





THE AGE OF THE RAG'NAROK CONFRONTATION®


BOAR ARMY









ARMY GIFT AND ABILITIES

Gift of the Boar: The result required on Strength  tests taken against a Boar fighter is read one column to the left on the resolution table.

Aim: If at least one member of the unit does not move during its activation, the fighter adds his Attack  to his Strength  on  Strength tests.



Born killer: When the fighter performs an  Attack test, the player rolls one additional die. This die is not a bonus die, so it can be re-rolled.

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

Counter-attack: The fighter gets one combat die for each failure obtained by his enemy in the  Attack test against him. If he is not eliminated, he uses these dice once the enemy's attacks have been resolved, as if the unit had been activated

Catalyst: The fighter's Energy  tests are resolved rolling one bonus die. The player keeps the best.

Fierce: When the fighter loses his last health point, he is not eliminated immediately. He is only removed from the battlefield at the end of the phase.

Focus: Each time a magician with Focus performs an Energy test  he rolls an additional number of dice equal to his Energy  value. These are not bonus dice, so they can be re-rolled.

Flight: When he moves, the fighter ignores obstacles and miniatures. Units with Flight are always in scattered formation.




Immortal: Immortal creatures are affected by particular game effects.



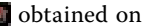
Implacable: After performing an assault, the fighters still in contact with enemies resolve a new combat. They no longer get the bonus for charging. This ability can only be used once per round.

Insensitive: When unit containing an Insensitive is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.


Instinctive shot: The fighter can target engaged enemies.


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

Master strike: If at least one member of the unit does not move during its activation, the fighter adds his Attack  to his Strength  on  Strength tests.

Savage: Each  or  obtained on a  Strength test gives a bonus die.

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

Strategist: The fighter's Authority  oppositions are resolved rolling one bonus die. The player keeps the best.

Survival instincts: Successes obtained on Strength  tests taken against fighters with Survival instincts are re-rolled once more



War fury: Failures on  Attack tests have to be re-rolled once more.


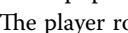


EQUIPMENT

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

Perforating shot: Perforating shots can eliminate more enemies than there are shooters.

Steam/Hand to hand: The use of this equipment is announced before  Strength tests. The player rolls a die called a “steam die” and adds the result to the  Strength used in the following Strength test.

Steam/Range: The use of this equipment is announced before  Strength tests. The player rolls a die called a “steam die” and adds the result to the  Strength used in the following Strength test.

Important: *The profiles correspond to the Confrontation: the Age of the Rag'narok version of the fighters. The equipment used to code them might be different from that represented on the older miniatures.*





















UNITS

The army list shows the standard and maximum number of fighters in a unit and the respective costs in A.P. It also gives the cost of each individual extra fighter the player might want to add to the unit's standard number of fighters, without reaching its maximum number of fighters.

The units that have a cost indicated in the “+1 special fighter”, “+2 special fighters” or “+3 special fighters” column may include such fighters, whose characteristics are listed after those of the standard troops. Each special fighter replaces one of the unit's standard fighters.


Every unit can include an Incarnate. He can be added to the unit even though it may already be at its maximum number of fighters.

ORDER OF THE BANNERS

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



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

SPECIAL FIGHTERS

Armorer: Every member of the armorer's unit gains a “Sacred weapon”: the result required for the  Strength test is read one column to the right on the resolution table.

Lithomancer: The lithomancer can cast the “Heart of stone” spell: failures obtained on a Courage test are re-rolled once more. This spell costs 6 mana points.

Provost: The provost can call the “Hammer of Uren” miracle: after performing an assault, the fighters still in contact with enemies resolve a new combat. They no longer get the bonus for charging. This ability can only be used once per round. This miracle costs 5 faith points.

Thermo-priest: The thermo-priest can cast the “Maximum pressure!” spell: failures on the unit's  and  Strength tests are re-rolled once more. This spell costs 5 mana points.

SPECIAL CASES

Mechanical familiar: The mechanical familiar included in the Brotherhood of Bronze box is reserved to Fenggar. It is a Value 1 attribute. Familiar rules are presented in the *Mystics* chapter of the rules.

INCARNATES

Each Incarnate has a specific number of points he can spend to obtain artifacts and, when possible, rituals and communions. The cost of each artifact is equal to its value.

Aegher: 1
Bâl-Torg: 2
Brognir: 1
Elghir: 1
Fenggar: 2
Fulgur: 3
Hirh-Karn: 1
Kael: 2
Kahinir: 2
Lor-Arkhn: 3
Lothan: 3
Magnus: 2
Pillgrim: 1
Pilzenbhir: 2
Tan-Kair: 3

Some Incarnates are also magicians or faithful. In the first case, they are associated to a path and certain elements; in the second case, to a cult and aspects. This information is available in the following list:

Bâl-Torg: Magician (Tellurism/Fire and Earth)
Elghir: Faithful (Pantheon of the Ægis/Alteration)
Fenggar: Magician (Tellurism/Water and Earth)
Magnus: Magician (Tellurism/ Water and Earth)

Finally, the costs to resurrect each Incarnate are listed. This is also the number of Elixir points gained by the opponent when one of his Incarnates eliminates the Incarnate.

Aegher: 6
Bâl-Torg: 4
Brognir: 4
Elghir: 3
Fenggar: 4
Fulgur: 7
Hirh-Karn: 4
Kael: 7
Kahinir: 3
Lor-Arkhn: 5
Lothan: 7
Magnus: 7
Pillgrim: 3
Pilzenbhir: 4
Tan-Kair: 7

ARTIFACTS

BRONZE HAND

Value: 1

The holder's unit gains 5 faith points for each damage point inflicted by the holder.




HORN OF THE PLAINS

Value: 1

The holder is considered as a musician.


TELLURIC GEM

Value: 1

When the magician holding this artifact refills his unit's mana pool during the control phase, any dice that rolled , , or  may be re-rolled once more.


TELLURIC SHIELD

Value: 1

 Strength tests taken against the holder are rolled with one die fewer. Bonus dice are not affected by the Telluric shield.

TELLURIC WEAPON

Value: 1

The holder rolls one more die on his  Strength tests.




CAULDRON OF HYFFAID

Value: 2

The holder recovers one health point at the beginning of the control phase.

HALCYON COMPRESSOR

Value: 2

The holder gains "Reach" equipment. Additionally, failures on the holder's  Strength tests are re-rolled once more.



HELM OF THE PATRIARCH

Value: 2

The holder gains the "Insensitive" ability: when a unit containing an Inensitive is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

FUSION HAMMER

Value: 3

The holder's  Strength tests are always read in the  column.

PORTABLE ALCHEMICAL LABORATORY

Value: 3

The magician holding this artifact gains one value 2 tellurism ritual. Once per round, he can cast this ritual automatically, without having to roll any dice or spend any mana. It cannot be countered.

SPELLBOOK

CRASH CONCENTRATE

Path: Tellurism

Element: Earth


Value: 1

Mana: 8

Difficulty: 5

Target: Unit

Duration: Instantaneous

Each of the targeted unit's fighters suffers a Strength  test whose action value is 4.

ELIXIR OF SAVAGERY

Path: Tellurism

Element: Earth

Value: 1

Mana: 5

Difficulty: 5

Target: Unit

Duration: Round

When it assaults a frightening unit the targeted unit does not need to roll a Courage test.

GIANT'S BLOOD SERUM

Path: Tellurism

Element: Earth

Value: 1

Mana: 8

Difficulty: 5

Target: Unit

Duration: Round

The targeted unit's Power is doubled.

IRON OF THE MIND

Path: Tellurism

Element: Earth

Value: 1

Mana: 8

Difficulty: 5

Target: Unit

Duration: Round

The targeted unit gains one more die to roll on a test chosen by the player. This die is not a bonus die and can therefore be re-rolled.

PRINCIPLE OF INERTIA

Path: Tellurism

Element: Earth


Value: 1

Mana: 7

Difficulty: 5

Target: Unit

Duration: Instantaneous

When it performs an assault or runs the targeted unit triples its Movement  instead of doubling it.


CRUEL WILL

Path: Tellurism
Element: Earth
Value: 2
Mana: 10
Difficulty: 7
Target: Unit
Duration: Round

The targeted unit gains the “Implacable” ability: after performing an assault, the fighters still in contact with enemies resolve a new combat. They no longer get the bonus for charging. This ability can only be used once per round.

PETRIFICATION RESIN


Path: Tellurism
Element: Earth
Value: 2
Mana: 10
Difficulty: 7
Target: Fighter
Duration: Round

The targeted fighter cannot lose more than one health point per Strength  test. Any additional damage points are ignored.




STEAM JET

Path: Tellurism
Element: Earth
Value: 2
Mana: 10
Difficulty: 7
Target: Unit
Duration: Instantaneous

All the enemies in contact with the targeted unit's fighters suffer a Strength  test whose action value is 8.

ALCHEMICAL PETRIFICATION

Path: Tellurism
Element: Earth
Value: 3
Mana: 15
Difficulty: 9
Target: Unit
Duration: Round

The fighters in the targeted unit are turned to stone. They are considered as terrain elements until the end of the round. They can be destroyed: each fighter gains Resilience  12 and has as many structure points as he had health points left.

EARTHQUAKE


Path: Tellurism
Element: Earth
Value: 3
Mana: 20
Difficulty: 9
Target: Battlefield
Duration: Round

Fighters who do not have the “Gift of the Boar” cannot move more than 10 cm.

LITANY



AVENGING ARM OF THE ÆGIS

Cult: Pantheon of the Ægis
Aspect: Alteration
Value: 1
Faith: 10
Difficulty: 5
Target: Unit
Duration: Round

The fighters of the targeted unit gain the “Sacred weapon” equipment: the result required for the  Strength test is read one column to the right on the resolution table.

DIVINE HOSPICE

Cult: Pantheon of the Ægis
Aspect: Alteration
Value: 1
Faith: 10
Difficulty: 5
Target: Unit
Duration: Round

The targeted unit gains the “Regeneration” ability: the player rolls as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses. Each  or  cancels a damage point.



DIVINE IRE

Cult: Pantheon of the Ægis
Aspect: Alteration
Value: 1
Faith: 10
Difficulty: 5
Target: Unit
Duration: Round

The fighters in the targeted unit suffer as many damage points as they inflict. The losses are removed by the player whose company called this communion.


MOVING MOUNTAINS

Cult: Pantheon of the Ægis
Aspect: Alteration
Value: 1
Faith: 5
Difficulty: 5
Target: Unit
Duration: Round

The targeted unit gains the “Brutal” ability: the unit always counts as charging when it performs a successful assault.

ODNIR’S FORGE

Cult: Pantheon of the Ægis
Aspect: Alteration
Value: 1
Faith: 6
Difficulty: 5
Target: Unit
Duration: Round

The targeted unit gains the “Survival instinct” ability: successes obtained on Strength  tests taken against fighters with Survival instincts are re-rolled once more.

PROTECTION OF UREN

Cult: Pantheon of the Ægis
Aspect: Alteration
Value: 1
Faith: 9
Difficulty: 5
Target: Unit
Duration: Round

Fighters with steam equipment may re-roll failures on all their characteristics’ tests once more.

ROLLING STONE

Cult: Pantheon of the Ægis
Aspect: Alteration
Value: 1
Faith: 8
Difficulty: 5
Target: Unit
Duration: Round

The targeted unit gains the “Disengagement” ability: the unit doesn’t suffer any losses when it disengages.




SENTENCE OF THE CONDEMNED

Cult: Pantheon of the Ægis
Aspect: Alteration
Value: 1
Faith: 5
Difficulty: 5
Target: Unit
Duration: Round

The fighters in the targeted unit are not affected by the interference rule.


STRIKE OF THE FORGES

Cult: Pantheon of the Ægis
Aspect: Alteration
Value: 1
Faith: 10
Difficulty: 5
Target: Unit
Duration: Round

The targeted unit gains the “Master strike” ability: if at least one member of the unit does not move during its activation, the fighter adds his Attack  to his Strength  on  Strength tests.

WEAPON OF THE ÆGIS

Cult: Pantheon of the Ægis
Aspect: Alteration
Value: 1
Faith: 9
Difficulty: 5
Target: Unit
Duration: Round

The targeted unit’s Strength  tests inflict one more damage point.



Name	Category	Rank	HP	MOV	DEF	RES	C/P	D6 (HTH)	ATT hth	STR hth	D6 (ranged)	ATT ranged	STR ranged	AUT	ENE	FER	Abilities
Blunderbussman	Infantry	2	1	7	3	6	3	1	3	3	1	6	6				(Gift of the Boar) Instinctive shot. (Steam/Range)
Bombardier	Infantry	3	2	7	3	8	5	1	3	5	1	4	10				(Gift of the Boar) Fierce. Aim.(Perforating shot) (Steam/Range)
Boor on razorback	Cavalry	1	2	15	3	5	5	3	5	6							(Gift of the Boar) (Light cavalry)
Crossbowman	Infantry	1	1	7	3	6	3	1	5	5	1	2	6				(Gift of the Boar)
Forge guardian	Infantry	1	1	7	3	6	3	1	5	7							(Gift of the Boar) (Reach) (Steam/HTH)
Forge guardian/Provost	Infantry	1	1	7	3	6	3	1	5	7						3	(Gift of the Boar) (Reach) (Steam/HTH)
Forge guardian/Thermo-priest	Infantry	1	1	7	3	6	3	1	5	7					3		(Gift of the Boar) (Reach) (Steam/HTH)
Khor (anvil)	Infantry	2	1	7	5	9	3	1	5	5							(Gift of the Boar) Savage.
Khor (anvil)/Armorer	Infantry	2	1	7	5	9	3	1	5	5							(Gift of the Boar) Savage.
Khor (hammer)	Infantry	2	1	7	3	9	3	1	5	7							(Gift of the Boar) Savage. (Reach)
Khor (hammer)/Armorer	Infantry	2	1	7	3	9	3	1	5	7							(Gift of the Boar) Savage. (Reach)
Khor knight	Cavalry	2	2	15	3	9	5	3	5	6							(Gift of the Boar) Savage. (Heavy cavalry) (Steam/HTH)
Khor knight/Thermo-priest	Cavalry	2	2	15	3	9	5	3	5	6					3		(Gift of the Boar) Savage. (Heavy cavalry) (Steam/HTH)
Meteor	Infantry	3	1	15	5	9	5	2	7	5							(Gift of the Boar) Savage. Flight. (Steam/HTH)
Mountain warrior	Creature	3	2	15	7	11	5	1	7	11							(Gift of the Boar) Implacable. Immortal. Born killer. (Reach)
Soldier of the plains	Infantry	1	1	7	5	5	3	1	5	5							(Gift of the Boar)
Soldier of the plains/Lithomancer	Infantry	1	1	7	5	5	3	1	5	5					3		(Gift of the Boar)
Soldier of the plains/Musician	Infantry	1	1	7	5	5	3	1	5	5							(Gift of the Boar)
Soldier of the plains/Standard bearer	Infantry	1	1	7	5	5	3	1	5	5							(Gift of the Boar)
Son of Uren	Creature	2	2	10	3	7	3	2	7	9							(Gift of the Boar) Master strike. (Steam/HTH)
Thermo-warrior	Infantry	3	1	7	3	11	5	1	5	9							(Gift of the Boar) Savage. War fury. (Reach) (Steam/HTH)
Thermo-warrior/Thermo-priest	Infantry	3	1	7	3	11	5	1	5	9					5		(Gift of the Boar) Savage. War fury. (Reach) (Steam/HTH)
War chariot	War machine	NA	4	15	0	12	7	2	3	8	1	6	14				(Gift of the Boar) Brutish charge. Steadfast. Insensitive. (Heavy cavalry) (Perforating shot) (Steam/HTH) (Steam/Range)
Aegher	Cavalry	1	4	15	3	6	7	3	5	8				3			(Gift of the Boar) (Light cavalry) (Steam/HTH)
Bál-Torg	Infantry	2	4	7	3	6	5	2	5	7				3	5		(Gift of the Boar) Focus.
Brogmir	Infantry	1	4	7	3	6	5	3	5	5				3			(Gift of the Boar) (Reach) (Steam/HTH)
Elghir	Infantry	1	4	7	3	6	5	2	5	5				3		3	(Gift of the Boar)
Fenggar	Infantry	2	4	7	3	9	5	2	3	3				3	5		(Gift of the Boar) Catalyst.
Fulgur	Infantry	3	4	15	5	9	7	3	7	5				5			(Gift of the Boar) Savage. Flight. (Steam/HTH)
Hirh-Karn	Infantry	2	4	7	5	9	5	2	5	5				3			(Gift of the Boar) Savage. Born killer.
Kael	Cavalry	2	4	15	3	9	7	3	5	8				3			(Gift of the Boar) Savage. (Reach) (Heavy cavalry)
Kahinir	Infantry	2	4	7	3	8	5	2	5	7				3			(Gift of the Boar) Master strike.
Lor-Arkhon	Infantry	3	4	7	3	8	7	2	3	5	1	4	10	5			(Gift of the Boar) Fierce. Aim. (Perforating shot) (Steam/Range)
Lothan	Infantry	3	4	7	3	11	7	2	5	9	1	6	6	5			(Gift of the Boar) Savage. War fury. (Reach) (Steam/HTH) (Steam/Range)
Magnus	Infantry	3	4	7	3	8	7	2	5	9				5	7		(Gift of the Boar) Survival instinct. Magister.
Pilgrim	Infantry	1	4	7	3	5	5	2	5	7				3			(Gift of the Boar)
Pilzenbhir	Infantry	2	4	7	5	5	5	3	5	5				5			(Gift of the Boar) Counter-attack.
Tan-Kair	Infantry	3	4	7	3	9	7	3	5	9				5			(Gift of the Boar) War fury. Strategist. (Reach) (Steam/HTH)

Name	Minimum number of fighters	A.P.	+ 1 special fighter	+ 2 special fighters	+ 3 special fighters	Maximum number of fighters	A.P.	+ 1 special fighter	+ 2 special fighters	+ 3 special fighters	Extra fighter	Metal miniature
Blunderbusman	6	325				6						Dwarf Blunderbuss wielder
Bombardier	4	550				4						Dwarf bombardier
Boor on razorback	3	500				5	625				165	Boor on razorback, young dwarf on razorback.
Crossbowman	8	350				12	525				45	Dwarf crossbowman.
Forge guardian	8	375	400	425		12	550	575	600		50	Forge guardian.
Forge guardian/ Provost												Provost of Uren
Forge guardian/ Thermo-priest												Thermo-priest 1
Khor (anvil)	6	325	350	375		8	425	450	475		55	Khor warrior (sword and shield)
Khor (anvil)/Armorer												Dwarf armorer (1)
Khor (hammer)	6	350	375	400		8	450	475	500		60	Khor warrior (two handed weapon)
Khor (hammer)/ Armorer												Dwarf armorer (2)
Khor knight	3	675	700	725		5	1125	1150	1175		225	Khor knight of Uren.
Khor knight/ Thermo-priest												Thermo-priest on razorback
Meteor	4	500				4						Meteor of the Aegis
Mountain warrior	1	200				1						Warrior mountain
Soldier of the plains	8	275	300	325	350	15	525	550	575	600	40	Soldier of the plains
Soldier of the plains/ Lithomancer												Dwarf lithomancer
Soldier of the plains/ Musician												Musician of the plains, dwarf musician
Soldier of the plains/ Standard bearer												Standard bearer of the plains
Son of Uren	3	450				3						Son of Uren
Thermo-warrior	4	350	375	400		6	525	550	575		90	Thermo-warrior, thermo-warrior of Uren
Thermo-warrior/ Thermo-priest												Thermo-priest 2
War chariot	1	450				1						Dwarf chariot
Aegher	1	300										
Bâl-Torg	1	210										
Brogmir	1	175										
Elghir	1	170										
Fenggar	1	210										
Fulgur	1	370										
Hirh-Karn	1	190										
Kael	1	365										
Kahinir	1	170										
Lor-Arkhon	1	265										
Lothan	1	340										
Magnus	1	325										
Pillgrim	1	130										
Pilzenbhir	1	185										
Tan-Kair	1	340										