

Hello there,

These cards were created for unfinished armies to be played in a similar fashion as using the remarkable cards designed and pioneered by Peter (Universal Head).

They were made using a format that took the existing cards, overlaying them with a template and applying the abilities to the backside. This made it a much easier process to put all of the information from the unfinished faction army sheets into card form that were left behind with the game and company's abrupt death.

These factions are not realistic to be collected anymore since it is hard to find many of the metal minis anymore that they use. Nevertheless, I know there are some who may have enough to field these armies from past collections, perhaps from the original Rag'Narok, or who don't mind using proxies.

Although these armies are not equal in depth to the main factions that received full fledged army books, there is certainly enough content between each of their Army Gifts, Rituals, Communion and Artifacts to enjoy them.

A separate project I've been working on is an Unofficial Game Aid. The supplement aims to create some of the Unique banners and reserved artifacts we never got to see, using the existing content, older version content and studying how those shifts were translated. It will not be focused so much on creating any new character profiles, at least for some time, but should bring many more options to build your army and add strategic fluff.

This content will likely be hosted elsewhere. If you are interested in learning more about the project, you can contact me at tristanswim@gmail.com or find me on the EN Confrontation discord: <https://discord.gg/wyS9AMuA5B>.

If you are on Facebook, join the Confrontation: Age of Ragnarök Facebook group to hangout with other AoR gamers. We'd love to see you -<https://www.facebook.com/groups/281970276373101>

There is also the Confrontation 3.5 Fanatics group where you will find a vast number of Confrontation devotees, resources and recent news. -<https://www.facebook.com/groups/223642128106666>

Please check out and consider donating to Peter's Patreon <https://www.patreon.com/esotericorder>.

It helps make all of these updates possible and keeps this content and so much more continuously available to people.

Special thanks to Sam Morino for all his hard work with Peter in refining the previous cards and putting the Dragon and Stag armies together, and for leading me to the AoR/Confrontation communities and forums.

Long Live Confrontation,

Tristan P

V 1.1

Oct 2022

Note: With some cards being printed double sided over the short end of the page, the profiles are to be read from left to right and their abilities on the following page from right to left.

Recommended to be printed then laminated like other main faction cards.

Instructions:

Print double sided pages

1. Boar: Print 3-10 double sided on short side, not long
2. Color, Letter, Actual size

Print single sided pages

3. Boar: Print 11-14 single sided
4. Color, Letter, Actual size

320 AP Resurrect/Duel: 6 Elixer pts

AEGHER

15 3 6 7 3

Artifacts: 1 pts

3 5 8

Paths/Elements: (Tellurism/Fire and Earth)

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210 AP Resurrect/Duel: 4 Elixer pts

BAL-TORG

7 3 6 5 3 5

Artifacts: 2 pts

2 5 7

Paths/Elements: (Tellurism/Fire and Earth)

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175 AP Resurrect/Duel: 4 Elixer pts

BROGNIR

7 3 6 5 3

Artifacts: 1 pts

3 5 5

Paths/Elements: (Tellurism/Water and Earth)

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210 AP Resurrect/Duel: 4 Elixer pts

FENGARR

7 3 9 5 3 5

Artifacts: 2 pts

2 3 3

Paths/Elements: (Tellurism/Water and Earth)

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370 AP Resurrect/Duel: 7 Elixer pts

FULGUR

15 5 9 7 5

Artifacts: 3 pts

3 7 5

Paths/Elements: (Tellurism/Fire and Earth)

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190 AP Resurrect/Duel: 4 Elixer pts

HIRH-KARN

7 5 9 5 3

Artifacts: 1 pts

2 5 5

Paths/Elements: (Tellurism/Fire and Earth)

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365 AP Resurrect/Duel: 7 Elixer pts

KAEL

15 3 9 7 3

Artifacts: 2 pts

3 5 8

Paths/Elements: (Tellurism/Fire and Earth)

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170 AP Resurrect/Duel: 3 Elixer pts

KAHINIR

7 3 8 5 3

Artifacts: 2 pts

2 5 7

Paths/Elements: (Tellurism/Water and Earth)

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ABILITIES

Catalyst: The fighter's Energy tests are resolved rolling one bonus die. The player keeps the best.

ABILITIES

Steam/Hand to hand: The use of this equipment is announced before Hand to Hand Strength tests. The player rolls a die called a "steam die" and adds the result to the Hand to Hand Strength used in the following Strength test.

Reach: May attack engaged fighters the unit is in contact with and those within 3cm.

ABILITIES

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.

ABILITIES



Steam/Hand to hand: The use of this equipment is announced before Hand to Hand Strength tests. The player rolls a die called a "steam die" and adds the result to the Hand to Hand Strength used in the following Strength test.

Leap: A light cavalry fighter can jump over or on top of obstacles shorter than him without any penalties.

ABILITIES

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 hand to hand Strength tests.



ABILITIES

Savage: Each  or  obtained on a Hand to Hand Strength Test gives one bonus die.

Cavalry Charge: Only needs to be free to perform a charge, regardless of the Power of the enemy unit assaulted.



Reach: May attack engaged fighters the unit is in contact with and those within 3cm.

ABILITIES

Savage: Each  or  obtained on a Hand to Hand Strength Test gives one bonus die.

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

ABILITIES

Savage: Each  or  obtained on a Hand to Hand Strength Test gives one bonus die.

Steam/Hand to hand: The use of this equipment is announced before Hand to Hand Strength tests. The player rolls a die called a "steam die" and adds the result to the Hand to Hand Strength used in the following Strength test.

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

265 AP Resurrect/Duel: 5 Elixir pts

LOR-ARKHON



Artifacts: 3 pts

2	3	5
1	4	10

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340 AP Resurrect/Duel: 7 Elixir pts

LOTHAN



Artifacts: 3 pts

2	5	9
1	6	6

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325 AP Resurrect/Duel: 7 Elixir pts

MAGNUS



Artifacts: 3* pts

2	5	9
-	-	-

Paths/Elements: (Tellurism/Water and Earth)

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185 AP Resurrect/Duel: 4 Elixir pts

PILZENBHIR



Artifacts: 2 pts

3	5	5
-	-	-

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340 AP Resurrect/Duel: 7 Elixir pts

TAN-KAIR



Artifacts: 3 pts

3	5	9
-	-	-

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STD 325 AP - (x6)

BLUNDERBUSSMAN



1	3	3
1	6	6

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STD 500 AP - (x4)

BOMBARDIER



1	3	5
1	4	10

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STD 500 AP - (x3) + 165 PER EXTRA FIGHTER MAX 725 - (x5)

BOOR ON RAZORBACK



3	5	6
-	-	-

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ABILITIES



Counter-attack: The fighter gets one combat die for each failure obtained by his enemy in the Hand to Hand 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.

ABILITIES

Survival Instinct: Successes obtained on Strength tests taken against fighters with Survival instincts are re-rolled once more.

Magister: : Failures on Energy tests have to be re-rolled once more.

ABILITIES

Savage: Each  or  obtained on a Hand to Hand Strength Test gives one bonus die.

War Fury: Failures on Hand to Hand Attack tests have to be rerolled once more.

Reach: May attack engaged fighters the unit is in contact with and those within 3cm.

Steam/Range: The use of this equipment is announced before Ranged Strength tests. Th player rolls a die called a "steam die" and adds the result to the Ranged Strength used in the following Strength test.

Steam/Hand to hand: The use of this equipment is announced before Hand to Hand Strength tests. The player rolls a die called a "steam die" and adds the result to the Hand to Hand Strength used in the following Strength test.

ABILITIES

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.

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.

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

Steam/Range: The use of this equipment is announced before Ranged Strength tests. Th player rolls a die called a "steam die" and adds the result to the Ranged Strength used in the following Strength test.

ABILITIES

Leap: A light cavalry fighter can jump over or on top of obstacles shorter than him without any penalties.

ABILITIES

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.

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.

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

Steam/Range: : The use of this equipment is announced before Ranged Strength tests. Th player rolls a die called a "steam die" and adds the result to the Ranged Strength used in the following Strength test.

ABILITIES

Instinctive Shot: The fighter can target engaged enemies.

Steam/Range: : The use of this equipment is announced before Ranged Strength tests. Th player rolls a die called a "steam die" and adds the result to the Ranged Strength used in the following Strength test.

ABILITIES

War Fury: Failures on Hand to Hand Attack tests have to be rerolled once more.

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

Reach: May attack engaged fighters the unit is in contact with and those within 3cm.

Steam/Hand to hand: The use of this equipment is announced before Hand to Hand Strength tests. The player rolls a die called a "steam die" and adds the result to the Hand to Hand Strength used in the following Strength test.

STD 375 AP - (x8) + 50 PER EXTRA FIGHTER MAX 550 - (x12)

FORGE GUARDIAN



7 3 6 3

1 5 7

- - -

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FORGE GUARDIAN SPECIAL FIGHTER + 25 PER

PROVOST



7 3 6 3 3

1 5 7

- - -

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STD 325 AP - (x6) + 55 PER EXTRA FIGHTER MAX 425 - (x8)

KHOR



7 5 9 3

1 5 5

- - -

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STD 350 AP - (x6) + 60 PER EXTRA FIGHTER MAX 450 - (x8)

KHOR



7 3 9 3

1 5 7

- - -

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KHOR SPECIAL FIGHTER + 25 PER (0-1)

ARMORER



7 3 9 3

1 5 7

- - -

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STD 675 AP - (x3) + 225 PER EXTRA FIGHTER MAX 1125 - (x5)

KHOR KNIGHT



15 3 9 5

3 5 6

- - -

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STD 500 AP - (x4)

METEOR



15 5 9 5

2 7 5

- - -

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STD 200 AP - (x1)

MOUNTAIN WARRIOR





15 7 11 5

1 7 11

- - -



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ABILITIES

Savage: Each  or  obtained on a Hand to Hand Strength Test gives one bonus die.

Reach: May attack engaged fighters the unit is in contact with and those within 3cm.

ABILITIES

Savage: Each  or  obtained on a H to H Strength Test gives one bonus die.

FORGE GUARDIAN SPECIAL FIGHTER + 25 PER

THERMO-PRIEST



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ABILITIES

Reach: May attack engaged fighters the unit is in contact with and those within 3cm.

Steam/Hand to hand: The use of this equipment is announced before Hand to Hand Strength tests. The player rolls a die called a "steam die" and adds the result to the Hand to Hand Strength used in the following Strength test

ABILITIES



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

Reach: May attack engaged fighters the unit is in contact with and those within 3cm.

Immortal: Immortal creatures are affected by particular game effects.

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.



ABILITIES

Savage: Each  or  obtained on a Hand to Hand Strength Test gives one bonus die.

Steam/Hand to hand: The use of this equipment is announced before Hand to Hand Strength tests. The player rolls a die called a "steam die" and adds the result to the Hand to Hand Strength used in the following Strength test.

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

ABILITIES

Savage: Each  or  obtained on a Hand to Hand Strength Test gives one bonus die.

Steam/Hand to hand: The use of this equipment is announced before Hand to Hand Strength tests. The player rolls a die called a "steam die" and adds the result to the Hand to Hand Strength used in the following Strength test.

Cavalry Charge: Only needs to be free to perform a charge, regardless of the Power of the enemy unit assaulted.



KHOR SPECIAL FIGHTER + 25 PER (0-1)

ARMORER



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ABILITIES

Savage: Each  or  obtained on a Hand to Hand Strength Test gives one bonus die.

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

War Fury: Failures on Hand to Hand Attack tests have to be rerolled once more.

Reach: May attack engaged fighters the unit is in contact with and those within 3cm.

ABILITIES

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 hand to hand Strength tests.

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

SOLDIER OF THE PLAINS SPECIAL FIGHTER + 25 PER (0-1)

STANDARD BEARER



	1	5	5
	-	-	-





SOLDIER OF THE PLAINS SPECIAL FIGHTER + 25 PER (0-1)

LITHOMANCER



	1	5	5
	-	-	-

WAR CHARIOT ABILITIES

Brutish Charge: ,  and  results are read as + for Hand to Hand Attack tests.

Steadfast: When in combat against this fighter, enemies never get the bonus for charging. This ability has no effect against fighters with the “Brutal” ability

Insensitive: When 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.

Cavalry Charge: Only needs to be free to perform a charge, regardless of the Power of the enemy unit assaulted.

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

Order of the Banners
BOAR: STANDARD BANNER



THE GIFT OF THE BOAR

The result required on Strength tests taken against a Boar fighter is read one column to the left on the resolution table.

ORDER OF THE BANNERS

- Infantry unit (★)!
- Infantry unit (★/★)
- Infantry unit (★★/★★)
- Infantry or Cavalry unit (★/★) (★/★★)
- Infantry or Creature unit (★/★) (★★/★★)

SPECIAL FIGHTERS / CASES

Armorer: Every member of the armorer's unit gains a "Sacred weapon": the result required for the hand to hand Strength test is read one column to the right on the resolution table.

Lithomancer: The lithomancer can cast the "Heart of stone" spell: failures obtained on a Courage test are re-rolled once more. This spell costs 6 mana points.

Provost: The provost can call the "Hammer of Uren" miracle: 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. This miracle costs 5 faith points.

Thermo-Priest: The thermo-priest can cast the "Maximum pressure!" spell: failures on the unit's hand to hand and ranged Strength tests are re-rolled once more. This spell costs 5 mana points.

Mechanical familiar: The mechanical familiar included in the Brotherhood of Bronze box is reserved to Fenggar. It is a Value 1 attribute. Familiar rules are presented in the Mystics chapter of the rules.

170 AP Resurrect/Duel: 3 Elixir pts

ELGHIR



Artifacts: 1 pts

	2	5	5
	-	-	-

Cult/Aspects: (Pantheon of the Aegis/Alteration)

130 AP Resurrect/Duel: 3 Elixir pts

PILGRIM



Artifacts: 1 pts

	2	5	7
	-	-	-

STD 300 AP - (x1)

WAR CHARIOT



	2	3	8
	1	6	14

KHOR KNIGHT SPECIAL FIGHTER + 25 PER (0-1)

THERMO-PRIEST



	3	5	6
	-	-	-

THERMO WARRIOR SPECIAL FIGHTER + 25 PER (0-1)

THERMO-PRIEST



	1	5	9
	-	-	-

STD 350 AP - (x8) + 45 PER EXTRA FIGHTER MAX 525 - (x12)

CROSSBOWMAN



	1	5	5
	1	2	6

ARTIFACT

Telluric Weapon



The holder rolls one more die on his hand to hand Strength tests.

ARTIFACT

Bronze Hand



The holder's unit gains 5 faith points for each damage point inflicted by the holder.

ARTIFACT

Telluric Shield



Hand to hand Strength tests taken against the holder are rolled with one die fewer. Bonus dice are not affected by the Telluric shield.

ARTIFACT

Telluric Gem



When the magician holding this artifact refills his unit's mana pool during the control phase, any dice that rolled 1, 2 or 3 may be rerolled once more.

ARTIFACT

Horn of the Plains



The holder is considered as a musician.

ARTIFACT

Cauldron of Hyflaid



The holder recovers one health point at the beginning of the control phase.

ARTIFACT

Halcyon Compressor



The holder gains "Reach" equipment. Additionally, failures on the holder's hand to hand Strength tests are re-rolled once more.

ARTIFACT

Helm of the Patriarch



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.

ARTIFACT

Fusion Hammer



The holder's hand to hand Strength tests are always read in the column.

ARTIFACT

Portable Alchemical Laboratory



The magician holding this artifact gains one value 2 tellurism ritual. Once per round, he can cast this ritual automatically, without having to roll any dice or spend any mana. It cannot be countered.

COMMUNION

Avenging Arm of the Aegis



Cult: Pantheon of the Ægis Difficulty: 5
Aspect: Alteration Target: Unit
Faith: 10 Duration: Round

The fighters of the targeted unit gain the "Sacred weapon" equipment: the result required for the hand to hand Strength test is read one column to the right on the resolution table.

COMMUNION

Divine Hospice



Cult: Pantheon of the Ægis Difficulty: 5
Aspect: Alteration Target: Unit
Faith: 10 Duration: Round

The targeted unit gains the "Regeneration" ability: the player rolls as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses. Each 2 or 3 cancels a damage point.

COMMUNION

Divine Ire



Cult: Pantheon of the Ægis Difficulty: 5
Aspect: Alteration Target: Unit
Faith: 10 Duration: Round

The fighters in the targeted unit suffer as many damage points as they inflict. The losses are removed by the player whose company called this communion.

COMMUNION

Moving Mountains



Cult: Pantheon of the Ægis Difficulty: 5
Aspect: Alteration Target: Unit
Faith: 5 Duration: Round

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

COMMUNION

Odnir's Forge



Cult: Pantheon of the Ægis Difficulty: 5
Aspect: Alteration Target: Unit
Faith: 6 Duration: Round

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

COMMUNION

Protection of the Uren



Cult: Pantheon of the Ægis Difficulty: 5
Aspect: Alteration Target: Unit
Faith: 9 Duration: Round

Fighters with steam equipment may re-roll failures on all their characteristics' tests once more.

COMMUNION

Rolling Stone



Cult: Pantheon of the Ægis Difficulty: 5
Aspect: Alteration Target: Unit
Faith: 8 Duration: Round

The targeted unit gains the "Disengagement" ability: the unit doesn't suffer any losses when it disengages.

COMMUNION

Sentence of the Condemned



Cult: Pantheon of the Ægis Difficulty: 5
Aspect: Alteration Target: Unit
Faith: 5 Duration: Round

The fighters in the targeted unit are not affected by the interference rule.

COMMUNION

Strike of the Forges



Cult: Pantheon of the Aegis Difficulty: 5
Aspect: Alteration Target: Unit
Faith: 10 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 hand to hand Strength tests.

COMMUNION

Weapon of the Aegis



Cult: Pantheon of the Aegis Difficulty: 5
Aspect: Alteration Target: Unit
Faith: 9 Duration: Round

The targeted unit's Strength tests inflict one more damage point.

RITUAL

Crash Concentrate



Path: Tellurism Difficulty: 5
Element: Earth Target: Unit
Mana: 8 Duration: Instantaneous

Each of the targeted unit's fighters suffers a Strength test whose action value is 4.

RITUAL

Principle of Inertia



Path: Tellurism Difficulty: 5
Element: Earth Target: Unit
Mana: 7 Duration: Instantaneous

When it performs an assault or runs, the targeted unit triples its Movement instead of doubling it.

RITUAL

Iron of the Mind



Path: Tellurism Difficulty: 5
Element: Earth Target: Unit
Mana: 8 Duration: Round

The targeted unit gains one more die to roll on a test chosen by the player. This die is not a bonus die and can therefore be re-rolled.

RITUAL

Elizir of Savagery



Path: Tellurism Difficulty: 5
Element: Earth Target: Unit
Mana: 5 Duration: Instantaneous

When it assaults a frightening unit the targeted unit does not need to roll a Courage test.

RITUAL

Giant's Blood Serum



Path: Tellurism Difficulty: 5
Element: Earth Target: Unit
Mana: 8 Duration: Round

The targeted unit's Power is doubled.

RITUAL

Steam Jet



Path: Tellurism Difficulty: 7
Element: Earth Target: Unit
Mana: 10 Duration: Instantaneous

All the enemies in contact with the targeted unit's fighters suffer a Strength test whose action value is 8.

RITUAL

Cruel Will



Path: Tellurism Difficulty: 7
Element: Earth Target: Unit
Mana: 10 Duration: Round

The targeted 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.

RITUAL

Petrification Resin



Path: Tellurism Difficulty: 7
Element: Earth Target: Fighter
Mana: 10 Duration: Round

The targeted fighter cannot lose more than one health point per Strength test. Any additional damage points are ignored.

RITUAL

Earthquake



Path: Tellurism Difficulty: 9
Element: Earth Target: Battlefield
Mana: 20 Duration: Round

Fighters who do not have the “Gift of the Boar” cannot move more than 10 cm.

RITUAL

Alchemical Petrification



Path: Tellurism Difficulty: 9
Element: Earth Target: Unit
Mana: 15 Duration: Round

The fighters in the targeted unit are turned to stone. They are considered as terrain elements until the end of the round. They can be destroyed: each fighter gains Resilience 12 and has as many structure points as he had health points left.

FAQ: Fighters no longer benefit from skills, artifacts, etc while petrified.

