

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

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

Print single sided pages

3. Hydra: Print 11-15 single sided
4. Color, Letter, Actual size

THE ALLIES OF CADWALLON

Cadwallon is an army of mercenaries: anybody who pays the price can recruit a Cadwë unit. It also works the other way around. Every Cadwë knows a "friend" who could "lend" you a unit, for a little something in exchange, of course.

This explains why any company can recruit Immobilis units as allies, no matter its way of alliance. The reverse works as well, an Immobilis army can pick its allies from any way of alliance.

FAQ: Alliance rules apply. Incarnates and Units can be mixed and matched.

SPECIAL FIGHTERS

Agony-Web: The agony-web can call a "Pain strike" miracle just after a Strength test is resolved by her unit and before the damage points are distributed: the number of damage points is increased by 1. This miracle costs 5 faith points and can only be called once per Strength test.

Dog-Handler: The use of the dog-handler's special ability can be announced at the end of his unit's activation. The player can immediately activate one of his company's militia mastiff units that has not yet been activated. Only one militia mastiff unit can be activated with this special ability, no matter how many dog-handlers there are in the unit.

STD 300 AP - (x6) + 50 PER EXTRA FIGHTER MAX 450 - (x9)

WRECKER

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7 3 7 3

1 5 7

Artifacts: 2 pts

Paths/Elements: (Cartomancy/Fire & Darkness)

WRECKER SPECIAL FIGHTER + 25 PER (0-1)

SERGEANT

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7 3 7 3

1 5 7

Artifacts: 2 pts

Paths/Elements: (Cartomancy/Fire & Darkness)

225 AP Resurrect/Duel: 5 Elixer pts

NURBALD

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15 3 7 5 3 5

Artifacts: 2 pts

Paths/Elements: (Cartomancy & Necromancy/Fire & Darkness)

315 AP Resurrect/Duel: 6 Elixer pts

MORZATH

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7 3 7 7 5 9

Artifacts: 3 pts

Paths/Elements: (Cartomancy/Fire & Darkness)

180 AP Resurrect/Duel: 4 Elixer pts

KELIAN DURAK

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10 5 7 5 3

Artifacts: 2 pts

Paths/Elements: (Cartomancy/Fire & Darkness)

235 AP Resurrect/Duel: 5 Elixer pts

KASSALIS VENOM

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10 3 7 5 3

Artifacts: 2 pts

Paths/Elements: (Cartomancy/Fire & Darkness)

FIRE SUPPORT



ABILITIES

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

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.

SPECIAL FIGHTERS

Fire Support: The fire support can cast a "Red hot cannonball" spell on an enemy fighter: the targeted fighter suffers a Strength test whose action value is 4. If the fighter suffers more damage points than required to eliminate him, the excess is ignored.
This spell costs 5 mana points.

Sergeant: Fighters gain the Bravery ability as long as there is a sergeant in their unit: failures on Courage tests are re-rolled once more.

Undertaker: The undertaker can cast a "Living on borrowed time" spell just after a Strength test taken against his unit and before the damage points are distributed: the number of damage points is reduced by 1.
This spell costs 5 mana points.

SPECIAL CASES

Kar-Mina: Kar-Mina can shape shift once per activation from "orphan" to "fury" or the other way around for 5 faith points. She is recruited and starts the game as an "orphan".

Weapon Bearer: Each Immobilis Incarnate can be accompanied by one weapon bearer. The weapon bearer gives the Incarnate he is assigned to one additional combat die. A weapon bearer must remain within 3 cm of his employer and in formation.

A weapon bearer cannot do anything other than move. He is immediately eliminated whenever he is in contact with an enemy or whenever he suffers a Strength test. Weapon bearers are recruited as Value 1 artifacts and are considered as fighters. However, just like Incarnates, they do not count towards the unit's standard or maximum number of fighters.

ABILITIES

Toxic: For each success on a hand to hand or ranged 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.

ABILITIES

Brutal: The fighter always counts as charging when he performs a successful assault.

ABILITIES

Abomination: Courage tests taken against the Fear of abominations are rolled with a bonus die. The opponent removes the best roll.

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

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

FAQ: Nurbald goes on a 50mm base.

275 AP Resurrect/Duel: 6 Elixer pts

KAR-MINA

10 7 3 7 5 7

Artifacts: 3 pts

2	5	3
-	-	-

Cult/Aspects: (Cult of Cadwallon/Alteration, Creation & Destruction)

400 AP Resurrect/Duel: 6 Elixer pts

KAR-MINA

10 3 7 7 5 7

Artifacts: 3 pts

3	5	9
-	-	-

230 AP Resurrect/Duel: 5 Elixer pts

ISABEAU

10 7 5 7 5

Artifacts: 3 pts

2	7	5
-	-	-

175 AP Resurrect/Duel: 4 Elixer pts

CARRACHE

10 3 3 5 3

Artifacts: 2 pts

2	5	5
1	7	6

300 AP Resurrect/Duel: 3 Elixer pts

AHSA RUYAR

10 3 3 5 3 6

Artifacts: 2 pts

2	3	3
-	-	-

Paths/Elements: (Cartomancy/Fire)

255 AP Resurrect/Duel: 4 Elixer pts

VLADAR

10 5 7 7 5

Artifacts: 3 pts

2	7	7
-	-	-

130 AP Resurrect/Duel: 3 Elixer pts

VIRESS

10 3 3 3 3 5

Artifacts: 2 pts

2	5	5
-	-	-

Cult/Aspects: (Cult of Cadwallon/Alteration & Creation)

250 AP Resurrect/Duel: 5 Elixer pts

SYTH MORNIS

10 5 6 7 5

Artifacts: 3 pts

2	7	5
1	5	4

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.

ABILITIES

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

Feint: The enemy never gets any bonus dice on his hand to hand Attack tests.

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.

War Fury: Failures on hand to hand Attack tests have to be re-rolled once more.

ABILITIES

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

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

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.

Disengagement: The unit doesn't suffer any losses when it disengages.

FAQ: Syth Mornis has Master Strike and not Scout.

ABILITIES

Illumination: Each time a faithful with Illumination performs a Fervor test he rolls a number of additional dice equal to his Fervor value. These are not bonus dice, so they can be re-rolled.

ABILITIES

Brutal: The fighter always counts as charging when he performs a successful assault.

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

ABILITIES

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

160 AP Resurrect/Duel: 3 Elixir pts

SYLARENN



Artifacts: 2 pts

	2	5	7
	-	-	-

160 AP Resurrect/Duel: 3 Elixir pts

SIENNA



Artifacts: 2 pts

	2	5	5
	1	3	6

STD 325 AP - (x8) + 40 PER EXTRA FIGHTER MAX 475 - (x12)

QUATERSTAFFER



	1	5	6
	-	-	-

STD 375 AP - (x3)

MINOTAUR



	1	7	7
	1	3	8

STD 300 AP - (x8) + 40 PER EXTRA FIGHTER MAX 550 - (x15)

MILITIA MAN



	1	5	5
	-	-	-

MILITIA MAN SPECIAL FIGHTER + 25 PER (0-1)

SERGEANT



	1	5	5
	-	-	-

STD 275 AP - (x2)

MERCENARY OGRE



	1	5	10
	-	-	-

STD 525 AP - (x3)

KNIGHT



	2	5	6
	-	-	-

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.

QUARTERSTAFFER SPECIAL FIGHTER + 25 PER (0-1)

AGONY-WEB



10

3

6

3

3



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3



1

5

6



-

-

-

ABILITIES

Insensitive: 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.

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.

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

ABILITIES

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.

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

ABILITIES

Brutal: The fighter always counts as charging when he performs a successful assault.

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

MILITIA MAN SPECIAL FIGHTER + 25 PER (0-1)

FIRE SUPPORT



10

5

4

3

3



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1

5

5



-

-

-

STANDARD BEARER



10

5

4

3

3



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1

5

5



-

-

-

STD 250 AP - (x3)

KHAURIK'S WARRIOR

15 3 6 3

1 5 8

1 5 8

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STD 350 AP - (x3) + 120 PER EXTRA FIGHTER MAX 700 - (x6)

KHAURIK'S TRIGGER

15 5 7 3

1 5 8

1 3 6

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STD 400 AP - (x3)

KHAURIK'S HALLEBARDIER

15 3 6 3

2 5 8

- - -

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STD 275 AP - (x3)

KHAURIK'S GUARD

15 5 6 3

1 5 8

- - -

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STD 350 AP - (x2)

FIRE BRAND OGRE

15 3 8 5

1 5 10

1 5 10

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STD 275 AP - (x6)

FERRET

10 3 4 3

1 5 5

1 3 4

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STD 250 AP - (x8) + 35 PER EXTRA FIGHTER MAX 375 - (x12)

FAYREE TRICKSTER

10 4 2 1

1 5 3

- - -

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STD 325 AP - (x6)

ARCANIC THIEF

10 3 5 3

1 5 5

1 3 6

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ABILITIES

Brutal: The fighter always counts as charging when he performs a successful assault.

ABILITIES

Brutal: The fighter always counts as charging when he performs a successful assault.

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

ABILITIES

Brutal: The fighter always counts as charging when he performs a successful assault.

ABILITIES

Brutal: The fighter always counts as charging when he performs a successful assault.

ABILITIES

Insensitive: When a unit containing an Insensitive is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

ABILITIES

Immortal: Immortal creatures are affected by particular game effects.

ABILITIES

Instinctive shot: The fighter can target engaged enemies.

ABILITIES

Brutal: The fighter always counts as charging when he performs a successful assault.

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

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

STD 275 AP - (x6)

ASSASSIN



10 3 3 3

	1	5	5
	1	3	6

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ABILITIES

Assassin: +, and results are read as for hand to hand Strength tests.

KHAURIKS TRIGGER SPECIAL FIGHTER + 25 PER (0-1)

MUSICIAN



15 5 7 3

	1	5	8
	1	3	6

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KHAURIKS TRIGGER SPECIAL FIGHTER + 25 PER (0-1)

Standard Bearer

15 5 7 3

	1	5	8
	1	3	6

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STD 275 AP - (x8) + 40 PER EXTRA FIGHTER MAX 425 - (x12)

MILITIA MASTIFF



15 3 3 3

	1	3	3
	-	-	-

FAQ: Cannot be joined by an Incarnate.

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190 AP Resurrect/Duel: 4 Elixer pts

HARLEQUIN (THE)



10 3 3 5 3 3

Artifacts: 1 pts

	3	5	5
	-	-	-

Paths/Elements: (Cartomancy/Fire)

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STD 375 AP - (x8) + 40 PER EXTRA FIGHTER MAX 475 - (x12)

CROSSBOWMAN



10 5 4 3

Artifacts: 1 pts

	1	5	5
	1	3	6

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CROSSBOWMAN SPECIAL FIGHTER + 25 PER (0-1)

UNDERTAKER



10 5 4 3 3

Artifacts: 1 pts

	1	5	5
	1	3	6

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CROSSBOWMAN SPECIAL FIGHTER + 25 PER (0-1)

DOG-HANDLER



10 5 4 3

Artifacts: 1 pts

	1	5	5
	1	3	6

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160 AP Resurrect/Duel: 3 Elixer pts

SCARECROW (THE)



10 3 5 5 3

Artifacts: 1 pts

	3	5	5
	-	-	-

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STD 325 AP - (x8) + 40 PER EXTRA FIGHTER MAX 475 - (x12)

BANDIT



10 3 5 3

Artifacts: 1 pts

	1	3	3
	1	5	4

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ASSASSIN SPECIAL FIGHTER + 25 PER (0-2)

SERGEANT



10 3 3 3

Artifacts: 1 pts

	1	5	5
	1	3	6

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Order of the Banners

IMMOBILIS: STANDARD BANNER

GIFT OF THE IMMOBILIS

Once per round, the player controlling an Immobilis company can re-roll any dice roll once more.

ORDER OF THE BANNERS

- Infantry unit (★)!
- Infantry unit (★/★★)
- Infantry unit (★/★★★)
- Infantry or Cavalry unit (★/★★/★★★)
- Infantry or War Machine unit (★/★★/★★★)

ARTIFACT

Banner of the Dead



The holder gains the Bravery ability: failures on Courage tests are re-rolled once more.

ARTIFACT

Finery of Bewitchment



The player can recruit one more allied unit per banner. This ally does not need to respect the order of the banners of the Immobilis but still takes up a slot.

ARTIFACT

Gold Talon



The holder has one extra health point.

ARTIFACT

Mask of Scares



The holder's Courage value becomes a Fear value. The holder's unit gains the "Abomination" ability: Courage tests taken against the Fear of abominations are rolled with a bonus die. The opponent removes the best roll.

ARTIFACT

Red dragon Scale



The faithful Incarnate holding this artifact gains a Value 3 communion.

ARTIFACT

Scarlet



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

ARTIFACT

Skiross Stone



The magician Incarnate holding this artifact becomes a necromancer. He gains one Value 2 ritual or two Value 1 rituals of the Ra

ARTIFACT

Stunner



The holder gains the "Savage" ability: each or obtained on a hand to hand Strength test gives a bonus die.

ARTIFACT

The Macabre Handcart



The holder gains one Value 1 ritual, one Value 2 ritual and one Value 3 ritual.

ARTIFACT

The Soul of the Somas



The player can choose not to roll Strength tests with the holder of this artifact. In this case, the targets of the test are instantaneously eliminated.

COMMUNION

Benediction of Vanius



Cult: Cadwallon Aspect: Creation
Faith: 10 Difficulty: 7
Target: Unit
Duration: End of the Game

The fighters in the targeted unit gain an extra health or structure point depending on their nature. A fighter can only benefit from this communion once per game.

COMMUNION

Cadwe Accolade



Cult: Cadwallon Aspect: Creation
Faith: 10 Difficulty: 7
Target: Unit
Duration: Round

The fighters in the targeted unit gain the following equipment:

Sacred armor: The result required for Strength tests taken against the holder is read one column to the left on the resolution table.

Sacred weapon: The result required for the holder's Strength tests is read one column to the right on the resolution table.

COMMUNION

Cadwe Carnival



Cult: Cadwallon Aspect: Alteration
Faith: 10 Difficulty: 7
Target: Two Units
Duration: Instantaneous

The player designates two free units in his company to switch positions. The leaders swap places first; the other fighters are then placed as usual around them. This communion does not work if any other miniature needs to be moved.

COMMUNION

Eye of Gamehead



Cult: Cadwallon Aspect: Alteration
Faith: 5 Difficulty: 5
Target: Unit
Duration: Round

The targeted unit suffers a Courage test whose action value is 5. If it fails it is in Rout.

COMMUNION

Free-Leaguer's Stroll



Cult: Cadwallon Aspect: Alteration
Faith: 5 Difficulty: 5
Target: Unit
Duration: Round

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

COMMUNION

Imaginary Garden



Cult: Cadwallon Aspect: Alteration
Faith: 15 Difficulty: 9
Target: Battlefield
Duration: Instantaneous

As long as they remain within the battlefield, the player can move all the items representing a terrain element up to ten centimeters in any direction. However, this cannot lead to a fighter being moved because of it.

COMMUNION

Labyrinth of Desire



Cult: Cadwallon Aspect: Alteration
Faith: 15 Difficulty: 9
Target: Company
Duration: Round

All the units in the targeted company still inside their deployment zone can be redeployed freely. The cards of the units that benefited from the effects of this miracle are repositioned into the activation sequence. The corresponding units can be re-activated as if they hadn't been yet.

COMMUNION

Touch of Felicity



Cult: Cadwallon Aspect: Creation
Faith: 5 Difficulty: 5
Target: Fighter
Duration: Instantaneous

The targeted fighter recovers all his health points.

RITUAL

Arcanum IV: The Emperor

Path: Cartomancy
Element: Fire
Mana: 10

Difficulty: 7
Target: Unit
Duration: Round

The targeted unit adds the Energy value of its magician to its Resilience.

RITUAL

Arcanum VII: The Chariot

Path: Cartomancy
Element: Fire
Mana: 7

Difficulty: 7
Target: Unit
Duration: Round

The hand to hand and ranged Attack values of the targeted unit's fighters become 7.

RITUAL

Arcanum X: Destiny

Path: Cartomancy
Element: Fire
Mana: 5

Difficulty: 5
Target: Incarnate
Duration: Instantaneous

The magician can use mana points to resurrect an Incarnate. One mana point is worth one Elixir point. He may use a combination of both.

RITUAL

Arcanum XV: The Devil

Path: Cartomancy
Element: Fire
Mana: 10

Difficulty: 7
Target: Unit
Duration: Round

Successes obtained on the targeted unit's Strength tests are rerolled once more.

RITUAL

Arcanum XVI: The Tower of Destruction

Path: Cartomancy
Element: Fire
Mana: 10

Difficulty: 7
Target: Fighter
Duration: Instantaneous

The targeted fighter suffers a Strength test whose action value is 8.

RITUAL

Arcanum XVII: The Star

Path: Cartomancy
Element: Fire
Mana: 15

Difficulty: 9
Target: Company
Duration: Round

The player may use the Gift of the Immobiles as many times per round as there were units in his company when it was created. This spell may only target an Immobiles company.

RITUAL

Arcanum XX: The Judgment

Path: Cartomancy
Element: Fire
Mana: 15

Difficulty: 9
Target: Company
Duration: Round

The player rolls as many dice as there are damage points inflicted on the fighters, just before removing the losses. Each ❷, ❸ or ❹ cancels a damage point.

RITUAL

Fayree Favor

Path: Cartomancy
Element: Fire
Mana: 5

Difficulty: 5
Target: Unit
Duration: Instantaneous

Fayree favor is cast just before the magician's unit rolls a characteristic test. Failures may be re-rolled once more.

RITUAL

Privilege

Path: Cartomancy
Element: Fire
Mana: 5

Difficulty: 5
Target: Unit
Duration: Round

The targeted unit 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.

RITUAL

Arcanum I: The Magician

Path: Cartomancy
Element: Fire
Mana: 5

Difficulty: 5
Target: Unit
Duration: Round

Three additional dice are rolled to reconstitute the targeted unit's mana pool during the control phase.

ARCANE THIEF

10 5 3 1

1 5 5 1 3 6

ARCANE THIEF

10 5 3 1

1 5 5 1 3 6

BANDIT

10 5 3 1

1 3 3 1 5 4

BANDIT

10 5 3 1

1 3 3 1 5 4

CROSSBOWMAN

10 5 3 1

1 5 5 1 3 6

CROSSBOWMAN

10 5 3 1

1 5 5 1 3 6

ASSASSIN

10 5 3 1

1 5 5 1 3 6

FAYREE TRICKSTER

10 5 3 1

1 5 3 1 3 6

FAYREE TRICKSTER

10 5 3 1

1 5 3 1 3 6

FERRER

10 5 3 1

1 5 5 1 3 4

FERRER

10 5 3 1

1 5 5 1 3 4

