

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 1.2

Jan 2023

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. Eagle: Print 3-8 double sided on short side, not long
2. Color, Letter, Actual size

Print single sided pages

3. Eagle: Print 9-12 single sided
4. Color, Letter, Actual size

560 AP Resurrect/Duel: 11 Elixer pts

ABHARÜN

15
3
8
7
5
9

Artifacts: 3 pts

3	7	11
-	-	-

Cult/Aspects: (Cult of the Faathi/Alteration, Creation and Destruction)

325 AP Resurrect/Duel: 7 Elixer pts

ASTHENAS

20
3
4
7
3

Artifacts: 2 pts

3	5	6
-	-	-

310 AP Resurrect/Duel: 6 Elixer pts

IRSAN

15
3
9
5
2

Artifacts: 2 pts

3	7	7
-	-	-

455 AP Resurrect/Duel: 9 Elixer pts

NORRSTROM

15
5
13
7
5

Artifacts: 3 pts

2	5	13
-	-	-

325 AP Resurrect/Duel: 7 Elixer pts

NYRIS

10
5
4
7
5
8

Artifacts: 3 pts

2	7	7
-	-	-

Paths/Elements: Magician (Way of the winds/Air, Water and Fire)

170 AP Resurrect/Duel: 3 Elixer pts

SHAMKELIA

10
3
4
5
3
3

Artifacts: 1 pts

2	5	5
-	-	-

Paths/Elements: Magician (Way of the winds/Air)

STD 250 AP - (x8) + 30 PER EXTRA FIGHTER MAX 375 - (x12)

STORM-ARCHER

10
4
2
1

1	3	1
1	5	4

STD 400 AP - (x2) + 200 PER EXTRA FIGHTER MAX 800 - (x4)

STORM RIDER

20
3
5
5

3	5	6
-	-	-

ABILITIES / RECOMMENDED MINIS

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.



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.

Immortal: Immortal creatures are affected by particular game effects.

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

Norrstrom:
Mountain Warrior

ABILITIES / RECOMMENDED MINIS

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

Irsan:
Kalyar the Awakened

ABILITIES / RECOMMENDED MINIS

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.

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

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

Asthenas:
Baal the Conquerer

ABILITIES / RECOMMENDED MINIS

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.

Loyal: The fighter adds 1 extra faith point to his unit's faith pool.

Immortal: Immortal creatures are affected by particular game effects.

Abharûn:
Kelt minotaur 2

RECOMMENDED MINIS

Storm Rider:
Boor on razorback
Strohm knight
Kelt centaur

RECOMMENDED MINIS

Storm-Archer:
Goblin archer
Crossbowman of Tir-Na-Bor
Orc crossbowman





ABILITIES / RECOMMENDED MINIS

Immortal: Immortal creatures are affected by particular game effects.

Shamkelia:
Kelt Shaman

ABILITIES / RECOMMENDED MINIS

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

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

Immortal: Immortal creatures are affected by particular game effects.

Nyris:
Virae

ABILITIES / RECOMMENDED MINIS

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

Strom Creature:
Sylvan animae
Goblin psycho-mutant
Sylph

STORM-WARRIOR SPECIAL FIGHTER + 25 AP

WATCHER



10 5 4 3 4

1 5 6

1 - -

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STORM-WARRIOR SPECIAL FIGHTER + 25 AP

STANDARD BEARER



10 5 4 3

1 5 6

1 - -

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RECOMMENDED MINIS

Storm-Warrior:

Boor, Orc brute, Forge guardian, Orc warrior, Goblin marauder, Klune milicianman, Soldier of the plains

Musician:

Musician of the plains, Goblin musician and brats, Brute musician, Dwarf musician

Sirocco:

Mystic warrior, Lithomancer of Tir-Na-Bor

Standard Bearer:

Brute standard bearer, Standard bearer of the plains, Goblin standard bearer, Dwarf standard bearer

Watcher:

Provost of Uren, Goblin Prophet

WHIRLWIND-KNIGHT SPECIAL FIGHTER + 25 AP

STANDARD BEARER



15 3 6 5

2 5 9

1 - -

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ABILITIES / RECOMMENDED MINIS

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

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.

Whirlwind-Knight:

Orc brontops
Khor warrior on razorback

Guardian:

Animistic shaman on brontops

Musician:

Khor musician on razorback

Standard Bearer:

Khor standard bearer on razorback

WARRIOR OF FAATHI SPECIAL FIGHTER + 25 AP

ARCHON



15 3 8 5 6

1 7 11

1 - -

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ABILITIES / RECOMMENDED MINIS

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.

Loyal: The fighter adds 1 extra faith point to his unit's faith pool.

Immortal: Immortal creatures are affected by particular game effects.

Warrior of the Faathi:

Drune minotaur

Aquillon:

Kelt minotaur 1

Archon:

Archon of the Faathi

STD 275 AP - (x6) + 50 PER EXTRA FIGHTER MAX 425 - (x9)

WHIRLWIND-SPEARMAN



10
3
4
3

1 5 8

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WHIRLWIND-SPEARMAN SPECIAL FIGHTER + 25 AP

MUSICIAN



10
3
4
3

1 5 8

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STD 375 AP - (x3) + 125 PER EXTRA FIGHTER MAX 750 - (x6)

WHIRLWIND-WARRIOR



15
3
5
3

2 7 7

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WHIRLWIND-WARRIOR SPECIAL FIGHTER + 25 AP

BLIZZARD



15
3
5
3
3

2 7 7

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SPECIAL FIGHTERS

Archon: The archon can cast a "Protection of the Eagle" miracle just after a Strength test taken against his unit is resolved: the number of damage points inflicted is reduced by one. The spell costs 5 mana points.

Aquilon: The aquilon can cast an "Evil wind" spell just after his unit resolves a hand to hand Strength test: the test causes an additional damage point. The use of "Evil wind" is limited to once per Strength test. The spell costs 5 mana points.

Blizzard: The blizzard can cast a "Frozen wind" spell just before his unit resolves a Strength test: the test is taken with an additional die. The latter can be re-rolled. The spell costs 5 mana points.

WHIRLWIND-WARRIOR SPECIAL FIGHTER + 25 AP

OMEGA



15

3

5



3

2 7 7

- - -

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ABILITIES / RECOMMENDED MINIS

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

Whirlwind-Warrior:

Fang warrior
Sacred vestal
Giant barbarian 5 and 6
Son of Ogmios

Blizzard:

Wolfen lonewolf

Omega:

Wolfen repentant

WHIRLWIND-SPEARMAN SPECIAL FIGHTER + 25 AP

STANDARD BEARER



10

3

4

3

1 5 8

- - -

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ABILITIES / RECOMMENDED MINIS

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

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

Whirlwind-Spearman:

Orc bruiser,
Goblin spearman,
Goblin mutant

Guardian:

Jackal master of rites

Musician:

Cyclops gong banger,
Auroch horn blower

Standard Bearer:

Fishbone bearer of No-Dan-Kar,
Orc totem bearer

SPECIAL FIGHTERS

Guardian: The guardian can call a "Will of the Eagle" miracle just after his unit resolves a characteristic test: failures on this test are rerolled once more. The miracle costs 5 mana points.

Watcher: The watcher can call an "Eye of the Eagle" miracle: the player can measure any distance on the battlefield. The miracle costs 5 mana points.

Omega: Units including an omega can cancel one damage point on each Strength test taken against them.

Sirocco: The sirocco can cast a "Scorching wind" spell just before his unit resolves an Attack test: the test is taken with an additional die. The latter can be re-rolled. The spell costs 5 mana points.

Order of the Banners
EAGLE: STANDARD BANNER



THE GIFT OF THE EAGLE

Units belonging to a company of the Eagle can merge during the game. After its activation, any Eagle unit can merge with another Eagle unit within 3 cm of any of its fighters, on its side and composed of the same troops. The player chooses the leader of this new unit, ensuring unit cohesion is respected. Any game effects (communion, miracles, spells, rituals, etc.) affecting the units before the merging are dispelled; the faith and mana pools of one of the units are dissolved.

The newly created unit cannot be activated before the next round. It can include several Incarnates and up to three special fighters chosen by the player; any further special fighters become standard fighters.

ORDER OF THE BANNERS

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

175 AP Resurrect/Duel: 4 Elixer pts

KHULRUN



10

3

5

5

2

Recommended miniature: Rantakh

Artifacts: 1 pts

	3	5	7
	-	-	-

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140 AP Resurrect/Duel: 3 Elixer pts

NEON



10

4

2

3

2

Recommended miniature: Xherus

Artifacts: 1 pts

	2	5	3
	-	-	-

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Cult/Aspects: Magician (Cult of the Faathi/Alteration)

WHIRLWIND-SPEARMAN SPECIAL FIGHTER + 25 AP

GUARDIAN



10

3

4

3

4

	1	5	8
	-	-	-

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WHIRLWIND-KNIGHT SPECIAL FIGHTER + 25 AP

GUARDIAN



15

3

6

5

4

	2	5	9
	-	-	-

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ARTIFACT
Thread of
Destiny



The holder gains one Value 2 communion.

ARTIFACT
Urn of the
Winds



The mana cost of the holder's rituals are reduced by 2 points.

ARTIFACT
Symbol of the
Faathi



The holder's unit gains 5 extra faith points each round.

ARTIFACT
Diamond of
Shenroth



The holder gains one Value 2 ritual.

ARTIFACT
Feather of the
Thunder Eagle



The targeted unit gains the "Strategist" ability: the fighter's Authority oppositions are resolved rolling one bonus die. The player keeps the best.

ARTIFACT
Edict of the
Eagle



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
Favor of Destiny



Any dice roll made by the holder can be re-rolled once more.

ARTIFACT
Soul of the
Faathi



The use of this artifact is declared once per round when the holder's unit is activated. The holder successfully calls a "Lightning bolt of Destiny" communion, even if his is not a faithful. No faith points are spent. The communion cannot be censured.

ARTIFACT
Weapon of
Destiny



The player chooses one of the holder's characteristics. All the tests taken with this characteristic are read in the column.

ARTIFACT
Shield of
Destiny



Attack tests taken against the holder are considered .

RITUAL
Bite of the Wind



Path: Way of the winds Difficulty: 5
Element: Air Target: Unit
Mana: 7 Duration: Instantaneous

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

RITUAL
Fair Winds



Path: Way of the winds Difficulty: 5
Element: Air Target: Unit
Mana: 5 Duration: Round

The target unit's shots are not affected by the interference rule.

RITUAL
Head Winds



Path: Way of the winds Difficulty: 5
Element: Air Target: Unit
Mana: 10 Duration: Round

The targeted unit's Movement is halved (rounded up).

RITUAL
Racing Winds



Path: Way of the winds Difficulty: 5
Element: Air Target: Unit
Mana: 5 Duration: Round

The targeted unit gains the "Leap" ability: when he moves the fighter ignores obstacles and miniatures less than 10 cm tall.

RITUAL
Tornado



Path: Way of the winds Difficulty: 5
Element: Air Target: Unit
Mana: 5 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 tornado. It cannot be crossed in any way and it blocks lines of sight.

(FAQ) - Cannot be placed on scenery or a figure. Only open ground.

RITUAL
Wind Spirit



Path: Way of the winds Difficulty: 7
Element: Air Target: Company
Mana: 10 Duration: Special

During the next Authority opposition, the result of the test of the targeted company will automatically be 5.

RITUAL
Protecting
Winds



Path: Way of the winds Difficulty: 7
Element: Air Target: Battlefield
Mana: 10 Duration: Round

No line of sight can be drawn beyond twenty centimeters.

RITUAL
Wind of
Shenroth



Path: Way of the winds Difficulty: 5
Element: Air Target: Unit
Mana: 5 Duration: Instantaneous

One of the targeted unit's Immortals, except an Immortal Incarnate eliminated by another Incarnate, is brought back into the game and in formation

RITUAL

Immortal Winds of Shenroth

Path: Way of the winds Difficulty: 9
 Element: Air Target: Special
 Mana: 20 Duration: Instantaneous

The caster summons a unit of three warriors of the Faathi. It includes no special fighters.

RITUAL

Orders of the Faathi

Path: Way of the winds Difficulty: 9
 Element: Air Target: Company
 Mana: 10 Duration: Round

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

COMMUNION

Vision of the Possible

Cult: The Faathi Difficulty: 5
 Aspect: Alteration Target: Unit
 Faith: 7 Duration: Special

During the next strategic phase, the targeted unit's card is put in reserve in addition to the one the player is normally allowed.

COMMUNION

Eye of the Oracle

Cult: The Faathi Difficulty: 5
 Aspect: Alteration Target: Unit
 Faith: 4 Duration: Round

No target is necessary to call this communion. The player has a look at any card not yet activated in any activation sequence.

COMMUNION

Hand of the Oracle

Cult: The Faathi Difficulty: 5
 Aspect: Alteration Target: Special
 Faith: 5 Duration: Instantaneous

No target is necessary to call this communion. The player can place a card of his choice that has not yet been activated first in his activation sequence.

COMMUNION

Alteration of Destiny

Cult: The Faathi Difficulty: 5
 Aspect: Alteration Target: Unit
 Faith: 10 Duration: Instantaneous

Alteration of Destiny is called just after an enemy test. Successes are re-rolled once more.

COMMUNION

Prophecy of the Eagle

Cult: The Faathi Difficulty: 5
 Aspect: Destruction Target: Unit
 Faith: 5 Duration: Round

When it performs an assault against a frightening unit, the targeted unit does not need to roll a Courage test.

COMMUNION

Favorable Destiny

Cult: The Faathi Difficulty: 7
 Aspect: Alteration Target: Unit
 Faith: 7 Duration: Instantaneous

Favorable destiny is called just after one of the targeted unit's tests. Failures are re-rolled once more.

COMMUNION

Lightning Bolt of Destiny

Cult: The Faathi Difficulty: 7
 Aspect: Alteration Target: Unit
 Faith: 15 Duration: Instantaneous

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

COMMUNION

Thunder Talon

Cult: The Faathi Difficulty: 7
 Aspect: Alteration Target: Unit
 Faith: 10 Duration: Round

On the targeted unit's hand to hand Strength tests, ☒, ☒ and ● are read as 4.

COMMUNION

Steadfast Destiny

Cult: The Faathi Difficulty: 9
 Aspect: Alteration Target: Incarnate
 Faith: 10 Duration: Round

The target Incarnate cannot lose any health points.

COMMUNION

Unavoidable Destiny

Cult: The Faathi Difficulty: 9
 Aspect: Alteration Target: Unit
 Faith: 15 Duration: Round

Unavoidable destiny can only be called on a unit that has already been activated. The targeted unit is activated again after the caller's unit. It will not benefit from the charge bonus.

