

**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](mailto: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. Boar: Print 3-6 double sided on short side, not long
2. Color, Letter, Actual size

Print single sided pages

3. Boar: Print 7-9 single sided
4. Color, Letter, Actual size

STD 275 AP - (x6)

SCARAB WARRIOR



10 5 6 3

Artifacts: 1 5 4

1 5 4

2 6 2

340 AP

Resurrect/Duel: 7 Elixer pts

ONENTAL



15 5 3 7 5

Artifacts: 3 pts

3 7 4

2 6 2

180 AP

Resurrect/Duel: 4 Elixer pts

MEARI



10 3 4 5 3 3

Artifacts: 1 pts

2 5 6

Cult/Aspects: Faithful (cult of Earhë/Creation)

175 AP

Resurrect/Duel: 4 Elixer pts

MANEOS



10 5 6 6 3

Artifacts: 2 pts

2 6 5

115 AP

Resurrect/Duel: 2 Elixer pts

KURUMI



10 3 2 5 3

Artifacts: 1 pts

2 3 2

1 6 4

GUARDIAN SPECIAL FIGHTER +25 PER (0-1)

STANDARD-BEARER



10 3 4 3

1 5 4

- - -

STD 475 AP - (x4)

ZEPHYR



15 5 3 5

2 7 4

2 6 2

STD 425 AP - (x4) + 105 PER EXTRA FIGHTER MAX 950 - (x9)

WOLFEN HUNTER



20 3 5 3

1 7 7

- - -



## ABILITIES

**Flight:** When he moves, the fighter ignores obstacles and miniatures. Units with Flight are always in scattered formation.

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





**Immortal:** Immortal creatures are affected by particular game effects.

## ABILITIES

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

## 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.

**Ferocity:** : For hand to hand strength tests, ,  and  results are read as .

## 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.


## 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.



**Ferocity:** : For hand to hand strength tests, ,  and  results are read as .


GUARDIAN SPECIAL FIGHTER +25 PER (0-1)

**MUSICIAN**



10  3  4  3 

 1  5  4

 - - -

## ABILITIES

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

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

STD 300 AP - (x6)

SYLVAN ANIMAE

15

3

3

3

3

1 3 5

1 3 5

1 3 5

1 3 5

175 AP      Resurrect/Duel: 4 Elixir pts

SHAENRE

10 3 2 5 3 4

Artifacts: 1 pts

2 5 6

Paths/Elements: Magician (Fayree/Water)

### ABILITIES

**Flight:** When he moves, the fighter ignores obstacles and miniatures. Units with Flight are always in scattered formation.

**Sacred Weapon:** The result required for the hand to hand Strength test is read one column to the right on the resolution table.

**Immortal:** Immortal creatures are affected by particular game effects.

### ABILITIES

**Flight:** When he moves, the fighter ignores obstacles and miniatures. Units with Flight are always in scattered formation.

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

**Immortal:** Immortal creatures are affected by particular game effects.

### ABILITIES

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



Order of the Banners  
SCARAB: STANDARD BANNER



THE GIFT OF THE SCARAB

The player of a Scarab company rolls as many dice as there are damage points inflicted on the fighters of the Scarab, just before removing the losses. Each or cancels a damage point. Each also generates a bonus die for this test.

ORDER OF THE BANNERS

- Infantry unit (\*)!
- Infantry unit (\*)/★★)
- Infantry unit (★★/★★★)
- Infantry or Creature unit / (★★)
- Creature unit (★★/★★★)

SPECIAL FIGHTERS / CASES

**Prowler:** The unit's fighter gain 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.

**Dream Warrior:** The dream warrior can cast a "Dream blessing" spell during the resolution of one of her unit's Attack tests: Failures are re-rolled once more. This spell costs 5 mana points.

125 AP

Resurrect/Duel: 3 Elixir pts

NUMAR

10 5 4 5 3

Artifacts: 1 pts

	2	5	4
	-	-	-

STD 275 AP - (x8) + 40 PER EXTRA FIGHTER MAX 525 - (x15)

GUARDIAN

10 5 4 3

	1	5	4
	-	-	-

WOLFEN HUNTER SPECIAL FIGHTER +25 PER (0-2)

WOLFEN PROWLER

20 3 5 3

	1	7	7
	-	-	-

SYLPH SPECIAL FIGHTER +25 PER (0-2)

DREAM WARRIOR

15 3 2 3 4

	1	5	6
	-	-	-

STD 300 AP - (x8) + 35 PER EXTRA FIGHTER MAX 425 - (x12)

ARCHER

10 3 2 3

	1	3	2
	1	6	4

ARTIFACT

Breastplate of Earhe



Strength tests taken against the holder are always challenges



ARTIFACT  
Fayree Elytron



The holder gains the “Flight” ability: when he moves, the fighter ignores obstacles and miniatures. Units with Flight are always in scattered formation.

ARTIFACT  
Sacred Weapon



The result read for the wielders hand to hand Strength tests are read one column to the right on the resolution table.

ARTIFACT  
Scarab Mascot



The holder gains two extra health points.


ARTIFACT  
Seed of Quithayran



The player can re-roll the failures on the holder's Gift of the Scarab tests once more.

ARTIFACT  
Spear of Eakhyn



The holder's hand to hand strength tests are always .

ARTIFACT  
Spirit Bow






The holder gains the following values:

Ranged  
Dice: 1  
Attack: 8  
Strength: 6

These values replace those the holder could already have. Spirit bow cannot be given to a fighter with an area of effect ranged weapon.

ARTIFACT  
Symbiotic Armor



When he uses the Gift of the Scarab, the holder heals one health point for every ,  or .

ARTIFACT  
Talisman of Haste



The Movement of the holder's unit is increased by 5.

COMMUNION  
Favorable Shade



Cult: Earhë  
Aspect: Creation  
Faith: 4

Difficulty: 5  
Target: Unit  
Duration: Round

The difficulty of shots targeting the unit is increased by 2 points.

COMMUNION  
Fayree oak



Cult: Earhë  
Aspect: Creation  
Faith: 5

Difficulty: 5  
Target: Special  
Duration: Round

The player puts a spare card face down on the battlefield somewhere the faithful can see. It cannot be placed on a unit. This card represents one massive tree. It cannot be crossed in any way and it blocks lines of sight.

COMMUNION  
Fayree Resurrection



Cult: Earhë  
Aspect: Creation  
Faith: 4

Difficulty: 5  
Target: Fighter  
Duration: Instantaneous

This communion brings an Immortal, who is not an Incarnate, back into the game and in formation. If he cannot be brought back into formation, this ritual has no effect.

COMMUNION  
Killer Instinct



Cult: Earhë  
Aspect: Creation  
Faith: 7

Difficulty: 5  
Target: Unit  
Duration: Round




The targeted unit's fighters gain the “Instinctive shot” ability: the fighter can target engaged enemies.

COMMUNION  
Warlike Blossom



Cult: Earhë  
Aspect: Creation  
Faith: 7

Difficulty: 5  
Target: Unit  
Duration: Round

The unit's fighters all gain symbiotic armor: when he uses the Gift of the Scarab, the fighter heals one health point for every ,  or .

RITUAL  
Force of Nature



Path: Fayree  
Element: Water  
Mana: 7

Difficulty: 5  
Target: Unit  
Duration: Round

The targeted unit gains the Brutal™ ability: it always counts as charging when it performs a successful assault.

RITUAL  
Murderous Resolution



Path: Fayree  
Element: Water  
Mana: 7

Difficulty: 5  
Target: Unit  
Duration: Round

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

RITUAL  
Phantasmal Fear



Path: Fayree  
Element: Water  
Mana: 8

Difficulty: 5  
Target: Unit  
Duration: Instantaneous

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

RITUAL  
Soothing wave



Path: Fayree  
Element: Water  
Mana: 10

Difficulty: 5  
Target: Unit  
Duration: Round

The targeted unit's Movement is halved (rounded up).

RITUAL  
Soothing wave



Path: Fayree  
Element: Water  
Mana: 7

Difficulty: 5  
Target: Unit  
Duration: Instantaneous

This ritual brings one of the targeted unit's fighters, who is not an Incarnate, back into the game and in formation. If he cannot be brought back into formation, this ritual has no effect.



