer of Mid-Nor / Festering Renderer / Harvester of Sorrow

The Incarnate treated must be part of the specialist unit.

### Doll devastation

**This Ritual inflicts a Strength 3 hit instead of 13.**

*It looks "a bit" monstrous to me © Triz'. Force 3 is more consistent with other rituals of this type (rank, difficulty, mana cost, etc.).*

# La Hye ne

---

All HYENA mages can cast all the Rituals of the Army Book (mastery of the Water Element and the Howls path).

All HYENA Followers can cast all Army Book Communion (mastery of Cult of Vile-Tis and Alteration and Destruction).

## Armor of the Chained

Value: 2

The results   and  $\ddot{y}$  are interpreted as  during Strength tests carried out by the adversary at against the Incarnate.

*Yes, it really looks like a big free nerf © Triz', but take a look at the chapter "Column shifts and contradictory shifts" on page 42, you'll see that it suits me (and that it simplifies) VERY much...*

# L'Immobilis / L'Ambassade

---

All the Mages of L'IMMOBILIS can launch all the Rituals of the Army Book (mastery of the Fire Element and the Cartomancy path).

All the Faithful of L'IMMOBILIS can launch all the Communion of the Army Book (mastery of the Cult of Cadwallon and the Aspects of Alteration and Creation).

## Embassy

The fighters of a company from the Embassy of Akkylannie in Cadwallon choose their attributes from the Immobilis or the Griffon at their leisure.

In this case, it is possible to take communions from the Immobilis or the Griffon. The fact that Merin is the main deity does not prevent the gods of Cadwallon from intervening at the request of their faithful (?) subjects.

The Akkylannie Embassy in Cadwallon can recruit any Immobilis or Griffon Incarnate.

## Don de l'Immobilis

The fighters endowed with this Gift can, once per round, re-roll the failures on one of their tests.

*It was necessary to choose between the Gift of the Immobilis of the LA, and that of the Embassy. I chose the latest one...*

*This makes the "Arcane XVII: The Star" ritual less interesting, even if thanks to it, the same unit can reroll several Tests, several times (a unit can "give" its reroll to another unit of the company, which 'she really wants to do if she was eliminated...).*

## Immovable

The Immobilis army is allied with everyone. Normal alliance rules apply.

For example, it is possible to recruit a unit of the SCARABEE led by an Incarnate of the IMMOBILIS and vice versa.

## Kar-Mina

Kar-Mina has 3 points to buy her artifacts and communions.

## Dog handler / Militia dog

*Militia dogs cannot be joined by an incarnate.*

*Yes, it's a free Nerf © Triz' to counter ONE trick: The activation of two big majos on the first card.*

When the dog card is revealed, the unit is not activated again.

## Nexus

Immobilis and Akkylannie's embassy in Cadwallon are linked to the Crystalline Nexuses of Faith.

## Soul of the Somas

*Each melee hit eliminates (reduces to 0 hit points) an enemy fighter. (cf Blade of the Abyss (ARIES)). See p. 39 the difference Eliminated / Destroyed ©Triz'*

## Nurbald

Nurbald is a magician (Cartomancy and Necromancy/fire and darkness).

Nurbald is mounted on a Ø50mm base!

## Straight Mornis

Syth Mornis has "Masterstroke" and not Pathfinder.

# Lion

---

All LION Mages can launch all the Rituals of the Army Book (mastery of the Light Element and the Hermetic path).

All LION Followers can cast all Army Book Communion (mastery of Paragon Cult and of the Alteration, Creation and Destruction Aspects).

## Paragon's Blessing

On the same strength roll, you can apply the healing skill first, and the paragon's blessing afterwards, or vice versa. *But I think it's better to use Heal BEFORE (1D more, so possibly an additional save)... © Triz'*

## The Chimera

The Chimera is a magician of the path of Hermeticism. She masters the element Light

*And probably also Air and Water, but who cares... © Triz'*

An error has crept into the "Recruitment of the Incarnate" section (Official Errata of 09/18/2009):

The Chimera: 520 AP Resurrection/Duel: 11 Elixir points

*Flight: The fighter ignores obstacles and units when moving. Units whose fighters have Flight always adopt the dispersed formation.*

The text of the "Chimera with a thousand faces" spell is replaced by the following (Official Errata of 09/18/2009):

*The Chimera can cast the "Thousand Faced Chimera" spell at the start of its activation. Until the end of the round, it is put back into play in contact with any Incarnate of the Lion in its company when it loses its last life point. If this placement is impossible, the spell has no effect. The Chimera returns with all its hit points and attributes.*

*This spell costs 5 mana points.*

This spell works when she is eliminated, not when she is destroyed. *See p. 39 the difference Eliminated / Destroyed ©Triz'*

## Chimerical Displacement

For Chimerical Movement (which specifies "anywhere"), you have to see the place where you are "teleporting".

*Reminder: The Ballista cannot move, but the servants can, as long as they stay within 10cm of the Ballista. You can disengage them for example.*

## gift of the moon

The Gift of the Moon controls enemy Incarnates, especially mystics. These chosen of the Gods can be brought to call the power of the Faith of their companions to target a friendly unit.

## Doriman (Barony)

The advantage of the Barony Doriman only concerns the Strength Tests of the fighters! That is to say, body attack and ranged attack (in other words, the Force characteristics **written on the profile cards**).

This perk **does not apply to** the Strength of mystical effects, artefacts, etc.

*Méliador, poose this Storm of Light... Gently... © Triz'*

## Dragon Arrow

Dragon Arrow is reserved for Caelia.

## Force du Lion

The shift in the "Privilege" column only concerns the Strength Tests of the fighters! That is to say, body attack and ranged attack (in other words, the Force characteristics **written on the profile cards**).

This perk **does not apply to** the Strength of mystical effects, artefacts, etc.

*Méliador, pose this Storm of Light, I SAID!... © Triz'*



## Guards (Musician)

The text below cancels and replaces that of the musician (Official Errata of 09/18/2009).

*Musician: The musician's unit can use the "Lion's Fury" tactic if it performs a charge having started its activation in close formation. The result to be obtained on the Strength tests of the fighters of the unit is read one column further to the right in the Universal Resolution Table.*

## Herald of Arin (Specialist)

It says in the text that the Herald of Arin allows you to reroll the successes of an attack targeting the Herald's unit...

This concerns melee and ranged attacks.

## Manilia (Baronnie)

A Manilia unit engaged in close combat moved by a Chimerical Movement is destroyed.

A Manilia unit that disengages while it has the Disengage skill is destroyed.

A Manilia unit that disengages while it has the Relentless skill is destroyed.

*See p. 39 the difference Eliminated / Destroyed ©Triz'*

## Meliador / Set of crystalline prisms

The crystal prism game reserve is independent and reserved for the use of Meliador.

It's a bit like Meliador's unit having two Mana reserves, one that regenerates normally (sum of POW scores +2D6), which is limited to 30 gems and in which all mystics in the unit can draw, and one that regenerates to 10 gems every turn, but that only Meliador can use.

*Clarification / Interpretation © Triz'.*

## Meliador / Seal of Verion

Verion's seal does not bypass the Insensitive skill, only to avoid counter-magic. The Ritual takes effect, but the Insensitive unit can decide not to be affected.

*Interpretation © Triz'. According to the Red Dragons, this was a conflicting game effect...*

*"5/ Resolution of effects: If the Power test is successful, the effects of the ritual are applied. »*

## Lahn's Reinforcement

The summoned unit has as many Faith and Mana points as if it were the first game turn.

The unit returns with its eventual incarnate.

If two destroyed units are revived, the two summoned units are activated one after the other, in the order chosen by the player.

## Sardar

Sardar is indeed Rank 2. There is a shell in LA Lahnar's.

## Sardar / "7"

Equipped with "7", Sardar cannot steal rituals reserved for other magicians.

## Specialists

Lion standard strength units can accommodate the same specialists as maximum strength units (Official Errata of 09/18/2009).

This gives us:

Guards: 8 Guards including 1 to 2 Agents of the Chimera, 0 to 1 Musician and 0 to 1 Standard Bearer.

Valkyries: 8 Valkyries including 0 to 2 Disciples and 0 to 1 Pythia.

Swordsmen: 6 Swordsmen including 1 to 2 Bards, 0 to 1 Musician and 0 to 1 Standard Bearer.

Paladins: 6 Paladins including 0 to 1 Herald of Arin, 0 to 1 Musician and 0 to 1 Standard Bearer.

Reapers: 6 Reapers including 0 to 2 Agents of the Chimera and 0 to 1 Falconer.

Royal Guards: 4 Royal Guards including 0 to 1 Herald of Arin, 0 to 1 Musician and 0 to 1 Standard Bearer.

Knights: 3 Knights including 0 to 1 Musician and 0 to 1 Standard Bearer.

## Lightstorm

You can spend a Mana point immediately after casting the ritual. This is the first activation.

# The wolf

---

Karnyrax cannot cast the following Communion: Army of Destiny, Kiss of the Wolf and Price of Blood (Creation Aspect), Condemnation of the Hunter and Fiery Mane (Value 2), Call of Ekynox (Value 3) and Summon of Forest animals (Creation aspect and value 2).

## Apple d'Ekynox

The Avatar transformation described in the rulebook involves spending 15 Elixir points. The "Call of Ekynox" fellowship requires the expenditure of 15 Faith points.

The resources are not the same, the gains may differ. And accumulate...

## Asgarh

The following mentions have been forgotten (Official Errata of 09/18/2009):

***Immortal: Immortal creatures can be affected by particular game effects.***

***Sacred weapons: The result to be obtained on the Hand to hand Strength tests is read one column to the right on the resolution table.***

## Kiss of the Wolf

The Wolf's kiss only lasts until the end of the turn (Official Errata of 09/18/2009).

## Red Oak

A Red Oak army should always contain at least one unit of Creature(s). If it has no more creatures, its defeat is immediate.

## Special Fighters

Wolf units cannot include several special fighters of the same type (Official Errata of 09/18/2009).

## Fiery Mane

A rally test is not "caused" by the unit taking advantage of Burning Mane, even if it caused the Rout (and therefore the Rally Test) of the enemy unit.

## Déliox

Déliox is worth 315 AP. Its Resurrection/Duel value is 6 Elixir points (Official Errata of 09/18/2009).

## Rune Keeper

All rune keepers should have the mention "(Faith 3)" after their name (Official Errata of 09/18/2009).

## Howls

In the description of howls, it says that the first one is free. It is the first howl of each Incarnate that is free.

## Screams / Dare to challenge me

The purpose of this howl is to force the targeted unit to move in the direction of the Wolves. But the targeted unit can attempt a charge towards any unit of the wolf (*behind it for example*).

## Screams / You are my prey

Resisting "You Are My Prey" does not immunize against Fear values of 5 or less, and can be used against a unit that has already resisted a Fear of 5.

## Predation Instinct

The "Predation Instinct" exploit does not allow you to activate a unit that has already been activated a second time.

## Invocation d'Animaes

The duration of this litany is "Instantaneous" and not "Tour" (Official Errata of 09/18/2009).

## Isaac

It lacks the following paragraphs (Official Errata of 09/18/2009):

**Spear: A fighter equipped with a spear can attack opponents in contact with him or located less than 3 cm away.**

**Assault Fire: A unit of Stalkers led by Isakar can use this tactic immediately after a successful charge. The unit fires at range 0 before resolving combat.**

## Karnyrax

Karnyrax cannot use the "Hunter's Condemnation" communion. It should have read "Divine Psyche" (Official Errata of 09/18/2009).

## Onyx

Onyx is worth 215 AP. Its Resurrection/Duel value does not change (Official Errata of 09/18/2009).

## Onyx / Amulet of the Wolf

Amulet of the Wolf (1): This artefact grants Authority 3 to Onyx (Official Errata of 09/18/2009).

The restriction on the presence of Y'anrylh in the same company and the obligation then imposed on Onyx to equip himself with the Amulet disappear.

## Orhain

Orhain can benefit from a howl, as an incarnate WOLF.

## Opal Trail

Advantage of the Path of Opal: The weapons of the fighters of the Path of Opal are sacred weapons. The result to be obtained on the Hand to hand Strength tests is read one column to the right on the resolution table (Official Errata of 09/18/2009).

## Wolfens Trackers

Stalkers do not have the Assault Shot skill, but Isakar grants it when directing them.

## The Hon

Formation of a unit: Y'Anrylh can join any unit of the Wolf (Official Errata of 09/18/2009).

# The Minotaur

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All MINOTAUR mages can launch all the Rituals of the Army Book (mastery of the Elements Water, Air, Earth, Fire and the Shamanism path).

Orhain cannot be equipped with Communion Crown of Cernunnos, Favor of Danu, Omen of Cianath, Blessing of Siobhan, and Blessing of Danu (Aspect: Creation). Additionally, Danu's Blessing is a 3-value Attribute.

## **This time**

Contrary to what is printed on the map provided in the Wolfens map pack, Markhan's Attack value is "5" and not "3" (Official Errata of 09/18/2009).

# The rat

---

All RAT mages can cast all the Rituals of the Army Book (mastery of the Air Element and the Sorcery path).

Xherus cannot cast Rat Affection, Contemplation of Realms and Rat Skin (Creation Aspect), nor Rat Song and Rat Wrath (Creation Aspect and Value 2).

## Battle Toad

The Combat Toad supplied with the Babayagob is reserved for the Babayagob. It obeys the pet rules presented in the Mystics chapter (see game rules). This is a Value 1 attribute.

*The fig exists, now it is playable! © Triz'*

## Marauder

The Marauder Standard Bearer is a special fighter in Marauder units.

Marauder units can incorporate up to 1 Marauder Standard Bearer for +25 AP

Reminder: Each special fighter replaces a normal fighter in the unit for the cost indicated.

## Tsunami

**The results**   **and**  **are interpreted as**  **during hand-to-hand Strength tests made with the Incarnate.**

*Yes, it really looks like a big free nerf © Triz', but take a look at the chapter "Column shifts and contradictory shifts" on page 43, you'll see that it suits me (and that it simplifies) VERY MUCH... ÿ*

# The Boar

---

All BOAR mages can launch all the Rituals of the Army Book (mastery of the Earth Element and the Telluric way).

All BOAR Faithfuls can launch all the Communions of the Army Book (mastery of the Cult of the Aëgis and the Alteration Aspects).

## Buggers on Razorback

*In my opinion, there is an error in the cost of Buggers on Razorback: At 165 points each, that puts the unit of 5 Buggers on Pig at 825 © Triz' and not 625...*

## Hirh-Karn

Although he is rank 2, Hirh-Kharn the Wrathful does have a single artifact point.

In this regard, he received the same treatment as the commanders of the Temple: he has two skills, while most Rank 2 Incarnates only have one!

## Survival instinct

The Survival Instinct rule (for fighters who have it naturally or thanks to the "Forge of Odnir" communion), has been modified (see Skills chapter).

*I was inspired by the LA papers for that. It's the last one who spoke who is right! © Triz'*

## Magnus

Magnus the Mystic has 3 attribute points.

*Which gives him access to the two Rituals rank 3 of the LA...! © Triz'*

## Alchemical Petrification

Route: Telluric. *Yes, good, Tellurism, Telluric, you would have corrected yourself... © Triz'* The fighters thus petrified no longer benefit from their skills, artefacts, etc.

## Steam

The die is rolled before **each** strength roll.

## The Scarabs and

---

All the SCARAB mages can launch all the Rituals of the Army Book (mastery of the Element of water and of the Faerie way).

All SCARAB Worshipers can launch all the Communion of the Army Book (mastery of the Worship of Earhë and the Creation Aspect).

# The Scorpion

---

All SCORPION mages can launch all the Rituals of the Army Book (mastery of the Darkness Element and the Technomancy path).

Only Athan Zakhil can cast Caress of Arh-Tolth (Creation Aspect)

Only Sykho Volesterus cannot cast Arh-Tolth's Embrace and Brain Laceration (Destruction Aspect).

## Aberration Prime

The value of Fear is 7 (Official Errata of 09/18/2009).

## Claudia Nesselith

Lady Claudia Nesselith is worth 215 AP. Its Resurrection/Duel value does not change (Official Errata of 09/18/2009).

## Clones of Dirz

Their AP costs are wrong. Here are the correct values (Official Errata of 09/18/2009).

| Composition | Standard headcount (1) | Maximum number (2) | Additional fighter |
|-------------|------------------------|--------------------|--------------------|
| Standard    | 325                    | 650                | 40                 |

(1) : 8 clones dont 1 Biopsiste.

(2) : 16 clones dont 2 Biopsistes.

## Cloning tank

Their AP costs are wrong. Here are the correct values (Official Errata of 09/18/2009).

| Composition                 | Standard workforce (1) | Maximum number (2) | Additional fighter |
|-----------------------------|------------------------|--------------------|--------------------|
| Standard                    | 50                     | 100                | 75                 |
| 1 special fighter 2 special | 100                    | 150                | 75                 |
| fighters 3 special fighters | 150                    | 200                | 75                 |
|                             | 200                    | 250                | 75                 |

(1): 1 Cloning tank including 0 to 2 Acolytes and 0 to 1 Neuromancer.

(2): 2 Cloning tanks including 0 to 2 Acolytes and 0 to 1 Neuromancer.

The Remote Cloning spell must be cast before each use of the "Cloning tank" skill

A servant who has a ranged weapon, while his machine is itself a ranged weapon (cannon, etc.) chooses whether he devotes his fire to his personal weapon or to his war machine.

In the case of a cloning vat, the servants can shoot.

The Vat can function to resurrect its own servants.

A unit of Cloning Tanks composed of 2 Tanks plus 2 Acolytes allows you to do 4 resurrections:

Once per Tank (2 Tanks) and once per additional Sidekick (2 Sidekicks).

## Awesome Evolution

Their AP costs are wrong. Here are the correct values (Official Errata of 09/18/2009).

| Composition | Standard headcount (1) | Maximum number (2) | Additional fighter |
|-------------|------------------------|--------------------|--------------------|
| Standard    | 250                    | 500                | 125                |

(1): 2 Dasyatis evolution

(2): 4 Dasyatis evolution



## Don you Scorpion

It is a unit that benefits from the gift, and it is the rank of the troop that therefore determines the number of dice. Therefore, a rank 3 Incarnate is doing a bad job leading a rank 1 unit.

Conversely, a rank 1 scorpion incarnate in a rank 3 unit will have three additional dice if the player decides to allocate the scorpion gift dice to the incarnate.

## Momentum of the Conquerors (Achievement)

The momentum of the conquerors, which adds 5 power points to the unit of the incarnate until the end of the turn, is counted when calculating the powers for the control of the objectives.

## Skorize Warriors

Their AP costs are wrong. Here are the correct values (Official Errata of 09/18/2009).

|                                    |                    |
|------------------------------------|--------------------|
| Composition Standard headcount (1) | Additional fighter |
| Standard 525                       | 135                |

(1) 4 Skorizes

## Dark Blades

This communion can target a unit other than that of the faithful.

This communion increases melee AND ranged strength.

## Phemera Alpha

The text of the "Explosive" skill is replaced by the following (Official Errata of 09/18/2009):

***Explosive: A fighter equipped with Explosive can be sacrificed when his melee attacks are resolved. He is immediately eliminated and his melee attacks are lost. Each fighter in contact with him suffers a Strength (8) test.***

## The Omega

The text of the "Immolation" skill is replaced by the following (Official Errata of 09/18/2009):

***Immolation: A fighter with Immolation can be sacrificed when his melee attacks are resolved. He is immediately eliminated and his melee attacks are lost. Each enemy fighter within 6 cm of him suffers a Strength (4) test.***

## Routine Technomagique:

A non-magic Scorpion incarnate cannot have access to this artifact.

An Incarnate magician (ally or not) must master the element of the Ritual that he obtains thanks to Technomagic Routine.

## Sassia Samaris/La Rose du Desert

Sasia Samaris is worth 320 AP. Its Resurrection/Duel value does not change (Official Errata of 09/18/2009).

The Desert Rose is worth 475 AP. Its Resurrection/Duel value is 10 Elixir points (Official Errata of 09/18/2009).

Sasia Samaris and La Rose du Desert both have access to 3 attribute points.

Sasia Samaris and La Rose du Desert both have the Symbotic Attack.

## Sin Assyris

The value "dice" is false. Sîn Assyris has 3 attack dice.

## Syskho Volesterus

Sykhovolesterus is worth 170 AP. Its Resurrection/Duel value does not change (Official Errata of 09/18/2009).

## Thebes

Thebes's advantage gives an additional free fighter when the unit reaches its maximum strength. However, units that only have a standard strength only benefit from the default, since this time they must include an additional paid fighter.

For creatures that have no maximum (all "bonuses"), just multiply the price by 2 since there is only one fighter each time in the creatures of AB Dirz .

## Vicar

The Vicar casts his "Word of Pain" miracle on his unit and all units currently in close combat suffer the effect.

This does not affect enemy units that come into contact later in the turn.

# The snake

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All SERPENT mages can cast all the Rituals of the Army Book (mastery of the Darkness Element and the Typhonism path).

All SNAKE Faithfuls can launch all the Communion of the Army Book (mastery of the Worship of Vortiris and of the Creation and Destruction aspects).

## Gift of the Serpent

If a rank 3 incarnate in a rank 1 Slave unit suffers a melee attack, the rank of the unit is used. There is no range limit.

Whoever is responsible for the strength test freely chooses the losses, at his convenience, in the designated unit.

The Resistance used for the Strength Test is that of the SECOND unit (the one chosen to undergo the Strength Test in place of the initial unit).

## Son of Vortiris

**The Son of Vortiris has the same Titanic Abilities as the Griffin (and the Wurm):**

- Balayage.

- Charge in Pique.

- Roar.

## Artillery Fire (Maldoree and Draconia in Maldoree form)

The area effect artillery rule states:

*"If the result "Ranged attack – ranged" is a challenge, the shot is lost in the wild and does not hit anything"*

As the Maldorées have a SHOOTING capacity of 1, any shot beyond 70cm (difficulty 7 or +) is a challenge, and therefore has no effect. **And this, even if the player uses any ability to modify this test (Unholy Ax or other).**

# Le Sphinx

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RAS (no official LA).

# Divers

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## Chair's Golem

The Flesh Golem can join any army of Darkness (SPIDER, RAM, DEER, HYDRA, HYENA, SERPENT, SCORPION)

*Is it me, or... The Flesh Golem is expensive compared to other rank 3 creatures (despite its 4 HP), or worse, compared to the Griffin? © Triz'*

## Tarascus

According to the Totem(s) present on its reference card, the Tarascus can be played in a Jackal / Tree-Spirit army.

He then occupies a Creature slot.

# THE GAME

## Activation

### Activation

There is no "order" in which to perform one's actions. A unit can absolutely cast a ritual, carry out an assault and then cast again.

### Movement

The rules of the game state that a unit adjusts its Movement to its slowest member.

### Movement / Melee

Models in contact with enemy model(s) cannot move around their opponent(s), while remaining in contact to engage more enemy models or to make room for their colleagues.

### Movement / Fear

A unit that charges a frightening unit and fails its courage test is not routed. It simply stops its activation and does not move (Errata of 09/18/2009).

A fear check uses the leader's fear score. In the case where the leader has no fear score but the unit is still frightening, you will use the fear score of the basic fighters, not the courage score of the leader, since this one is not likely to generate a Courage check from an enemy unit. *Anyway, I removed the +2 to the Courage characteristic provided by the standard bearers... © Triz'*

The rally test takes place during the activation of the unit, even if it was routed during the same turn.

A unit must test its Courage each time it assaults a Fear unit, until it has passed a Courage test against a greater or equal Fear. Thus, the test remains to be made as long as it is avoided, as for example, when an Elixir point has been used, the Howl "Full Moon!" (WOLF), or the "Elixir of Savagery" Ritual (BOAR).

*Reminder © Triz': A committed unit, but some fighters of which are not in contact with enemy fighters, is NOT obliged to carry out an assault...*

### Action mystique

The term "mystical action" relates only to rituals and communions. Miracles and spells, on the other hand, are used at the time indicated in their description. They can be used at any time, including during the activation of an enemy unit (Errata of 09/18/2009).

### Assault

Line of sight is not required to assault.

The assault is in a way the heir to the notion of "engagement" of Confrontation 3. *Boo! Dude it was better before spotted!!! The charge has simply* become a particular form of assault, subject to conditions, which are, I remind you: To be free and to have a superior power.

During an assault, the fighters must take the most direct path, but it is possible to position offensive fighters only on the flanks of the assaulted unit, or even directly in contact with the fighters at the rear of the unit. attacked unit. Try to maximize contacts. *Yes it doesn't mean anything, get over it. © Triz'*

The principle is that each fighter of the attacking unit engages adversaries in hand-to-hand combat if he has the possibility to do so when his figurine is moved.

Only one unit can be engaged at a time (see game rules P.93). DO NOT place models from the charging unit in contact with another unit.

### Assault / Flight

Flying fighters can be placed in contact with any fighter of the targeted unit as long as the other rules relating to the assault and the placement of miniatures are respected.

In other words, you can lay out your fighters wherever you want, as long as there is room to lay them out.

### Body to Body

A unit cannot choose NOT to hit.

### Melee / Duel

If they have the same combat characteristics (Att/Dice/Str), leaders (non-Incarnates), standard bearers, musicians and other special fighters are assimilated to standard fighters and their Tests are all carried out at the same time.

The combats of the Incarnates (considered, by virtue of their status, as leaders of a particular kind) are always resolved separately (even if they have combat characteristics identical to those of the troops they accompany).

It is not possible to choose not to inflict damage!

### Eliminated ÿ Destroyed

*The Red Dragons wrote, of the Relentless disengaging:*

"A fighter is eliminated when he disengages. It is not a loss of life points but rather an elimination. Relentless or not, the fighter is on the mat! »

*This is a contradiction with game effects that "eliminate" a fighter (Abyss Blade (RAM), Somas Souls (IMMOBILIS)). So a new term had to be found to differentiate between fighters that drop to 0 pv and fighters who are removed from the game without further ado.*

*It will be "Eliminated" (falls to 0pv) and "Destroyed" (pouf-briefcase) © Triz'.*

- A fighter is **Eliminated** when he drops to "0 pv".

Most are then removed from the battlefield, but some have the possibility of remaining on the battlefield (the Acharnés, the Chimera (LION)...). They can even be treated then! So keep track of how much damage they've taken...

- A fighter is **Destroyed** when he disengages, or when, during his flight, he crosses the path of a fighter adverse.

Game effects that allow eliminated fighters to be put back into play (Gift of the RAT, etc.) do not allow destroyed fighters to be put back into play.

### Tir

It is possible to shoot through your own troops (and even through those of your enemy), provided that the troops that encumber the field of fire do not block the line of sight. In this case, the interference penalty applies (difficulty +2). Anyway, you can't shoot at a unit engaged in melee (outside the Instinctive Shooting skill of course).

The distance between the two units is measured from leader to leader. The presence of obstacles between the leaders has no effect on the measurement of the distance between the two units. The figure of the leaders serve simply as references.

## Specific actions on war machines

To target a war machine with a ranged attack or mystical effect, all you need to do is name it specifically.

# Rituals / Communion

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## Action Mystique

There is no limit on the number of times you can launch a POINT Ritual or a POINT Communion on a target.

But you cannot launch a ritual that lasts longer on the same target several times: You cannot give "War Fury" several times to a unit (*see "Game effects" on the next page*).

## Avatar of a God

When a Rank 3 Incarnate becomes the avatar of a God, his unit cannot gain faith points if there are no followers in it. Similarly, units without a magician cannot gain mana points.

## Target: Opponent Company / Battlefield

To launch a mystical action whose target is "The opposing companies", all you have to do is see a unit to target the company to which it belongs.

The unity that censures must see the unity of the faithful who call communion.

If a spell targets an entire company, each Incarnate (individually) can reroll the successes on the call roll (as many times as there are enemy incarnates) by spending 1 EP each time.

**Reminder © Triz': An incarnate can only accomplish a given feat once per activation.**

By targeting "the battlefield" you target all the units on it, including your own.

Insensitive units can choose whether or not to suffer the mystical effects imposed on them.

This also applies to game effects that affect an entire company or the battlefield.

In this case, the Insensitive unit can therefore choose whether it is affected or not.

## Effect affecting an entire unit

When an attack spell targets a unit of 8 fighters plus an incarnate, roll 9 dice. On the other hand, the Incarnate cannot receive any injury.

## Force of a ritual or a communion

The strength of a ritual or a communion is not mentioned on the profile card of the incarnate who launches it. It is therefore not one of HIS characteristics, so he cannot use the effects of reroll game, column shift, expenditure of EP etc on a Strength Test of a Mystical Effect.

**Cuckoo Méliador / Strength of the Lion / Storm of Light... © Triz'**



# Game effects, buffs / buffs

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*Reminder © Triz': A unit can only benefit from several similar effects if they have different names.*

*Example: a Lion Incarnate with Sacred Weapon in a Guard unit that can cast Lion's Fury and under the effect of Burning Steel (GRIFFON, but which Sardar can take with his Artifact) will shift his Tests of Strength.*

*But a Worg (basic Sacred Weapon) in a Sentier d'Opale company (whose advantage is to give sacred armies) will only shift once.*

Some game effects target other game effects. Often Skills... Examples: "Exploit: Hidden Defect" (ARIES), "Mystical Purge" (GRIFFIN).

It is important to differentiate between the different advantages that a unit can benefit from.

- Army Gift
- Category of units (Creature, Cavalry...)
- Equipment(s) (Spear (Reach), Steam or Sacred Weapon, Black Armor, etc.)
- Skill(s) (Regeneration, War Fury...)
  - Mystical Effect(s) (Spells, Miracles, Rituals, Communions, special fighter ability...)
  - Exploit(s)
  - Attribute(s) (Artifacts, Rituals, Communions, Familiars, Weapon Bearer... anything that "costs" attribute points)

A game effect that causes me to lose a skill cannot cause me to lose the "Disengage", "Force Charged", or "Leap" skills brought to Cavalry status (heavy or light).

A game effect that causes a skill to be lost cannot cause the effect of a Sacred Weapon, or Reach provided by equipment or by a Mystical effect, to be lost.

# The dice rolls

***I should have started with that, it is the source of the greatest number of questions... I hope that these few clarifications (and personal arrangements) will settle them definitively. © Triz'***

## Tests of a risque character

You will spend your time doing tests, so let's try to be rigorous...

- Set action value (characteristic).
- Determine the number of dice.
- Determine the difficulty.
- Determine the success threshold: [action value] - [difficulty] using the table.
- Apply column shifts.
- Roll your dice.
- Perform raises.
- Roll the extra dice. - Discard any bonus dice (*Abominable...*).
- Count the number of successes.

### Reminders and contradictory reminders

If several contradictory re-rolls (failure re-rolls and success re-rolls) are opposed, they cancel each other out. If two identical raises are opposed to only one, the first cancels it, and the other applies.

### Column shifts and conflicting shifts

There are 3 types of column shift:

- Level 1: The shifts of a column to the right or a column to the left.

*Examples: Sacred Weapon, Gift of the Boar...*

**If several adversarial game effects of this type happen to be opposed, simply add up the offsets.**

- Level 2: The shifts "in column 4+ in the worst case. »

*Example: Ethereal, Ferocious...*

***And just because it breaks my whole system © Triz' which I find too awesome © Triz', I modified the "Armor of the chained" (HYENE), "Tzûnami" (RAT) and the "Bahata Mahata" communions. (TREE-SPIRIT) and "Tree of Thunder" (EAGLE) which shifted respectively in the column 5+, 3+, 3+ and 3+, so that they belong to this category).***

***And yes, Féroce and Assassin are now duplicates, but at the same time, Assassin differed from one LA to another...***

**If two game effects of this type are confronted, they cancel each other out.**

**If two identical effects are opposed to one, the first cancels it, and the other applies.**

- Level 3: "Automatic" shifts in the "Challenge" or "Privilege" columns.

*Example: Strength of the Lion (LION), Supreme Armor of the Griffin (GRIFFON)...*

**If two game effects of this type are confronted, they cancel each other out.**

**If two identical effects are opposed to one, the first cancels it, and the other applies.**

***Note © Triz': This roughly corresponds to rank 1, rank 2 and rank 3 attributes.***

## Different types of cumulative and opposite column shifts

If game effects belonging to more than one of these three categories are **combined**, only apply the one with the highest level.

If game effects belonging to several of these three categories are **opposed**, we are in the case of contradictory game effects:

Each player rolls a die and adds their best bonus to it:

- Column(s) shift: - "4+ worst" +0

case" shift: +1

- "Challenge / Privilege" offset: +2

Raise until the tie breaks...

The player with the highest result **can** pay 1 Elixir Point to apply its effect. Otherwise, both effects are ignored.

In either case, the loser's effect is ignored.

*Hoping that this "tinkering" puts an end to the debates around these discrepancies. © Triz'*

## Extra Dice and Success Threshold

If the success threshold is 6+ but the miniature has a skill that allows you to gain additional dice on the 5 and on the 6 such as "Chain" or "Thick Brute", the 5 are not successes but give everything likewise the right to additional dice.

## Automatic Success

The "Righteous" and "Hyperian" skills, as well as the Gift of Aries specify that the unit automatically succeeds its Courage tests.

It is not possible to roll the dice anyway in order to try to obtain a "6" synonymous with a free Elixir Point.

# "Other Tests"

Some dice rolls are clearly identified as Tests.

Example: The Toxic skill:

***For each success obtained during a hand-to-hand or ranged Strength test, the fighter performs a Strength test, for which the result to be obtained is always equal to 5+. The successes obtained are added to the first ones.***

The indication "5+" in this case corresponds to the second stage of the test:

« ...

- Determine the success threshold using the table.

»


This kind of Test can therefore undergo column shifts, rerolls, give them additional dice...



# The other jets of s

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## Authority Roll



The Authority roll is **NOT** an ability test. the  is a failure  allows you to add a dice.

He is only affected by the game effects that concern him specifically ("Strategist" Skill, "Shameless Conspiracy" Communion (RAT), "Black Diamond" Artifact (ARIES)...).

## Mana Recovery

The Mana recovery roll is **NOT** an ability TEST, the die.  is not a failure, a  don't add a—

## All other dice rolls

All the other dice rolls are **NOT** characteristic TESTS (Regeneration, Healing, etc.), the does not  is not a failure, a  add a die (unless explicitly stated otherwise, Gift of the SCARAB, for example).

# Compe tences

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This section contains the description of all skills. There are differences from one LA to another (example: Survival Instinct in the LA Boar and in the LA Rat).

In case of doubt, it is the skill described below that prevails.

## Abomination

***Courage tests against Fear of Abominations are resolved by rolling an additional die. The adversary discards the best.***

## relentless

***When the fighter loses his last life point he is not immediately eliminated. It is only removed from the battlefield at the end of the current phase.***

As long as a fighter is on the battlefield, he is a possible target for game effects.

You can therefore use mystical effects on him that restore his life points, preventing him from leaving the battlefield.

It is therefore necessary to take into account the excess damage that was inflicted on the relentless when they were "eliminated".

A fighter is destroyed when it disengages. It is not a loss of life points but rather a destruction. Relentless or not, the fighter is on the mat!

## loved by the gods

The results   and  $\ddot{y}$  are interpreted as  during the Fervor tests of fighters loved by gods.

## Assassin

The results   and  $\ddot{y}$  are interpreted as  during melee Strength tests for assassins.

The version of this skill in the Army Book Immobilis is wrong.

## Bond

**Fighters with Leap move ignoring obstacles and figurines less than or equal to 10 cm in height.**

**RHAAA!!! HOW WRONG WRITTEN IT ANGERS ME!!!! © Triz' What about some standard bearers? From Isakar? Does his spear count? Should we count the thickness of the base?**

**To be replaced by: "...miniatures mounted on Ø 30mm and/or Ø40 mm bases" ???**

**Point for debate, but I would say Ø40mm).**

## Bravery

**Failures obtained on the Courage tests of fighters endowed with Bravery are re-rolled once more.**


## Brutal

**The fighter still benefits from the charge bonus when he has succeeded in an assault.**

Works against Steadfast skill.

## Thick Brute

**Each or  obtained on a hand-to-hand Strength test made with a thick Brute gives the right to an additional die.**


The  thus obtained give the right to only one additional die.

If the threshold to be obtained is or  or , they give additional dice, but remain failures.

## Catalyst

**Catalyst Power tests are resolved by rolling an additional die. The player retains the best.**

## Bestial charge

**The results   and  are interpreted as  during Melee Attack tests made with the fighters with Bestial Charge.**

## Construct

**Constructs can be affected by particular game effects.**

## Counter attack

**The fighter gains one combat die for each failure obtained by his opponent during a Hand to hand Attack test against him. If he has not been eliminated, he uses his dice once the opposing attacks have been resolved as if the unit were activated.**

There is no possible counter-attack if there are no more miniatures with "Counter-Attack" in contact.

Regardless of the number of "counter-attacker" miniature(s), roll as many counter-attack dice as you fail the attack test, but you can only eliminate miniatures in contact with the "counter-attackers".

## Stroke of genius

**If at least one of the members of the unit has not moved during its activation, the fighter adds his Attack to his Strength during the Strength tests carried out in hand-to-hand combat.**

## Disengagement

**A unit composed of fighters equipped with this skill does not suffer losses when it disengages.**

## Devotion

**Failures obtained on the fighter's Fervor tests are re-rolled once more.**

## Badass



**The adversary never gets additional dice on his Strength tests made against tough guys.**


## Scout

*When the company is brought into play in a deployment zone, the units composed **ENTIRELY** Scouts can be deployed anywhere on the battlefield but out of contact with an enemy unit.*

On the other hand, a player can deploy one of his units in contact with an enemy scout unit deployed in his deployment zone.

## Sequence

*Each or gives   obtained on a Melee Attack test carried out with a fighter equipped with Sequence the right to an additional die.*

The  thus obtained give the right to only one additional die.

If the threshold to be obtained is or  , they give additional dice, but remain failures.



## Escort

*The damage points inflicted on a fighter with the "Escort" skill are automatically transferred to the fighters in the unit who do not have this skill, up to their life points. This damage is freely distributed by the player controlling the unit. Excess damage points are actually inflicted on the fighter with the "Escort" skill.*

## Dodge

*Enemy successes obtained on Ranged Attack tests against fighters with Dodge are re-rolled once more.*

## Ethereal

*The results   and  are interpreted as  during Attack tests made by the opponent at against an ethereal.*

## Feal

*The feudal adds 1 additional faith point to his unit's faith pool during the supply phase and during deployment.*

## feint

*The adversary never obtains additional dice on his Hand to hand Attack tests against fighters with Feint.*

## Ferocity

*The results   and  are interpreted as  during hand-to-hand Strength tests made with the fierce fighters.*

## Focus

*A magician with Focus rolls as many more dice as his Power each time he performs a Power test. These dice are not bonus dice and can therefore be re-rolled.*

## Force under load


*When he has succeeded in a charge, the fighter adds his Attack to his Strength during the Strength tests carried out with the body and corps.*

## war fury

*The failures obtained on the Melee Attack tests of the fighters equipped with War Fury are re-rolled once more.*

### Hyperian

**A unit including at least one hyperian automatically passes its Courage tests. Also, his Courage is considered Fear by other fearsome fighters.**

It is not possible to still roll the dice in the hope of obtaining a and the Elixir Point  that goes with it.

### Iconoclast

**The enemy fighters in contact with the miniatures of the mystic's unit are counted when the reserve of faith points is constituted (during the management phase and during deployment).**

### Illumination

**A faithful with Enlightenment rolls as many more dice as his Fervor each time he performs a Fervor test. These dice are not bonus dice and can therefore be re-rolled.**

### Immortal

**Immortal creatures can be affected by particular game effects.**

### Implacable

**After they have made an assault, the relentless in contact with opponents can make a new fight. This does not benefit from the charge bonus. This skill can be used once per turn.**

Only Relentless in contact with opponents can continue to fight, even if they have a reach weapon.

### Unwavering

**During a fight against this fighter, the opponents never benefit from the charge bonus. This skill has no effect against fighters with the "Brutal" skill.**

Opponents still benefit from the other bonuses granted by a successful assault / charge (Strength in Charge, Gift of the MINOTAUR, etc.)

### Insensible

**When a unit including an insensitive is the target of a miracle, a spell, a communion or a ritual, the player decides if it is affected or not.**

This also applies to game effects that affect an entire company or the battlefield.

This skill does not work retroactively, if it is assigned during the game.


### Survival instinct

**Enemy successes obtained on Strength tests against fighters endowed with Survival Instinct are revived once more.**

The version of this skill in the Boar Army Book is wrong.

### Just

**A unit composed of fighters endowed with this skill always succeeds in its Courage tests.**

It is not possible to still roll the dice in the hope of obtaining a and the Elixir Point  that goes with it.

### Magisterium

**Failures obtained on Magister Power tests are re-rolled once more.**

### Arcane Mastery

**The results ,  and  are interpreted as  during the Power tests carried out by the masters of the mysteries.**



### Mutation

**A unit can use Mutation once per turn, during any characteristic test. The test is resolved by rolling as many additional dice as the rank of the unit.**

### Devotion



**Pious Fervor tests are resolved by rolling an additional die. The player retains the best.**

### Regeneration

**The player rolls as many dice as there are damage points inflicted on the fighters capable of regenerating within his unit, before losses are removed. Each  negates  one point of damage.**

This dice roll is NOT a Test. Note that unlike the "Heal" skill, Regeneration applies even if the unit suffers losses outside of a Strength Test (Divine Wrath (GRIFFIN) for example).

### Care

**The player can save one or more members of his unit when they have just undergone a Strength test. For this, he addresses a loud and intelligible prayer to the tutelary god of his army. He rolls a dice for each point of damage inflicted on the fighters of the unit. Each  or  negates one point of damage.**

This dice roll is NOT a test!!! This skill does not work outside Strength Tests (unlike the "Regeneration" skill), but an Incarnate can heal fighters in his unit who do not have this skill (Red Lioness + Royal Guards), and vice versa (Paladins + Meliador)!

### Strategist

**Authority tests for strategists are resolved by rolling an additional die. The player retains the best.**

**Er... Yes, but no... © Triz'** The authority roll is NOT a Test. See: Dice rolls, page 43.

### Instinctive shot

**Fighters with Instinctive Shot can shoot engaged enemies.**

When shooting with instinctive fire, we are still subject to interference.

### Sniper

**The results   and  are interpreted as  on sniper Strength checks.**

### Toxic

**For each success obtained during a Hand-to-hand or ranged Strength test, the fighter performs a Force, for which the result to be obtained is always equal to . The successes obtained are added to the first ones.**

### Born killer

**When making a hand-to-hand Attack test, the player rolls an additional die. This die is not a bonus die, it can be re-rolled.**

### Aim

**During Strength tests carried out from a distance, the fighter adds his Attack to his Strength if at least one of the members of the unit has not moved during his activation.**

### Vol

**The fighter ignores obstacles and units when moving. Units whose fighters have Flight always adopt dispersed formation.**



# E quipements

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**LAs, especially paper, are still not consistent on this. All items described in this section are Equipment! Even if they grant Skills, they cannot be targeted by game effects that target Skills (Exploit: "Hidden Vice" (RAM), "Mystical Purge" (GRIFFIN)).**

**They can, however, be targeted by game effects that target equipment.**

## Elongate

**A fighter equipped with a reach weapon can attack opponents in contact with him or located less than 3 cm away.**

A unit cannot attack with reach only. Indeed, to attack, you have to go into contact, but contact is well defined as the real contact between two miniatures, and not the simulated contact represented by the spears.

It is mandatory that one of the members of the unit is in contact (base to base), so that the unit is committed.

Only Relentless in contact with opponents can continue to fight, even if they have a reach weapon.

## sacred weapon

**The result to be obtained on the Hand-to-Hand Strength tests is read one column further to the right on the resolution table.**

## sacred armor

**The result to be obtained on Hand to hand Strength tests against fighters equipped with sacred armor is read one column further to the left on the resolution table.**

## dark weapon

**Failures obtained on the fighter's hand-to-hand and ranged Strength tests are re-rolled once more.**

## black armor

**Enemy successes obtained on Strength tests against the fighter are re-rolled once more.**

## Sword-axe

**Each "6" obtained on a Hand to hand Strength test inflicts an additional point of damage to the target.**

## Piercing Shot

**Piercing shots can eliminate more enemies than there are shooters.**

## Area of effect shot

**Area-of-effect shots affect an area of 3 cm radius. The AT-43 template makes it easy to represent this area.**

**Some ranged weapons are capable of affecting an entire area rather than a single target. Area-of-effect weapons can eliminate more targets than there are ranged attack dice. They can also take out targets out of sight of shooters.**

**Successful ranged attack tests increase the weapon's Area of Effect; failures deflect the ranged attack.**

**To find out who is hit by a unit's area of effect fire, the player places the template on the fighter of his choice among those the shooter sees in the targeted unit. The fighters located even partially under the template undergo the Strength test.**

**If at least one failure is obtained on the ranged attack test, the shot deflects. To solve this, roll a die: its result indicates the direction of the deviation (the template shows six numbered directions).**

**The template is then moved in that direction by one centimeter (one tick mark) per failed Ranged Attack test.**

**If all Ranged Attack tests are successful, the template remains in place.**

**After placing the template, the player determines the area affected by the ranged attack. The Area of Effect indicates which scale to read on the template. Any fighter within this scale is affected.**

**The Area of Effect is determined as follows:**

- **If the "Ranged attack – ranged" result is a challenge, the shot goes wild and hits nothing.**

- *If all Ranged Attack tests fail, the Area of Effect is that of the weapon used.*
- *If at least one Ranged Attack test is successful, the Area of Effect is that of the weapon multiplied by the number of successful Ranged Attacks. If this result exceeds 10, the Area of effect is equal to 10 and the fighters affected suffer two Strength tests instead of one.*

### **Vapeur / XXX, Naphte / XXX**

*The use of this equipment is declared before each Strength test. The player rolls a die called a "Steam/Naphtha die" and adds the result to the Strength for the ensuing Strength test.*

*I had fun with the profile of the Brass Golem I created, reintroducing Steam / MOU. I tinkered with something, but ideally it would change the generic equipment rule.*

# embodied

## Protection against shots

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A unit containing an incarnate is targeted by the Dragon Cynwall. The area effect is 10 cm but with two bursts of wounds. During the first salvo all the troops are eliminated. The incarnate is not affected by the wounds because it is a single salvo (a single Ranged attack test).

An Incarnate, on the other hand, could be targeted by a Ysis whose troops the Hybrids have gotten rid of, because this is another Marksmanship Test.

## and trash

---

It is possible to use an Elixir Point to re-roll the success of an enemy shooting test targeting the incarnate specifically, or targeting his unit.

It is possible to use an Elixir Point to reroll the successes of a Faith or Magic test within the framework of the call aimed specifically at the Incarnate, his unit, his entire company or the entire battlefield.

However, the Incarnate will not be able to reroll the successes of the Strength test of an effect targeting his unit, including him, because this damage test cannot target him.

## Equipment

---

### Families

Each pet is worth 1 attribute point.

# TOURNAMENT RULES

*Having organized and participated in a few Showdown: Age of Rag'Narok tournaments (which brought me into almost every aspect of the game and which was part of the motivation to update this FAQ), I humbly allow me to deliver my thoughts here, and these few tips © Triz'.*

The tournament organizer must define:

## The format

The 3000 point format has more or less imposed itself as the "standard" format for games of 2h - 2h30 maximum, which allows 3 rounds to be played in one day.

## The choice of Army Books

For the **GRIFFON**, the **WOLF**, the **SCORPION**, the **LION** and the **ARIES**, which have official "paper" Army Books (stamped Rackham), they are of course strongly encouraged, even **mandatory**.

For these 5 armies, the authorization or not of the "game aids" (the LA pdf stripped of the units present in the LA papers) has always been the source of lively debates...

For other armies, only temporary "pdf" army books released by Rackham are available. It seems obvious that they are allowed... ÿ

There are also "amateur" Army Books on the web for the **JACKAL**, the **HYDRA**, the **HYENA**, the **RAT**, and the **BEETLE**, it may be interesting to authorize them, if only to reward the work accomplished, but the organizer will have to communicate clearly, and facilitate access to these LAs.

## The obligation (or not) to affiliate your army

To develop the "fluff" side, and to force players to think about army compositions with advantages AND disadvantages (but also to limit the number of incarnates), it is encouraged or even compulsory to affiliate your army if it is one of the 5 armies with official papers.

## Access (or not) to the Allies

All combinations with all possible allies have not yet been found, so it is not recommended to allow "classic" allies.

But the specific alliance rules (Gorak (TREE-SPIRIT), Musician of the Praetorian Guards (GRIFFON)...) can be authorized.

It may also be possible, in the case of obligatorily affiliated companies, to allow Incarnates from other factions.

## Access (or not) to Titans and Nexus

The biggest concern is that not all armies have Titans, and not all armies have War Machine "slots" in their banner order to take Nexus, despite an advertised affinity ( I am thinking of the WOLF for example). It is therefore not recommended to authorize them.

## Limitations of Mystical Incarnates

The mystical effects are "uninhibited" to say the least... We quickly realized that a list full of mystical incarnates could quickly become unmanageable (especially in armies with several ranks 3).

We decided enough at the time to apply the formula:

Sum of ranks of mystical incarnates limited to: [2 per 1000 AP] minus 2.

Which gives us :

|                                |  |
|--------------------------------|--|
| 1000 PA (initiation) :         | 0 (no mystical incarnate)                  |
| 2000 AP (small confrontation): | 2 (two small or one medium)                |
| 3000 PA (format standard) :    | 4 (not more than one row 3, or two row 2). |
| 5000 AP (big mass battle):     | 8 (almost all)                             |

Included in this total are the non-mystical Incarnates who would have the possibility of casting spells thanks to their Artifacts (Lyber Typhonis (ARIES), Ashes of Kelgar (GRIFFON)...), as well as the Mystical Incarnates who are not equipped with Rituals and/or Communion (*I often played Ganzhyr without a Ritual: he used his gems in the "Hellfire" spell and in the Black Diamond*), but not incarnates with a Power / Faith score, but no way / Aspect allowing to launch Rituals / Communion (I think of Abel equipped with Punishment (GRIFFON)).

### Artifact limitations

Mystics being limited, the other way to screw up is to take out all the Incarnate fighters and their biggest artifacts! We had thought of:

- Unique Rank 3 attributes
- Rank 2 attributes in 2 copies maximum
- Unlimited rank 1 attributes

# VARIANTS / RULES EXPERIMENTAL

Attention ! By placing your eyes on this section, you enter an experimental area © Triz!

Everything that follows is still in the reflection / testing phase, and will have to be validated by all participants!

This whole chapter deserves the "tags" [© Triz] and [deep modification of the rules]. We could rename it:

## THE THINGS THAT ANGER ME

As I said before, I am generally against "deep" changes to the rules.

But Rag'2's simplification scythe has sometimes been restrained, by concerning clumsy concepts (\*), by not taking advantage of this new system to experiment (\*\*) or by lacking consistency in its modifications.

(\*) Question to players who do not know Confrontation, and who have simply bought the basic box (WOLF - GRIFFONS) and an Army Book Temple:

Who are these "Sworn Enemies" with names as strange as "Ophidian Alliance", "Syharhalna Empire", or "Limbo of Acheron" (see insert page 2)?

[/suspense] Respectively: The SNAKE, the SCORPIO and the ARIES.

(\*\*) Imagine units of mystical fighters who accumulate their gems to cast, on occasion, a little spell!

I am thinking of the Goblin Blowers, the Ghouls, who could from time to time transform into Wampyrs or even the Spasm Warriors!

My biggest regret is to have Rituals and Communions that are binary (successful or unsuccessful), whereas the game system allows you to choose how many dice to throw, and therefore, to succeed "more or less well" in throwing dice. rituals and communions. We could vary the effects, the range, the cost in mana/faith depending on the number of successes!!!

But here, I digress, and even if it itches me, I REFUSE to rewrite the system of magic.

## Formations and lines of sight

Whatever the game, the lines of sight, it's always THE tricky thing to decide without hitting it.

Lajdurague had the good idea to recover the idea of "vision cones" and interference from AT-43.

Except that little cowards found it a shame not to be able to hide their majos, so we (the trounoyeurs) had the idea of using the formations to play on the lines of sight.

So here are the line of sight rules (roughly) as they were used in tournament play:

### REMINDERS

- A unit that successfully assaults IMMEDIATELY breaks its compact formation.
- A unit of only one fighter is always in **compact formation**.
- Training is announced at deployment and checked at the beginning and end of each activation.
- A change of formation (desired or sudden) must be clearly indicated to his opponent.

## Compact Training

### Conditions :

- All members of the unit are within 10cm of the leader.  
AND
- All members of the unit are in contact with at least one other member of the unit.

### Advantages :

- Be able to benefit from tactics that require compact formation.
- Be able to have your fighters hit with Reach from the second row without having to move (without having to need to declare an assault (therefore potentially without having to (re)make a Courage test)).
- To be able to hide his Incarnate in the second row.

### Disadvantages:

- Being able to GET hit second row by fighters with Reach.
- Deprive his Incarnate in the second row of lines of sight.

## Scattered Formations

### Conditions :

- All members of the unit are within 10cm of the leader.  
AND
- All unit members are within 2.5cm of another unit member.  
(they can be in contact, but in this case, make it clear to your opponent that you do not benefit from the advantages / disadvantages of the compact formation)

### Advantages :

- Do not be assigned enemy attacks with Reach when you are in second row.
- Give lines of sight to his Incarnate in the middle of the Unit.

### Disadvantages:

- Impossibility of hiding his Incarnate in the second row.

## Figure sizes

- Socle 30mm: size 1
- Socle 40mm : size 2
- Base 50mm and 65mm: size 3
- Socle 80mm : size 4
- Titan : size 8
  
- "Not traversable" decor (forest, building...): - "Traversable" size 6  
decor (hill, altar...): 2, this size is added to that of the fighters in it

## Units in dispersed formation

Units in scattered formation never block line of sight, but generate interference.

## Units in Compact formation

Units in close formation block lines of sight to and from miniatures of equal or smaller size, **including within their own unit!**

An Incarnate in the second rank of a unit in close formation has no forward line of sight!

Units in close formation inflict interference on larger units.

## Special and Incarnate Fighters

Independents (Incarnates and Mystical Fighters) must be able to draw a line that only intersects obstacles smaller in size than them or their target from the center of their base to the center of their target's base to gain line of sight.

If there are no obstacles in the cone that encompasses the two bases, the line of sight is not interfered with.

## Titans

Lines of sight to and from Titans are never blocked or interfered with.

# The movement of 7 cm...

---

... forces deployments 14cm from the center, prevents units with 7cm of movement to catch up with those with 15 in two turns...

PUT ALL THIS AT 7.5cm!

# Bonuses +2 / malus -2

---

The little guys from the Age of Skirmishes (kisses Sered, kisses Fingo') understood it well, Lajdurague's resolution table is not linear, because of its central "box" (-1/0 /+1) which covers an interval of 3 values.

Bonuses +2 / malus -2 do not therefore systematically change columns!

I propose to replace all +2 / -2 modifiers with column shifts.

# The multiplication of profiles in a unit

---

While this was supposed to be the main simplification of the Rag'Narok combat system, we end up with units that multiply different profiles.

The record must be 5 in a unit of Undead Thralls (ARIES) accompanied by 2 different Skulls and joined by the duo Azael-Melmoth.

I have nothing against the fact that the Skulls have a different profile from the Thralls, but I propose that at the start of the game, the Aries player chooses once and for all, the profile of ALL his Skulls:

the "offensive" profile: Def/Res: 3/8, Att/Str: 5/9

or

the "defensive" profile: Def/Res: 5/8, Att/Str: 5/7

Ditto for the Dark Paladins:

Def/Res : 5 / 8, Att/For : 7 / 9

or

Def/Res : 7 / 8, Att/For : 7 / 7

*Paradoxically, I really like the idea of units made up entirely of incarnates (the DRAGON Trihedron, but the "clans" (Goblin Pirates, or Dwarf Brotherhood...) were managed like that in Rag'Narok), but this must remain the exception. © Triz'*



# Aspects and Paths of Magic

---

If it was up to me:

- I would remove the elements (Water, Air, Earth, Fire, Light, Darkness).

The "fluffic" interest is undeniable, but today counter-magic no longer requires "opposing" gems like in Confrontation or Rag' Narok. This therefore brings nothing more in terms of mechanics and gameplay.

- I would remove Aspects (Creation, Alteration and Destruction) and magic paths.

So yes, I know, within the same army, there are naughty Priests / Destruction and more subtle Monks / Creation, but as things stand, we end up with several mystical Incarnates who cannot even launch certain Rituals / Communion of their own people for lack of adequate Aspects / paths!

- I would replace specific magic paths and cults with Totem paths and cults.

Scroll of Lightning: Way? RAT.

Skepticism: Cult? HYENA.

Etc.

## The fear

---

- The first thing that bothers me in the rules of Fear, concerns the Courage of fearsome fighters.

Let the Aberrations have a Fear of 7, fine. But why would they have a COURAGE of 7?

But other than putting out an errata listing ALL scary fighters and showing their Courage score, I'm afraid I'll have to deal with it...

- Secondly, nothing indicates, in the LA pdf if the COU/PEU score of the fighters is Fear or

Courage. Inspired by Conf' 3, and the cards (more or less official) for the Age of Rag'Narok, I wrote this list of frightening units, army by army:

**ARIES** : Undead Thrall, Ghoul, Dark Paladin, Heavy Centaur, Gargoyle, Cerberus, Wamphyr, Gate of Hell, Azael the Infidel, The Great Skull, Rhea of Brisis, Chagall, Ganzhyr of Hestia, The Gorgon, Feyd Mantis, Belial , Melmoth, Ejhin of Vanth, Cmyr of Vanth.  
*(good, OK, all ARIES profiles... © Triz')*

**TREE-SPIRIT** : Troll of the Tree-Spirit.

**JACKAL** : Tiger of Dirz (Ghorak).

**DRAGON** : Nova, Pulsar, Dragon, Wyrn.

**GRIFFON** : Griffon.

**HYDRA**: Fireeater , Chasm Warrior, Halberdier, Demonic Satyr, Incubus, Reaper, Scourgebringer, Sentinels, Hydra Warrior, Abyss Prowler, Chthonic Larva, Cyclops, Demonic Tower, Akkadhalet, Araqsalil, Nilarakh, Neran , Akarenseth, Azahir, Kanizhar, Mahal, Kelzaral, Yh-Ibenseth, Yh-Sabahal. *(good, OK, all HYDRA profiles... © Triz')*

**HYENA** : Headhunter, Marauder, Carnivorous (pain), Carnivorous (stamina), Carnivorous (strength), Eclipsant, Huntsman, Ravenous, Tyrant, Bysra, Kalyar, Managarm, Monstrous hyena (Managarm), Nemetis, Zeiren, Shurat, Nekhar .

**IMMOBILIS** : Khaurik's Trigger, Khaurik's Guard, Khaurik's Warrior, Blaster Ogre, Mercenary Ogre, Minotaur, Scarecrow (The), Morzath, Kar-Mina / Furious.

**LEO** : The Chimera.

**WOLF** : Hunter, Fang, Vestal, Great Fang, Stalker, Shadow Stalker, Sacred Vestal, Blood Predator, Worg, Serethis, Onyx, Y'anrylh, Isakar, Syriak, Deliox, Asgarh, Karnyrax. . *(all WOLF profiles except Orhain and the Animals... © Triz')*

**MINOTAUR** : Sessair Minotaur.

**RAT** : Crazy Wheel, Earth Troll, Dai-bakemono, Water Troll, Fire Troll, Goreth, Sulfur (The Booby Eater).

**BOAR** : Son of Uren, Mountain Warrior.

**BEETLE** : Wolfen Hunter, Mandigorn Warrior.

**SCORPION** : Phemera Alpha, Phemera Omega, Syhar Sighthound, Dasyatis Evolution, Nemesis Evolution, Aberration Prime, Dasyatis Prime, Nefarius Prime, Athan Zakhil Prime.

**SERPENT** : Ghoul, Archer, Warrior, Vortiran, Maldoré, Son of Vortiris, Draconia (maldorée), S'Erurn, S'Ygma.

- And finally, Fear is a passive ability, the unit causes fear all the time.

Here is what I suggest:

Before provoking a Courage Test in an enemy unit, a unit causing Fear must first pass a Fear Test of difficulty [COU] of the enemy unit.

*Reminder: In "my" system, the standard bearers provide a bonus of +2 / a column shift during the NECK TEST, not to the characteristic listed on the profile card.*

If successful, the enemy unit must pass a fearsome unit's difficulty Courage test.

In the case of an assault involving two frightening units:

- The **assaulted unit** performs a LITTLE difficulty test [COU of the active unit].
  - o If successful, the attacking unit performs a COU test of difficulty [FEW of the assaulted unit].
    - ÿ If unsuccessful, the active unit ends its activation.
    - ÿ If successful, proceed to the active unit's LITTLE Test.
  - o In case of failure, proceed to the LITTLE Test of the active unit.
- The **active unit** performs a LITTLE difficulty test [COU of the assaulted unit].
  - o In case of failure, no one scares anyone, we resolve a "normal" assault.
  - o If successful, the assaulted unit performs a COU test of difficulty [FEW of the assaulting unit].
    - ÿ If successful, nobody scares anyone, we resolve a "normal" assault.
    - ÿ In the event of a failure, the assaulted unit routs and its DEF drops to 0.

On the other hand, a unit is no longer automatically immune to Fear values greater than or equal to those it has already overcome: A unit must test its Courage each time it attempts an assault against a frightening unit.

*And also because (among other things) it sucks to remember who is afraid of whom at what level. © Triz'*

## Formation of incarnations

---

"Paper" LA incarnates are often (very (too much)) limited to certain units (the worst being the WOLF "paper" LA), unlike "pdf" LAs, which allows for aberrations/strangeness/abuse, such as Fulgur which is not restricted to Meteora or a cavalry champion in an infantry unit which is not prohibited at all...

Here is a first draft of "limitation" for the incarnates of LA "pdf":

### The Eagle

Neon: Storm-Archers, Storm-Warrior, Hurricane-Warriors, Hurricane-Spears  
Khulrûn: Storm Warriors  
Shamkelia: Storm-Archers, Storm-Warriors, Hurricane-Warriors, Hurricane-Lancers  
Irsan : Guerriers-Ouragan  
Nyris: Storm-Archers, Storm-Warriors, Hurricane-Warriors, Hurricane-Spears  
Asthenas: Hurricane Knights  
Abharûn: Warriors of the Faathi  
Norrstrom: Warriors of the Faathi

### The Spirit Tree / The Jackal

Carbon: Tier 1 Infantry  
Dayak : Infanterie rang 1  
Rantakh : Infanterie rank 1  
Shaka-Umruk : Infantry /10cm

Tork : Infantry /10cm  
Vorak: Tier 1 Infantry  
Kolghor: Orc Crossbowmen  
Tamaor: Jackal Warriors (Swords)  
Tumahk: Jackal Warriors (two-handed weapon)  
Avangorok: Raptors  
The Son of Thunder: Infantry /10cm  
Ghorak: Amok Slayers  
Dirz Tiger: Amok Slayers + Gorak  
Grakkha (Stone Warrior): Stone Warriors  
Grakkha (Kamahru Champion): Stone Warriors  
Kal Shadar: Tueurs Amoks  
Shaka-Morkhai: Infantry /10cm  
Vijkkal: Stone Warriors  
Umran Kal : Cavaliers brontops  
Kamahru: Infantry /10cm

### The deer

Brenthyr : Guerriers  
Gwernydd : Guerriers  
Corwyn : Infanterie /10cm  
Damralh : Infantry /10cm  
Feylhin : Lanyfhs  
Gwahyr: Persecutors  
Morgwen : Lanyfhs  
Wandyr : Karnaghs rouge  
Tanath : Infantry /10cm  
Ardokath: Infantry /10cm  
Ychor : Séides formors  
Balkron : Séides formors  
Tyramon : Séides formors

### The Dragon

Galhyan: Akhamiäux, Constructs, Warriors, Selsyms Warriors, Selsým Lancers, Asadars  
Lens Mendkenn : Echahims  
Maelÿn: Selsym Warriors, Selsym Spearmen  
Menerän: Selsym Warriors Selsým Lancers  
Nelphaëll: Azure Hunters  
Soim: Selsym Warriors, Selsym Spearmen, Asadar  
Syd of Kaiber: Selsym Warriors, Selsým Lancers, Asadars  
Sÿlann : Khidarÿms

### The Hydra

Akarenseth: Scourgebringers  
Akkadhhalet: Tier 1 Infantry  
Araqsalil: Warriors of the Chasms  
Azahir: Infantry  
Kanizhar: Incubi  
Kelzaral: Infantry  
Mahal: Infantry  
Neran: Tier 1 Infantry  
Nilarakh: Warriors of the Chasms  
Yh-Ibenseth: Warriors of the Hydra  
Yh-Sabahal: Reapers, Demonic Satyrs

## The Hyena

Ashkasa: Blood Warriors

Bysra: Marauders, Ravenous, Tyrants

Kalyar : Voraces

Managarm: Eclipsing

Monstrous Hyena / Managarm: Eclipsing

Nekhar: Marauders, Ravenous, Tyrants

Enemies: Marauders, Ravenous, Tyrants

Scruple: Ripper

Shurat : Tyrants

Velrys: Archers, Vandals

Zeiren: Marauders, Ravenous, Tyrants

## L'Immobilis

*(For The Embassy, see Immobilis + Griffon)*

The Harlequin: Infantry /10cm

Scarecrow : Infantry /10cm

Ahsa Ruyar : Infantry /10cm

Carracci: Crossbowmen

Kelian Durak: Militiamen, Crossbowmen

Nurbald : Minotaures Cadwës

Sienna: Infantry /10cm

Sylar Race : Infantry /10cm

Viress 10 : Infantry /10cm

Morzath: Seed Breaker

Straight Mornis : Infanterie /10cm

Isabeau: Infantry /10cm

Kar-Mina / orphan: Infantry /10cm

Vladar: Militiamen, Crossbowmen

Kar-Mina / Furious: Cadwe Minotaurs

## The Minotaur

Gwenlaen : Evidence

Hogarth: Sessair Archers, Guardians of the Moor, Sessair Warriors

Kyran: Sessair Archers, Guardians of the Moor, Sessair Warriors

Markhan: Guardians of the Moor, Warriors Sessairs

Bragh-An-Scâthar: Géants

Enoch: Sessair Archers, Guardians of the Moor, Sessair Warriors

Kelen: Sessair Archers, Guardians of the Moor, Sessair Warriors

Orhain: Sessair Archers, Guardians of the Moor, Sessair Warriors

Koren: Warriors of Danu

Viraë : Evidence

Viraë/Sinshera : Evidence

Drac Mac Syrö: Sessair Archers, Guardians of the Moor, Sessair Warriors

Baal: Centaurs

## The rat

Azzoth: Marauders, Militiamen

Baron Ozöhn (cavalry): Knight Ströhm

Baron Ozöhn (infantryman): Militiamen, Ströhm Warriors

Bazooka: Ashigarus, Bushis, Ninjas, Samurais

Becbunzen: Ströhm Warriors

Captain Krill: Buccaneers, Sailors, Buccaneers

Cyanhur: Infantry  
Gidzzit : Infantry  
Golborak: Ströhm Warriors  
Goreth : Mutants, Trolls  
Hoosû Ūzo: Ashigarûs, Bûshis, Ninjas, Samurais  
Kérozen: Buccaneers, Sailors, Buccaneers  
Kobalt: Marauders, Militia  
Committee: Ashigarus  
The Babayagob : Infantry  
Monsieur Dhypter: Buccaneers, Sailors, Buccaneers  
Sulfur / The Boob Eater: Earth Trolls, Water Trolls, Fire Trolls  
Sulfur / Master Sulfur: Infantry  
Wazabi: Ninjas  
Xherus: Infantry

## The Boar

Aegher: Buggers on razorback  
Bal-Torg: Forgekeeper, Plains Soldiers  
Brognir: Forgekeeper, Plains Soldiers  
Elghir: Forgekeeper, Plains Soldiers  
Fenggar: Forgeguard, Thermo-Warriors  
Lightning: Meteors  
Hirh-Karn: Khors (hammer and anvil)  
Kael: Khors Knights  
Kahinir: Khors (hammer and anvil)  
Lor-Arkhon: Bombers  
Lothan: Thermo-Warriors  
Magnus: Plains Soldiers  
Pillgrim: Forgekeeper, Plains Soldiers  
Pilzenbhir: Khors (hammer and anvil)  
Tan-Kaïr: Forgekeeper, Plains Soldiers

## The Beetle

Irul: Archers, Guardians, Scarab Warriors  
Kurujai : Archers  
Maneös: Scarab Warriors  
Méari: Archers, Guardians, Scarab Warriors  
Numae: Guardians  
Oriental: Zephyrs  
Shaenre: Archers, Guardians, Scarab Warriors

## The snake

Ayane: Infanterie rang 1  
Bregan: Apostates  
Draconia (infantry): Infantry on base Ø30mm / Movement of 10cm  
Draconia (Maldoree): Draconia in Maldoree form can join another Maldoree or form a unit (of Rank 3) creature on its own, such as the Chimera (LION)  
S'Erum: Archer, Warriors, Vortirans  
S'Ygma: Archer, Warriors, Vortirans

# New Profiles

There are figs that have serious class, it would still be a shame not to play with them!

The costs are obviously completely sketchy... ÿ © Triz'

## Brass Golems (BOAR)



Photo credit: spiff04

<http://confrontation.vraiforum.com/t1114-Mes-terribles-nains-de-Tir-Na-Bor.htm>

Rank: War Machine  
4 PS (Structure)  
Socle : Ø80mm  
MOU: 10 +1D6 (see equipment)  
DEF : 3  
ARM : 12  
COU : 7  
AT : 2D / 7 / 12+1D6  
TIR : 1D / 4 / 10+1D6  
Gift of the Boar

### **Equipment**

Steam / Melee. Steam / Distance. Steam / Movement (\*).

(\*) The use of this equipment is declared before each trip. The player rolls a die called a "Steam die" and adds the result to the unit's movement characteristic until the end of the turn.

### **Skills**

Disengagement. Unwavering. Insensitive. Piercing shot. Stroke of genius.

### **Special Rules**

Servants: The Golem's servants are inside the Golem. It is not necessary to represent them with figurines.

It is not possible to take the servants of the Golem as specific targets of a ranged attack or a mystical effect. When the Golem is destroyed, it is removed from the battlefield, including servants.

### **Effective**

Minimum : 1 Golem, 550PA

Maximum : 2 Golems, 1100 PA

Additional fighter: 550AP

Special fighters: /

### **Comparison with the Char**

MOU -5+1D6

DEF +3

AT +4 / FOR +4

SHOT -2 / STR

-4 Swap Charge Force + Bestial Charge for Master Strike

Maximum SQUAD +1

Cost +100

*A more melee-oriented profile over time, and less of the Tank's "baseline shooting with a charge once in a while".*

*And then it allows me to reintroduce the concept of Steam / MOU. ÿ*

## Hydra of Mid-Nor (HYDRA)



Photo credit: CoolMiniOrNot

<https://www.coolminiornot.com/shop/confrontation-miniatures/confrontation-hydra-of-mid-nor-1.html>

Rang : Titan

4 PV

Socle Ø80mm

MOU : 15

DEF : 3

RES : 12

LITTLE: 7

AT : 2D / 7 / 10

SHOT : - / - / -

Gift of the Hydra

### Equipment

Elongate.

### Skills

Unwavering. Counter attack. Abomination.

### Special Rules

Creature: The Hydra can be recruited into a Hydra company as a Creature unit.

### Titanic Abilities

- Multiple Heads (1)

ATT: 4D / 7 / 10

When the Hydra sacrifices its Titanic Ability to cancel a Strength Test, it replaces it with the next one in the list: Multiple Heads (2).

- Multiple Heads (2)

ATT: 3D / 7 / 10

This titanic ability is not available at the start of the game.

When the Hydra sacrifices its Titanic Ability to negate a Strength Test, it replaces it with the next in the list: Multiple Heads (3).

- Multiple Heads (3)

ATT: 2D / 7 / 10

This titanic ability is not available at the start of the game.

When the Hydra sacrifices its Titanic Ability to negate a Strength Test, it replaces it with the next in the list: Multiple Heads (4).

- Multiple Heads (4)

ATT: 1D / 7 / 10

This titanic ability is not available at the start of the game.



### Effective

Minimum : 1 Hydre, 750 PA

Maximum: 1 Hydra, 750 AP

Additional fighter: /

Special fighters: /

### Comparison with the Griffon

DEF -2

RES +2

Swap Flight for Counterattack + Reach + Abomination

+1 Titanic Capa (but only one per turn)

Cost +200 AP

*I wanted a profile that was difficult to face in melee, that defended itself from everywhere, which explains the Unshakable and Counterattack skills (with a defense not too high either). Besides that, I wanted the Hydra to lose power the more heads were "cut off", hence this idea of a unique titanic ability (a kind of sweep) that gets weaker as and as you go. © Triz'*

*And is it me or is the Griffon really cheap? © Triz'*

## Ballista Ulunkor (TREE-SPIRIT)

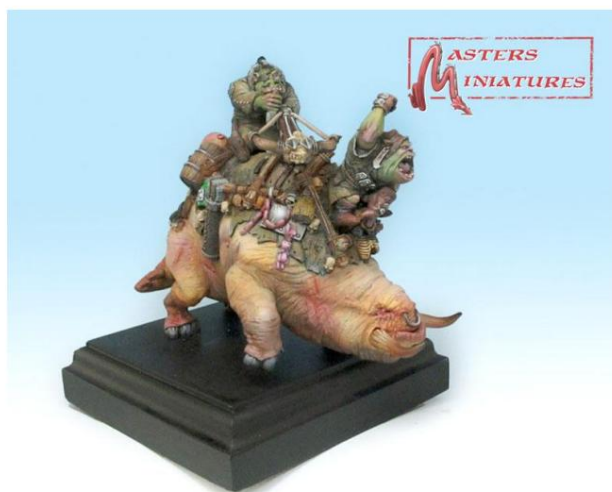


Photo credit: <http://www.taban-miniatures.com/>

Rank: War Machine

4 PV

Socle Ø80mm

MOU : 15

DEF : 4

RES : 10

COU : 7

AT : 2D / 5 / 10

SHOT: 1/6/1

Gift of the Spirit Tree

### Equipment

Piercing shot.

### Skills

Unwavering. Aim.

### Special Rules

Heavy Cavalry (Disengage + Charge Force).

Cavalry: The Ballista can be recruited into a Jackal or Tree-Spirit company as a Cavalry unit.

### Effective

Minimum : 1 Baliste, 500PA

Maximum : 1 Ballistae, 500 PA

Additional fighter: 500AP

Special fighters: /

**Comparison with the Char**

DEF +4

RES -2

AT +3

FOR (here) +2

STR (shot) -4

Swap Bestial Charge + Insensitive for Aimed Shot

Cost +50 AP

*HOW HAPPY I WAS RECOVERED MINE! I had to make him a profile. I was hesitant to make it a Titan, with its shot as a titanic ability, but it still makes more sense to make it a war machine. © Triz'*

## Sophet Drahas (ARIES)



Rank: Infantry

4 PV

Base Ø65mm

MOU : 0

DEF : 3

RES : 5

LITTLE: 7

OR: 5

FOR: 8

AT : 3D / 7 / 7

SHOT : - / - / -

Gift of Aries

### Equipment

### Skills

Regeneration. Badass. Magisterium.

### Recruitment

Sophet Drahas : 550 PA

Resurrection/Duel: 10 EP

Sophet Drahas can join a unit of Undead Thralls or Black Paladins. **This unit cannot accommodate an Abyssal Skull.** He does not replace a fighter but is added to the workforce already present. Its cost is added to that of the unit.

Sophet Drahas has 3 points to buy her artifacts and rituals.

Sophet Drahas is a magician of the path of Necromancy who masters the Element of Darkness.

### **Wings of the Abyss (0):**

Sophet Drahas' unit is moved 1 cm.

This movement can allow his unit to engage an enemy unit, and disengage without suffering a loss.

This spell costs 1 mana point. It is reserved for Sophet Drahas.

**Cruel (2):**

Equipped with Cruel, Sophet Drahas can assign his combat dice to all fighters whose unit is engaged with that of Sophet Drahas. Cruelle is reserved for Sophet Drahas.

**Arcane IV: The Emperor (1):** The

standard bearers have no effect during a Courage test against the unit of Sophet Drahas. Reserved for Sophet Drahas.

**Arcane XV: The Devil (3):** The

wearer of Arcane XV can wear a rank 1 artifact, a rank 2 artifact, and a rank 3 artifact. Reserved for Sophet Drahas.

**Comparison with the LA pdf:**

MOU : -7

AT : +1D

THAT : +2

FOR : -2

PA: +205

Exchange Strategist for Badass + Magister

Resurrection: +3 Elixir Points

**Comparison with Méliador:**

MOU : -10

DEF : -2

RES : +2

AT : +1D

THAT : +2

FOR : +4

PA: +270

Swap Scout for Regeneration + Badass

Resurrection: +4 Elixir Points

*This profile was born from two ideas:*

*- The vision of a motionless Sophet (nailed to his throne) who is forced to spend his gems to move.*

*- His artifact which allowed, in Confrontation, to take as many artifacts as you want...*

*So, I still looked at what we could do with this Arcanum, and well we can play it invoc-background-of-course (Horns of damnation / Liber Necromantia / Liber Typhonis), or rush-in-I -the heap (Obsidian Skull / Cruel / Weapon of the Abyss).*