

THE AGE OF THE RAG'NAROK CONFRONTATION®

RAT ARMY



ARMY GIFT AND ABILITIES

Gift of the Rat: During each Control phase, in each of his infantry units, the player controlling a Rat company can bring one standard fighter back into the game, in formation and out of contact of any enemy. Fighters who cannot respect these conditions are not brought back.

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

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

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

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.

Disengagement: The unit doesn't suffer any losses when it disengages.

Dodge: Successes on Attack tests taken against a fighter with Dodge are re-rolled once more.

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.

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

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.

Leap: When he moves the fighter ignores obstacles and miniatures less than 10 cm tall.

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.

Mutation: The unit can use this ability once per round, before any characteristic test. The chosen test is resolved rolling as many bonus dice as the unit's Rank.

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.

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.

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.

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.

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

EQUIPMENT

Area of effect shot: The Mountain breaker's 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.

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



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

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.

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 or Cavalry unit (●/●●●)
- Infantry unit or War machine unit (●/●●●/●●●●)
- Creature unit or Cavalry unit (●/●●●/●●●●)

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

SPECIAL FIGHTERS

Prophet: The prophet can call a “Hare Krish-Rat” miracle: the player says “Hare Krish-Rat!” loud and clear and has a look at any one card in any player’s activation sequence. This miracle costs 5 faith points.

Psycho-mutant: The psycho-mutant can cast an “Instantaneous mutation” spell just before his unit uses the “Mutation” ability: his unit gains an additional Mutation die. This spell costs 5 mana points.

SPECIAL CASES

Pirate marmoset: The pirate marmoset is unique and can only join Captain Krill’s unit. All the fighters in Captain Krill’s unit gain 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.

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.

Azzoth: 1
Babayagob (the): 2
Baron Ozöhn (cavalry): 1
Baron Ozöhn (on foot): 2
Bazûka: 3
Becbunzen: 2
Captain Krill: 3
Cyanhur: 3
Gidzzit: 2
Golborak: 3
Goreth: 2
Hoosû Ūzo: 2
Kerozen: 1
Kobalt: 1
Kûmite: 1
Master Sulfur/Eater of brats (the): 3
Mister Dhypter: 1
Wazabi: 2
Xherus: 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:

Babayagob (the): Magician (Sorcery/Air and Fire)
Gidzzit: Magician (Sorcery/Air and Earth)
Hoosû Ūzo: Faithful (Rat/Creation and Destruction)
Kerozen: Magician (Sorcery/Air)
Master Sulfur/Eater of brats (the): Magician (Sorcery/Air, Fire and Water)
Wazabi: Faithful (Rat/Creation and Destruction)
Xherus: Faithful (Rat/Destruction)



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.

Azzoth: 2
Babayagob (the): 3
Baron Ozöhn (cavalry): 7
Baron Ozöhn (on foot): 3
Bazûka: 4
Becbunzen: 3
Captain Krill: 3
Cyanhur: 4
Gidzzit: 3
Golborak: 5
Goreth: 5
Hoosû Ūzo: 3
Kerozen: 3
Kobalt: 3
Kûmite: 2
Mister Dhypter: 2
Sulfur/Master Sulfur: 5
Sulfur/Eater of Brats (the): 10
Wazabi: 3
Xherus: 3

ARTIFACTS

KHAWAÏ SPY

Value: 1

The holder's unit gains the "Scout" ability: 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.

NAPHTA RIFLE

Value: 1

The holder gains the following characteristics:

	1	7
	6	

These values replace those the holder may already have. The artifact also has the effects of a Naphta/Ranged weapon: the use of this equipment is announced before Strength tests. The player rolls a die, called a "naphta die", and adds the result to the Strength used in the following Strength test.

A Naphta rifle cannot be taken by a fighter who already has an area of effect ranged weapon.

NAPHTA WEAPON


Value: 1

The holder gains a Naphta/Hand to hand weapon: the use of this equipment is announced before Strength tests. The player rolls a die, called a "naphta die", and adds the result to the Strength used in the following Strength test.

A fighter who already has a Naphta/Hand to hand weapon cannot take this artifact.


TATOO OF THE RECKLESS

Value: 1

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






URAKEN IDEOGRAM OF PROTECTION

Value: 1

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

LUCKY KIMONO

Value: 2

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

THE HANDS OF OXYDE

Value: 2

The player can place two additional cards in reserve.

TZÛNAMI

Value: 2

On the holder's  Strength tests,  +,  +,  and  results are read as  +.





BELL OF THE RAT GOD

Value: 3

The company's units gain the “Mutation” ability: units can use this ability once per round, before any characteristic test. The chosen test is resolved rolling as many bonus dice as the unit's Rank.

NINTH BELLOWS OF RAT

Value: 3

The Courage  characteristic of the company's Rat fighters becomes a Fear  characteristic.

SPELLBOOK

ILLUSION OF THE RAT GOD

Path: Sorcery

Element: Air


Value: 1

Mana: 8

Difficulty: 5

Target: Unit

Duration: Instantaneous

The targeted unit suffers a Courage  test (5). If it fails it is in rout.

FLOW OF ABSOLUTE INCOMPETENCE

Path: Sorcery

Element: Air

Value: 1

Mana: 10

Difficulty: 5

Target: Special

Duration: Instantaneous

Flow of absolute incompetence is cast right after a characteristic test is taken against the magician's unit. Successes are re-rolled once more.

FORCE OF THE FOUR WINDS

Path: Sorcery

Element: Air




Value: 1

Mana: 5

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.

SCROLL OF LIGHTNING

Path: Sorcery

Element: Air


Value: 1

Mana: 5

Difficulty: 5

Target: Fighter

Duration: Instantaneous

The targeted fighter suffers a Strength  test whose action value is 6. If the fighter suffers more damage than necessary to eliminate him the excess damage is ignored.

WHIRLWIND OF PRECISION

Path: Sorcery

Element: Air

Value: 1

Mana: 5

Difficulty: 5

Target: Unit

Duration: Round

The targeted unit gains the “Instinctive shot” ability: the fighters can target engaged enemies.

DEPRESSURIZATION

Path: Sorcery

Element: Air


Value: 2

Mana: 10

Difficulty: 7

Target: One friendly Rat fighter

Duration: Instantaneous

The targeted fighter is eliminated. All enemy fighters in contact with him suffer a Strength  test whose action value is 13.

TENTACLES OF THE KRAKEN

Path: Sorcery
Element: Air
Value: 2
Mana: 10
Difficulty: 7
Target: Unit
Duration: Round

Each of the targeted unit's fighters gains an additional



TURBULENCE

Path: Sorcery
Element: Air
Value: 2
Mana: 10
Difficulty: 7
Target: Friendly unit
Duration: Instantaneous

The targeted unit is moved to anywhere on the battlefield out of enemy contact. It disengages without suffering any losses.



GLYPH OF THE MASSES

Path: Sorcery
Element: Air
Value: 3
Mana: 15
Difficulty: 9
Target: Company
Duration: Round

The gift of the Rat now applies to all the unit's companies. During each Control phase, in each of his units, the player controlling the Rat company can bring one standard fighter back into the game, in formation and out of contact of any enemy. Fighters who cannot respect these conditions are not brought back.

THE TROLL EFFECT


Path: Sorcery
Element: Air
Value: 3
Mana: 20
Difficulty: 9
Target: Special
Duration: Instantaneous

The magician summons a unit of two trolls. The player chooses their element (Water, Fire, Earth), depending on the miniatures at hand.

LITANY

BRAZEN CONSPIRACY

Cult: Rat
Aspect: Destruction
Value: 1
Faith: 7
Difficulty: 5
Target: Company
Duration: Special

On the next Authority  opposition, the result of the targeted company will automatically be 3.

CONTEMPLATION OF THE REALMS

Cult: Rat
Aspect: Creation
Value: 1
Faith: 5
Difficulty: 5
Target: Unit
Duration: Instantaneous

The targeted unit gains 10 mana points if it contains at least one magician.

LOVE OF RAT


Cult: Rat
Aspect: Creation
Value: 1
Faith: 3
Difficulty: 5
Target: Unit
Duration: Instantaneous

All the fighters in the targeted unit recover 1 health point.



SWARM OF RATS

Cult: Rat
Aspect: Destruction
Value: 1
Faith: 7
Difficulty: 5
Target: Unit
Duration: Instantaneous

The fighters in the targeted unit each suffer a Strength  test whose action value is 4. The fighters closest to the caller are eliminated first.

RAT SKIN

Cult: Rat
Aspect: Creation
Value: 1
Faith: 5
Difficulty: 5
Target: Incarnate
Duration: Special

The targeted Incarnate recovers all his health points.


STRATEGIC RETREAT

Cult: Rat
Aspect: Destruction
Value: 1
Faith: 5
Difficulty: 5
Target: Unit
Duration: Round

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


DISTRACTION

Cult: Rat
Aspect: Destruction
Value: 2
Faith: 4
Difficulty: 7
Target: Incarnate
Duration: Round

The targeted Incarnate’s Courage  value is reduced to 0.





SONG OF RAT

Cult: Rat
Aspect: Creation
Value: 2
Faith: 5
Difficulty: 7
Target: Unit
Duration: Round

The next Courage  test of the targeted unit is automatically successful.


RAT’S WRATH

Cult: Rat
Aspect: Creation
Value: 2
Faith: 10
Difficulty: 7
Target: Incarnate
Duration: Round

The targeted Incarnate’s Movement , Resilience , Fear  and hand to hand  characteristics (dice, Attack, Strength) become those of a water troll.

TIDE OF RAT

Cult: Rat
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.



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
Archer	Infantry	1	1	10	4	2	1	1	3	1	1	5	4				(Gift of Rat)
Argument (the)	War machine	*	2	*	*	6	*	*	*	*	1	7	10				(Perforating shot)
Argument (the)/ Servant	War machine	*	1	10	4	2	1	1	5	3	1	3	4				(Gift of Rat)
Ashigarû	Infantry	1	1	10	6	2	1	1	5	3							(Gift of Rat)
Ashigarû/Musician	Infantry	1	1	10	6	2	1	1	5	3							(Gift of Rat)
Ashigarû/Prophet	Infantry	1	1	10	6	2	1	1	5	3						4	(Gift of Rat)
Ashigarû/ Standard bearer	Infantry	1	1	10	6	2	1	1	5	3							(Gift of Rat)
Buccaneer	Infantry	1	1	10	4	2	1	1	5	3	1	3	4				(Gift of Rat)
Bûshi	Infantry	2	1	10	4	5	1	2	5	3							(Gift of Rat) War fury.
Daï-bakemono	Creature	2	2	15	3	5	3	1	5	8							(Gift of Rat) Master strike.
Filibuster	Infantry	1	1	10	4	2	1	1	5	5							(Gift of Rat)
Gas blower	Infantry	2	1	10	4	3	1	1	5	5							(Gift of Rat) Toxic.
Goblin dervish	Infantry	2	1	10	4	2	1	2	5	3							(Gift of Rat) Fierce.
Javelinier	Infantry	1	1	10	4	3	1	1	5	3	1	3	0				(Gift of Rat)
Mad wheel	Cavalry	3	2	20	4	8	5	2	5	8							(Gift of Rat) Dodge. Implacable. (Heavy cavalry) (Naphta/HTH)
Marauder	Infantry	1	1	10	6	3	1	1	5	3							(Gift of Rat)
Marauder/ Standard bearer	Infantry	1	1	10	6	3	1	1	5	3							(Gift of Rat)
Militiaman	Infantry	1	1	10	6	4	1	1	5	3							(Gift of Rat)
Mountain breaker	War machine	*	4	*	*	10	*	*	*	*	1	5	11				(Area of effect shot)
Mountain breaker/ Servant	War machine	*	1	10	4	2	1	1	3	1							(Gift of Rat)
Mutant	Infantry	2	1	10	4	4	1	2	5	3							(Gift of Rat) Mutation. (Reach)
Mutant/Musician	Infantry	2	1	10	4	4	1	2	5	3							(Gift of Rat) Mutation. (Reach)
Mutant/ Psycho-mutant	Infantry	2	1	10	4	4	1	2	5	3					3		(Gift of Rat) Mutation. (Reach)
Mutant/ Standard bearer	Infantry	2	1	10	4	4	1	2	5	3							(Gift of Rat) Mutation. (Reach)
Ninja	Infantry	2	1	10	4	2	1	1	5	5							(Gift of Rat) Scout.
Pirate marmoset	Infantry	1	1	10	4	2	1	1	3	1	1	5	4				(Gift of Rat)
Sailor	Infantry	1	1	10	4	2	1	1	5	5							(Gift of Rat) (Reach)
Samûrat	Infantry	3	1	10	6	6	3	2	7	3							(Gift of Rat) Counter attack. War fury.
Sharpshooter	Infantry	2	1	10	4	5	1	1	3	1	1	7	6				(Gift of Rat) Disengagement (Naphta/Range)
Ströhm knight	Cavalry	2	2	20	6	6	3	2	5	4							(Gift of Rat) Leap. (Reach) (Heavy cavalry)
Ströhm warrior	Infantry	2	1	10	4	6	1	1	5	5							(Gift of Rat) Survival instinct.
Earth troll	Creature	1	2	15	3	10	3	2	7	9							(Gift of Rat)
Fire troll	Creature	3	2	15	3	12	5	1	7	13							(Gift of Rat) Regeneration. Born killer. (Reach)
Water troll	Creature	2	2	15	3	10	3	2	7	9							(Gift of Rat) Regeneration (Reach)
Azzoth	Infantry	1	4	10	4	3	3	2	5	5				2			(Gift of Rat)
Babayagob (the)	Infantry	2	4	10	4	2	3	2	3	1	1	5	6	2	5		(Gift of Rat) Magister.
Baron Ozôhn (Cavalry)	Cavalry	2	4	20	4	6	5	3	5	4	1	7	6	2			(Gift of Rat) Leap. Survival instinct. (Reach) (Heavy cavalry) (Naphta/Range)
Baron Ozôhn (on foot)	Infantry	2	4	10	4	6	3	3	5	3				2			(Gift of Rat) Survival instinct. (Reach)
Bazûka	Infantry	3	4	10	6	6	5	2	7	5				4			(Gift of Rat) Counter attack. War fury. (Reach)
Becbunzen	Infantry	2	4	10	4	6	3	2	5	5				2			(Gift of Rat) Survival instinct. (Reach) (Naphta/HTH)
Captain Krill	Infantry	3	4	10	4	5	5	2	5	7				4			(Gift of Rat) Bravery. Born killer.
Cyanhur	Infantry	3	4	10	6	3	5	3	7	3				4			(Gift of Rat) Assassin. War fury.
Gidzzit	Infantry	2	4	10	4	2	3	2	3	1				2	5		(Gift of Rat) Focus.
Golborak	Infantry	3	4	10	4	8	5	3	5	7				4			(Gift of Rat) Regeneration. Strategist. (Naphta/HTH)
Goreth	Infantry	2	4	15	3	5	5	3	5	8				2			(Gift of Rat) Mutation.
Hoosû Ūzo	Infantry	2	4	10	4	2	3	2	5	3				2		6	(Gift of Rat) Illumination.
Kerozen	Infantry	1	4	10	4	3	3	2	5	5				2	3		(Gift of Rat)
Kobalt	Infantry	1	4	10	4	6	3	3	5	5				2			(Gift of Rat)
Kûmite	Infantry	1	4	10	4	2	3	3	5	3				2			(Gift of Rat) (Reach)
Monsieur Dhypter	Infantry	1	4	10	4	2	3	2	5	5	1	0	5	2			(Gift of Rat)
Sulfur/ Eater of brats (the)	Creature	3	4	15	3	12	7	2	7	13				4	7		(Gift of Rat) Magister. Regeneration (Reach)
Sulfur/Master Sulfur	Infantry	3	4	10	6	5	5	2	7	3				4	7		(Gift of Rat) Magister. Regeneration
Wazabi	Infantry	2	4	10	4	2	3	2	5	3				2		6	(Gift of Rat) Scout.
Xherus	Infantry	1	4	10	4	2	3	2	5	3				2		4	(Gift of Rat)

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	250				12	375				35	Goblin archer
Argument (the)	1	125				1						The argument
Argument (the)/ Servant	2					2						Goblin buccaneer. Goblin gunner.
Ashigarú	8	250	275	300	325	12	375	400	425	450	35	Ashigarú.
Ashigarú/Musician												Ashigarú musician.
Ashigarú/Prophet												Gobelin prophet.
Ashigarú/Standard bearer												Ashigarú standard bearer.
Buccaneer	8	275				12	400				35	Goblin buccaneer. Goblin gunner.
Búshi	6	275				6						Búshi.
Daï-bakemono	3	300				3						Daï-bakemono.
Filibuster	8	225				12	325				30	Goblin filibuster
Gas blower	6	200				6						Goblin blower.
Goblin dervish	6	225				6						Goblin with ball and chain
Javelinier	8	250				12	375				35	Goblin javelinier
Mad wheel	3	700				3						Goblin mad wheel.
Marauder	8	250				12	375				35	Goblin marauder.
Marauder/Standard bearer												Goblin standard bearer.
Militiaman	8	275				12	400				35	Klûne militiaman.
Mountain breaker	1	150				1						Mountain breaker.
Mountain breaker/ Servant	4					4						Goblin minelayer.
Mutant	6	300	325	350	375	9	450	475	500	525	50	Goblin mutant.
Mutant/Musician												Cyclops gong banger
Mutant/Psycho-mutant												Goblin psycho-mutant
Mutant/Standard bearer												Mutant fishbone bearer.
Ninja	6	200				6						Goblin ninja.
Pirate marmoset	1	30				1						Baron Samedi.
Sailor	8	250				12	375				35	Goblin sailor.
Samúrat	4	300				4						Samúrat
Sharpshooter	6	325				6						Goblin sharpshooter
Ströhm knight	3	525				3						Noble Ströhm knight.
Ströhm warrior	6	275				6						Ströhm warriors or body guard. Goblin diver.
Earth troll	2	375				2						War troll.
Fire troll	2	400				2						Red troll.
Water troll	2	400				2						Black troll.
Azzoth	1	95	2									
Babayagob (the)	1	170	3									
Baron Ozöhn (Cavalry)	1	365	7									
Baron Ozöhn (on foot)	1	160	3									
Bazúka	1	205	4									
Becbunzen	1	145	3									
Captain Krill	1	165	3									
Cyanhur	1	205	4									
Gidzzit	1	135	3									
Golborak	1	270	5									
Goreth	1	245	5									
Hoosû Ūzo	1	165	3									
Kerozen	1	145	3									
Kobalt	1	150	3									
Kûmite	1	115	2									
Monsieur Dhypter	1	105	2									
Sulfur/ Eater of brats (the)	1	520	10									
Sulfur/Master Sulfur	1	265	5									
Wazabi	1	170	3									
Xherus	1	140	3									