### 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, Communions 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 <a href="mailto:tristanswim@gmail.com">tristanswim@gmail.com</a> or find me on the EN Confrontation discord: <a href="https://discord.gg/wyS9AMuA5B">https://discord.gg/wyS9AMuA5B</a>.

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 <a href="https://www.patreon.com/esotericorder">https://www.patreon.com/esotericorder</a>.

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. Hyena: Print 3-8 double sided on short side, not long

2. Color, Letter, Actual size

### Print single sided pages

3. Hyena: Print 9-12 single sided

4. Color, Letter, Actual size

















### ABILITIES

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

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

### ABILITIES

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

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

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

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

### ABILITIES

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

#### 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.

### ABILITIES

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.

### 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.

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.

### ABILITIES

Assassin: ₩+, ■ and results are read as ■+ 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.

















### ABILITIES

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

### ABILITIES

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

### 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.

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.

Dire Hyena Special Case: 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.

### 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.

### ABILITIES

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.

## HEADHUNTERS SPECIAL FIGHTER +25 PER (0-2)



### **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

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











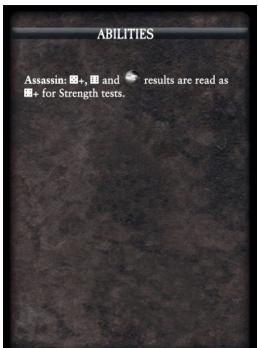




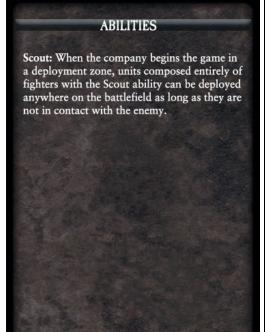


























### SPECIAL FIGHTERS ABILITIES

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 II rolled on his unit's Strength tests inflicts an extra damage point to the target. This spell costs 6 mana points





ARTIFACT Talisman of **Tyrants** 

The holder's Power is increased 5 points.

ARTIFACT

Voracious Weapon

Failures on the holder's Hand to Hand and Ranged Strength tests are re-rolled once more.

ARTIFACT

Armor of the Muzzled

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

FAQ Errata: 4+ was originally read as 5+ as well.

ARTIFACT

Banner of **Torment** 

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

ARTIFACT

Chain of Souls

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

ARTIFACT

Links of Absence

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

Five-bladed Talisman

The holder of this artifact can

Macabre Trophies

effects of their side's standard

ARTIFACT

Mark of the **Beast** 

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

ARTIFACT

Star Stone

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

COMMUNION

Conformism

Cult: Vile-Tis Aspect: Alteration Target: Unit Faith: 5 **Duration: Instantaneous** 

Two miniatures swap places inside the targeted unit.

COMMUNION

Cynicism

Cult: Vile-Tis Aspect: Alteration Faith: 5

Target: Unit Duration: Round

The targeted unit's fighters gain the "Bravery" ability: failures on Courage tests are re-rolled once

COMMUNION Skepticism

Cult: Vile-Tis Aspect: Alteration Faith: 8

Difficulty: 5 Target: Unit **Duration: Round** 

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

COMMUNION Sophism

Cult: Vile-Tis Aspect: Destruction Faith: 8

Difficulty: 5 Target: Unit Duration: Special

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

COMMUNION

Stoicism

Cult: Vile-Tis Aspect: Destruction Faith: 8

Difficulty: 5 Target: Unit Duration: Round

On Strength tests taken against the targeted unit's fighters, ...+,

□+ and sresults are read as □+.

COMMUNION

Atheism

Cult: Vile-Tis Aspect: Alteration Faith: 8

Target: Company Duration: Round

Difficulty: 7

The targeted company can no longer spend any Elixir points.

COMMUNION

Hedonism

Cult: Vile-Tis Aspect: Alteration

Faith: 8

The targeted unit cannot perform assaults.

Difficulty: 7

Target: Unit

Duration: Round

COMMUNION

**Nihilism** 

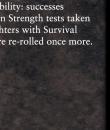
Cult: Vile-Tis Aspect: Destruction

Target: Special Faith: 8 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.









censure/counter one communion or one ritual per round for free, even if he is not a faithful or a magician.

ARTIFACT

Enemy units that can see the holder do not benefit from the bearer and musicians.



RITUAL

### Blood of the Beast

Path: Howls Element: Water Target: Unit Mana: 10 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 E+. Successes obtained in this way are added to the initial ones.

RITUAL.

### Inner Beast

Path: Howls Element: Water Target: 1 Friendly fighter Mana: 7 Duration: Instantaneous

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

RITUAL.

### Sanguinary Oracle

Path: Howls Element: Water 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.

RITUAL.

### Soul Bite

Path: Howls Element: Water Target: Unit Mana: 10 Duration: End of the round

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

RITUAL.

### Sacred Feast

Path: Howls Element: Water Target: One fighter Mana: 5 Duration: Instantaneous

The targeted fighter recovers one damage point.

RITUAL.

### Bloody Rage

Path: Howls Element: Water Target: Unit Mana: 10 Duration: Round

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

RITUAL.

### Call for Blood

Path: Howls Element: Water Target: Friendly unit Mana: 10 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.

RITUAL.

### Massacre

Path: Howls Element: Water Mana: 10

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.

RITUAL.

### Carmine Surge

Path: Howls Element: Water Mana: 10

Target: Company Duration: Round

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

RITUAL.

### Red Star

Path: Howls Element: Water Mana: 15

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



Target: Battlefield Duration: Round

























