

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. 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

310 AP Resurrect/Duel: 6 Elixer pts

KALYAR

15 3 9 5 2

Artifacts: 2 pts

3 7 7

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270 AP Resurrect/Duel: 5 Elixer pts

MANAGARM

15 3 6 5 2

Artifacts: 2 pts

3 7 7

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475 AP Resurrect/Duel: 10 Elixer pts

NEKHAR

15 3 12 7 4

Artifacts: 3 pts

3 7 9

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315 AP Resurrect/Duel: 6 Elixer pts

NEMETIS

15 3 8 5 2 5

Artifacts: 2 pts

2 7 9

Cult/Aspects: (Cult of Vile-Tis/Alteration and Destruction)

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285 AP Resurrect/Duel: 6 Elixer pts

SCRUPULE

10 7 5 7 4

Artifacts: 2 pts

3 7 5

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395 AP Resurrect/Duel: 8 Elixer pts

SHURAT

15 3 11 7 2

Artifacts: 3 pts

2 7 13

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325 AP Resurrect/Duel: 7 Elixer pts

VELRYS

10 5 7 7 4 7

Artifacts: 4 pts

2 7 7

Paths/Elements: (Howls/Air, Water and Darkness)

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300 AP Resurrect/Duel: 6 Elixer pts

ZEIREN

15 3 10 5 0

Artifacts: 2 pts

2 7 11

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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, , + and  results are read as +.

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.

STD 325 AP - (x6) + 60 PER EXTRA FIGHTER MAX 500 - (x9)

WARRIOR OF BLOOD



10 5 5 3

2 5 5

2 - -

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STD 75 AP - (x1)

DIRE HYENA



15 3 5 3

1 5 5

- - -

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STD 400 AP - (x3)

ECLIPSANTE



15 3 6 3

2 7 7

- - -

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STD 450 AP - (x3)

FLESH EATER (ENDURANCE)



15 3 8 3

2 7 7

- - -

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STD 450 AP - (x3)

FLESH EATER (PAIN)



15 3 8 3

2 7 7

- - -

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STD 350 AP - (x3)

FLESH EATER (STRENGTH)



15 5 8 3

1 7 7

- - -

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STD 375 AP - (x3) + 120 PER EXTRA FIGHTER MAX 850 - (x7)

HEAD HUNTER



20 3 7 3

1 7 7

1 2 5

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STD 375 AP - (x3)

HUNTSMAN



15 3 8 3

1 5 5

1 4 6

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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)

LORD OF CARNAGE

20

3

7

3

3

1 7 7

1 2 5

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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 on a hand to hand Attack test gives one bonus die.

VANDALS SPECIAL FIGHTER +25 PER (0-1)

MUSICIAN



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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.

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.

MARAUDERS SPECIAL FIGHTER +25 PER (0-1)

WEAPON MASTER



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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.

VORACIOUS SPECIAL FIGHTER +25 PER (0-1)

LORD OF CARNAGE



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ABILITIES

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

VANDALS SPECIAL FIGHTER +25 PER (0-1)

STANDARD BEARER



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Order of the Banners HYENA: STANDARD BANNER



THE GIFT OF THE HYENA

Enemy fighters do not benefit from game effects that could give them bonus dice, more dice, re-rolls or would otherwise improve the results of tests based on their Attack characteristic against units with the gift of the Hyena.

ORDER OF THE BANNERS

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

270 AP Resurrect/Duel: 5 Elixir pts

BYSRA



Artifacts: 3 pts

	2	7	7
	-	-	-

Paths/Elements: (Howls/Water and Fire)

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

HYENA ARCHER



	1	5	5
	1	5	4

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STD 400 AP - (x4) + 100 AP PER EXTRA FIGHTER MAX 900 - (x9)

MARAUDER



	1	7	7
	-	-	-

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

BLOOD WARRIORS SPECIAL FIGHTER +25 PER (0-2)

LORD OF CARNAGE



	2	5	5
	-	-	-

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SLASHERS SPECIAL FIGHTER +25 PER (0-2)

LORD OF CARNAGE



	2	7	5
	-	-	-

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ARTIFACT

Talisman of Tyrants



The holder's Power is increased 5 points.

ARTIFACT

Voracious Weapon



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

ARTIFACT

Armor of the Muzzled



On Strength tests taken against the holder, $\square+$, $\blacksquare+$ and \bullet results are read as $\blacksquare+$.

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.

ARTIFACT

Five-bladed Talisman



The holder of this artifact can censure/counter one communion or one ritual per round for free, even if he is not a faithful or a magician.

ARTIFACT

Macabre Trophies



Enemy units that can see the holder do not benefit from the effects of their side's standard bearer and musicians.

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
Faith: 5

Difficulty: 5
Target: Unit
Duration: Instantaneous

Two miniatures swap places inside the targeted unit.

COMMUNION

Cynicism



Cult: Vile-Tis
Aspect: Alteration
Faith: 5

Difficulty: 5
Target: Unit
Duration: Round

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

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, $\square+$, $\blacksquare+$ and \bullet results are read as $\blacksquare+$.

COMMUNION

Atheism



Cult: Vile-Tis
Aspect: Alteration
Faith: 8

Difficulty: 7
Target: Company
Duration: Round

The targeted company can no longer spend any Elixir points.

COMMUNION

Hedonism



Cult: Vile-Tis
Aspect: Alteration
Faith: 8

Difficulty: 7
Target: Unit
Duration: Round

The targeted unit cannot perform assaults.

COMMUNION

Nihilism



Cult: Vile-Tis
Aspect: Destruction
Faith: 8

Difficulty: 7
Target: Special
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.

RITUAL
Blood of the Beast
Path: Howls
Element: Water
Mana: 10
Difficulty: 5
Target: Unit
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 \boxplus . Successes obtained in this way are added to the initial ones.

RITUAL
Inner Beast
Path: Howls
Element: Water
Mana: 7
Difficulty: 5
Target: 1 Friendly fighter
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 rolls a bonus die and keeps the best.

RITUAL
Soul Bite
Path: Howls
Element: Water
Mana: 10
Difficulty: 5
Target: Unit
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
Mana: 5
Difficulty: 5
Target: One fighter
Duration: Instantaneous

The targeted fighter recovers one damage point.

RITUAL
Bloody Rage
Path: Howls
Element: Water
Mana: 10
Difficulty: 7
Target: Unit
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
Mana: 10
Difficulty: 7
Target: Friendly unit
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
Difficulty: 7
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
Difficulty: 9
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
Difficulty: 7
Target: Battlefield
Duration: Round

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

HYENA ARCHER

10
3
4
3

1 5 5
1 5 4

HYENA ARCHER

10
3
4
3

1 5 5
1 5 4

FLESH EATER (PAIN)

15
3
8
3

2 7 7
- - -

FLESH EATER (PAIN)

15
3
8
3

2 7 7
- - -

FLESH EATER (DURANCE)

15
3
8
3

2 7 7
- - -

FLESH EATER (DURANCE)

15
3
8
3

2 7 7
- - -

FLESH EATER (STRENGTH)

15
3
8
3

1 7 7
- - -

FLESH EATER (STRENGTH)

15
3
8
3

1 7 7
- - -

HEAD HUNTER

20
3
7
3

1 7 7
1 2 5

HEAD HUNTER

20
3
7
3

1 7 7
1 2 5

