

Greetings traveler,

If you're looking to play the many factions of Confrontation: Age of Rag'Narok edition in similar fashion to the remarkable cards designed and pioneered by Peter (Universal Head), then you are in luck.

Here is a format I've developed, making it an easier process to put into card form all of the information from the faction army sheets that were left behind before the game's sudden halt.

These factions are not feasible to collect as it is hard to find enough metal sculps these days and let alone paint them. Nevertheless, I know there are some of you who have enough to field these armies from past collections, perhaps from the original Rag'Narok, or those like myself who won't let that stop you, even if you have to proxy loose ends.

Although these armies are not equal in depth to the main factions which received full fledged army books, there is certainly enough specialized content between each of their Army Gifts, Rituals, Communion and Artifacts to enjoy them.

A separate project I've begun work on is an Unofficial game aid. This 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. This will not include any new character profiles, but will bring much more options to build your army and add some strategy fluff. This content will likely be hosted elsewhere. If you are interested in learning more about this project, don't hesitate to contact me at tristanswim@gmail.com, or find me in the English Confrontation Discord. <https://discord.gg/x8AZJjaw>

Lastly again, 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, content 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 these updates happen and keep this content and so much other content people can benefit from hosted.

Thanks to Samuel Morino for all his 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.

,Tristan

V 1.0

Aug 2022

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

170 AP Resurrect/Duel: 3 Elixer pts



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Artifacts: 2 pts

	2	3	1
	1	5	6

Paths/Elements: Magician (Sorcery/Air and Fire)

365 AP Resurrect/Duel: 7 Elixer pts



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Artifacts: 1 pts

	3	5	4
	1	7	6

160 AP Resurrect/Duel: 3 Elixer pts



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Artifacts: 2 pts

	3	5	3
	-	-	-

205 AP Resurrect/Duel: 4 Elixer pts



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Artifacts: 3 pts

	2	7	5
	-	-	-

145 AP Resurrect/Duel: 3 Elixer pts



GBM08 © Copyright RACKHAM, 1996-2007. All rights reserved.

Artifacts: 2 pts

	2	5	5
	-	-	-

165 AP Resurrect/Duel: 3 Elixer pts



GBM01 © Copyright RACKHAM, 1996-2007. All rights reserved.

Artifacts: 3 pts

	2	5	7
	-	-	-

205 AP Resurrect/Duel: 4 Elixer pts



GBM01 © Copyright RACKHAM, 1996-2007. All rights reserved.

Artifacts: 3 pts

	3	7	3
	-	-	-

135 AP Resurrect/Duel: 3 Elixer pts



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Artifacts: 2 pts

	2	3	1
	-	-	-

Paths/Elements: Magician (Sorcery/Air and Earth)

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 ☐ 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 ☒ or ☒ 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)

PROPHET



10
6
2
1
4

1 5 3

1 - -

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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.

ASHIGARU SPECIAL FIGHTER + 25 PER (0-1)

MUSICIAN

10

6

2

1



	1	5	3
	1	5	3
	-	-	-

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STD 275 AP - (x6)

BUSHI

10

4

5

1

2	5	3	
-	-	-	

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STD 300 AP - (x3)

DAI-BAKEMONO

15

3

5

3

1

5

8

1	5	8
-	-	-

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STD 200 AP - (x6)

[illegible]

STD 225 AP - (x6)

GOBLIN DERVISH

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The character card features a central illustration of a goblin dervish performing a handstand on a pedestal. The goblin has grey skin, large ears, and wears a purple turban, a green tunic with gold trim, and various armaments including a sword, a dagger, and a shield. It is also adorned with multiple armbands and leg pieces. To the left of the illustration is a vertical progression bar with five circular icons representing different levels or states: a red spiral, a golden arrow pointing up, a golden heart, a smiling face, and a red exclamation mark. Below the illustration are three circular icons: a red building, a red crossed sword, and a red skull. At the bottom, there are two rows of weapons: a long sword and a short sword/dagger in the first row, and a long spear and a short dagger in the second row. To the right of these weapons is a table with three columns labeled 2, 5, and 3, and three rows containing dashes (-).

	2	5	3
	-	-	-
	-	-	-

STD 700 AP - (x3)

MAD WHEEL

20

4

8

5

2

5

8

-

-

-

2

5

8

-

-

-

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STD 250 AP - (x8) + 35 PER EXTRA FIGHTER MAX 375 - (x12) STD 400 AP - (x2)

MARAUDER

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1			
3			
6			
10			

	1	5	3
Sword	-	-	-
Arrow	-	-	-

2) STD 400 AP - (x2)

		WATER TROLL		
15				
3				
10				
3				
		2	7	9
		-	-	-

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ABILITIES

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 $\boxtimes +$. 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.

ASHIGARU SPECIAL FIGHTER + 25 PER (0-1)

STANDARD BEARER



10 6 2 1

1 5 3

1 - -

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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 \boxtimes or \boxplus cancels a damage point.

MARAUDER SPECIAL FIGHTER + 25 PER (0-1)

MARAUDER



10 6 3 1

1 5 3

1 - -

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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.

STD 300 AP - (x6) + 50 PER EXTRA FIGHTER MAX 450 - (x9) MUTANT SPECIAL FIGHTER + 25 PER (0-1)

MUTANT



10 4 4 1

REACH - (3cm)

2	5	3
-	-	-

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MUSICIAN



10 4 4 1

REACH - (3cm)

2	5	3
-	-	-

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STD 200 AP - (x6)

NINJA



10 4 2 1

REACH - (3cm)

1	5	5
-	-	-

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STD 300 AP - (x4)

SAMURAT



10 6 6 3

REACH - (3cm)

2	7	3
-	-	-

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STD 325 AP - (x6)

SHARPSHOOTER



10 4 5 1

REACH - (3cm)

1	3	1
1	7	6

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STD 525 AP - (x3)

STRÖHM KNIGHT



20 6 6 3

REACH - (3cm)

2	5	4
-	-	-

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STD 275 AP - (x6)

STRÖHM WARRIOR



10 4 6 1

REACH - (3cm)

1	5	5
-	-	-

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STD 400 AP - (x2)

FIRE TROLL



15 3 12 5

REACH - (3cm)

1	7	13
-	-	-

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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.

MUTANT SPECIAL FIGHTER + 25 PER (0-1)

STANDARD BEARER



REACH - (3cm)



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2

5

3

-

-

-

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  or  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.

95 AP Resurrect/Duel: 2 Elixer pts

AZZOTH



10 4 3 3 2

Artifacts: 1 pts

	2	5	5
	-	-	-

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145 AP Resurrect/Duel: 3 Elixer pts

KEROZEN



10 4 3 3 2 3

Artifacts: 1 pts

	2	5	5
	-	-	-

Paths/Elements: Magician (Sorcery/Air)

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150 AP Resurrect/Duel: 3 Elixer pts

KOBALT



10 4 6 3 2

Artifacts: 1 pts

	3	5	5
	-	-	-

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115 AP Resurrect/Duel: 2 Elixer pts

KUMITE



10 4 2 3 2

Artifacts: 1 pts

	3	5	3
	-	-	-

REACH - (3cm)

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105 AP Resurrect/Duel: 2 Elixer pts

MISTER DHYPTER



10 4 2 3 2

Artifacts: 1 pts

	2	5	5
	1	0	5

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140 AP Resurrect/Duel: 3 Elixer pts

XHERUS



10 4 2 3 2 4

Artifacts: 1 pts

	2	5	3
	-	-	-

Cult/Aspects: Faithful (Rat/Destruction)

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STD 250 AP - (x8) + 35 PER EXTRA FIGHTER MAX 375 - (x12) FREE WITH ARGUMENT - STD (x2)

ARCHER



10 4 2 1

Artifacts: 1 pts

	1	3	1
	1	5	4

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STD 250 AP - (x8) + 35 PER EXTRA FIGHTER MAX 375 - (x12) FREE WITH ARGUMENT - STD (x2)

ARGUMENT (THE)



10 4 2 1

Artifacts: 1 pts

	1	5	3
	1	3	4

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STD 275 AP - (x8) + 35 PER EXTRA FIGHTER MAX 500 - (12) STD 225 AP - (x8) + 30 PER EXTRA FIGHTER MAX 325 - (12) STD 250 AP - (x8) + 35 PER EXTRA FIGHTER MAX 375 - (x12) STD 275 AP - (x8) + 35 PER EXTRA FIGHTER MAX 400 - (x12)

BUCCANEER



10 4 2 1

	1	5	3
	1	3	4

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FILIBUSTER



10 4 2 1

	1	5	5
	-	-	-

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JAVELINIER



10 4 3 1

	1	5	3
	1	3	0

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MILITIAMAN



10 6 4 1

	1	5	3
	-	-	-

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MOUNTAIN BREAKER



10 4 2 1

	1	3	1
	-	-	-

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PIRATE MARMOSET



10 4 2 1

	1	3	1
	1	5	4

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SAILOR



10 4 2 1

	1	5	5
	-	-	-

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EARTH TROLL



15 3 10 3

	2	7	9
	-	-	-

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REACH - (3cm)

MOUNTAIN BREAKER



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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. Area of effect weapons can eliminate more targets than there are attack dice. They can also eliminate targets the marksman cannot see. Successes on attack tests increase 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 whose 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.

PSYCHO MUTANT



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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 Inensitive is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

Order of the Banners
RAT: STANDARD BANNER



THE GIFT OF THE RAT

During each Control phase, in each of his infantry units, the player controlling a 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.

ORDER OF THE BANNERS

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

REACH - (3cm)

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.

ARTIFACT

Tattoo of the Reckless



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

ARTIFACT

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.

ARTIFACT

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 battlefield as long as they are not in contact with the enemy.

ARTIFACT

The Hands of Oxyde



The player can place two additional cards in reserve.

ARTIFACT

Lucky Kimono



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

ARTIFACT

Tsunami



On the holder's Hand to Hand Strength tests, $\blacksquare+$, $\blacksquare+$, \blacksquare and \bullet results are read as $\blacksquare+$.

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.

ARTIFACT

Ninth 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

Difficulty: 5
Target: Unit
Duration: Round

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

RITUAL

Depressurization



Path: Sorcery
Element: Air
Mana: 10

Difficulty: 7
Target: One friendly Rat fighter
Duration: Instantaneous

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
Element: Air
Mana: 5

Difficulty: 5
Target: Fighter
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

Difficulty: 5
Target: Unit
Duration: Instantaneous

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

RITUAL

Tentacles of the Kraken



Path: Sorcery
Element: Air
Mana: 10

Difficulty: 7
Target: Unit
Duration: Round

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

RITUAL

Turbulence



Path: Sorcery
Element: Air
Mana: 10

Difficulty: 7
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.

BUSHU

10 4 5 1

2 5 3

BUSHU

10 4 5 1

2 5 3

DALBAKMONO

15 3 5 3

1 5 8

DALBAKMONO

15 3 5 3

1 5 8

ELUBUSTER

10 4 2 1

1 5 5

ELUBUSTER

10 4 2 1

1 5 5

GAS BLOWER

10 4 3 1

1 5 5

GAS BLOWER

10 4 3 1

1 5 5

GOBLIN DERVISH

10 4 2 1

2 5 3

GOBLIN DERVISH

10 4 2 1

2 5 3

JAVELINER

10 4 3 1

1 5 3

JAVELINER

10 4 3 1

1 5 3

MAD WHEEL

20 4 8 5

2 5 8

MAD WHEEL

20 4 8 5

2 5 8

MARAUDER

10 6 3 1

1 5 3

MARAUDER

10 6 3 1

1 5 3

MULTITAMAN

10 6 4 1

1 5 3

MULTITAMAN

10 6 4 1

1 5 3

MOUNTAIN BREAKER

10 10 1

1 5 11

MOUNTAIN BREAKER

10 10 1

1 5 11

MUTANT

10 4 4 1

2 5 3

MUTANT

10 4 4 1

2 5 3

NINJA

10 4 2 1

1 5 5

NINJA

10 4 2 1

1 5 5

PIRATE MARMOSET

10 4 2 1

1 3 1

PIRATE MARMOSET

10 4 2 1

1 5 4

SAILOR

10 4 2 1

1 5 5

SAILOR

10 4 2 1

1 5 5

SAMURAI

10 6 6 3

2 7 3

SAMURAI

10 6 6 3

2 7 3

SHARPSHOOTER

10 4 5 1

1 3 1

SHARPSHOOTER

10 4 5 1

1 7 6

STROHM KNIGHT

20 6 6 3

2 5 4

STROHM KNIGHT

20 6 6 3

2 5 4

STROHM WARRIOR

10 4 6 1

1 5 5

STROHM WARRIOR

10 4 6 1

1 5 5

EARTH TROLL

15 3 10 3

2 7 9

