

THE AGE OF THE RAG'NAROK CONFRONTATION®

SERPENT ARMY



ARMY GIFT AND ABILITIES

Gift of the Serpent: When a unit belonging to a Serpent company suffers a Strength  test, the player may designate another of his units with a lower or equal Rank. This second unit will suffer the Strength test instead of the first. The damage points are distributed by the player who resolves the Strength test.

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.

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.

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.

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

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

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

Immortal: Immortal creatures are affected by particular game effects.

Instinctive shot: The fighter can target engaged enemies.

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 one bonus die.

Sequence: Each  or  obtained on a  Attack test gives one bonus die.

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

Toxic: For each success on a  or  Strength test the fighter rolls an additional Strength test for which the result required is always  +. Successes obtained in this way are added to the initial ones.

EQUIPMENT

Area of effect shot: The son's of Vortiris and the goldenevils' shots affect a 3 cm radius area. The AT-43 template can help to represent this area.

Some ranged weapons can affect an area rather than a single target. Area of effect weapons can eliminate more targets than there are attack dice. They can also eliminate targets the marksman cannot see.

Successes on attack tests increase the Area of effect of the weapon; failures cause the ranged attack to deviate. To determine who is hit by the area of effect shot of a unit, the player places the template over the fighter of his choice among those in the targeted unit the marksman can see. The fighters located even partially under the template suffer the Strength test. A single template is used per salvo no matter the number of marksmen.

If at least one failure is rolled on the ranged attack test the shot deviates. To resolve this roll a die; the result shows the direction of the deviation (the template shows six numbered directions). The template is then moved one centimeter (one graduation) in this direction per failure on the Ranged attack test.

If all the Ranged attack tests are failures, the shot deviates the same way but with a minimum of 10 cm (ten graduations).

After placing the template, the area affected by the shot has to be determined. This area, read from the template, is circular. All the fighters whose bases are located even partially inside the area affected suffer a Strength test. The radius of the area is determined as follows:

- If the result “Accuracy of the weapon minus the range” corresponds to a challenge ● on the resolution table the shot is lost into the blue and therefore doesn’t hit anything.

- If all the tests are misses, the radius is equal to the Area of effect of the weapon used;

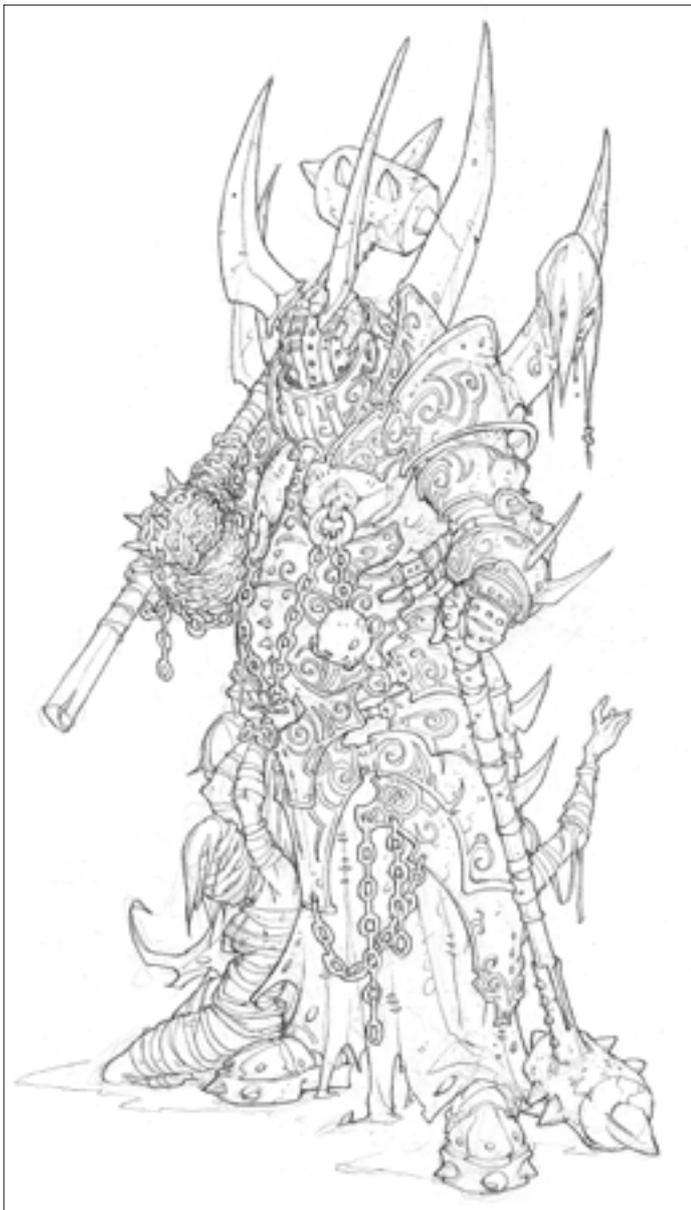
- If there is at least one successful shot, the radius of the Area of effect is multiplied by the number of successful shots. If this result is greater than 10 cm, the radius is equal to 10 cm and all the fighters affected suffer two Strength tests instead of one.

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

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

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” or “+2 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 (●) (●●/●●●)
- Infantry unit or war machine unit (●) / (●) (●●/●●●●●)
- Creature unit or titan unit (●) / (●) (●●/●●●●●)

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

SPECIAL FIGHTERS

Disciple of Enskēm: The disciple of Enskēm can cast a “Snake eyes” spell just before a ————— Attack test taken against his unit is resolved: the number of dice rolled for the rest is reduced by one. The spell costs 5 mana points.

Vicious prophet: The vicious prophet can call a “Strength of Vortiris” miracle just before a ● Strength test is resolved by his unit: failures on this test may be re-rolled once more. This miracle costs 5 faith points.

Sydion: The sydion’s unit gains the “Bravery” ability: failures on Courage ● tests are re-rolled once more.

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.

- Ayane:** 1
- Bregan:** 3
- Draconia (on foot):** 3
- Draconia (goldenevil):** 3
- S’Erum:** 2
- S’Ygma:** 2

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:

- Draconia:** Faithful (Vortiris/Alteration, Creation and Destruction)
- S’Ygma:** Magician (Typhonism/Water and Darkness)

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.

Ayane: 3
 Bregan: 5
 Draconia (on foot): 7
 Draconia (goldenevil): 12
 S'Erum: 6
 S'Ygma: 6

SPECIAL CASE

S'Erum : S'Erum is a sydion. His unit gains the "Bravery" ability: failures on Courage  tests are re-rolled once more.

ARTIFACTS

18

Value: 1

The holder gains the "Aim" 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.

OPHIDIAN VORPAL BLADE

Value: 1

The holder 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.

ARYKAO'S UMBRELLA

Value: 1

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.

ORB OF DISINTEGRATION

Value: 1

The holder gains the following values:

			
	1	7	8

These values replace those the holder may already have. The Orb of disintegration cannot be taken by a fighter who already has an area of affect ranged weapon.

NAHERYS' ARMOR

Value: 1

When the holder suffers a Strength  test, the number of health points he loses is reduced by one.

FANG OF VORTIRIS

Value: 2

For each success on a  or  Strength test, the holder rolls an additional Strength test with one die. The result required on this test is always  +. Successes obtained in this way are added to the initial ones.

SPELLBOOK OF THE MNEMOSYANS

Value: 2

The holder gains one Value 3 ritual.

SYMBOL OF VICE

Value: 2

Units in contact with the holder's unit cannot benefit from the effects of Elixir points or earn any for their company. Eliminating the holder will still earn Elixir points.

THE KEY TO THE LABYRINTH

Value: 3

The holder gains one Value 1 communion, one Value 2 communion and one Value 3 communion.

THE IMPIOUS AXE

Value: 3

The holder's Attack tests are read in the  column.



SPELLBOOK

WINGS OF THE ABYSS

Path: Typhonism

Element: Darkness

Value: 1

Mana: 5

Difficulty: 5

Target: Unit

Duration: Round

The targeted unit gains the "Flight" ability: when he moves, the fighter ignores obstacles and miniatures. Units with Flight are always in scattered formation.

TENEBOUS SHIELD

Path: Typhonism

Element: Darkness

Value: 1

Mana: 5

Difficulty: 5

Target: Unit

Duration: Round

The targeted unit 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.

CARESS OF THE SERPENT

Path: Typhonism
Element: Darkness
Value: 1
Mana: 5
Difficulty: 5
Target: Unit
Duration: Round

The targeted unit gains the “Fierce” ability: 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.

TENEBOUS EVOCATION

Path: Typhonism
Element: Darkness
Value: 1
Mana: 5
Difficulty: 5
Target: Special
Duration: Round

The player puts a spare card face down on the battlefield somewhere the magician can see. It cannot be placed on a unit. This card represents a mass of absolute Darkness. It cannot be crossed in any way and it blocks lines of sight.



VEIL OF ANGUISH

Path: Typhonism
Element: Darkness
Value: 1
Mana: 8
Difficulty: 5
Target: Unit
Duration: Instantaneous

The targeted unit suffers a Courage  test whose action value is equal to 5. If it fails it is in Rout.

ENTROPIC WORD

Path: Typhonism
Element: Darkness
Value: 2
Mana: 10
Difficulty: 7
Target: Unit
Duration: Round

The targeted unit's  and  characteristics are reduced to 0.

PATH OF PERIL

Path: Typhonism
Element: Darkness
Value: 2
Mana: 10
Difficulty: 7
Target: Unit
Duration: Special

The player will control the movement of the targeted unit at the beginning of its next activation. Path of peril does not allow him to disengage the unit or make it leave the battlefield.

BOX OF CORRUPTION

Path: Typhonism
Element: Darkness
Value: 2
Mana: 10
Difficulty: 7
Target: Fighter
Duration: End of the game

The player chooses an Incarnate's attribute or a special fighter's special ability. It cannot be used until the end of the game.

NIGHT OF TERROR

Path: Typhonism
Element: Darkness
Value: 3
Mana: 15
Difficulty: 9
Target: Company
Duration: Round

The Courage  values of the targeted company's courageous fighters become Fear  values.

EGG OF ETERNITY

Path: Typhonism
Element: Darkness
Value: 3
Mana: 15
Difficulty: 9
Target: Friendly unit
Duration: Instantaneous

The player distributes four damage points among the fighters of the targeted unit's fighters. The player then brings an Incarnate (of his company and who was eliminated) back into the game and in formation with the targeted unit. The Incarnate has his artifacts but has no faith or mana points. The player then designates the new leader of the unit.

LITANY

DART OF DESIRE

Cult: Vortiris

Aspect: Destruction

Value: 1

Faith: 5

Difficulty: 5

Target: Unit

Duration: Round

The targeted unit's  tests are resolved with one fewer die.

DEVOURING AMBITION

Cult: Vortiris

Aspect: Creation

Value: 1

Faith: 5

Difficulty: 5

Target: Unit

Duration: Round

The 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.



KISS OF THE SERPENT

Cult: Vortiris

Aspect: Alteration

Value: 1

Faith: 5

Difficulty: 5

Target: Unit

Duration: Instantaneous

The communion and ritual effects that affect the targeted unit and the caller's unit are inverted. Those effects that affected the caller's unit are transferred to the targeted unit and those that affected the targeted unit are transferred to the caller's unit.

DEATHWISH

Cult: Vortiris

Aspect: Alteration

Value: 1

Faith: 5

Difficulty: 5

Target: Unit

Duration: Round

The targeted unit gains the “Ferocity” ability: on  strength tests,  +,  and  results are read as  +.

RAGE OF VORTIRIS

Cult: Vortiris

Aspect: Destruction

Value: 1

Faith: 5

Difficulty: 5

Target: Unit

Duration: Round

The targeted unit gains the “War fury” ability: failures on  Attack tests have to be re-rolled once more.

BLESSING OF VORTIRIS

Cult: Vortiris

Aspect: Alteration

Value: 2

Faith: 10

Difficulty: 7

Target: Friendly unit

Duration: End of the game

Blessing of Vortiris is called on a unit of slaves, slave archers or spearmen. They are transformed into asps and gain the characteristics of the latter.



TEMPTATION

Cult: Vortiris
Aspect: Creation
Value: 2
Faith: 10
Difficulty: 7
Target: Special
Duration: Instantaneous

The player makes an “offer” to one of his opponents. Each of the two players, beginning with the one who called the communion, designates as many enemy fighters as he wishes in his opponent’s company. The player who owns the company may agree to sacrifice them: they are immediately eliminated. He then earns as many Elixir points as health and structure points the designated fighters had before they were sacrificed. It is then the other player’s turn to make an “offer” with the same conditions.

BREATH OF VORTIRIS

Cult: Vortiris
Aspect: Destruction
Value: 2
Faith: 10
Difficulty: 7
Target: Unit
Duration: Instantaneous

The fighters in the targeted unit each suffer a Strength  test whose action value is 6. The fighters closest to the caller are eliminated first.

SLOUGHING OF THE SERPENT

Cult: Vortiris
Aspect: Creation
Value: 3
Faith: 15
Difficulty: 9
Target: Friendly incarnate
Duration: Round

The Incarnate’s Movement , Resilience , Fear  and  characteristics (dice, Attack, Strength) become those of a goldenevil.

VORTIRIS THE DESTROYER

Cult: Vortiris
Aspect: Destruction
Value: 3
Faith: 15
Difficulty: 9
Target: Company
Duration: Round

The company gains the “Toxic” ability: for each success on a  or  Strength test the fighter rolls an additional Strength test for which the result required is always  +. Successes obtained in this way are added to the initial ones.



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
Apostate	Infantry	3	1	10	3	9	5	2	5	9							(Gift of the Serpent) Fierce. Savage.
Apostate / Disciple of Enskēm	Infantry	3	1	10	3	9	5	2	5	9					4		(Gift of the Serpent) Fierce. Savage.
Apostate / Vicious prophet	Infantry	3	1	10	3	9	5	2	5	9						3	(Gift of the Serpent) Fierce. Savage.
Archer	Infantry	2	2	15	3	7	4	1	3	5	1	5	6				(Gift of the Serpent) Aim. (Perforating shot)
Asp	Infantry	2	1	10	3	5	3	2	5	5							(Gift of the Serpent) Toxic.
Asp / Disciple of Enskēm	Infantry	2	1	10	3	5	3	2	5	5					4		(Gift of the Serpent) Toxic.
Balista	War machine	*	4			8					1	7	10				(Gift of the Serpent) (Perforating shot)
Balista / Crewman	War machine	*	1	10	3	5	3	1	5	5							(Gift of the Serpent)
Fallen	Infantry	2	1	10	3	7	3	1	5	7							(Gift of the Serpent) Savage.
Fallen / Disciple of Enskēm	Infantry	2	1	10	3	7	3	1	5	7					4		(Gift of the Serpent) Savage.
Fallen / Vicious prophet	Infantry	2	1	10	3	7	3	1	5	7						3	(Gift of the Serpent) Savage.
Slave	Infantry	1	1	10	5	5	3	1	5	5							(Gift of the Serpent)
Slave / Disciple of Enskēm	Infantry	1	1	10	5	5	3	1	5	5					4		(Gift of the Serpent)
Slave / Vicious prophet	Infantry	1	1	10	5	5	3	1	5	5						3	(Gift of the Serpent)
Slave archer	Infantry	1	1	10	3	4	3	1	5	5	1	5	4				(Gift of the Serpent)
Son of Vortiris	Titan	*	4	20	3	14	9	4	9	14	1	3	12				(Gift of the Serpent) Born killer. Flight. (Immortal) (Area of effect)
Ghoul	Infantry	1	1	10	3	4	3	2	5	5							(Gift of the Serpent) Counter attack.
Ghoul / Disciple of Enskēm	Infantry	1	1	10	3	4	3	2	5	5					4		(Gift of the Serpent) Counter attack.
Ghoul / Vicious prophet	Infantry	1	1	10	3	4	3	2	5	5						3	(Gift of the Serpent) Counter attack.
Warrior	Infantry	2	2	15	3	7	4	1	5	9							(Gift of the Serpent) Master strike. (Reach)
Warrior / Sydion	Infantry	2	2	15	3	7	4	1	5	9							(Gift of the Serpent) Master strike. (Reach)
Spearman	Infantry	1	1	10	5	5	3	1	5	5							(Gift of the Serpent) (Reach)
Spearman / Disciple of Enskēm	Infantry	1	1	10	5	5	3	1	5	5					4		(Gift of the Serpent) (Reach)
Spearman / Vicious prophet	Infantry	1	1	10	5	5	3	1	5	5						3	(Gift of the Serpent) (Reach)
Goldenevil	Creature	3	2	20	3	10	7	2	7	10	1	1	10				(Gift of the Serpent) Born killer. Flight. (Area of effect)
Syhe	Infantry	1	1	10	3	5	3	1	5	7							(Gift of the Serpent) (Reach)
Syhe / Disciple of Enskēm	Infantry	1	1	10	3	5	3	1	5	7					4		(Gift of the Serpent) (Reach)
Syhe / Vicious prophet	Infantry	1	1	10	3	5	3	1	5	7						3	(Gift of the Serpent) (Reach)
Vortiran	Infantry	3	2	15	3	9	6	2	5	9							(Gift of the Serpent) Sequence. Toxic.
Vortiran / Sydion	Infantry	3	2	15	3	9	6	2	5	9							(Gift of the Serpent) Sequence. Toxic.
Ayane	Infantry	1	4	10	5	4	7	2	5	7				3			(Gift of the Serpent)
Bregan	Infantry	3	4	10	3	9	7	2	5	9				5			(Gift of the Serpent) Fierce. Savage.(Reach)
Draconia (on foot)	Infantry	3	4	10	3	8	7	2	7	9				5		7	(Gift of the Serpent) Illumination. Strategist. (Reach)
Draconia (goldenevil)	Creature	3	4	20	3	10	9	3	7	10	1	1	10	5		7	(Gift of the Serpent) Born killer. Flight. (Area of effect)
S'Erum	Infantry	2	4	15	3	7	6	2	5	7	1	7	8	5			(Gift of the Serpent) Instinctive shot. Toxic. (Perforating shot)
S'Ygma	Infantry	2	4	15	3	6	6	2	6	5				3	6		(Gift of the Serpent) Focus.

Name	Minimum number of fighters	A.P.	+ 1 special fighter	+ 2 special fighters	Maximum number of fighters	A.P.	+ 1 special fighter	+ 2 special fighters	Extra fighter	Metal miniature
Apostate	4	425	450	475	6	625	650	675	125	Apostate of Darkness
Apostate / Disciple of Enskēm										Apostate of Darkness (Female)
Apostate / Vicious prophet										Cypher Lukhan
Archer	3	375	400	425	5	600	625	650	125	Ophidian archer
Asp	6	325	350	375	9	475	500	525	55	Ophidian asp
Asp / Disciple of Enskēm										Kayl Kartan
Balista	1	250								Balista of Alahan
Balista / Crewman	3									Balista of Alahan
Fallen	6	300	325	350	9	450	475	500	50	Keratis warrior, karnagh, red karnagh, Drune persecutor.
Fallen / Disciple of Enskēm										Kelt shaman
Fallen / Vicious prophet										Wandyr the Bloodthirsty
Slave	8	300	325	350	12	450	475	500	40	Ophidian slave (sword)
Slave / Disciple of Enskēm										Azaël the Unfaithful
Slave / Vicious prophet										Oracle of Danu
Slave archer	8	350			12	550			45	Drune archer, archer of Alahan
Son of Vortiris	1	1000			1	1000				Cynwäll wurm
Ghoul	6	325			6	325				Ghoul of Acheron
Ghoul / Disciple of Enskēm										Emissary of Acheron
Ghoul / Vicious prophet										Gravedigger of Salaiuel
Warrior	3	350	375	400	5	550	575	600	125	Ophidian warrior
Warrior / Sydion										Ophidian warrior
Spearman	8	350	375	400	12	500	525	550	40	Ophidian slave (spear)
Spearman / Disciple of Enskēm										Cadwë assassin
Spearman / Vicious prophet										Sykho Volesterus.
Goldenevil	1	300			1	300				Cynwäll dragon
Syhe	8	350	375	400	12	525	550	575	45	Ophidian syhe, lanyfh, crimson fury, crimson servant.
Syhe / Disciple of Enskēm										Feylhin the savage, Morgwenn the bloody, Sasia Samaris (foot soldier).
Syhe / Vicious prophet										Lady Claudia Nesselith, Orphan of Avagddu, Gwernydd
Vortiran	2	400	425		3	575	600		200	Ophidian vortiran
Vortiran / Sydion										Ophidian vortiran
Ayane	1	160								
Bregan	1	265								
Draconia (on foot)	1	335								Sylarenn
Draconia (goldenevil)	1	585								Cynwäll dragon
S'Erum	1	300								
S'Ygma	1	275								