

CONFRONTATION 3.5

EVOLUTION OF THE RULES FOR THE THIRD EDITION OF CONFRONTATION

THE MEMBERS OF THE RACKHAM STUDIO, JUST LIKE THE CRY HAVOC READERS, ARE PLAYERS. DURING THEIR GAMES, THEY HAVE ALSO DISCOVERED THAT SOME RULES OF CONFRONTATION 3 DID NOT FIT THEIR VISION OF THE GAME. THUS WAS BORN THE CONFRONTATION 3.5 PROJECT, DESTINED TO MODIFY CERTAIN RULES BELIEVED TO BE INADEQUATE. BESIDES THIS ARTICLE PRESENTS NEW RULES DESIGNED TO LEVEL SOME OF THE NEGLECTED SORTS OF FIGHTERS: THE FAITHFUL, THE MAGICIANS AND THE MARKSMEN.

LINE OF SIGHT (PP. 23-24)

A fighter has a valid line of sight to another if he can see any part of the body of his target. Mounted fighters and their mount are considered a single target. If there is any doubt, players should bend down and adopt the point of view of their miniature.

Note! For tournaments, the front of a figurine's base must be marked to indicate clearly their field of vision.

ACTIVATION PHASE

FIRING (P. 39)

All marksmen (except artillery) now have Assault Fire (pp. 131) and Bull's-eye (p. 132) for free. These abilities are considered inherent to the marksman status. Marksmen with either of these abilities on their reference card benefit from additional advantages when they use them (see Abilities, next page).

THE INFLUENCE OF FEAR

RALLYING (P. 62)

The following text replaces that in the rulebook.

At the beginning of each round, during the strategic phase, players make a rallying test (their choice of COU 8 or DIS 8) for each one of their fighters in rout. This test is an automatic failure if the fighter is in contact with a FEAR-causing opponent. If the test is a failure, the fighter remains in rout.

If the test is successful, the fighter is rallied: he is no longer in rout and may act normally. However, he is not immune to the level of FEAR which put him in rout.

WAR MACHINES

DEFINITION (P. 115)

This sentence replaces the first paragraph of p. 115.

All miniatures marked with the Weight pictograms  and  are war machines.

PERFORMING ARTILLERY (P. 119)

The following text replaces that in the rulebook.

This category includes all fighters whose rank mentions «Light artillery» or «Heavy artillery» without mention of zone effect. When resolving a shot with the fighter, the player declares a shot at short, medium or long range. He then indicates a point





located at the limit of this range and in the fighter's field of vision. The AIM test is made with the corresponding difficulty.

If the test is a failure, the projectile is lost without further consequences.

If the test is a success, the player traces an imaginary line going from a point on the edge of the marksman's base to the selected point. Each fighter whose base is crossed by this imaginary line suffers a Wound roll (of variable STR, see below). Fighters hidden thanks to the «Scout» ability do not suffer this Wound roll. The trajectory of the projectile is stopped by elements of scenery. The projectile does not continue its course beyond the targeted point.

Strength for perforating artillery:

- Light artillery: STR of the weapon for the target nearest to the marksman, STR/2 (rounded-up) for subsequent targets;
- Heavy artillery: STR of the weapon.

BUILDING AN ARMY (PP. 126-129)

MAGIC SPELLS

Magic spells no longer have a value in A.P. to acquire them, it is necessary to calculate the sum of their Intensities. A magician can acquire magic spells adding up to double his Power; up to his Power in the case of the Warrior-mage.

MIRACLES

Miracles no longer have a value in A.P. to acquire them, it is necessary to calculate the sum of their Fervors. A pure Faithful can acquire miracles adding up to double the total of his Aspects of Faith; up to the total of his Aspects of Faith in the case of a Monk-warrior. Miracles with «Special» Fervor are considered to have a Fervor of 2 for the purposes of their acquisition.

ABILITIES

AMBIDEXTROUS (P. 131)

The following text replaces that in the rulebook.

Ambidextrous (passive) : An Ambidextrous fighter gains an additional attack die for each successful Defense. This attack die is added to the fighter's reserve of attacks for the combat in progress. He can combine this die with other attack dice to carry out Master Strikes, if he is allowed to.

If the Attack test of the attacker is an automatic failure, the player who controls the Ambidextrous fighter must choose one of the following options:

- Keep his defense die;
- Lose his defense die (no defense test is required) and gain an additional attack die.

Attack dice acquired thanks to Ambidextrous are lost at the end of the combat.

ASSAULT FIRE (P. 131)

For marksmen with this ability on their reference card and Character marksmen, the difficulty of an Assault Fire is fixed at 4 (instead of 7).

BULL'S-EYE (P. 132)

For marksmen with this ability on their reference card and Character marksmen, it is not necessary to give up all other actions to use this ability. Bull's eye cannot be used while Assault firing.

CHARGING STRENGTH/X (P. 132)

The following text replaces that in the rulebook.

Charging strength/X (passive) : When a fighter with this ability charges, his STR is replaced by X. This modification applies until the end of the first combat in which the fighter takes part during the turn. Possible modifiers to the STR of the fighter apply to this new STR value

Charging Strength/X is not taken into account if a fighter deals a Master Strike.

COUNTER-ATTACK (P. 133)

The following text replaces that in the rulebook.

Counter-attack (active) : A fighter with Counter-attack gains an additional attack die for each successful defense whose final result is at least two points higher than the final result of the attack avoided. This attack die is added to the fighter's reserve of attacks for the combat in progress. He can combine this die with other attack dice to carry out Master Strikes, if

he is allowed to.

If the Attack test of the attacker is an automatic failure, the player controlling the fighter with Counter-attack must choose one of the following options:

- Keep his defense die;
- Lose his defense die (no test required) and gain an additional attack die.

Attack dice acquired thanks to Counter-attack are lost at the end of the combat.

FIERCE (P. 135)

The following text replaces that in the rulebook.

Fierce (passive) : When he is Killed Outright, a Fierce fighter is only withdrawn from the battlefield at the end of the phase in progress. Until then, he suffers the following effects:

- Critical Wound;
- No pursuit movements;
- He loses the use of Devotion and Martyr if he has them;
- He cannot be healed;
- He cannot be sacrificed.



IMMORTAL (P. 136)

The sentence "A given army can only include Immortals that follow the same path as it does" is replaced with "An Immortal belongs to the people mentioned in its rank. If no people is mentioned, it may join any army from its path of Alliance."

Examples :

- *The rank of the sylvan animæ is "Regular Immortal of Destiny". They can therefore join any army of Destiny;*
- *The rank of mandigorn warriors is "Daikinee Creature. Immortal of Destiny. Faye." They are therefore Daikinee fighters.*

SEQUENCE/X (P. 141)

This ability works as described in the rulebook with the following exception:

Each additional die acquired thanks to this ability removes one point from the Attack and the Defense of the fighter (and not two).

Bull's eye cannot be used during Assault fire

Confrontation 3rd Edition Index
(English Version)

-A-

Abilities, general, 131-144
Abilities, war machines, 145-146
Absorbing spells, 75
Actions outside of Activation phase, 32
Activation announcement, 31
Activation phase, 29
Activation sequence, 27, 31
Activation, summoned fighters, 79
Aim tests, 40
Akkysan Elves, 7
Alchemists of Dirz, 7
Alchemists of Dirz revisions, 2nd edition to 3rd edition, 154-157
Allies, 127
Approach phase, 123
Army construction, 126-127
Army construction, example of, 129
Army Points (AP), 12
Artefact cards, 13
Artefacts, 127-128, 149-151
Artillery fire, 119
Aspects, for divination, 14, 17, 98, 129
Assault, 31
Attack dice, 45
Attack test, 47
Aura of Darkness, 68
Aura of Faith, 97
Aura of Leadership, 65

-B-

Base to base contact, 24
Bases, 19, 24
Believers, for divination, 97
Black Magic spells, 95

-C-

Calling miracles, 98-100
Cards – Artefact, 11
Cards – Miracle, 11
Cards – Reference, 11
Cards – Special Capacity, 11
Cards – Spell, 11
Casting spells, 72-74
Censuring miracles, 100
Characteristic Roll/Test, 19-20
Characteristics, 17
Characters, special abilities/rules, 152
Charge penalties, 36-37
Charging, 31-32

Charging two opponents, 34
Chthonian spells, 87
Combat, definition of, 43
Combat dice, 44
Combat example, 50-52
Combat, one against many, 46
Combat, one against one, 46
Combat resolution, 44
Commander, 65-67
Contact, 24
Countering spells, 76
Counter magic, 75
Counters, 15
Courage tests, 59-60
Crew (war machines), 116
Cry Havoc revisions, 203
Cult, 14, 129
Cumulative actions, 31-33
Cynwall Elves, 5
Cynwall Elves revisions, 2nd edition to 3rd edition, 171-172

-D-

Daikinee Elves, 9
Damage rolls, 21, 49
Damage & structure points (war machines), 121
Defense, announcement of, 47
Defense dice, 45
Defense tests, 47
Deployment, 123
Devourers, as Wolfen, 69
Devourers of Vile-Tis, 9
Devourers of Vile-Tis revisions, 2nd edition to 3rd edition, 170-171
Dice, 19
Difficulty tests, 20
Difficulty tests, divination, 99
Difficulty tests, firing, 40
Difficulty tests, incantation, 74
Disengagement, 39
Dispersion Template, 15
Distribution roll, 49
Divination, example of, 100-101
Drawing cards, 29-30
Dwarves of Mid'Nor, 7
Dwarves of Mid'Nor revisions, 2nd edition to 3rd edition, 168-170
Dwarves of Tir-Na-Bor, 9
Dwarves of Tir-Na-Bor revisions, 2nd edition to 3rd edition, 179-182

-E-

Elemental domains, 73

Elemental revisions, 2nd edition to 3rd edition, 191-192
Elements & opposition of, 71
Emanation, 111
End of round, 56
Engaging an opponent, 31-32
Engaging several opponents, 35
Equipment, 17
Exceptional Wound, 22
Exchanges, resolution of, 46
Exclusive actions, 31

-F-

Faith, 100
Faithful, 97
Familiars revisions, 2nd edition to 3rd edition, 193-196
Fayery spells, 94
Fear, consequences of, 60
Fear, general, 59
Fear, becoming immune to, 61
Fervour, 14, 99
Field of Vision (LOS), 23
Fighter, 17
Final result, 19
Firing, 31, 33, 39-40
Firing into a fray, 40
Fleeing, 62
Flying, and divination, 99
Flying, and firing, 39
Flying, and hand-to-hand combat, 44
Flying, and incantation, 74
Flying, and movement, 38
Flying, and war machines, 120
Force, 19, 36-37
Fray splitting, 43
Frequency, 13

-G-

Gaming material, 10
General rules, 16
Generic scenarios, 125
Goblins of No-Dan-Kar, 9
Goblins of No-Dan-Kar revisions, 2nd edition to 3rd edition, 183-185
Griffins of Akkylannie, 5
Griffins of Akkylannie revisions, 2nd edition to 3rd edition, 157-161

-H-

Hermetism, and mana recovery, 77
Hermetism spells, 82
Howls spells, 91

-I-

Iconoclast faithful, 97
Immobile machines, 115
Improving spell mastery, 74
Incantation example, 78-79
Initiative tests, 44
Instinctive Magic spells, 89
Intensity – magic, 14

-J-

-K-

Kelts of the Drune Clan, 7
Kelts of the Drune Clan revisions,
2nd edition to 3rd edition, 171
Kelts of the Sessairs Clan, 5
Kelts of the Sessairs Clan
revisions, 2nd edition to 3rd
edition, 177-179

-L-

Large size, 19
Lead, the, 30
Leadership, transmission of, 66-
67
Limbo of Acheron, 7
Limbo of Acheron revisions, 2nd
edition to 3rd edition, 161-167
Limbo of Acheron revisions,
Obscure Houses, 198-200
Line of Sight (LOS), 24
Lions of Alahan, 5
Lions of Alahan revisions, 2nd
edition to 3rd edition, 172-176
Lions of Alahan revisions,
Baronies of the Lion, 200-201
Litanies of Darkness (miracles),
108-109
Litanies of Destiny (miracles),
106-107
Litanies of Light (miracles), 104-
105
Liturgies, 110
Lord of the Dead, 68-69
Loyal/X, 98

-M-

Magicians, 71
Maintenance phase, 57
Major virtues, 111
Mana gems, 13, 71
Mana recovery, 76-77
Mana reserve, 72
Mark of Savagery, 69
Meanders of Darkness, 6
Measuring distances, assaults,
59

Measuring distances, divination,
100
Measuring distances, firing, 40
Measuring distances,
incantation, 75
Medium size, 19
Merin, faithful of, 100
Mid'Nor, faithful of, 100
Miniatures - General, 11
Miniatures per Reference Card,
129
Minor virtues, 111
Mobile machines, 115
Modifiers, 20
Movement during an Assault, 34
Movement penalties for terrain,
39
Movement potential, 34
Movements, 34
Moving through friendly models,
39
Moving under cover, 31-32
Musicians, 65-67
Mystic actions, 31, 33
Mystic phase, 57

-N-

Name, 12
Naphtha equipment, 147-149
Natural result, 19
Necromancers, 77
Necromancy spells, 83

-O-

Obsolete card packs, 2nd edition
to 3rd edition, 153
Obstacles, 39
One, the rule of, 19
Ophidian Alliance, 7
Ophidian Alliance revisions, 2nd
edition to 3rd edition, 196
Opposition test, 20
Orc Shamans, and mana
recovery, 77
Orcs of Bran-O-Kor, 9
Orcs of Bran-O-Kor revisions,
2nd edition to 3rd edition, 185-
188
Orientation at end of movement,
37
Orthodox faithful, 97

-P-

Passing one's turn, 30
Paths of Destiny, 8
Paths of magic, 13, 128
Perforating artillery, 119
Phases, overview of, 25

Power, 17
Primagic spells, 81
Pursuit movements, 53

-Q-

-R-

Rag'Narok, 11
Rallying, 27, 62
Range – miracle, 14
Range – spell, 13
Ranks, 18
Ranks, war machines, 116
Redirecting assaults, result of
Fear, 61
Reference Cards, 12
Reference Chart, 206
Reference Profile, 17
Refusals (see: Passing one's
turn), 30
Relics, 111-112
Reserve cards, 29
Revisions, 2nd edition to 3rd
edition, general, 153-154
Rolling several dice, 20
Rout, 61-62
Running, 31, 33

-S-

Sacred armor, 147
Sacred weapons, 147
Scenarios, 124
Scenery, 23
Sequence of exchanges, 46
Shamanism spells, 85
Size, 18, 24
Six, the rule of, 20
Small size, 19
Solaris spells, 93
Sorcery spells, 86
Special Capacity Cards, 13
Special equipment, 147
Spellbooks, 80
Spell Cards, 13, 128
Spell intensity, 128
Spells removed, 2nd edition to
3rd edition, 154
Spiral of faith, 98
Splitting frays, 43
Standard Bearer, 65-67
State of Health, 18
Stats/Statistics (see Reference
Profile), 17
Steam equipment, 147-149
Strategic phase, 27, 123
Strategic value, 12
Strengthening the bond,
divination, 99

Structure Points (war machines),
18, 115, 121
Stunned, 23
Summoned fighters, 79-80
Sustained defense, 47-49
Sword-axes, 147

-T-

Tactical roll, 27
Targeting, missile fire, 40
Targeting, miracles, 99
Targeting, spells, 73-74
Technomancy spells, 84
Tellurism spells, 92
Temporary faith, 97-98
Thematic Army card packs,
general, 197-198
Theogonal virtues, 111
Theurgy spells, 88
Time out, 57
Tournament Rules, 204
Turn, game, 30

-U-

Universal Litanies (miracles),
102-103
Utopia of the Sphinx, 5

-V-

Very Large size, 19
Victory conditions, 124
Virtues, 110-112

-W-

Walking, 31-33
War Machines, 18, 115-121
War Machines, activation of, 116
War Machines, capture of, 117
War Machines, combat with, 121
War Machines, disengagement
from combat, 117
War Machines, firing, 118
War Machines, leadership & rout,
121
War Machines, movement, 117
War Machines, servants, 116
War Machines, substitutes, 116
War Staff, 65-67
Warrior Mage, 71
Warrior Mage, assault & mystic
actions by, 31
Warrior Monk, 97
Warrior Monk, assault & mystic
actions by, 31
Ways of Light, 4
Weight (war machines), 115
Whispers spells, 90
Wolfen Chiefs, 69

Wolfen, Devourers, 69
Wolfen of Yllia, 9
Wolfen of Yllia revisions, 2nd
edition to 3rd edition, 188-190
Wolfen of Yllia revisions, Wolfen
Packs, 202-203
Wolfen Pariahs, 69
Wonders, 111
Wound penalties, 23
Wounds, 21-23

-X-

-Y-

-Z-

Zone artillery, 120