### 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. - <a href="https://www.facebook.com/groups/223642128106666">https://www.facebook.com/groups/223642128106666</a>

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. Rat: Print 3-10 double sided on short side, not long

2. Color, Letter, Actual size

# Print single sided pages

3. Rat: Print 11-17 single sided

4. Color, Letter, Actual size

















#### ABILITIES

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

Counter-attack: The fighter gets one combat die for each failure obtained by his enemy in 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.

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

#### ABILITIES

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

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

## ABILITIES

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

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

Leap: When he moves the fighter ignores obstacles and miniatures less than 10 cm tall.

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

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

Naphta/Range: The use of this equipment is announced before Ranged Strength tests. The player rolls a die, called a "naphta die", and adds the result to the Ranged Strength used in the following Strength test.

#### ABILITIES

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

#### ABILITIES

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

Assassin: ⊞+, ⊞ and ③ results are read as ⊞+ for Hand to Hand Strength tests.

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

#### 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.

Bravery: Failures on Courage tests 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.

















#### ABILITIES

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

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

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.

#### ABILITIES

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

#### ABILITIES

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

#### 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 23 or 13 cancels a damage point.

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

Naphta/Hand to Hand: The use of this equipment is announced before Hand to Hand Strength tests. The player rolls a die, called a "naphta die", and adds the result to the Hand to Hand Strength used in the following Strength test.

#### ASHIGARU SPECIAL FIGHTER + 25 PER (0-1)



#### ABILITIES

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

#### 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**

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

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.



















Toxic: For each success on a or Hand to Hand or Ranged Strength test the fighter rolls an additional Strength test for which the result required is always \*\*\mathbb{B}+. Successes obtained in this way are added to the initial ones.

# 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**

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



#### ABILITIES

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

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.

#### MARAUDER SPECIAL FIGHTER + 25 PER (0-1)



#### ABILITIES

Dodge: Successes on Attack tests taken against a fighter with Dodge are re-rolled once more.

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.

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

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

Naphta/Hand to Hand: The use of this equipment is announced before Hand to Hand Strength tests. The player rolls a die, called a "naphta die", and adds the result to the Hand to Hand Strength used in the following Strength test.

#### ABILITIES

Fierce: 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.

















#### ABILITIES

Counter-attack: The fighter gets one combat die for each failure obtained by his enemy in 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.

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

#### 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

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

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

#### ABILITIES

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

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.

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 20 or 11 cancels a damage point.

#### ABILITIES

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

#### ABILITIES

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

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

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

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

#### **ABILITIES**

Disengagement: An engaged fighter who has this ability is not eliminated when he disengages.

Naphta/Range: The use of this equipment is announced before Ranged Strength tests. The player rolls a die, called a "naphta die", and adds the result to the Ranged Strength used in the following Strength test.



































#### AREA OF EFFECT SHOT

The Mountain breaker'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 elminate more targets than there are attack dice. They can also eliminate targets the marksman cannot see. Successes on attack tests increas 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.

If all the Ranged attack tests are failures, the shot deviates the same way but with a minimum of 10 cm (ten graduations). 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 whos 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.



#### SPECIAL FIGHTERS / CASES

Prophet: The prophet can call a "Hare Krish-Rat" miracle: the player says "Hare Krish-Rat!" loud and clear and has a look at any one card in any player's activation sequence. This miracle costs 5 faith points.

Psycho-mutant: The psycho-mutant can cast an "Instantaneous mutation" spell just before his unit uses the "Mutation" ability: his unit gains an additional Mutation die. This spell costs 5 mana points.

Pirate marmoset: The pirate marmoset is unique and can only join Captain Krill's unit. All the fighters in Captain Krill's unit gain the "Insensitive" ability: 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.



ARTIFACT Naphta Weapon



The holder gains a Naphta/Hand to hand weapon: the use of this equipment is announced before Hand to Hand Strength tests. The player rolls a die, called a "naphta die", and adds the result to the Hand to Hand Strength used in the following Strength test.

A fighter who already has a Naphta/Hand to hand weapon cannot take this artifact.

Tatoo of the Reckless

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

Uraken Ideogram of Protection

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

ARTIFACT Naphta Rifle

The holder gains the following values:

These values replace those the holder may already have. The artifact also has the effects of a Naphta/Ranged weapon: the use of this equipment is announced before Ranged Strength tests. The player rolls a die, called a "naphta die", and adds the result to the Strength used in the following Strength test.

A Naphta rifle cannot be taken by a fighter who already has an area of effect ranged weapon.

Khawai spy

The holder's unit gains the "Scout" ability: 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 pattlefield as long as they are not in contact with the enemy

The Hands of Oxvde

The player can place two additional cards in reserve.

ARTIFACT

Lucky Kimono

On Strength tests taken against the

ARTIFACT Izunami

On the holder's Hand to Hand Strength tests, B+, B and results

are read as **E**.

FAQ Errata Nerfed

ARTIFACT Bell of the Rat God

The company's units gain the "Mutation" ability: units can use this ability once per round, before any characteristic test. The chosen test is resolved rolling as many bonus dice as the unit's Rank.

Vinth Bellows of Rat

The Courage characteristic of the company's Rat fighters becomes a Fear characteristic.

RITUAL Whirlwind of

Precision Path: Sorcery Element: Air Mana: 5

The targeted unit gains the 'Instinctive shot" ability: the ighters can target engaged enemies.

Target: Unit

Difficulty: 7

Target: Unit

Duration: Round

Duration: Round

RITUAL

Depressurization \

Path: Sorcery Element: Air Target: One friendly Rat fighte Mana: 10 Duration: Instantaneou

The targeted fighter is eliminated. All enemy fighters in contact with him suffer a Strength test whose action value is 13.

RITUAL

Flow of Absolute Incompetence

Path: Sorcery Element: Air Mana: 10

Difficulty: 5 Target: Special Duration: Instantaneous

Flow of absolute incompetence is cast right after a characteristic test is taken against the magician's unit. Successes are re-rolled once more.

RITUAL Force of the Four Winds

Path: Sorcery Element: Air Mana: 5

Difficulty: 5 Target: Unit Duration: Round

The targeted unit gains the "Master strike" ability: 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.

RITUAL

Scroll of Lightning

Path: Sorcery Difficulty: 5 Target: Fighter Element: Air Mana: 5 Duration: Instantaneous

The targeted fighter suffers a Strength test whose action value is 6. If the fighter suffers more damage than necessary to eliminate him the excess damage is ignored.

RITUAL

Illusion of the Rat God

Path: Sorcery Element: Air Mana: 8 Duration: Instantaneous

The targeted unit suffers a Courage test (5). If it fails it is in

Difficulty: 5

Target: Unit

RITUAL

Tentacles of the Kraken

Path: Sorcery Element: Air Mana: 10

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

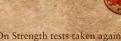
Turbulence

Path: Sorcery Element: Air Mana: 10

Difficulty: Target: Friendly Unit Duration: Instantaneous

The targeted unit is moved to anywhere on the battlefield out of enemy contact. It disengages without suffering any losses.









RITUAL Glyph of the Masses

Path: Sorcery Element: Air Mana: 15

Difficulty: 9 Target: Company Duration: Round

The gift of the Rat now applies to all the unit's companies. During each Control phase, in each of his units, the player controlling the Rat company can bring one standard fighter back into the game, in formation and out of contact of any enemy. Fighters who cannot respect these conditions are not brought back.

# The Troll Effect 3

Path: Sorcery Difficulty: 9 Element: Air Target: Special Mana: 20 Duration: Instantaneous

The magician summons a unit of two trolls. The player chooses their element (Water, Fire, Earth), depending on the miniatures at hand.

### COMMUNION Brazen Conspiracy

Cult: Rat Aspect: Destruction Target: Compan Duration: Special

On the next Authority opposition, the result of the targeted company will automatically be 3.

Difficulty: 5

### COMMUNION Contemplation of the Realms

Cult: Rat Aspect: Creation Target: Unit Duration: Instantaneous Faith: 5

The targeted unit gains 10 mana points if it contains at least one magician.

#### COMMUNION

## Strategic Retreat

Cult: Rat Aspect: Creation Duration: Round Faith: 5

The targeted unit gains the 'Disengagement" ability: the unit doesn't suffer any losses when it disengages.

Difficulty: 5

Target: Unit

#### COMMUNION Swarm of Rats

Cult: Rat Aspect: Destruction Target: Unit Duration: Instantaneous Faith: 7

The fighters in the targeted unit each suffer a Strength test whose action value is 4. The fighters closest to the caller are eliminated

#### COMMUNION

Rat Skin

Cult: Rat Aspect: Creation Target: Incarnate Duration: Special Faith: 5

The targeted Incarnate recovers all his health points.

#### COMMUNION

ove of Rat

Cult: Rat Target: Unit Aspect: Creation Duration: Instantaneous Faith: 3

All the fighters in the targeted unit recover 1 health point.

#### COMMUNION

Tide of Rat

Cult: Rat Aspect: Destruction Target: Unit Duration: Instantaneous Faith: 10

The fighters in the targeted unit each suffer a Strength test whose action value is 6. The fighters closest to the caller are eliminated

#### COMMUNION

Distraction

Cult: Rat Aspect: Destruction Faith: 4

The targeted Incarnate's Courage value is reduced to 0.

Target: Incarnate

Duration: Round

#### COMMUNION

Rat's Wrath

Cult: Rat Aspect: Destruction

Faith: 10

Duration: Round The targeted Incarnate's Movement

Target: Incarnate

Resilience Fear and hand to hand characteristics (dice, Attack, Strength) become those of a water

For Reference: Move: 15 Resilience: 10 Fear: 3 Dice: 2 Attack: 7 Strength: 9

#### COMMUNION

Song of Rat

Cult: Rat Aspect: Destruction

Target: Unit Duration: Round Faith: 5

The next Courage test of the targeted unit is automatically successful.



















