

**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 1.1

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

Print single sided pages

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



STD 375 AP - (x3) + 125 PER EXTRA FIGHTER  
MAX 600 AP - (x5)

**ARCHER**

15  
3  
7  
4

Artifacts/Rituals: 3 pts

1	3	5
1	5	6

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STD 250 AP - (x1)

**BALISTA**

8

Artifacts/Rituals: 3 pts

-	-	-
1	7	10

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265 AP Resurrect/Duel: 5 Elixer pts

**BREGAN**

10  
3  
9  
7  
5

Artifacts: 3 pts

2	5	9
-	-	-

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585 AP Resurrect/Duel: 12 Elixer pts

**DRACONIA (GOLDENEVIL)**

20  
3  
10  
9  
5  
7

Artifacts/Rituals: 3 pts

3	7	10
1	1	10

Cult/Aspects: (Vortiris/Alteration, Creation and Destruction)

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335 AP Resurrect/Duel: 7 Elixer pts

**DRACONIA (ON FOOT)**

10  
3  
8  
7  
5  
7

Artifacts/Rituals: 3 pts

2	7	9
-	-	-

Cult/Aspects: (Vortiris/Alteration, Creation and Destruction)

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300 AP Resurrect/Duel: 6 Elixer pts

**S'ERUM**

15  
3  
7  
6  
5

Artifacts: 2 pts

2	5	7
1	7	8

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275 AP Resurrect/Duel: 6 Elixer pts

**S'YGMA**

15  
3  
6  
6  
3  
6

Artifacts/Rituals: 2 pts

2	6	5
-	-	-

Paths/Elements: (Typhonism/Water and Darkness)

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### AREA OF EFFECT SHOT

The Son of Vortiris 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 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.



### 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.

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

**Area of effect shot:** (Reference card)

### 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.

**Savage:** Each  or  obtained on a Hand to Hand Strength Test gives one bonus die.

### ABILITIES

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

### 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.

**Instinctive shot:** The fighter can target engaged enemies.

### SPECIAL FIGHTER ABILITIES

**Vicious Prophet:** The vicious prophet can call a “Strength of Vortiris” miracle just before a Strength test is resolved by his unit: failures on this test may be re-rolled once more. This miracle costs 5 faith points.

**Disciple of Enksem:** The Disciple of Enksem can cast a “Snake eyes” spell just before a Hand to Hand Attack test taken against his unit is resolved: the number of dice rolled for the test is reduced by one. The spell costs 5


**Sydion:** The sydion’s unit gains the “Bravery” ability: failures on Courage tests are re-rolled once more.

### ABILITIES

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

### ABILITIES

**Instinctive shot:** The fighter can target engaged enemies.

**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  +. Successes obtained in this way are added to the initial ones.

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

**Special Case:** S’Erum is a sydion. His unit gains the “Bravery” ability: failures on Courage tests are re-rolled once more.

### 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

**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.

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**Recommended miniature:** Sylarenn



STD 425 AP - (x4) + 100 PER EXTRA FIGHTER  
MAX 625 AP - (x6)

**APOSTATE**



10 3 9 5

2 5 9

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APOSTATES SPECIAL FIGHTER + 25 PER  
MAX - (x1)

**DISCIPLE OF ENSKEM**



10 3 9 5 4

2 5 9

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

**FALLEN**




10 3 7 3

1 5 7

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FALLEN SPECIAL FIGHTER + 25 PER  
MAX - (x1)

**DISCIPLE OF ENSKEM**



10 3 7 3 4

1 5 7

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STD 350 AP - (x8) +45 PER EXTRA FIGHTER  
MAX 520 - (x12)

**SYHE**



10 3 5 3

1 5 5

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SYHE SPECIAL FIGHTER + 25 AP  
MAX (x1)

**DISCIPLE OF ENSKEM**



10 3 5 3 4

1 5 5

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STD 320 AP - (x6)

**GHOUL**



10 3 4 3

2 5 5

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GHOULS SPECIAL FIGHTER

**DISCIPLE OF ENSKEM**



10 3 4 3 4

2 5 5

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FALLEN SPECIAL FIGHTER + 25 PER

## VICIOUS PROPHET



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10

3

7

3

3

1 5 7

- - -

### ABILITIES

Savage: Each or obtained on a Hand to Hand Strength Test gives one bonus die.

Recommended miniatures: Keratis Warrior, Karnagh, Red Karnagh, Drune Persecutor

APOSTATES SPECIAL FIGHTER + 25 PER  
MAX - (x1)

## VICIOUS PROPHET



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10

3

9

5

3

2 5 9

- - -

### 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.

Savage: Each or obtained on a Hand to Hand Strength Test gives one bonus die.

GHOUIS SPECIAL FIGHTER + 25 PER  
MAX - (x1)

## VICIOUS PROPHET



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10

3

4

3

3

2 5 5

- - -

### 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.

SYHE SPECIAL FIGHTER + 25 AP  
MAX (x2)

## VICIOUS PROPHET



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10

3

5

3

3

1 5 5

- - -

### ABILITIES

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

Recommended miniatures: Ophidian syhe, Lanyfh, Crimson fury, Crimson servant.

Recommended miniatures (Disciple of Enksem): Feylhin the savage, Morgwenn the bloody, Sasia Samaris (on foot).

Recommended miniatures (Vicious Prophet): Lady Claudia Nessalith, Orphan of Avagddu, Gwernydd.



STD 325 AP - (x6) + 55 PER EXTRA FIGHTER  
MAX 475AP - (x9)

ASP



10 3 5 3

2 5 5

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STD 350 AP - (x8) +40 PER EXTRA FIGHTER  
MAX 500 - (x12)

SPEARMAN



10 5 5 3

1 5 5

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SPEARMAN SPECIAL FIGHTER + 25 AP  
MAX (x1)

DISCIPLE OF ESKEM



10 5 5 3 4

1 5 5

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SLAVES SPECIAL FIGHTER + 25 PER  
MAX - (x1)

DISCIPLE OF ESKEM



10 5 5 3 4

1 5 5

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STD 350 AP - (x3) +125 PER EXTRA FIGHTER  
MAX 550 - (x5)

WARRIOR



15 3 7 4

1 5 9

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STD 400 AP - (x2)  
MAX 575 - (x3)

VORTIRAN



15 3 9 6

2 5 9

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STD 300 AP

GOLDENEVIL



20 3 10 7

2 7 10  
1 1 10

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STD 1000 AP

SON OF VORTIRIS



20 3 14 9

4 9 14  
1 3 12

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SLAVES SPECIAL FIGHTER + 25 PER

VICIOUS PROPHET



10 5 5 3 3

1 5 5

1 - -

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SPEARMAN SPECIAL FIGHTER + 25 AP  
MAX (x1)

VICIOUS PROPHET



10 5 5 3 3

1 5 5

1 - -

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## ABILITIES

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

## 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 ❷+. Successes obtained in this way are added to the initial ones.

## 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.

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

Immortal: Immortal creatures are affected by particular game effects.

Area of effect shot: (Reference card)

\*The Son of Vortiris has the same Titanic Abilities as the Griffin and the Wyrn.\*

## 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.

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

Area of effect shot: (Reference card)

## 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 ❷+. Successes obtained in this way are added to the initial ones.

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

## 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.



## Order of the Banners SERPENT: STANDARD BANNER

### THE GIFT OF THE SERPENT

When a unit belonging to a Serpent company suffers a Strength test, the player may designate another of his units with a lower or equal Rank. This second unit will suffer the Strength test instead of the first. The damage points are distributed by the player who resolves the Strength test.

FAQ: The Rank used is the unit's, not of an Incarnate in the unit.  
Whoever is responsible for the strength test chooses the losses in the designated unit.

### ORDER OF THE BANNERS

- Infantry unit (★★/★★★)!
- Infantry unit (★)
- Infantry unit (★/★★)
- Infantry or war machine unit (★/★★★)
- Creature or titan unit (★/★★★)

160 AP Resurrect/Duel: 2 Elixir pts

**AYANE**



10 5 4 7 3

Artifacts: 1 pt

2	5	7
-	-	-

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FREE WITH BALISTA  
STD - (x3)

**BALISTA**



10 3 5 3

1	5	5
-	-	-

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STD 350 AP - (x8) +45 PER EXTRA FIGHTER  
MAX 550 - (x12)

**SLAVE ARCHER**



10 3 4 3

1	5	5
1	5	4

Recommended miniatures: Drune archer, archer of alahan

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STD 300 AP - (x8) +40 PER EXTRA FIGHTER  
MAX 450 - (x12)

**SLAVE**



10 5 5 3

1	5	5
-	-	-

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VORTIRAN SPECIAL FIGHTER + 25 AP  
MAX (x1)

**SYDION**



15 3 9 6

2	5	9
-	-	-

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WARRIOR SPECIAL FIGHTER + 25 AP  
MAX (x2)

**SYDION**



15 3 7 4

1	5	9
-	-	-

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ASP SPECIAL FIGHTER + 25 PER  
MAX - (x2)

**DISCIPLE OF ENSKEM**



10 3 5 3 4

2	5	5
-	-	-

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ARTIFACT  
18



The holder gains the “Aim” ability: if at least one member of the unit does not move during its activation, the fighters adds his Attack to his Strength on Strength tests.

ARTIFACT  
Arykao's  
Umbrella



The holder 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.

ARTIFACT

Fang of  
Vortiris



For each success on a Strength test, the holder rolls an additional Strength test with one die. The result required on this test is always +. Successes obtained in this way are added to the initial ones.

ARTIFACT  
Nahery's  
Armor



When the holder suffers a Strength test, the number of health points he loses is reduced by one.

ARTIFACT  
Ophidian  
Vorpai Blade



The holder 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 Strength tests.

ARTIFACT  
Orb of  
Disintegration



The holder gains the following values:



These values replace those the holder may already have. The Orb of disintegration cannot be taken by a fighter who already has an area of affect ranged weapon.

ARTIFACT  
Spellbook of  
The Mnemosyans



The holder gains one Value 3 ritual.

ARTIFACT  
Symbol Of  
Vice



Units in contact with the holder's unit cannot benefit from the effects of Elixir points or earn any for their company. Eliminating the holder will still earn Elixir points.

ARTIFACT

The Impious  
Axe



The holder's Attack tests are read in the column.

ARTIFACT  
The Key To  
The Labyrinth



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

COMMUNION  
Devouring  
Ambition



Cult: Vortiris  
Aspect: Creation  
Faith: 5

Difficulty: 5  
Target: Unit  
Duration: Round

The unit gains the “Implacable” ability: after performing an assault, the fighters still in contact with enemies resolve a new combat. They no longer get the bonus for charging. This ability can only be used once per round.

COMMUNION

Dart of  
Desire



Cult: Vortiris  
Aspect: Destruction  
Faith: 5

Difficulty: 5  
Target: Unit  
Duration: Round

The targeted unit's attack tests are resolved with one fewer die.

COMMUNION  
Deathwish



Cult: Vortiris  
Aspect: Alteration  
Faith: 5

Difficulty: 5  
Target: Unit  
Duration: Round

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

COMMUNION  
Kiss of the  
Serpent



Cult: Vortiris  
Aspect: Alteration  
Faith: 5

Difficulty: 5  
Target: Unit  
Duration: Instantaneous

The communion and ritual effects that affect the targeted unit and the caller's unit are inverted. Those effects that affected the caller's unit and those that affected the targeted unit are transferred to the caller's unit.

COMMUNION

Rage of  
Vortiris



Cult: Vortiris  
Aspect: Destruction  
Faith: 5

Difficulty: 5  
Target: Unit  
Duration: Round

The targeted unit gains the “War fury” ability: failures on hand to hand Attack tests have to be re-rolled once more.

COMMUNION  
Temptation



Cult: Vortiris  
Aspect: Creation  
Faith: 10

Difficulty: 7  
Target: Special  
Duration: Instantaneous

The player makes an “offer” to one of his opponents. Each of the two players, beginning with the one who called the communion, designates as many enemy fighters as he wishes in his opponent's company. The player who owns the company may agree to sacrifice them: they are immediately eliminated. He then earns as many Elixir points as health and structure points the designated fighters had before they were sacrificed. It is then the other player's turn to make an “offer” with the same conditions

COMMUNION  
Blessing of  
Vortiris



Cult: Vortiris  
Aspect: Alteration  
Faith: 10

Difficulty: 7  
Target: Friendly unit  
Duration: End of Game

Blessing of Vortiris is called on a unit of slaves, slave archers or spearmen. They are transformed into asps and gain the characteristics of the latter.

COMMUNION

Breath of  
Vortiris



Cult: Vortiris  
Aspect: Destruction  
Faith: 10

Difficulty: 7  
Target: Unit  
Duration: Instantaneous

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



COMMUNION

## Sloughing of the Serpent



Cult: Vortiris Difficulty: 9  
Aspect: Creation Target: Friendly incarnate  
Faith: 15 Duration: Round

The Incarnate's Movement, Resilience, Fear and hand to hand characteristics (dice, Attack, Strength) become those of a goldenevil.

COMMUNION

## Vortiris The Destroyer



Cult: Vortiris Difficulty: 9  
Aspect: Destruction Target: Company  
Faith: 15 Duration: Round

The company gains the "Toxic" ability: 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.

RITUAL

## Box of Corruption



Path: Typhonism Difficulty: 7  
Element: Darkness Target: Fighter  
Mana: 10 Duration: End of Game

The player chooses an Incarnate's attribute or a special fighter's special ability. It cannot be used until the end of the game.

RITUAL

## Caress of the Serpent



Path: Typhonism Difficulty: 5  
Element: Darkness Target: Unit  
Mana: 5 Duration: Round

The targeted 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.

RITUAL

## Egg of Eternity



Path: Typhonism Difficulty: 9  
Element: Darkness Target: Friendly unit  
Mana: 15 Duration: Instantaneous

The player distributes four damage points among the fighters of the targeted unit's fighters. The player then brings an Incarnate (of his company and who was eliminated) back into the game and in formation with the targeted unit. The Incarnate has his artifacts but has no faith or mana points. The player then designates the new leader of the unit.

RITUAL

## Entropic Word



Path: Typhonism Difficulty: 7  
Element: Darkness Target: Unit  
Mana: 10 Duration: Round

The targeted unit's  $\rightarrow$  and  $\rightarrow$  characteristics are reduced to 0.

RITUAL

## Night of Terror



Path: Typhonism Difficulty: 9  
Element: Darkness Target: Company  
Mana: 15 Duration: Round

The Courage values of the targeted company's courageous fighters become Fear values.

RITUAL

## Path of Peril



Path: Typhonism Difficulty: 7  
Element: Darkness Target: Unit  
Mana: 10 Duration: Special

The player will control the movement of the targeted unit at the beginning of its next activation. Path of peril does not allow him to disengage the unit or make it leave the battlefield.

RITUAL

## Tenebrous Evocation



Path: Typhonism Difficulty: 5  
Element: Darkness Target: Special  
Mana: 5 Duration: Round

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

RITUAL

## Tenebrous Shield



Path: Typhonism Difficulty: 5  
Element: Darkness Target: Unit  
Mana: 5 Duration: Round

The targeted unit gains 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.

RITUAL

## Veil of Anguish



Path: Typhonism Difficulty: 5  
Element: Darkness Target: Unit  
Mana: 8 Duration: Instantaneous

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

RITUAL

## Wings of the Abyss



Path: Typhonism Difficulty: 5  
Element: Darkness Target: Unit  
Mana: 5 Duration: Round

The targeted unit gains the "Flight" ability: when he moves, the fighter ignores obstacles and miniatures. Units with Flight are always in scattered formation.





