

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 1.1

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. Tree-Spirit: Print 3-10 double sided on short side, not long
2. Color, Letter, Actual size

Print single sided pages

3. Tree-Spirit: Print 11-14 single sided
4. Color, Letter, Actual size

190 AP Resurrect/Duel: 4 Elixer pts

AVANGOROK



15 3 6 5 2

Artifacts: 2 pts

2	5	8
-	-	-

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105 AP Resurrect/Duel: 2 Elixer pts

CARBON



10 4 3 3 2

Artifacts: 1 pts

2	3	1
1	3	6

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295 AP Resurrect/Duel: 6 Elixer pts

GHORAK



10 5 7 7 4

Artifacts: 2 pts

3	7	6
-	-	-

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325 AP Resurrect/Duel: 7 Elixer pts

GRAKKHA



10 3 9 7 4

Artifacts: 3 pts

3	5	8
-	-	-

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390 AP Resurrect/Duel: 8 Elixer pts

KAMAHRU'S CHAMPION



10 5 9 7 4

Artifacts: 3 pts

3	7	8
-	-	-

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310 AP Resurrect/Duel: 6 Elixer pts

KAL SHADAR



10 5 7 7 4

Artifacts: 2 pts

3	7	6
-	-	-

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385 AP Resurrect/Duel: 8 Elixer pts

KAMAHRU



10 3 10 7 4

Artifacts: 0 pts

3	5	8
-	-	-

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155 AP Resurrect/Duel: 3 Elixer pts

KOLGHOR



10 5 5 5 2

Artifacts: 2 pts

2	5	6
1	2	6

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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.

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

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

ABILITIES

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

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

ABILITIES

Area of effect shot/3cm Radius:
(Reference card)

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

Instinctive shot: The fighter can target engaged enemies.

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

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

Sacred Weapon: Read the required result for Hand to Hand strength tests 1 column to the right on the resolution table.

ABILITIES

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

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

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

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

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

390 AP Resurrect/Duel: 8 Elixer pts

SHAKA-MORKHAI



Artifacts: 3 pts

3	5	8
-	-	-

Cult/Aspects: (Tree-Spirit/Creation, Alteration & Destruction)

325 AP Resurrect/Duel: 7 Elixer pts

THE SON OF THUNDER



Artifacts: 3 pts

2	7	6
-	-	-

Paths/Elements: Magician (Instinctive/Earth, Fire & Water)

200 AP Resurrect/Duel: 4 Elixer pts

TAMAOR



Artifacts: 1 pts

2	5	6
-	-	-

Paths/Elements: Magician (Instinctive/Air & Earth)

240 AP Resurrect/Duel: 5 Elixer pts

TUMAHK



Artifacts: 2 pts

2	5	8
-	-	-

Cult/Aspects: Faithful (Tree-Spirit/Alteration & Creation)

460 AP Resurrect/Duel: 9 Elixer pts

UMRAN KAL



Artifacts: 2 pts

3	5	11
-	-	-

Cult/Aspects: Faithful (Tree-Spirit/Alteration & Creation)

270 AP Resurrect/Duel: 5 Elixer pts

VJKHAL



Artifacts: 3 pts

2	5	8
-	-	-

Paths/Elements: Magician (Instinctive/Earth, Fire & Water)

STD 375 AP - (x4)

AMOK SLAYER



Artifacts: 1 pts

2	7	6
-	-	-

Paths/Elements: Magician (Instinctive/Air & Earth)

STD 450 AP - (x2) +225 PER EXTRA FIGHTER MAX 675 - (x3)

BRONTOPS RIDER



Artifacts: 2 pts

2	5	9
-	-	-

Cult/Aspects: Faithful (Tree-Spirit/Alteration & Creation)

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

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

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

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

ABILITIES

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

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

Sacred Weapon: Read the required result for Hand to Hand strength tests 1 column to the right on the resolution table.

ABILITIES

Bravery: Failures on Courage tests 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.

ABILITIES

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

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

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

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

ABILITIES

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

Bravery: Failures on Courage tests 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.

STD 450 AP - (x2)

BRONTOPS RIDER



15 3 8 7

2 5 11

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JACKAL WARRIORS SPECIAL FIGHTER + 25 PER (0-1)

MYSTIC WARRIOR



10 3 5 3 3

1 5 6

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STD 300 AP - (x8) +40 PER EXTRA FIGHTER MAX 550 - (x15)

ORC WARRIOR



10 3 5 3

1 5 6

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ORC WARRIOR SPECIAL FIGHTER + 25 PER (0-1)

ORC MUSICIAN



10 3 5 3

1 5 6

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STD 325 AP - (x6)

MOUNTAINEER



10 5 7 3

1 5 6

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STD 325 AP - (x4)

STONE WARRIOR



10 5 9 5

1 5 8

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STD 325 AP - (x3)

TIGER OF DIRZ



15 4 4 3

2 5 5

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STD 325 AP - (x6)

TRACKER



10 3 5 3

1 5 6
1 2 6

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ORC WARRIOR SPECIAL FIGHTER + 25 PER (0-1)

ORC STANDARD BEARER



10 3 5 3

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ORC WARRIOR SPECIAL FIGHTER + 25 PER (0-1)

MYSTIC WARRIOR



10 3 5 3 3

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JACKAL WARRIORS SPECIAL FIGHTER + 25 PER (0-1)

JACKAL MASTER OF RITES



10 3 5 3 3

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ABILITIES

Bravery: Failures on Courage tests 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.

ABILITIES

Instinctive shot: The fighter can target engaged enemies.

ABILITIES

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.

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

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.

STD 300 AP - (x2)

TROLL OF THE TREE-SPIRIT



15
3
9
3

Artifacts: 1 pts

1	7	11
-	-	-

Cult/Aspects: (Tree-Spirit/Alteration)

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STD 375 AP - (x6) +65 PER EXTRA FIGHTER MAX 550 - (x9)

WIND WARRIOR



10
3
6
3

2	5	6
-	-	-

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SPECIAL FIGHTERS

Jackal Master of Rites: The Jackal rites master can call a “Mahata” miracle. His unit gains the “War fury” ability until the end of the round. The unit’s failures on Attack tests have to be re-rolled once more. This miracle cost 5 faith points.

Mystic of Jackal: The mystic jackal can cast a “Spirit of the Jackal” spell when his unit’s card is revealed. The player draws the next card in his activation sequence (or from the deck in “Marauder mode”). He chooses which card is played between the two and places the other back into the next position in his activation sequence (or on top of the deck) just as if it had not been revealed. This spell cost 5 mana points and can be used once per round and once per unit that includes one or more Mystics of Jackal.

Order of the Banners
TREE-SPIRIT: STANDARD BANNER

THE GIFT OF THE TREE-SPIRIT

On hand to hand Strength tests, +, +, and results are read as +.

ORDER OF THE BANNERS

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

195 AP

Resurrect/Duel: 4 Elixir pts

SHAKA-UMRUK



10
3
5
5
2
3

Artifacts: 1 pts

3	5	8
-	-	-

Cult/Aspects: (Tree-Spirit/Alteration)

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BRONTOPS RIDER SPECIAL FIGHTER + 25 PER (0-1)

ANIMISTIC SHAMAN



15
5
8
7

2	5	9
-	-	-

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SPECIAL CASES

Ghorak: When Ghorak joins the company, the player can recruit tigers of Dirz. When Ghorak joins the company, the player can recruit tigers of Dirz. He then gains the following advantages:

- Movement 15;
- The “Leap” ability: When they move, the fighters ignore obstacles and miniatures less than 10 cm tall.
- Fear 7

Kamahru: Kamahru has the “Realm seed” artifact.

SPECIAL FIGHTERS

Animistic Shaman: The animistic shaman can cast a “Spirit of the thunder” spell. His unit gains the “War fury” ability until the end of the round. Failures on Hand to Hand Attack tests have to be rerolled once more. This spell cost 5 mana points.

Mystic of the Winds: The mystic of the winds can cast the “Spirit of the wind” spell. The player can move the free fighters on his unit 5 cm further during their next movement. This spell costs 5 mana points.

Mystic Warrior: The mystic warrior can cast a “Spirit of granite” spell. His unit gains the “Survival instincts” ability until the end of the round. Successes obtained on Strength tests taken against fighters with Survival instincts are re-rolled once more. This spell costs 5 mana points.

ABILITIES

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

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.



ARTIFACT
Feral Beast Hide

A magician with this artifact gains a value 3 ritual.

ARTIFACT
Jackal Stone

The Incarnate's unit is activated twice per round. To represent this, add both the Incarnate's and the unit's cards to the activation sequence.

ARTIFACT
Khorlan and Grizmaor

The Incarnate gains one more die per enemy in contact with him. These dice are not bonus dice, so they can be rerolled.

ARTIFACT
Loot

The holder of this artifact gains a single Value 1 artifact from any other Army Book.

(FAQ) Does not allow learning Howls by taking the Wolfen's Horn of the Pack Artifact.

ARTIFACT
Realm Seed

The Incarnate with this artifact can be resurrected for 0 Elixir points.

ARTIFACT
Skin of the Behemoth

The Incarnate loses one health point less than what he should, with a minimum of one, when he suffers a Strength test.

ARTIFACT
Thunder Rock

The Incarnate inflicts one extra damage point on each of his Strength tests.

ARTIFACT
Tree-Spirit Sap

The incarnate gains the "Ethereal" ability: on Attack tests taken against an Ethereal fighter, , , and  results are read as +.

ARTIFACT
Tribal Banner

The Incarnate is considered as a standard bearer.

ARTIFACT
Twig from the Tree-Spirit

A faithful with this artifact gains a value 3 communion.

COMMUNION
Bahata Mahata

Cult: Tree Spirit
Aspect: Alteration
Faith: 8

Difficulty: 6
Target: Unit
Duration: Round

On the targeted unit's next characteristic test, , , and  results are read as .

FAQ Eratta'd

COMMUNION
Indulgence of the Scavenger

Cult: Tree Spirit
Aspect: Alteration
Faith: 8

Difficulty: 6
Target: Unit
Duration: Round

The targeted unit gains the "Survival instincts" ability: success obtained on Strength tests taken against fighters with Survival instincts are re-rolled once more.

COMMUNION
Rage of the Jackal

Cult: Tree Spirit
Aspect: Alteration
Faith: 5

Difficulty: 4
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
Root of the Tree Spirit

Cult: Tree Spirit
Aspect: Alteration
Faith: 5

Difficulty: 4
Target: Friendly Unit
Duration: Instantaneous

The player totals the mystic pools of the faithful's unit and the targeted unit. Each point can be freely transformed into a mana or a faith point. The player then redistributes the points between the two units.

COMMUNION
Root of Time

Cult: Tree Spirit
Aspect: Alteration
Faith: 20

Difficulty: 10
Target: Company
Duration: Instantaneous

The opponent's company is immediately redeployed in its deployment zone as if it were the deployment phase. The fighters in contact with an enemy disengage without suffering any losses. No unit can be redeployed in contact with an enemy unit.

FAQ: Can only be cast once per game.

COMMUNION
Strength's Triumph!

Cult: Tree Spirit
Aspect: Alteration
Faith: 15

Difficulty: 9
Target: One Incarnate
Duration: Round

The targeted Incarnate adds his Strength value to all his characteristics (except Dice, Courage and Strength).

COMMUNION
Tenacity of the Rock

Cult: Tree Spirit
Aspect: Alteration
Faith: 8

Difficulty: 5
Target: Unit
Duration: Round

The next successful assault against the targeted unit automatically fails: the assailants are placed out of reach from the fighters of the unit, as if they had not managed to reach their target.

COMMUNION
Thieving Jackal

Cult: Tree Spirit
Aspect: Alteration
Faith: 10

Difficulty: 6
Target: Company
Duration: Round

The targeted company cannot earn or spend Elixir points.

COMMUNION

Trail of the Long Sun

Cult: Tree Spirit Difficulty: 6
Aspect: Alteration Target: Unit
Faith: 5 Duration: Round

The targeted unit immediately travels a distance less than or equal to its Movement in cm, ignoring all obstacles and enemies. Trail of the long sun does not allow to engage enemies.

COMMUNION

Wind in the Tree spirit

Cult: Tree Spirit Difficulty: 8
Aspect: Creation Target: Battlefield
Faith: 10 Duration: Instantaneous

All mystical effects being resolved or waiting to be are dissipated. It is not possible to use any further mystical effects for the rest of the turn.

RITUAL

Charge of the Brontops

Path: Instinctive Difficulty: 6
Element: Earth Target: Friendly Unit
Mana: 10 Duration: Instantaneous

This ritual can only be cast on a unit that has not been activated this round. The targeted unit is activated and immediately tries to charge the closest enemy. Its card is revealed.

RITUAL

Gift of Granite

Path: Instinctive Difficulty: 3
Element: Earth Target: Unit
Mana: 7 Duration: Round

For Strength tests inflicted on the targeted unit, and + results are read as +.

RITUAL

Gift of the Ulunkor

Path: Instinctive Difficulty: 5
Element: Earth Target: Unit
Mana: 8 Duration: Round

The next Strength test suffered by the targeted unit inflicts one less damage point.

RITUAL

Gift of the Vulture

Path: Instinctive Difficulty: 5
Element: Earth Target: Unit
Mana: 5 Duration: Round

The targeted unit is considered as having a line of sight to everywhere on the battlefield.

FAQ: Does not cancel interference effects present and doesn't allow shooting through walls, but allows mystic abilities through walls.

RITUAL

Gift of Thunder

Path: Instinctive Difficulty: 3
Element: Earth Target: Unit
Mana: 8 Duration: Round

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

RITUAL

Guile of the Jackal

Path: Instinctive Difficulty: 8
Element: Earth Target: Company
Mana: 20 Duration: Instantaneous

The magician's company is immediately redeployed in its deployment zone as if it were the deployment phase. The fighters in contact with an enemy disengage without suffering any losses. No unit can be redeployed in contact with an enemy unit.

FAQ: Can only be cast once per game.

RITUAL

Immortal Ghost

Path: Instinctive Difficulty: 8
Element: Earth Target: Friendly Incarnate
Mana: 20 Duration: Round

The magician transforms the targeted Tree-Spirit Incarnate into an immortal ghost. The Incarnate cannot lose any health points.

RITUAL

Kiss of the Earth

Path: Instinctive Difficulty: 6
Element: Earth Target: Unit
Mana: 7 Duration: Round

The targeted cannot move further than its Movement in cm.

RITUAL

Mystic Sap

Path: Instinctive Difficulty: 5
Element: Earth Target: Battlefield
Mana: 10 Duration: Instantaneous

Incarnates of the Tree-Spirit on the magicians side all heal two health points.

RITUAL

Skin of the Behemoth

Path: Instinctive Difficulty: 8
Element: Earth Target: Unit
Mana: 10 Duration: Round

The next Strength test taken against the fighters in the targeted unit is read in the "challenge" column .

GHORAK

10 5 7 7 4

3 7 6

GRABKHA

10 3 9 7 4

3 5 8

KAMAHRU

10 3 10 7 4

3 5 8

KAL SHADAR

10 5 7 7 4

3 7 6

KOLGHOR

10 5 5 5 2

2 5 6 1 2 6

RANTAKH

10 3 5 5 2

1 5 6

TAMOR

10 3 5 5 5 2 5

2 5 6

TORK

10 3 5 5 5 2 5

2 5 8

