

THE AGE OF THE RAG'NAROK CONFRONTATION®

TREE-SPIRIT ARMY



ARMY GIFT AND ABILITIES

Gift of the Tree-spirit: On Strength tests, +, +, and results are read as +.

Bravery: Failures obtained on Courage tests are re-rolled once more.

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

Charging strength: When the fighter charges he adds his Attack to his Strength to resolve Strength tests.

Focus: A magician with Focus rolls as many dice more as his Energy value each time he performs an Energy test . These are not bonus dice, so they can be re-rolled.

Illumination: A faithful with Illumination rolls as many dice more as his Fervor value each time he performs a Fervor test . These are not bonus dice, so they can be re-rolled.

Implacable: After having performed an assault, the fighters still in contact with enemies resolve a new combat. They do not get the bonus for charging any longer. This ability can be used once per round.

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 has not moved during its activation, the fighter adds his Attack to his Strength for Strength tests.

Regeneration: 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.

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

Scout: When the company begins the game in a deployment zone, units composed entirely of fighters with the Scout ability can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.

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.


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 both the enemies he is in contact with and those within 3 cm of him.

Sacred weapon: The result required for the  Strength test is read one column to the right on the resolution table.


Area of effect shot: Carbon's shot affects 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. A single template is used per salvo, no matter the number of marksmen.

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.

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.

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.

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" and "+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  ( / )
- Infantry unit or creature unit  /  ()
- Infantry unit or creature unit  /  ( / )

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


SPECIAL FIGHTERS

Animistic shaman: The animistic shaman can cast a "Spirit of the thunder" spell. His unit gains the "War fury" ability until the end of the round. Failures on  Attack tests have to be re-rolled once more. This spell cost 5 mana points.

Jackal master of rites: The Jackal rites master can call a "Mahata" miracle. His unit gains the "War fury" ability until the end of the round. The unit's failures on  Attack tests have to be re-rolled once more. This miracle cost 5 faith points.

Mystic of Jackal: the mystic jackal can cast a "Spirit of the Jackal" spell when his unit's card is revealed. The player draws the next card in his activation sequence (or from the deck in "Marauder mode"). He chooses which card is played between the two and places the other back into the next position in his activation sequence (or on top of the deck) just as if it had not been revealed. This spell cost 5 mana points and can be used once per round and once per unit that includes one or more Mystics of Jackal.

Mystic of the winds: The mystic of the winds can cast the "Spirit of the wind" spell. The player can move the free fighters on his unit 5 cm further during their next movement. This spell costs 5 mana points.

Mystic warrior: the mystic warrior can cast a "Spirit of granite" spell. His unit gains the "Survival instincts" ability until the end of the round. Successes obtained on Strength  tests taken against fighters with Survival instincts are re-rolled once more. This spell costs 5 mana points.



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.

Avangorok: 2

Carbon: 1

Dayak: 1

Ghorak: 2

Grakkha (stone warrior): 3

Grakkha (Kamahru's champion): 3

Kal Shadar: 2

Kamahru: 0

Kolghor: 2

Rantakh: 1

Shaka-Umruk: 1

Shaka-Morkai: 3

Son of Thunder (The): 2

Tamaor: 2

Törk: 1

Tumahk: 2

Umran Kal: 2

Vijkhal: 3

Vorak: 1

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:

Son of Thunder (The): Magician (Instinctive magic/Earth, Fire and Water)

Shaka-Umruk: Faithful (Cult of the tree-spirit/Alteration)

Shaka-Morkai: Faithful (Cult of the tree-spirit/Alteration, Creation and Destruction)

Tamaor: Magician (Instinctive magic/Air and Earth)

Törk: Magician (Instinctive magic/Earth)

Tumahk: Faithful (Cult of the tree-spirit /Alteration and Creation)

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.

Avangorok: 4

Carbon: 2

Dayak: 3

Ghorak: 6

Grakkha (stone warrior): 7

Grakkha (Kamahru's champion): 8

Kal Shadar: 6

Kamahru: 8

Kolghor: 3

Rantakh: 3

Shaka-Umruk: 4

Shaka-Morkai: 8

Son of Thunder (The): 7

Tamaor: 4

Törk: 4

Tumahk: 5


Umran Kal: 9

Vijkhal: 5

Vorak: 3

SPECIAL CASES

Ghorak: When Ghorak joins the company, the player can recruit tigers of Dirz. When Ghorak joins the company, the player can recruit tigers of Dirz. He then gains the following advantages:

- Movement  15;

- The "Leap" ability: When they move, the fighters ignore obstacles and miniatures less than 10 cm tall.

- Fear  7.

Kamahru: Kamahru has the "Realm seed" artifact.

ARTIFACTS

TRIBAL BANNER

Value: 1

The Incarnate is considered as a standard bearer.


LOOT

Value: 1

The holder of this artifact gains a single Value 1 artifact from any other *Army Book*.


SKIN OF THE BEHEMOTH

Value: 1

The Incarnate loses one health point less than what he should, with a minimum of one, when he suffers a Strength  test.







THUNDER ROCK

Value: 1

The Incarnate inflicts one extra damage point on each of his Strength  tests.

TREE-SPRIT SAP

Value: 2

The incarnate gains the "Ethereal" ability: on  Attack  tests taken against an Ethereal fighter,  +,  + and  results are read as  +.

TWIG FROM THE TREE-SPIRIT

Value: 2

A faithful with this artifact gains a value 3 communion.


FERAL BEAST HIDE

Value: 2

A magician with this artifact gains a value 3 ritual.

KHORLAN AND GRIZMAOR

Value: 2

The Incarnate gains one more  die per enemy in contact with him. These dice are not bonus dice, so they can be re-rolled.

JACKAL STONE

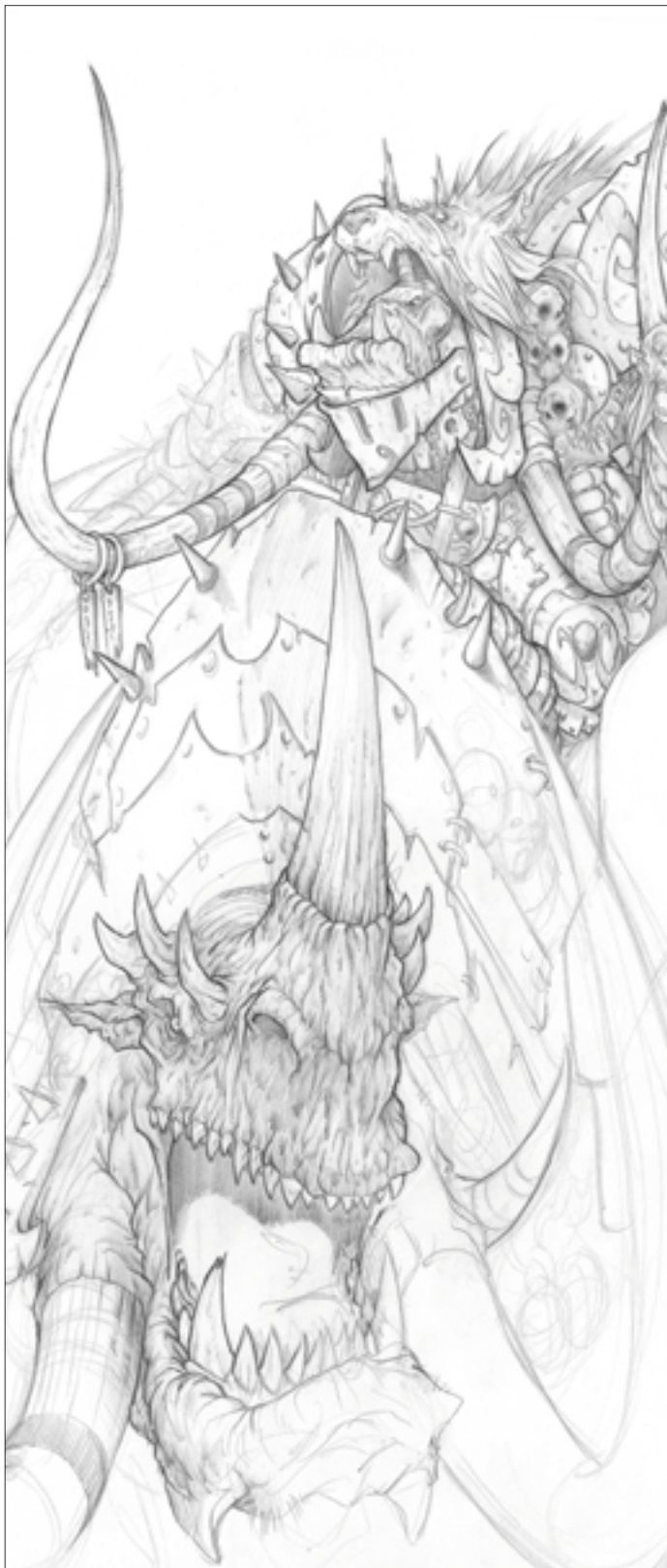
Value: 3

The Incarnate's unit is activated twice per round. To represent this, add both the Incarnate's and the unit's cards to the activation sequence.

REALM SEED

Value: 3

The Incarnate with this artifact can be resurrected for 0 Elixir points.



SPELLBOOK

KISS OF THE EARTH

Path: Instinctive magic

Element: Earth


Value: 1

Mana: 7

Difficulty: 6

Target: Unit

Duration: Round

The targeted cannot move further than its Movement  in cm.

CHARGE OF THE BRONTOPS

Path: Instinctive magic

Element: Earth

Value: 2

Mana: 10

Difficulty: 6

Target: Friendly unit

Duration: Instantaneous

This ritual can only be cast on a unit that has not been activated this round.

The targeted unit is activated and immediately tries to charge the closest enemy. Its card is revealed.

GIFT OF THE ULUNKOR

Path: Instinctive magic

Element: Earth


Value: 1

Mana: 8

Difficulty: 5

Target: Unit

Duration: Round

The next Strength  test suffered by the targeted unit inflicts one less damage point.

GIFT OF GRANITE

Path: Instinctive magic

Element: Earth






Value: 1

Mana: 7

Difficulty: 3

Target: Unit

Duration: Round

For Strength  tests inflicted on the targeted unit, ,  + and  + results are read as  +.

GIFT OF THUNDER

Path: Instinctive magic
Element: Earth
Value: 1
Mana: 8
Difficulty: 3
Target: Unit
Duration: Round

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



GIFT OF THE VULTURE

Path: Instinctive magic
Element: Earth
Value: 1
Mana: 5
Difficulty: 5
Target: Unit
Duration: Round

The targeted unit is considered as having a line of sight to everywhere on the battlefield.

SKIN OF THE BEHEMOTH

Path: Instinctive magic
Element: Earth
Value: 2
Mana: 10
Difficulty: 8
Target: Unit
Duration: Round

The next Strength  test taken against the fighters in the targeted unit is read in the “challenge” column .

MYSTIC SAP

Path: Instinctive magic
Element: Earth
Value: 2
Mana: 10
Difficulty: 5
Target: Battlefield
Duration: Instantaneous

Incarnates of the Tree-Spirit on the magicians side all heal two health points.



GUILE OF THE JACKAL

Path: Instinctive magic
Element: Earth
Value: 3
Mana: 20
Difficulty: 8
Target: Company
Duration: Instantaneous

The magician’s company is immediately redeployed in its deployment zone as if it were the deployment phase. The fighters in contact with an enemy disengage without suffering any losses. No unit can be redeployed in contact with an enemy unit.

IMMORTAL GHOST


Path: Instinctive magic
Element: Earth
Value: 3
Mana: 20
Difficulty: 8
Target: Friendly Incarnate
Duration: Round

The magician transforms the targeted Tree-Spirit Incarnate into an immortal ghost. The Incarnate cannot lose any health points.

LITANY


INDULGENCE OF THE SCAVENGER

Cult: Tree spirit
Aspect: Alteration
Value: 1
Faith: 8
Difficulty: 6
Target: Unit
Duration: Round

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


RAGE OF THE JACKAL

Cult: Tree spirit
Aspect: Alteration
Value: 1
Faith: 5
Difficulty: 4
Target: Unit
Duration: Round

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

TRAIL OF THE LONG SUN

Cult: Tree spirit
Aspect: Alteration
Value: 1
Faith: 5
Difficulty: 6
Target: Unit
Duration: Round

The targeted unit immediately travels a distance less than or equal to its Movement  in cm, ignoring all obstacles and enemies. Trail of the long sun does not allow to engage enemies

ROOT OF THE TREE SPIRIT

Cult: Tree spirit
Aspect: Alteration
Value: 1
Faith: 5
Difficulty: 4
Target: Friendly unit
Duration: Instantaneous

The player totals the mystic pools of the faithful's unit and the targeted unit. Each point can be freely transformed into a mana or a faith point. The player then redistributes the points between the two units.





TENACITY OF THE ROCK

Cult: Tree spirit
Aspect: Alteration
Value: 1
Faith: 8
Difficulty: 5
Target: Unit
Duration: Round

The next successful assault against the targeted unit automatically fails: the assailants are placed out of reach from the fighters of the unit, as if they had not managed to reach their target.

BAHATA MAHATA

Cult: Tree spirit
Aspect: Alteration
Value: 2
Faith: 8
Difficulty: 6
Target: Unit
Duration: Round

On the targeted unit's next characteristic test, ,  + and  + results are read as  +.

THIEVING JACKAL

Cult: Tree spirit
Aspect: Alteration
Value: 2
Faith: 10
Difficulty: 6
Target: Company
Duration: Round

The targeted company cannot earn or spend Elixir points.

WIND IN THE TREE SPIRIT

Cult: Tree spirit
Aspect: Creation
Value: 2
Faith: 10
Difficulty: 8
Target: Battlefield
Duration: Instantaneous

All mystical effects being resolved or waiting to be are dissipated. It is not possible to use any further mystical effects for the rest of the turn.





ROOT OF TIME

Cult: Tree spirit
Aspect: Alteration
Value: 3
Faith: 20
Difficulty: 10
Target: Company
Duration: Instantaneous

The opponent's company is immediately redeployed in its deployment zone as if it were the deployment phase. The fighters in contact with an enemy disengage without suffering any losses. No unit can be redeployed in contact with an enemy unit.

STRENGTH'S TRIUMPH!

Cult: Tree spirit
Aspect: Alteration
Value: 3
Faith: 15
Difficulty: 9
Target: One Incarnate
Duration: Round

The targeted Incarnate adds his Strength  value to all his characteristics (except Dice , Courage  and Strength .

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
Amok slayer	Infantry	3	1	10	5	7	5	2	7	6							(Gift of the Tree-spirit) Sequence. War fury.
Brontops rider (sword and shield)	Cavalry	3	2	15	5	8	7	2	5	9							(Gift of the Tree-spirit) Bravery. Implacable. (Heavy cavalry)
Brontops rider/ Animistic shaman	Cavalry	3	2	15	5	8	7	2	5	9					5		(Gift of the Tree-spirit) Bravery. Implacable. (Heavy cavalry)
Brontops rider (two handed weapon)	Cavalry	3	2	15	3	8	7	2	5	11							(Gift of the Tree-spirit) Bravery. Implacable. (Heavy cavalry)
Jackal warriors (swords)	Infantry	1	1	10	3	5	3	2	5	6							(Gift of the Tree-spirit)
Jackal warriors/ Mystic of Jackal	Infantry	1	1	10	3	5	3	2	5	6					3		(Gift of the Tree-spirit)
Jackal warriors (two handed weapon)	Infantry	1	1	10	3	5	3	1	5	8							(Gift of the Tree-spirit)
Jackal warriors/ Jackal master of rites	Infantry	1	1	10	3	5	3	1	5	8						3	(Gift of the Tree-spirit)
Orc crossbowman	Infantry	1	1	10	3	5	3	1	5	6	1	2	6				(Gift of the Tree-spirit)
Orc warrior	Infantry	1	1	10	3	5	3	1	5	6							(Gift of the Tree-spirit)
Orc warrior/ Musician	Infantry	1	1	10	3	5	3	1	5	6							(Gift of the Tree-spirit)
Orc warrior/ Standard bearer	Infantry	1	1	10	3	5	3	1	5	6							(Gift of the Tree-spirit)
Orc warrior/ Mystic warrior	Infantry	1	1	10	3	5	3	1	5	6					3		(Gift of the Tree-spirit)
Moutaineer	Infantry	2	1	10	5	7	3	1	5	6							(Gift of the Tree-spirit) Charging strength.
Raptors	Infantry	2	1	15	3	6	3	1	5	6							(Gift of the Tree-spirit) Scout.
Stone warrior	Infantry	3	1	10	5	9	5	1	5	8							(Gift of the Tree-spirit) Master strike. Survival instincts. (Reach)
Tiger of Dirz (Ghorak only)	Creature	2	2	15	4	4	3	2	5	5							(Gift of the Tree-spirit) Leap.
Tracker	Infantry	2	1	10	3	5	3	1	5	6	1	2	6				(Gift of the Tree-spirit) Instinctive shot.
Troll of the Tree-spirit	Creature	2	2	15	3	9	3	1	7	11							(Gift of the Tree-spirit) Regeneration.
Wind warrior	Infantry	2	1	10	3	6	3	2	5	6							(Gift of the Tree-spirit) Bravery.
Wind warrior/ Mystic of the winds	Infantry	2	1	10	3	6	3	2	5	6					3		(Gift of the Tree-spirit) Bravery.
Avangorok	Infantry	2	4	15	3	6	5	2	5	8				2			(Gift of the Tree-spirit) Scout.
Carbon	Infantry	1	4	10	4	3	3	2	3	1	1	3	6	2			(Gift of the Tree-spirit) (Area of effect shot/3cm radius)
Dayak	Infantry	1	4	10	3	7	5	2	5	8				2			(Gift of the Tree-spirit)
Ghorak	Infantry	3	4	10	5	7	7	3	7	6				4			(Gift of the Tree-spirit) Sequence. War fury.
Grakkha (stone warrior)	Infantry	3	4	10	3	9	7	3	5	8				4			(Gift of the Tree-spirit) Master strike. Survival instincts. (Reach)
Grakkha (Kamahru's champion)	Infantry	3	4	10	5	10	7	3	7	8				4			(Gift of the Tree-spirit) Master strike. Survival instincts. (Reach)
Kal Shadar	Infantry	3	4	10	5	7	7	3	7	6				4			(Gift of the Tree-spirit) Hard boiled. Sequence. War fury.
Kamahru	creature	3	4	10	3	10	7	3	5	8				4			(Gift of the Tree-spirit) Bravery. Strategist. (Sacred Weapon)
Kolghor	Infantry	2	4	10	3	5	5	2	5	6	1	2	6	2			(Gift of the Tree-spirit) Instinctive shot.
Rantakh	Infantry	1	4	10	3	5	5	3	5	6				2			(Gift of the Tree-spirit)
Shaka-Umrak	Infantry	1	4	10	3	5	5	2	5	8				2		3	(Gift of the Tree-spirit)
Shaka-Morkhai	Infantry	3	4	10	3	7	7	3	5	8				4		7	(Gift of the Tree-spirit) Strategist. Born killer.(Sacred weapon)
Son of Thunder (The)	Infantry	3	4	10	5	6	7	2	7	6				4	7		(Gift of the Tree-spirit) Magister. Strategist.
Tamaor	Infantry	2	4	10	3	5	5	2	5	6				2	5		(Gift of the Tree-spirit) Focus.
Törk	Infantry	1	4	10	3	5	5	2	5	8				2	3		(Gift of the Tree-spirit)
Tumahk	Infantry	2	4	10	3	7	5	2	5	8				2		5	(Gift of the Tree-spirit) Illumination.
Umran Kal	Cavalry	3	4	15	3	8	9	3	5	11				4			(Gift of the Tree-spirit) Savage. Bravery. Implacable. (Heavy cavalry)
Vijkhal	Infantry	3	4	10	5	9	7	2	5	8				4			(Gift of the Tree-spirit) Master strike. Survival instincts. (Reach)
Vorak	Infantry	1	4	10	3	6	5	2	5	6				2			(Gift of the Tree-spirit)

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
Amok slayer	4	375				4						Amok slayer
Brontops rider (sword and shield)	2	450	475	NA	NA	3	675	700	NA	NA	225	Brontops rider (sword and shield)
Brontops rider/ Animistic shaman												Animistic shaman on brontops
Brontops rider (two handed weapon)	2	450				2						Brontops rider (two handed weapon)
Jackal warriors (swords)	8	425	450	475	NA	15	800	825	850	NA	55	Jackal warriors with swords. Jackal tracker (one- or two-handed weapon).
Jackal warriors/Mystic of Jackal												Mystic warrior
Jackal warriors (two handed weapon)	8	350	375	400	NA	15	650	675	700	NA	45	Jackal warriors with axe. Jackal warriors with mace. Jackal tracker (axe)
Jackal warriors/ Jackal master of rites												Jackal master of rites
Orc crossbowman	8	400				12	600				50	Orc crossbowman
Orc warrior	8	300	325	350	375	15	550	575	600	625	40	Orc brute. Orc tracker
Orc warrior/ Musician												Brute musician. Auroch horn blower.
Orc warrior/ Standard bearer												Brute standard bearer. Orc totem bearer.
Orc warrior/ Mystic warrior												Mystic warrior
Mountaineer	6	325				6						Mountaineer of the Behemoth
Raptors	6	325				6						Orc raptor
Stone warrior	4	325				4						Warrior of stone
Tiger of Dirz (Ghorak only)	3	325				3						Tiger of Dirz
Tracker	6	325				6						Tracker of the Behemoth
Troll of the Tree-spirit	2	300				2						Troll of the Behemoth
Wind warrior	6	375	400	425	NA	9	550	575	600	NA	65	Warrior of the wind
Wind warrior/ Mystic of the winds												Mystic of the Behemoth
Avangorok	1	190				1						
Carbon	1	105				1						
Dayak	1	165				1						
Ghorak	1	295				1						
Grakkha (stone warrior)	1	325				1						
Grakkha (Kamahru's champion)	1	390				1						
Kal Shadar	1	310				1						
Kamahru	1	385				1						
Kolghor	1	155				1						
Rantakh	1	165				1						
Shaka-Umruck	1	195				1						
Shaka-Morkhai	1	390				1						
Son of Thunder (The)	1	325				1						
Tamaor	1	200				1						
Törk	1	195				1						
Tumahk	1	240				1						
Umran Kal	1	460				1						
Vijkhal	1	270				1						
Vorak	1	140				1						