

PLAYING THE CONCORD OF THE EAGLE

THE CONCORD OF THE EAGLE

Totem : Eagle

Capital : The Realm of Shenroth

Alignment : Paths of Destiny

Alliances : The Paths of Destiny and Sessairs kelt (Horde of Murgan only)

Cult : The Faathi, the trinity of Destiny

Primary element of the magicians : Special.

WARRIORS OF THE CONCORD OF THE EAGLE

The following rules are for these cards: Warrior of the Faathi and Archon of the Faathi.

WARRIOR OF THE FAATHI

Left on their own, the warriors of the Faathi are robust warriors. Undisciplined, they have a tendency to attack anything which they feel doesn't belong to the natural order of things. They unquestioningly obey the lords of Destiny, and, under their orders, are a fearsome army.

The brute power of the warriors of the Faathi can be represented by very muscular figurines with bestial poses, such as orcs or spasm warriors. They are of medium size and stand on infantry bases (25 x 25 mm).

ARCHON OF THE FAATHI

The archons of the Faathi are minotaurs tasked by the assembly of Destiny to watch over the balance of the world. They are better equipped and stronger than kelt minotaurs, who they claim are their descendants.

During army constitution, the player may put 1 point in either Creation or Destruction of each of his Archons of the Faathi.

The chosen aspect awakens certain powers in the archon :

- **Creation:** Sentinel. The archon gains Consciousness. He can spend up to 3 T.F. during his activation. His INI is increased by as many points until the end of the turn.
- **Destruction:** Exterminator. Until the end of the game, the archon gains Iconoclast and his faith radius is increased by 2.5 cm. These changes are considered as written on his card. He can spend up to 3 T.F. during his activation. His RES is increased by as many points until the end of turn.

Rag'Narok® : Every archon of the Faathi in a Unit must have the same Aspect values.



RECRUITING A WARRIOR FROM THE ARMY

The warriors with the mention "of the Eagle" in their rank do not need to be associated with the Eagle. They belong *de facto* to the army. The information written on their cards do not change.

An army of the Eagle may also have warriors from many different origins (Sessair kelt, defenders of Tir-Na-Bor, etc.); they must be associated to the Eagle before they are added to the army. They then use the following rules.

- They gain Resolution/I (or +I to their Resolution/X value for those who already had this skill). Their Strategic value is consequently increased (see list below)
- The mention of their original race (dwarf, Kelt, etc.), which was indicated in their rank or name, is replaced by "of the Eagle". They lose the "Sessairs clan" skill if they had it.
- Their rank (Irregular, Veteran, Elite, etc.) may change (see list below).
- Characters are subject to the rules from the "Incarnation of the Eagle" section.
- Faithful are subject to the rules from the "Divination of the Eagle" section.
- Magicians are subject to the rules from the "Incantation of the Eagle" section.

Example : A Sessair minotaur with a rank of "Kelt Creature" becomes a minotaur of the Eagle with a rank of "Creature of the Eagle".

INCARNATION OF THE EAGLE

The rules of this section are applied to Characters from other races that are associated to the Eagle.

- Their names change. Even though they have the same characteristics, they aren't the same Characters. They lose Personal enemy/X, Bane/X and Blood brother/X if they had these skills.
- They no longer have access to the artifacts, special skills, miracles, spells, communions and rituals reserved to the original Character.
- They no longer belong to their caste of origin..

Example : The player chooses to associate Pilzenbhir, defender of the plains, to the concord of the Eagle. He changes the name of the champion by another of his choice. The Character loses Bane/Dwarves of Mid-Nor, does not have access to the artifacts reserved to Pilzenbhir and is no longer a defender of the plains.

DIVINATION OF THE EAGLE



Faithful from other races who are associated to the Eagle keep their rank (Devout, Zealot, etc.) but lose their cult, their faith aura and the "Iconoclast" skill if they had it. Instead, they are subject to the following rules.

- **Cult of the Faathi:** The faithful associated to the Eagle gain the skill "Faithful of the Faathi/X". The X value (representing the aura of faith) varies according to their rank: Devout 10, Zealot 15 and Dean 15. The Zealot and Dean Warrior-monks have an aura of 12.5 cm instead of 15.

The faithful of the Eagle have access to miracles and communions of the Universal cult, Paths of Destiny and Faathi.



SERVANTS OF THE FAATHI

The player may designate a servant of the Faathi in his army before an Initiative, Attack, Defense or Courage test made by one of his warriors within (even partially) 10 cm of him/in the same Unit as him (depending on the game). It can be the servant himself.

The servant of the Faathi can spend up to 5 T.F. before the test. The final result of the test is increased by as many points. "1" remains a failure.

A warrior cannot benefit from this ability more than once per round.

Rag'Narok® : Only Independent servants of the Faathi may use this ability.

- **Servants of the Faathi** : The Warrior-monks lose the special ability and miracles reserved to their original caste (example: "The children of Rat" card for the goblin prophets). Instead, they benefit from the rule for the servants of the Faathi.

INCANTATION OF THE EAGLE



Mages from other cultures who are associated to the Eagle keep their rank (Initiate, Adept, etc.), but lose the Elements and paths they have mastered. Instead, they are subject to the following rules.

- **Eagle's magic**: The mages who have sworn fealty to the Eagle gain the path of shamanism. During the constitution of the armies, the player selects X Elements from the following list for each of the magicians of the Eagle of his camp: Air, Water, Fire and Earth. X depends on the rank of the magician: Initiate 1, Adept 2 and Master 3.

The magician of the Eagle therefore has access to the spells and rituals of primagic, Elemental paths and shamanism.

- **Disciple of the Eagle**: The Warrior-mages lose their special ability and spells reserves to their original caste (example: "The Tir-Na-Bor lithomancers" for the lithomancers). Instead, they benefit from the rule of the disciples of the Eagle.

SWEARING FEALTY TO THE CONCORD OF THE EAGLE

The following list presents warriors who can join an army of the Eagle (according to the above rules).

They are sorted according to their rank in the army of the Eagle. If there is a contradiction between the rank written on their card and the rank below, the rank listed below take precedence.

These warriors gain Resolution/1. Those who already have this skill raise the X value by a point. The new Strategic value is indicated after their name.

THE DISCIPLES OF THE EAGLE

The disciples of the Eagle have realized that Light and Darkness manipulate Air, Water, Fire and Earth for their own purposes. Resolved to maintain elemental balance, they have developed skills which allow them to channel the raw power of mana to counter magical influences.

Elementals from the four Primordial Elements are their most faithful allies and support them in combat.

The disciples of the Eagle can absorb enemy spells with any type of gems, no matter what Elements are used by the absorbed spell.

The disciples of the Eagle gain a +1 to the final result of their Power test (max: +3) per Air, Water, Fire or Earth Elemental in their army. The presence of familiars gives no bonuses



REGULARS OF THE EAGLE

- Sylvan Animæ (17 A.P.)
- Dwarven crossbowmen (15 A.P.)
- Orc crossbowmen (19 A.P.)
- Boor on Razorback (17 A.P.)
- Orc Brute (22 A.P.)
- Soldier of the plains (12 A.P.)
- Brute standard (22 A.P.)
- Soldier of the plains standard (16 A.P.)
- Soldier of the plains musician (16 A.P.)
- Brute musician (22 A.P.)
- Brognir (Character) (48 A.P.)
- Kahinir the Savage (Character) (48 A.P.)
- Rantakh (Character) (66 A.P.)



ELITE OF THE EAGLE

- Centaur archers (40 A.P.)
- Giant barbarian (35 A.P.)
- Celt Centaur (38 A.P.) (any but Murgan profile)
- Son of Ogmios (61 A.P.)
- Wolfen Fang Warrior (32 A.P.)
- Wolfen Great Fang (40 A.P.)
- Drune Minotaure (64 A.P.)
- Sessair Minotaur (62 A.P.)
- Baal the Conqueror (Second Incarnation, Character) (148 A.P.)
- Bragh-An-Scathar (Character) (95 A.P.)
- Pilzenbhir (Second Incarnation, Character) (113 A.P.)



CREATURES OF THE EAGLE

- Elementals of Air, Water, Fire and Earth (80 A.P.)
- Mountain warrior (159 A.P.)
- Mercenary Ogre (56 A.P.)
- Firebrand Ogre (93 A.P.)
- War troll (73 A.P.) (cannot be equipped with a Vigil Amphora)
- Black troll (84 A.P.)



WARRIOR-MAGES OF THE EAGLE

- Lithomancer of Tir-Nâ-Bor (30 A.P.)
- Wolfen Lonewolf 1 (53 A.P.)
- Wolfen Lonewolf 2 (42 A.P.)



CHARACTER MAGES OF THE EAGLE

- Gidzzit the Bell Ringer (25 A.P.) (First Incarnation, Initiate)
- Bal-Torg the Elder (40 A.P.) (First Incarnation, Initiate)
- Magnus the Mystical (70 A.P.) (Adept)



WARRIOR-MONKS OF THE EAGLE

- Provost of Uren (29 A.P.) (Devout)
- Goblin prophet (20 A.P.) (Devout; Reinforcement is replaced by Survival instinct)



FAITHFUL CHARACTERS OF THE EAGLE

- Elghir the Resolute (31 A.P.) (Devout)
- Xherus the Visionary (22 A.P.) (Devout)