

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

Print single sided pages

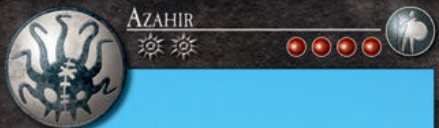
3. Hydra: Print 9-12 single sided
4. Color, Letter, Actual size

190 AP Resurrect/Duel: 4 Elixer pts



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195 AP Resurrect/Duel: 4 Elixer pts



NMAV01 © Copyright RACKHAM, 1996-2007. All rights reserved.

170 AP Resurrect/Duel: 3 Elixer pts



NMB001 © Copyright RACKHAM, 1996-2007. All rights reserved.

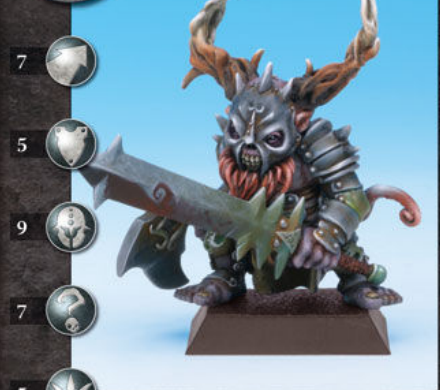
370 AP Resurrect/Duel: 7 Elixer pts



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Cult/Aspects: (Cult of Mid-Nor/Alteration, Creation & Destruction)

345 AP Resurrect/Duel: 7 Elixer pts



NMH01 © Copyright RACKHAM, 1996-2007. All rights reserved.

555 AP Resurrect/Duel: 11 Elixer pts



NMHV01 © Copyright RACKHAM, 1996-2007. All rights reserved.

STD 125 AP - (x1)



NMCH02 © Copyright RACKHAM, 1996-2007. All rights reserved.

STD 150 AP - (x1)



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ABILITIES

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.

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.

Area of effect shot: (Reference card)

ABILITIES

Hard Boiled: An opponent never gets any bonus dice on his Strength tests taken against hard boiled fighters.

ABILITIES

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

ABILITIES

Toxic: For each success on a Hand to Hand 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.

ABILITIES

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.

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.

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

ABILITIES

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.

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

ABILITIES

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

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.

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

ABILITIES

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

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.

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

PUTRID PSYCHOPOMP



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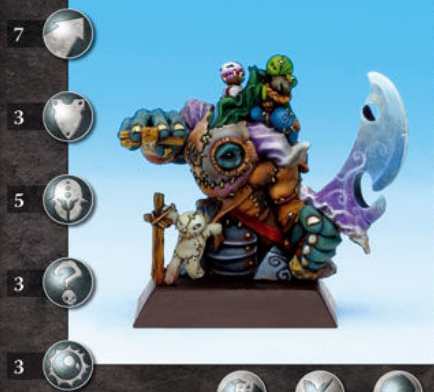
ABILITIES

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.

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

HALBERDIER SPECIAL FIGHTER +25 PER (0-1)

PUPPETEER



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ABILITIES

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

ABILITIES

Hard Boiled: An opponent never gets any bonus dice on his Strength tests taken against hard boiled fighters.

ABILITIES

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

ABILITIES

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

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

ABILITIES

Toxic: For each success on a Hand to Hand Strength test the fighter rolls an additional Strength test for which the result required is always \boxplus . Successes obtained in this way are added to the initial ones.

SCOURGE BEARER SPECIAL FIGHTER +25 PER (0-1)

SCOURGE STANDARD



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STD 275 AP - (x4)

SENTINEL



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STD 300 AP - (x8) + 40 PER EXTRA FIGHTER MAX 575 - (x15)

WARRIOR OF THE ABYSS



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WARRIOR OF THE ABYSS SPECIAL FIGHTER +25 PER (0-1)

STANDARD-BEARER



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STD 225 AP - (x2)

CHTHONIAN LARVA



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AREA OF EFFECT SHOT

The Fire spitters and the Demon tower'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. 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. 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.

SPECIAL FIGHTERS ABILITIES

Collector, Harvester of Sorrow and Purulent Butcher: These faithful can call a "Will of Mid-Nor" miracle. This miracle brings one of his unit's fighters, who was eliminated in the round, and who is not an Incarnate, back into the game and in formation; or it restores one health point to an Incarnate still in the game.

This miracle costs 3 faith points.

Puppeteer, Master of Puppets and Putrid Psychopomp: These magicians can cast a "Necrosis" spell. The Strength of the targeted unit's fighters is reduced by 2 points until the end of the round.

This spell costs 3 mana points.

Order of the Banners

HYDRA: STANDARD BANNER



THE GIFT OF THE HYDRA

A unit or an Incarnate of the Hydra suffers one damage point less than supposed to each time a Strength test is taken against it or him.

ORDER OF THE BANNERS

- Infantry unit (★)!
- Infantry unit (★/★★)
- Infantry unit (★/★★/★★★)
- Infantry unit (★/★★/★★★/★★★★)
- Infantry unit (★/★★/★★★/★★★★)

WARRIOR OF THE ABYSS SPECIAL FIGHTER +25 PER (0-1)

MUSICIAN



7 5 5 3

1 5 5

- - -

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WARRIOR OF THE ABYSS SPECIAL FIGHTER +25 PER (0-1)

COLLECTOR



7 5 5 3 4

1 5 5

- - -

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ABILITIES

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.

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

SCOURGE BEARER SPECIAL FIGHTER +25 PER (0-1)

SCOURGE MUSICIAN



7 3 5 3

1 5 7

- - -

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ABILITIES

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.

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.

205 AP Resurrect/Duel: 4 Elixer pts

MAHAL



7 3 5 5 3 5

Artifacts: 2 pts

2	5	5
-	-	-

Path/Elements: (Chtonian/Water, Darkness)

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175 AP Resurrect/Duel: 4 Elixer pts

AKKADALETH



7 3 5 5 3 3

Artifacts: 1 pts

2	5	5
-	-	-

Path/Elements: (Chtonian/Darkness)

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165 AP Resurrect/Duel: 3 Elixer pts

ARAOSALIL



7 3 5 5 5 3

Artifacts: 1 pts

3	5	5
-	-	-

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190 AP Resurrect/Duel: 4 Elixer pts

NERAN



7 3 6 5 3 4

Artifacts: 1 pts

2	5	5
-	-	-

Cult/Aspects: (Cult of Mid-Nor/Alteration, Creation & Destruction)

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140 AP Resurrect/Duel: 3 Elixer pts

NILARAKH



7 5 5 5 3

Artifacts: 1 pts

2	5	5
-	-	-

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STD 325 AP - (x4)

FIRE SPITTER



7 3 8 3

Area of effect shot: (Reference card)

1	3	3
1	2	7

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STD 350 AP - (x8) + 45 PER EXTRA FIGHTER MAX 600 - (x13)

HALBERDIER



7 3 5 3

Reach - (3cm)

1	5	7
-	-	-

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SCOURGE BEARER SPECIAL FIGHTER +25 PER (0-1)

MASTER OF PUPPETS



7 3 5 3 3

1	5	7
-	-	-

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ARTIFACT

Bewitched Greaves



The unit of the magician equipped with this artifact gains Movement 15.

ARTIFACT

Canopic Doll



An Incarnate magician can sacrifice a canopic doll during the control phase. The unit's mana pool roll is considered having generated 12 mana points. A canopic doll can only be sacrificed once.

ARTIFACT

Cyclops Doll



As long as there is a friendly cyclops on the battlefield, the holder has the same Resilience value as the cyclops and gains the "Sequence" ability: each or on a hand to hand Attack test gives one bonus die.

ARTIFACT

Demonic Alliance



Hand to hand Attack hits that should be suffered by the holder are transferred on to other members of his unit.

ARTIFACT

Elusion Doll



The holder's unit gains the "Disengagement" ability: the unit's engaged fighters are not eliminated when it disengages.

ARTIFACT

Fang of the Hydra



The unit's faith pool is retained from one round to the next. The unit's faith pool is limited to 20 faith points.

ARTIFACT

Fury of the Hydra



The faithful gets to choose an artifact and/or any combination of communions for a total value of 4.

ARTIFACT

Scimitar of the Abyss



The holder gains the "Master Strike" ability: if at least one member of the unit has not moved during its activation, the holder adds his Attack to his Strength for hand to hand Strength tests.

ARTIFACT

Skin Mask



The unit's Fear value is increased 2 points. Moreover, the unit also gains the "Abomination" ability: enemy Courage tests taken against the Fear of abominations is resolved rolling one bonus die. The opponent ignores the best result.

ARTIFACT

Talisman of the God-Hydra



Once per game, the faith pool of the holder's unit is doubled.

COMMUNION

Abyssal Torment



Cult: Mid-Nor
Aspect: Destruction
Faith: 10

Difficulty: 8
Target: Unit
Duration: Round

The faithful spends extra faith points to reduce the characteristic by as many points.

COMMUNION

Call of the Abyss



Cult: Mid-Nor
Aspect: Alteration
Faith: 10

Difficulty: 6
Target: Unit
Duration: Round

The targeted unit cannot be moved.

COMMUNION

Illusion of Mid-Nor



Cult: Mid-Nor
Aspect: Alteration
Faith: 10

Difficulty: 7
Target: Unit
Duration: Round

The unit's Power is doubled.

COMMUNION

Impact of the Nine



Cult: Mid-Nor
Aspect: Creation
Faith: 5

Difficulty: 6
Target: Unit
Duration: Instantaneous

Whenever the unit charges or engages an enemy unit, the latter goes into scattered formation. Any on going tactic having close formation as a condition is cancelled.

COMMUNION

Major Possession



Cult: Mid-Nor
Aspect: Alteration
Faith: 15

Difficulty: 10
Target: Unit
Duration: Round

Each fighter of the unit, except the Incarnate, gains 1 additional hand to hand combat die. His Defense is reduced by 2 points. This die is not a bonus die, so it can be re-rolled.

COMMUNION

Putrid Geyser



Cult: Mid-Nor
Aspect: Creation
Faith: 5

Difficulty: 6
Target: Special
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 putrid geyser. It cannot be crossed in anyway and it blocks lines of sight.

COMMUNION

Religious Frenzy



Cult: Mid-Nor
Aspect: Creation
Faith: 10

Difficulty: 6
Target: Unit
Duration: Round

The unit gains the "Loyal" ability: loyal fighters add 1 extra faith point to their unit's faith pool during the next control phase.

COMMUNION

Resurrection of the Cyclops



Cult: Mid-Nor
Aspect: Alteration
Faith: 15

Difficulty: 8
Target: Special
Duration: Special

An eliminated cyclops is brought back into the game. It is deployed within 5 cm of the faithful's unit.

COMMUNION

Resurrection of the Possessed

Cult: Mid-Nor Difficulty: 6
Aspect: Creation Target: Infantry Unit
Faith: 5 Duration: Round

This communion brings two of the unit's fighters, who were eliminated in the round, and who were not Incarnates, back into the game and in formation; or it restores 2 health points to an Incarnate still in the game.

COMMUNION

Summon Reapers

Cult: Mid-Nor Difficulty: 6
Aspect: Creation Target: Special
Faith: 15 Duration: Special

The faithful summons a unit of 6 reapers.

RITUAL

Acolytes of Desolation

Path: Chtonian Difficulty: 8
Element: Darkness Target: Unit
Mana: 10 Duration: Round

On Strength tests taken against the unit, ❷+, ❸+ and ❹ results are read as ❷+.

RITUAL

Cruel Distraction

Path: Chtonian Difficulty: 6
Element: Darkness Target: Unit
Mana: 8 Duration: Round

The unit gains the "Counter-attack" ability: the fighter gets one combat die for each failure his enemy gets on 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.

RITUAL

Devastation of the Doll

Path: Chtonian Difficulty: 7
Element: Darkness Target: Unit
Mana: 3 Duration: Instantaneous

The target unit suffers one hit with Strength 3.

Unofficial FAQ Errata:
Strength was thought to be a mistake as it previously was written as 13 for such a low level Ritual.

RITUAL

Heir of the Hydra

Path: Chtonian Difficulty: 8
Element: Darkness Target: Cyclops
Mana: 10 Duration: Round

The cyclops' Defense is increased 2 points. The Cyclops also gains the "Parry" ability: successes on enemy hand to hand Attack tests are re-rolled once more.

RITUAL

Primordial Humus

Path: Chtonian Difficulty: 6
Element: Darkness Target: Unit
Mana: 8 Duration: Special

Each of the unit's fighters recovers 1 health point or structure point.

RITUAL

Prison-Urn

Path: Chtonian Difficulty: 6
Element: Darkness Target: Unit
Mana: 8 Duration: Round

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

RITUAL

Rise of the Acolytes

Path: Chtonian Difficulty: 6
Element: Darkness Target: Unit
Mana: 5 Duration: Round

The unit gains the "Parry" ability: successes on enemy hand to hand attack tests are re-rolled once more.

RITUAL

Sepulchral Silt

Path: Chtonian Difficulty: 8
Element: Water Target: Unit
Mana: 10 Duration: Round

The unit's Fear is increased by 2 points. Moreover, it 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 ❷ or ❸ cancels a damage point.

NIIRAKU

AMOSUUL

AKKADALETH

NERAN

AVAHIR

AKARASETH

MAHAI

KANIZAR

YU-IBENSETH

KELZARAI

YU-SABAHAI

