

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 1.0

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

Print single sided pages

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

330 AP Resurrect/Duel: 7 Elixer pts

BAAL



20
3
4
7
3

Artifacts: 2 pts

3	5	8
-	-	-

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180 AP Resurrect/Duel: 3 Elixer pts

BRAGH-AN-SCÁTHAR



15
3
4
5
3

Artifacts: 1 pts

2	5	7
-	-	-

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260 AP Resurrect/Duel: 5 Elixer pts

DRAC MAC SYRÖ



10
8
4
7
5

Artifacts: 3 pts

2	7	7
-	-	-

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210 AP Resurrect/Duel: 4 Elixer pts

ENOCH



10
3
4
5
3
5

Artifacts: 2 pts

2	5	7
-	-	-

Paths/Elements: (Shamanism/ Air, Earth, Fire and Water)

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230 AP Resurrect/Duel: 4 Elixer pts

KELEN



10
3
5
5
3
5

Artifacts: 2 pts

2	5	7
-	-	-

Paths/Elements: (Shamanism/ Air, Earth, Fire and Water)

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250 AP Resurrect/Duel: 5 Elixer pts

KOREN



10
3
6
7
5

Artifacts: 3 pts

2	5	9
-	-	-

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175 AP Resurrect/Duel: 3 Elixer pts

ORHAIN



10
3
3
5
1
5

Artifacts: 2 pts

2	5	5
-	-	-

Cult/Aspects: (Cult of Danu/Alteration and Destruction)

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325 AP Resurrect/Duel: 6 Elixer pts

VIRAE



10
5
4
7
5
7

Artifacts: 3 pts

2	7	7
-	-	-

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

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ABILITIES

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

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



ABILITIES

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

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

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.

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

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

ABILITIES

Charging Strength: When the fighter charges, he adds his Attack to his Strength to resolve hand to hand Strength tests.

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

ABILITIES

Devotion: Failures on Fervor tests are re-rolled once more.

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

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.

ABILITIES

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

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.

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

ABILITIES

Hyperian: The Courage tests of a unit including a Hyperian fighter are automatically successful. In addition, the unit's Courage value is considered as a Fear value by frightening fighters.

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

STD 375 AP - (x6)

BARBARIAN GIANT



15 3 4 3

2 5 5

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

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STD 425 AP - (x3)

CENTAUR ARCHER



20 3 3 3 5

2 3 4

1 3 4

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STD 250 AP - (x4)

DANU WARRIOR



10 5 4 5

1 7 7

- - -

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DANU WARRIOR SPECIAL FIGHTER

SPASM WARRIOR



10 3 6 5

1 5 9

- - -

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STD 275 AP - (x8) + 35 PER EXTRA FIGHTER MAX 500 - (x15)

FIANNA



10 3 3 3

1 5 7

- - -

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FIANNA SPECIAL FIGHTER + 25 PER (0-1)

FIANNA MUSICIAN



10 3 3 3 3

1 5 7

- - -

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STD 325 AP - (x6)

HALBERDIER GIANT



15 3 4 3

1 5 7

- - -

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STD 525 AP - (x3)

SESSAIRS CENTAUR



20 3 4 5

2 5 8

- - -

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ABILITIES

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

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.

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.

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



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

ABILITIES

Instinctive shot: The fighter can target engaged enemies.

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

ABILITIES

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

ABILITIES

Charging Strength: When the fighter charges, he adds his Attack to his Strength to resolve hand to hand Strength tests.

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

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.

FIANNA SPECIAL FIGHTER + 25 PER (0-1)

FIANNA STANDARD-BEARER



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	1	5	7
	-	-	-

FIANNA SPECIAL FIGHTER + 25 PER (0-1)

ORACLE OF DANU



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	1	5	7
	-	-	-

STD 375 AP - (x6) + 70 PER EXTRA FIGHTER MAX 575 - (x9)

SESSAIRS HUNTER



15 3 4 3

1 5 7
1 3 4

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STD 150 AP - (x1)

SESSAIRS MINOTAUR



15 3 8 5

1 7 11
- - -

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STD 275 AP - (x8) + 35 PER EXTRA FIGHTER MAX 500 - (x15)

SESSAIRS WARRIOR



10 5 3 3

1 5 5
- - -

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SESSAIRS WARRIORS SPECIAL FIGHTER + 25 PER

SESSAIRS MUSICIAN



10 5 3 3

1 5 5
- - -

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STD 100 AP - (x1)

SINSHERA



15 3 5 5

1 5 5
- - -

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STD 200 AP - (x1)

SON OF OGMIOS



15 3 9 5

2 7 9
- - -

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SPECIAL FIGHTERS ABILITIES

Druid: The Druid can cast a "Healing Ointment" spell during a Strength test taken against his unit. He cancels 1 damage point. This spell costs 4 mana points.
All Minotaur Incarnate magicians can cast this spell, even if they are not Druids.

Oracle of Danu: The oracle of Danu can call a "Rage of Danu". Failures on the unit's Attack tests can be re-rolled once more. This miracle costs 5 faith points.
All Minotaur Incarnate faithful can call this miracle, even if they are not oracles of Danu.

Lord of the Hunt: The Lord of the Hunt can cast a "Hunter's Weapon" spell. Until the end of the round, failures on the units' Strength tests are re-rolled once again. This spell costs 5 mana points.

SESSAIRS WARRIORS SPECIAL FIGHTER + 25 PER

SESSAIRS STANDARD-BEARER



10
5
3
3

1 5 5

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SESSAIRS WARRIORS SPECIAL FIGHTER + 25 PER

SESSAIRS DRUID



10
5
3
3
3

1 5 5

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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

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.



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

SPECIAL CASES

Sinshera: Sinshera is unique and can join the same unit as Viraë. As long as Sinshera is in the same unit as her, Viraë may call a "Rage of Danu" miracle for free once per round. Failures on their unit's Attack tests are re-rolled once more.

Spasm Warriors: Several game effects can turn a Minotaur fighter into spasm warriors. The game effects that apply to Spasm warriors last for the whole time of their transformation.

ABILITIES

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

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

ABILITIES

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

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.

Special Case: Sinshera is unique and can join the same unit as Viraë. As long as Sinshera is in the same unit as her, Viraë may call a "Rage of Danu" miracle for free once per round. Failures on their unit's Attack tests are re-rolled once more.

140 AP Resurrect/Duel: 3 Elixir pts

GWENLAEN



10 3 3 5 3

Artifacts: 1 pts

3	5	5
-	-	-

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140 AP Resurrect/Duel: 3 Elixir pts

MARKHAN



10 3 3 5 3

Artifacts: 1 pts

3	5	5
-	-	-

150 AP Resurrect/Duel: 3 Elixir pts

HOGARTH



10 3 4 5 3

Artifacts: 1 pts

2	5	7
1	3	4

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120 AP Resurrect/Duel: 2 Elixir pts

KYRAN



10 3 3 3 3 3 3

Artifacts: 1 pts

2	3	3
-	-	-

Paths/Elements: (Shamanism/ Air, Earth, Fire and Water)

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STD 375 AP - (x8)

SESSAIRS ARCHER



10 3 3 3

1	3	3
1	3	4

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SESSAIRS HUNTERS SPECIAL FIGHTER + 25 PER

LORD OF THE HUNT



15 3 4 3 3 3

1	5	7
1	3	4

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STD 375 AP - (x8)

GUARDIAN OF THE MOOR



10 3 3 3 3

1	5	7
1	3	4

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Order of the Banners

MINOTAUR: STANDARD BANNER

THE GIFT OF THE MINOTAUR

Minotaur fighters add their Courage/Fear to their Strength to resolve hand to hand Strength tests until the end of the round when their unit is free and performs an assault.

ORDER OF THE BANNERS

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

ARTIFACT

Idol of Danu



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

ARTIFACT

Rune of Metamorphosis



The player chooses a Danu warrior or a spasm warrior unit on his side during the holder's activation. Its members immediately turn into Danu warriors or spasm warriors.

ARTIFACT

Talisman of Zephyr



The holder's unit gains the "Dodge" ability: successes on Ranged Attack tests taken against these fighters are re-rolled once again.

ARTIFACT

Tornado -Gesa



The holder's unit gains the "Disengagement" ability: an engaged fighter who has this ability is not eliminated when he disengages.

ARTIFACT

Torque of the Wolf



The targeted unit gains the "Ferocity" ability: on hand to hand strength tests, +, and results are read as +.

ARTIFACT

Tear of Danu



The holder's unit gains the "Mutation" ability: the unit 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.

ARTIFACT

Stone of Lightness



The unit of the magician equipped with this artifact gains Movement 20.

ARTIFACT

Talisman of Scath



Courage of the holder's unit is considered to be Fear . 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

Mark of Neraidh



Attacks against the holder in hand to hand or ranged combat are always read in the column.

ARTIFACT

Fiann's Sword



Each fighter in the holder's unit gains an additional hand to hand combat dice. This die is not a bonus die, so it can be re-rolled.

RITUAL

Muskeg



Path: Shamanism
Element: Earth
Mana: 10

Difficulty: 6
Target: Unit
Duration: Round

The unit suffers movement -5.

RITUAL

Pact of Air



Path: Shamanism
Element: Air
Mana: 8

Difficulty: 6
Target: Unit
Duration: Round

The unit gains Movement + 5.

RITUAL

Pact of Earth



Path: Shamanism
Element: Earth
Mana: 8

Difficulty: 6
Target: Unit
Duration: Round

The unit gains the "Hard boiled" ability: an opponent never gets any bonus dice on his hand to hand Strength tests taken against hard boiled fighters.

RITUAL

Pact of Fire



Path: Shamanism
Element: Fire
Mana: 8

Difficulty: 6
Target: Unit
Duration: Round

Failures on the unit's Attack tests are re-rolled once more.

RITUAL

Pact of Water



Path: Shamanism
Element: Water
Mana: 8

Difficulty: 6
Target: Unit
Duration: Round

Before any losses are removed, The player rolls as many dice as there were damage points inflicted to the unit's fighters. Each or cancels one damage point

RITUAL

Twisted Glyph



Path: Shamanism
Element: Water
Mana: 8

Difficulty: 6
Target: Unit
Duration: Round

The unit gains the "Mutation" ability: the unit 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.

RITUAL

Gift of Air



Path: Shamanism
Element: Air
Mana: 10

Difficulty: 8
Target: Friendly Unit
Duration: Instantaneous

If in contact, the unit disengages without suffering any losses. The unit is moved to anywhere on the battlefield out of contact with the enemy.

RITUAL

Gift of Earth



Path: Shamanism
Element: Earth
Mana: 10

Difficulty: 8
Target: Unit
Duration: Round

On Attack tests taken against the unit, +, + and results are read as +.

DRAC MAC SYRO

RITUAL
Gift of Fire 

Path: Shamanism
Element: Fire
Mana: 10

Difficulty: 8
Target: Unit
Duration: Round

On the unit's Strength tests, +,  and  results are read as +.

RITUAL
Gift of Water 

Path: Shamanism
Element: Water
Mana: 10

Difficulty: 8
Target: Unit
Duration: Round

On Attack tests taken against the unit, +, + and  results are read as +.

COMMUNION
Omen of Cianath 

Cult: Danu
Aspect: Alteration
Faith: 5

Difficulty: 6
Target: Special
Duration: Instantaneous


Enemy successes on Attack tests taken against the unit are re-rolled once more.

COMMUNION
Cernunnos' Crown 

Cult: Danu
Aspect: Creation
Faith: 5

Difficulty: 6
Target: Unit
Duration: Round

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

COMMUNION
"We Fight Naked for We Do not Fear Death!" 

Cult: Danu
Aspect: Alteration
Faith: 10

Difficulty: 8
Target: Unit
Duration: Round

The Courage or Fear of the unit is added to their Resilience.

COMMUNION
Spasm of Fury 

Cult: Danu
Aspect: Alteration
Faith: 5

Difficulty: 6
Target: Unit
Duration: Instantaneous

Spasm of fury targets a Danu warrior unit or a spasm warrior unit on the same side as the faithful. Its members immediately turn into Danu warriors or spasm warriors.

COMMUNION
Favor of Danu 

Cult: Danu
Aspect: Creation
Faith: 10

Difficulty: 8
Target: Unit
Duration: Round

The player rolls an additional die on each of the unit tests. This die is not a bonus die, so it can be re-rolled.

COMMUNION
Fiann's Blessing 

Cult: Danu
Aspect: Destruction
Faith: 10

Difficulty: 6
Target: Unit
Duration: Round


Failures on the unit's Strength tests are re-rolled once more.

COMMUNION
Neraidh's Blessing 

Cult: Danu
Aspect: Alteration
Faith: 10

Difficulty: 6
Target: Unit
Duration: Round

The unit gains the "Fierce" ability: when the fighter loses his last health point, he is not eliminated immediately. He is only removed from the battlefield at the end of the phase.

COMMUNION
Siobhan's Blessing 

Cult: Danu
Aspect: Creation
Faith: 10

Difficulty: 6
Target: Unit
Duration: Round

Failures on the unit's Courage tests are re-rolled once more.

COMMUNION
Supreme Spasm 

Cult: Danu
Aspect: Alteration
Faith: 15

Difficulty: 10
Target: Company
Duration: Round

The player selects units in his company belonging to the type of troops below:

- Sessairs Archers
- Fianna
- Guardian of the moor
- Danu Warrior
- Sessair warrior

The non-Incarnate fighters gain the characteristics of spasm warriors. They keep their abilities but do not gain those of the spasm warriors. Special fighters can still use their aptitudes as well as their Fervor/Energy characteristics.

COMMUNION
Danu's Blessing 

Cult: Danu
Aspect: Creation
Faith: 10

Difficulty: 8
Target: Friendly Unit
Duration: Round

The player chooses one of the following characteristics:

- Hand to hand Attack
- Hand to hand Strength
- Ranged Attack
- Ranged Strength
- Courage / Fear

The unit's corresponding value is replaced by the faithful's Fervor.

CENTAUR ARCHER 

20
5
5
5

2 3 4
1 3 4

CENTAUR ARCHER 

20
5
5
5

2 3 4
1 3 4

SESSAIRS ARCHER 

10
3
3
3

1 3 3
1 3 4

SESSAIRS ARCHER 

10
3
3
3

1 3 3
1 3 4

BARBARIAN GIANT 

15
5
5
5

2 5 5
- - -

BARBARIAN GIANT 

15
5
5
5

2 5 5
- - -

HALBERDIER GIANT 

15
5
5
5

1 5 7
- - -

HALBERDIER GIANT 

15
5
5
5

1 5 7
- - -

