

# THE AGE OF THE RAG'NAROK CONFRONTATION®

## HYENA ARMY



### ARMY GIFT AND ABILITIES

**Gift of the Hyena:** Enemy fighters do not benefit from game effects that could give them bonus dice, more dice, re-rolls or would otherwise improve the results of tests based on their Attack  characteristic against units with the gift of the Hyena.

**Aim:** 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.

**Assassin:** ,  and  results are read as  + for  Strength tests.

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

**Ethereal:** On Attack  tests taken against an Ethereal fighter, ,  + and  results are read as  +.

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

**Iconoclast:** Enemy fighters in contact with miniatures from the faithful's unit are also counted when the size of its faith pool is calculated.

**Implacable:** After having performed 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.

**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.

**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.

**Survival instinct:** Successes obtained on Strength  tests taken against fighters with Survival instincts are 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.

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

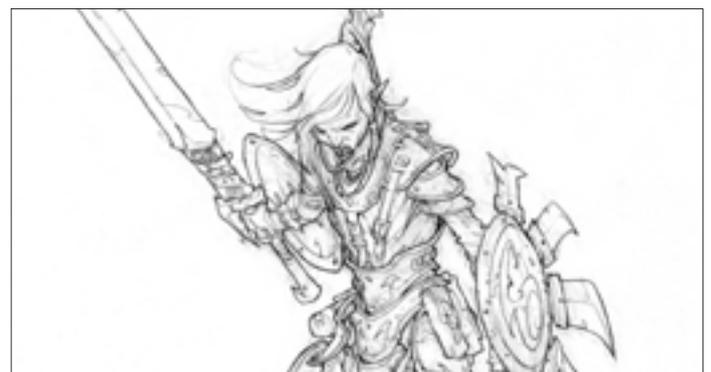
**Important:** The profiles correspond to the *Confrontation: the Age of the Rag'narok* version of the fighters. The equipment used to code them might be different from that represented on the older miniatures.

### 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 (🏳️ / 🏳️🏳️)
- Infantry unit (🏳️🏳️ / 🏳️🏳️🏳️)
- Infantry unit (🏳️🏳️ / 🏳️🏳️🏳️)

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

## SPECIAL FIGHTERS

**Weapon master:** The unit gains the “Bravery” ability: failures on Courage 🏳️ tests are re-rolled once more.

**Profaner:** The profaner can call an “Outrage” miracle just after a characteristic test taken by or against his unit: the player either adds or cancels one of the test’s successes. This miracle costs 5 faith points.

**Lord of carnage:** The lord of carnages can cast a “Blood bath” spell: until the end of the round, every 🏳️ rolled on his unit’s Strength 🏳️ tests inflicts an extra damage point to the target. This spell costs 6 mana points.

## SPECIAL CASES

**Dire hyena:** The dire hyena is unique and can join Managarm’s unit. All the fighters in Marnagarm’s unit gain both the “Scout” ability and the rules of the “Creature” category. 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.

## 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.

- Ashkasa:** 1
- Bysra:** 3
- Kalyar:** 2
- Managarm:** 2
- Nekhar:** 3
- Nemetis:** 2
- Scruple:** 2
- Shurat:** 3
- Velrys:** 4
- Zeiren:** 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:

- Bysra:** Magician (Howls/Water and Fire).
- Nemetis:** Faithful (Cult of Vile-Tis/Alteration and Destruction).
- Velrys:** Magician (Howls/Air, 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.

- Ashkasa:** 4
- Bysra:** 5
- Kalyar:** 6
- Managarm:** 5
- Nekhar:** 10
- Nemetis:** 6
- Scruple:** 6
- Shurat:** 8
- Velrys:** 7
- Zeiren:** 6



## ARTIFACTS

### LINKS OF ABSENCE

**Value:** 1

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

### VORACIOUS WEAPON

**Value:** 1

Failures on the holder’s  and  Strength tests are re-rolled once more.

### BANNER OF TORMENT

**Value:** 1

Enemy successes on Courage 🏳️ tests taken against the Fear of the holder’s unit are re-rolled once more.

### CHAIN OF SOULS

**Value:** 1

Enemy Incarnates eliminated by the holder’s unit earn the company twice the number of Elixir points.

### TALISMAN OF TYRANTS

**Value:** 1

The holder’s Power is increased 5 points.

### FIVE-BLADED TALISMAN

**Value:** 2

The holder of this artifact can censure/counter one communion or one ritual per round for free, even if he is not a faithful or a magician.

## MACABRE TROPHIES

**Value:** 2

Enemy units that can see the holder do not benefit from the effects of their side's standard bearer and musicians.

## ARMOR OF THE MUZZLED

**Value:** 2

On Strength tests taken against the holder, +, +, + and results are read as +.

## MARK OF THE BEAST

**Value:** 3

The Incarnate gains Reach and the number of combat dice on their card is doubled.

## STAR STONE

**Value:** 3

The company's fighters gain the "Insensitive" ability: when unit containing an Inensitive fighter is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

## SPELLBOOK

### INNER BEAST

Path: Howls

Element: Water

Value: 1

Mana: 7

Difficulty: 5

Target: One friendly fighter

Duration: Instantaneous.

Every enemy in contact with the targeted fighter suffers a Strength test whose action value is 6.

### SACRED FEAST

Path: Howls.

Element: Water.

Value: 1

Mana: 5

Difficulty: 5

Target: One fighter.

Duration: Instantaneous.

The targeted fighter recovers one damage point.

### SOUL BITE

Path: Howls.

Element: Water.

Value: 1

Mana: 10

Difficulty: 5

Target: Unit.

Duration: End of the round.

The Resilience value of the targeted unit's fighters is replaced by their Courage / Fear value.

## SANGUINARY ORACLE

Path: Howls.

Element: Water.

Value: 1

Mana: 7

Difficulty: 5

Target: Special.

Duration: Special.

Sanguinary oracle is cast during the Authority opposition. The player roles a bonus die and keeps the best.

## BLOOD OF THE BEAST

Path: Howls.

Element: Water.

Value: 1

Mana: 10

Difficulty: 5

Target: Unit.

Duration: Round.

The targeted unit 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.



## CALL FOR BLOOD

Path: Howls.

Element: Water.

Value: 2

Mana: 10

Difficulty: 7

Target: Friendly unit.

Duration: Special.

The targeted unit is activated right after the magician's. Its card is removed from the sequence. The magician can cast Call for blood on several friendly units. In this case, the player chooses the order in which they are activated.

## BLOODY RAGE

Path: Howls.

Element: Water.

Value: 2

Mana: 10

Difficulty: 7

Target: Unit.

Duration: Round.

Each of the targeted unit's fighters gains one more and combat die.

## MASSACRE

Path: Howls  
Element: Water  
Value: 2  
Mana: 10  
Difficulty: 7  
Target: Unit.  
Duration: Round.

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

## CARMINE SURGE

Path: Howls  
Element: Water  
Value: 3  
Mana: 10  
Difficulty: 9  
Target: Company.  
Duration: Round.

The whole company can gain and spend Elixir points (except to resurrect).



## RED STAR

Path: Howls  
Element: Water  
Value: 3  
Mana: 15  
Difficulty: 7  
Target: Battlefield.  
Duration: Round.

The company gains one Elixir point each time an enemy company spends Elixir or faith points.



## LITANIES

### CONFORMISM

**Cult:** Vile-Tis.  
**Aspect:** Alteration.  
**Value:** 1  
**Faith:** 5  
**Difficulty:** 5  
**Target:** Unit.  
**Duration:** Instantaneous.

Two miniatures swap places inside the targeted unit.

### CYNICISM

**Cult:** Vile-Tis.  
**Aspect:** Alteration.  
**Value:** 1  
**Faith:** 5  
**Difficulty:** 5  
**Target:** Unit.  
**Duration:** Round.

The targeted unit's fighters gain the “Bravery” ability: failures on Courage 📉 tests are re-rolled once more.

### SKEPTICISM

**Cult:** Vile-Tis.  
**Aspect:** Alteration.  
**Value:** 1  
**Faith:** 8  
**Difficulty:** 5  
**Target:** Unit.  
**Duration:** Round.

The targeted unit's fighters gain the “Insensitive” ability: when unit containing an Inensitive fighter is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

### SOPHISM

**Cult:** Vile-Tis.

**Aspect:** Destruction.

**Value:** 1

**Faith:** 8

**Difficulty:** 5

**Target:** Unit.

**Duration:** Special.

The targeted unit's faith and mana pools fall to 0.

### STOICISM

**Cult:** Vile-Tis.

**Aspect:** Alteration.

**Value:** 1

**Faith:** 8

**Difficulty:** 5

**Target:** Unit.

**Duration:** Round.

On Strength  tests taken against the targeted unit's fighters,  +,  + and  results are read as  +.

### ATHEISM

**Cult:** Vile-Tis.

**Aspect:** Alteration.

**Value:** 2

**Faith:** 8

**Difficulty:** 7

**Target:** Company.

**Duration:** Round.

The targeted company can no longer spend any Elixir points.

### HEDONISM

**Cult:** Vile-Tis

**Aspect:** Alteration.

**Value:** 2

**Faith:** 8

**Difficulty:** 7

**Target:** Unit.

**Duration:** Round.

The targeted unit cannot perform assaults.

### NIHILISM

**Cult:** Vile-Tis

**Aspect:** Destruction.

**Value:** 2

**Faith:** 8

**Difficulty:** 7

**Target:** Special.

**Duration:** End of the game.

The player chooses an Incarnate's attribute or a special fighter's skill. It can no longer be used until the end of the game.



Name	Category	Rank	HP	MOV	DEF	RES	C/P	D6 (hth)	ATT hth	STR (hth)	D6 (ranged)	ATT ranged	STR ranged	AUT	ENE	FAI	Abilities
Archer	Infantry	1	1	10	3	4	3	1	5	5	1	5	4				(Gift of the Hyena)
Blood warriors	Infantry	2	1	10	5	5	3	2	5	5							(Gift of the Hyena) Scout.
Blood warriors/ Lord of carnage	Infantry	2	1	10	5	5	3	2	5	5					3		(Gift of the Hyena) Scout.
Dire hyena (Managarm)	Creature	2	2	15	3	5	3	1	5	5							(Gift of the Hyena) Born killer. Scout.
Eclipsante	Infantry	2	2	15	3	6	3	2	7	7							(Gift of the Hyena) Ethereal.
Flesh eater (endurance)	Infantry	2	2	15	3	8	3	2	7	7							(Gift of the Hyena) Survival instincts.
Flesh eater (pain)	Infantry	2	2	15	3	8	3	2	7	7							(Gift of the Hyena) Sequence.
Flesh eater (strength)	Infantry	2	2	15	5	8	3	1	7	7							(Gift of the Hyena) Master strike.
Headhunter	Infantry	1	2	20	3	7	3	1	7	7	1	2	5				(Gift of the Hyena)
Headhunter/ Lord of carnage	Infantry	1	2	20	3	7	3	1	7	7	1	2	5		3		(Gift of the Hyena)
Huntman	Infantry	2	2	15	3	8	3	1	5	5	1	4	6				(Gift of the Hyena) Aim. (Perforating)
Marauder	Infantry	1	2	15	5	7	3	1	7	7							(Gift of the Hyena)
Marauder/ Lord of carnage	Infantry	1	2	15	5	7	3	1	7	7					3		(Gift of the Hyena)
Marauder/ Weapon master	Infantry	1	2	15	5	7	3	1	7	7							(Gift of the Hyena)
Slasher	Infantry	3	1	10	7	5	5	2	7	5							(Gift of the Hyena) Assassin. Scout.
Slasher/ Lord of carnages	Infantry	3	1	10	7	5	5	2	7	5					3		(Gift of the Hyena) Assassin. Scout.
Tyrant	Infantry	3	2	15	3	11	5	1	7	11							(Gift of the Hyena) Implacable. Born killer. (Reach)
Vandal	Infantry	1	1	10	5	4	3	1	5	5							(Gift of the Hyena)
Vandal/Musician	Infantry	1	1	10	5	4	3	1	5	5							(Gift of the Hyena)
Vandal/Profaner	Infantry	1	1	10	5	4	3	1	5	5						3	(Gift of the Hyena)
Vandal/ Standard bearer	Infantry	1	1	10	5	4	3	1	5	5							(Gift of the Hyena)
Voracious	Infantry	2	2	15	3	7	3	2	7	7							(Gift of the Hyena) Sequence.
Voracious/ Lord of carnage	Infantry	2	2	15	3	7	3	2	7	7					3		(Gift of the Hyena) Sequence.
Voracious/ Weapon master	Infantry	2	2	15	3	7	3	2	7	7							(Gift of the Hyena) Sequence.
Ashkasa	Infantry	2	4	10	5	5	5	3	5	5				2			(Gift of the Hyena) Scout.
Bysra	Infantry	2	4	15	3	7	5	2	7	7				2	5		(Gift of the Hyena)
Kalyar	Infantry	2	4	15	3	9	5	3	7	7				2			(Gift of the Hyena) Sequence.
Managarm	Infantry	2	4	15	3	6	5	3	7	7				2			(Gift of the Hyena) Ethereal. (Reach)
Nekhar	Infantry	3	4	15	3	12	7	3	7	9				4			(Gift of the Hyena) Survival instincts. Born killer.
Németis	Infantry	2	4	15	3	8	5	2	7	9				2		5	(Gift of the Hyena) Iconoclast. (Reach)
Scrupule	Infantry	3	4	10	7	5	7	3	7	5				4			(Gift of the Hyena) Assassin. Scout
Shurat	Infantry	3	4	15	3	11	7	2	7	13				2			(Gift of the Hyena) Implacable. Born killer. (Reach)
Velrys	Infantry	3	4	10	5	7	7	2	9	7				4	7		(Gift of the Hyena) Focus.
Zeiren	Infantry	2	4	15	3	10	5	2	7	11				0			(Gift of the Hyena) Born killer. (Reach)

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
Archer	8	350				12	525				45	Drune archer
Blood warriors	6	325	350	375	NA	9	500	525	550	NA	60	Slasher
Blood warriors/ Lord of carnage												Cadwē assassin
Dire hyena (Managarm)	1	75										The Korgan
Eclipsante	3	400				3						Eclipsante
Flesh eater (endurance)	3	450				3						Flesh eater (endurance)
Flesh eater (pain)	3	450				3						Flesh eater (pain)
Flesh eater (strength)	3	350				3						Flesh eater (strength)
Headhunter	3	375	400	425	NA	7	850	875	900	NA	120	Headhunter
Headhunter/ Lord of carnage											125	Black wolf
Huntman	3	375				3						Huntsman of Vile-Tis
Marauder	4	400	425	450	NA	9	900	925	950	NA	100	Marauder of Vile-Tis
Marauder/ Lord of carnage												Master of carnages 2
Marauder/ Weapon master												Flesh eater 2
Slasher	4	375	400	425	NA	6	550	575	600	NA	90	Warrior of blood
Slasher/ Lord of carnages												Lord of carnages
Tyrant	2	350				2						Tyrant of Vile-Tis
Vandal	8	300	325	350	375	15	550	575	600	625	40	Warrior of Caer Maed, persecutor
Vandal/Musician												Musician Caer Maed
Vandal/Profaner												Gwernydd, soul snatcher, Ophidian syhe
Vandal/ Standard bearer												Standard bearer of Caer Maed
Voracious	3	425	450	475	NA	5	700	725	750	NA	145	Voracious
Voracious/ Lord of carnage												Master of carnages 1
Voracious/ Weapon master												Flesh eater 1
Ashkasa	1	180										
Bysra	1	270										
Kalyar	1	310										Revelation: Rebellion
Managarm	1	270										
Nekhar	1	475										Revelation: Extasy
Németis	1	315										
Scrupule	1	285										
Shurat	1	395										Revelation: Carnage
Velrys	1	325										Revelation: Impure
Zeiren	1	300										