UKCORD
RULES
FOR
CONFRONTATION
TOURNAMENTS

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The event organiser will advertise the tournament listing:

• Date, time and place for the tournament

• Army size

• Number of rounds

• Deadline for army lists to be handed in

• If any evolutions are being used and how many proxies are allowed

• The cost to enter

Once all lists have been received they will check they conform to the rules outlined in this document. Where they don't the player will be asked to make the appropriate changes. The scenarios to be used will then be communicated to the players.

The event organiser or suitable representative will be referee for the tournament to adjudicate any rules queries or disagreements. Their judgement is final.

They or a suitable representative will be a substitute player should an odd number be present on the day.

Player Responsibility

The players of a tournament must bring their figurines, their reference cards, their dice, their Tape Measure, their markers for Confrontation and anything else required by the rules. Wounds/Effects must be marked with appropriate markers to show what effects are in place.

*Reminder: Dice may be used to show magic gems or other game effects **if** this does not lead to confusion. Typically clarifying with your opponent what's for what at the beginning of the game will suffice.*

It is equally up to player's to bring enough copies of their army list. Please remember that the objective of tournaments is to meet players in friendly competition (it is a tournament after all). Please be respectful to other players and the time and effort put in by Tournament Organiser's.

Appearance of the Figurines

• Figures must at the bare minimum be assembled and firmly fixed to their bases for easy handling.

• For modular profiles figures' weapons should correspond to the selected bonus(es) or be clearly marked on the figure in some way.

• Any figure deployed must always correspond to the reference card used.

• Conversions or proxies are allowed under the following guidelines:

1. X cards may represent proxy figures where X will be determined by the tournament organiser. Any number of figures on the card may be proxies.

2. Proxies may be Rackham or non-rackham figures/conversions, but they must be 'sensible' representations, ie appropriate race, size, armament, etc.

3. Proxy figures must be mounted on a square base the same size as that for the figure they are representing.

4. Each proxy figure must be identified on army lists with (P) after the name of the figure.

5. Each proxy figure must be identified to opponents at the start of each round.

Attention! proxies or conversions should have a specific paint scheme, mark or label (i.e. the card name written on the base) to make identification easier.

Originals are preferred where possible. Photocopied/Scan's of Cards are permitted, but their use must be noted on your army list and be available for checking by the referee before the start of the tournament.

Experience Cards may not be used.

Rules set

The rules set to be used will be Confrontation 3.5 with the following alterations/additions:

Magic:
C3.5 rules apply with the following additional rule:
Spells/Miracles cost ap but caster has up to his cost in ap free. Beyond that you pay for the spells/Miracles (e.g. 50ap caster can get 50ap of free spells).

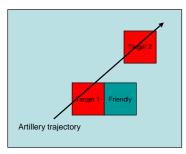**Attention! The sum of intensities limit for number of spells still applies (P128 in the rulebook).**

Penetrating Artillery:
C3.5 rules apply with the following changes:
1) Make a separate Aim roll to hit each target.

2) Treat models behind/in LOS blocking effects as hidden - they are not affected by the artillery in the same way as hidden scouts.

Note: An LOS blocking effect is a non-miniature, non-scenery effect that blocks LOS (such as wall of fire or veil of fog). Mini's are not LOS blocking effects.

3) When firing into a fray target randomisation applies. All hits and randomisations in a fray are rolled before rolling for damage. Trajectory remains unchanged regardless of who is hit by randomised shots. Each individual shot fired can cause a maximum of one damage roll on a model even if target randomisation causes it to hit the same model two or more times.
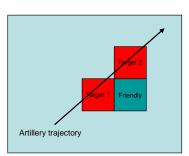

Example – firing into a fray with target beyond

The firer draws the line of trajectory as shown to cover both enemy models. We'll assume the targets are hit.

Target 1 – Is hit and in a fray. The hit is randomised as normal for firing into a fray. He's unlucky and hits the friendly. Damage is rolled.

The trajectory of the shot is not changed despite hitting the friendly who isn't under it.

Target 2 is hit and damage rolled as normal.

Example – firing into fray of multiple models

The firer draws the line of trajectory as shown to cover both enemy models in the fray. Here we'll assume the targets are hit.

Target 1 – Is hit and in a fray. The hit is randomised as normal. He's unlucky and it hits the friendly. Damage is not rolled yet.
Target 2 – Is hit and in a fray. The hit is randomised as normal. He's unlucky and it hits the friendly again.

Both randomisations hit the friendly. As this is from one artillery shot then only **one** damage roll is made despite him being hit 'twice' as it were.
Reminder; if this is the first damage roll for light artillery you use the full strength of the shot.

As with the previous example the trajectory of the shot is not changed so any targets further along will still be hit.

Confrontation Tournament Armies may be constructed using 200, 300, 400, 500, 600, 700, 800 point Armies. The army will be detailed on the Tournament Playsheet. At the beginning of each round, the player has his whole budget to face an opponent. The same list must be used for the entire event, the only exception being for the Growing Conflict Evolution.

Special Case: Themed lists are allowed if all figures of the army list are affiliated to the same Theme.

Attention! No overspend of the Max Army Size is permitted.

Additional Costs:

This term denotes all the costs that do not correspond to a reference card, Artefact, Solo etc. **All additional costs must be noted on the Army List.** Here is a non-exhaustive list of additional costs:

• Those related to a certain type of figure. *Examples: Minor Virtues, etc.*

• Those related to an affiliation or to particular equipment within the scope of a Themed List. *Examples: The Blacksmiths of Yllia (Moaning Moon), The Trackers of Behemoth (Tribe of the Behemoth), etc.*

• Those related to the special abilities specific to a figure. *Examples: Dwarf Armourer (The Dwarf Armourers), Wolfen Prowler (The Masters of the Hunt), Formor Fiends (Demonic Auras), Ströhm Bodyguards (The private militias of No-Dan-Kar), etc.*

• Those related to an affiliation. *Examples: Wolfen Packs, Houses of Acheron, Crusades of the Griffin.*

On the Playsheet, additional costs are to be added to the line corresponding to the figure concerned.

Example: A Wolfen hunter of 24 AP is chosen by a Prowler as an Apprentice (The Masters of the Hunt: +7 AP). So the line will show: Apprentice Hunter AP: 24, AP Spec.: 7, AP Total : 31 AP.

Additional costs must be attributed in a precise fashion to the desired figures and may not in any circumstances be modified at any time during the tournament.

Example: A tournament list includes a Wolfen Prowler, a Wolfen Hunter of 24 AP with Aim and a second Wolfen Hunter of 24 AP without Aim; if the Wolfen Hunter with Aim was designated as Apprentice with the additional cost of 7 AP, it is therefore impossible to give the Apprentice ability to the other Hunter for another Round.

Free abilities:

The exact designation of any free abilities used must be written opposite the relevant figure on the play sheet.

Attention! Once designated on the play sheet, the figure benefits from the special ability for the whole of the tournament.

Examples:
• Each Druid on the Match List allows you to take one free Gesa. The exact designation of the Gesas attributed must be indicated for each bearer. If Gwenlaen the Everproud is designated as benefiting from the Gesa Mutagenic – 1, she benefits from it for the entire duration of the tournament. It is not possible to attribute it to another fighter.

• For cards of fighters with a modular profile (e.g. Griffin Conscript) the player must indicate on the army list the bonus chosen for the fighters. Fighters assigned to the same card must benefit from the same bonus. The fighters must have the same bonus for the duration of the tournament.

Other

Alyena may join peoples of the meanders of Darkness.
Yshaelle "the Forgotten" may join the peoples of the path of Light
Erhyl may join the peoples of the way of Destiny

LIMITATIONS

Point Limitations

• Maximum number of A.P. for **any miniature** is **50%** of total game points.

• Maximum number of A.P. for **war machines** is **30%** of total game points. The value of the Servants is included in this limit as well. Models which have Artillery in their Rank are not part of this limitation.

• Minimum number of A.P. for **characters** is **15%** of total game points and a maximum of **50%**.

Note: The total value of a fighter is equal to the strategic value (as shown on the reference card) to which is added the possible cost in AP of Artefacts and additional costs.

• The Tournament List **MUST** include at least one character. No matter how many Incarnations a Character has it may **NOT** be included more than once in an Army list.

Example: A list including Gidzzit 1ˢᵗ incarnation (24 AP_ equipped with a Scroll of Lightning (0 AP), as well as Captain Krill (70 AP) is valid because the value of characters in the list is equal to 24+70 = 94 AP

Note: The Crow is not counted as a character and therefore is not counted towards the minimum requirement of characters.

Miniatures number

A maximum of **2 cards** can be played for each profile per 500 AP of the Max Army List.

Example: 600 pts would allow 4 Cards to be played.

• The 2 cards for modular profiles must have different weapon options.

• All Models on the same Card must have the same Solo's, Spells, Miracles etc.

• The adding of a solo/aura or any other special ability does not create a new profile.

The number of miniatures that can be played on a single card is:

A.P.	0-30	31-50	51+
No. per card	3	2	1

Total Mystic Ranks

The Total Mystic Ranks allowed for Games is as Follow's

Army list AP	100-300	400-500	600-700	800
No. of Ranks of Characters	2	3	4	5
Total no. of Ranks*	4	5	6	7

Including characters

Clarification on Magicians and Warrior Mages

A Magician is associated with a type of Warrior Mage only if he possesses the corresponding Way of Magic and the Warrior Mage ability.

Examples: Gidzzit second incarnation is not a Psycho Mutant, Cairn is not an Inquisitor and Akkadhalet second incarnation is not a Master of Puppets. On the other hand, Salias is a Biopsist, Kelen a Druid and Questeur Essaïs a Questeur.

Artefacts, Miracles, Spells and Treatments

Only one copy of an artefact, spell, miracle or treatment can be played for every instalment (even incomplete) of 500 AP.

All Elemental summoning Spells are considered a family with frequency: **Unique** and is restricted to rank 2 or higher mage/Warrior mage Characters.

In addition where multiple magicians can be used per card then they count as having a separate spellbook each and so (if given spells) they count as multiple copies of each spell equal to the number of magicians on the card.

Example: 2 Fire support goblins are both played on one card. They are both given the Red hot cannonball spell, as per the limitation rules. As there are 2 of them then this counts as 2 copies of the Red hot cannonball spell. To meet the limitations requirements of 1 copy of a spell per 500 AP then this may only be used when playing >500 AP.

This essentially means at ≤500 AP only 1 magician can be used per card if they are given a spell. Multiple magicians per card may still be used if they are not given any spells.

Stateless, Ally and Mercenary

In contrast to the Stateless models, Allies and Mercenaries are forbidden unless their "Evolution" is used. Mercenaries can only be played with the people of their origin.

This list represents exceptions to the general rule. When the limitation on number of cards is not present, you follow the general rule: a maximum of **2 cards** can be played or **1 incarnation** for characters. When the exceptions list refers to profiles counting as a family, then these profiles as a whole are limited to two cards.

Race	Limitation
All	Characters of Level 3+ and Titans may only be used in Evolution Hero.
All	Characters mentioning "Shadow…" on their reference card are prohibited.
All	Profiles from Confrontation Version 1 (White Cards) are prohibited.
Alahan	Alahan Knight is considered the **same family** as mounted musician and mounted standard-bearer and limited to **1 card**.
Alahan	Lion Royal Guards are considered as the **same Family**; **each card played must use a different profile.**
Cadwallon	All Cadwallon Ogres, except Firebrand Ogre, are considered the **same family each card played must use a different profile.**
Cynwall	The themes **"Army of the Republic**" and "**The Way of Trihedron**" prevail over general limitations for number of miniatures on a card.
Daikinee	Mandigorn warriors are limited to **1 card**.
Devourers	Huntsmen of Vile-Tis are limited to **1 card**.
Dirz	Keratis warriors (26 and 33 AP) are considered the **same family** in the range of 31-50 AP **each card played must use a different profile**.
Dirz	Pests of flesh are limited to **1 card.**
Dirz	Aberration Prime may only be used in Evolution Hero.
Drunes	Formor Fiends **each card played must use a different aura or none at all.**
Goblins	Strohm knights (27 AP and 31 AP) are all considered the **same family** in the range of 31-50 A.P. and **each card played must use a different profile OR weapon**.
Goblins	The Argument is Limited to 2, one per Card.
Goblins	Bakemonos are considered the **same family**, and limited to **1 card**.
Kelts	Sessair Giants are all considered the **same family** and limited to 2 **card's, and each card must use a different Profile**.
Kelts	Kelt Shaman is limited to **1 card**.
Ophidian	Ophidian Archers are limited to **1 card**.
Orcs	Amoks slayers/Warriors of Stone **each card played must use a different profile**.
Tir NaBor	Uren Khors knights are considered the **same family**, **each card must use a Different Profile.**
Wolfen	Predators of Blood and Howling Predators are considered the **same family**, and limited to **1 card**.
Wolfen	Trackers are limited to **1 card**.
Wolfen	Sentinels are limited to **1 card**.

EVOLUTIONS (optional)

Game Evolutions allow the possibilities of play to be enriched, existing scenarios to be spiced up and above all considerable variation to standard tournaments. The Evolutions listed below supplement and supersede the rules detailed in the Army List section. They can bring a new dimension to the game, bring new optional rules, lift limitations or prohibitions, impose particular scenery, or further increase or reduce the format of play, etc.

Game Evolutions are in general cumulative and applicable to all the scenarios. Where this is not the case it will be specifically noted. Only the tournament organisers may decide whether or not to use one or more Game Evolutions.

They will be announced when the Tournament is publicised. The chosen Game Evolutions apply to all Rounds of the Tournament.

Evolution	Additional rules
Evolution without Affiliation	The affiliations of the packs of armies, Cry Havoc or Rackham supplements are not authorized.
Evolution Allied	Allied Theme is authorized according to the rules on page 127 of the book Confrontation Third Edition.
Evolution Mercenary	Mercenaries are authorized according to the rules on page 127 of the book Confrontation Third Edition.
Evolution without Incantation and Divination	Spells and the miracles are not authorized.
Evolution without Machines	War machine's are not authorized.
Evolution Heroes	Characters of level 3+, Titans and Aberration Primes are playable.
Evolution Growing Confrontation	The Maximum size of armies can vary. *Example: 4 Rounds 200 pts Round 1, 300 pts Round 2, 400 pts Round 3, 500pts Round 4.* All armies used during the event must use the same theme; the same character does not need to be used during each round. A player needs to submit separate army lists each of which need to comply with the Limitation rules for an army of that size.
Evolution Size Limit	The Maximum AP value of Non character Models is limited by the Event Organiser. They may not set a size that makes it impossible for a legal army to be created.
Evolution Alliance/X	Model with this ability Printed on the Card or gained through an ability (Example Selenite), may join the ally army. Model's that gain this ability through a Theme affiliation MAY NOT join an ally Army (Example Hell Diver Clan).
Evolution Variety	Only a single card can be played for each profile per 500 AP of the Max Army List. Other rules/limitations don't change.
Evolution Anarchy	Only the points limitations apply. All other limitations are removed.
Evolution Proxy	All miniatures may be proxied.

Tables

The confrontations of tournaments play themselves on a Table of which the dimensions vary between 120 x's 60 cm and 120 x's 120 cm. 120 x 120cm should be used for larger 600 or 800 pt Events though do not need to be used. The fighters setup according to the instructions of the scenario. Unless otherwise stated, the table is considered as flat/open ground.

Scenery Elements

See the Scenario's Document for further Information.

ROUNDS

Number of round's

Tournaments that are played out on a single day are made up of three or four rounds.

Tournaments over two days are four, five or six rounds.

Turns

A round is always considered to be a Maximum of six Turns. The Beginning and End of a Round Must be announced by the Organiser or Referee/Judge. At the Start of the Round each player should inform his opponent of his Army Affiliation and any Theme he is using. He is not required to inform his opponent of what models he is using or what extra's any of them have.

Reminder: If using a conversion or proxie it must be explained to the opponent when it is deployed.

The Chief, characters and figures specified by the scenario must be presented to the opponent when they are deployed.

If the End of the 6th round is reached before the Time for that round has finished the game is over.
Should one player lose all his models before the completion of the sixth turn his game stops there and any scenario considerations are taken into account. The player who eliminated all the fighters of his opponent can finish his turn in the normal conditions. The total loss on one side could cause a draw in some scenarios.

At the calling of the end of the Round: The players finish the current Combat, if the initiative dice has been thrown, without pursuit movement. Each player then chooses and resolves a single fight, without pursuit movements. To finish, the players complete the mystic phase and the maintenance phase. Duration in time is set by the tournament organiser. Typical times are set out below:

Army list AP	200	400	600	+200
Time	60 min	1h 45 min	2h 30 min	+45 min

Scenario Points

Victory is determined by the number of Victory points achieved. The scenarios comprise of three objectives each worth one Victory Point, therefore ten scores are possible at the end of a Confrontation. Each score has a corresponding number of Scenario points. They are listed here:

Score	3-0	2-0	2-1	1-0	1-1	0-0	1-2	0-1	0-2	0-3
Points	9	8	7	6	5	4	3	2	1	0

During a tournament the intermediary classification after each round is made by ranking the players by the total number of Scenario points scored. Goal Average is used to decide between players with an equal total of Scenario points.

Goal-average

A goal-average in Army Points (AP) allows fair determination of Match pairings and the tournament's overall ranking.

Calculation:
• This goal-average shows the difference between AP won and AP lost for each player and for each Match.

• The sum of the goal-averages of two opponents for a game is always equal to 0 (not including Bonus AP).

• The sum of goal-averages of each of a player's Matches shows his total goal average.

At the end of each Match, in addition to noting the number of victory points, each opponent notes the number of AP won and the number of AP lost (the latter always correspond to those won by the opponent).

Losses

The AP won takes into account all the losses caused by an opponent or neutral Fighters

• The value of figures killed.

Reminder: The value of a figure is equal to its cost in AP (including additional costs) to which is added the possible cost in AP of its Artefacts, Solo's etc.

• The value of figures benefiting from the ability Reinforcement and killed a second time.

• The value of figures that have fled off the table.

• The value of summoned or materialised creatures killed.

Reminder: A person gains all the AP for creatures summoned. Even if this would take him above the normal 400 AP of the starting Army.

Winning a match

In order to win a Match, players must, in order of priority: 1. Achieve the scenario's objectives, 2. Prevent his opponent from achieving his, 3. Cause maximum losses to his opponent (win a maximum of AP), 4. Minimise his own losses (avoid losing too many AP).

The result is in the format Points / GA (where GA = AP won - AP lost + Bonus).

Reminder: An Army can have losses beyond its Starting Max AP of 400 (For example If he has relied heavily on summoned creatures to expand his army).

Example: A player destroys not only the 400 AP of his opponents army, but also 72 AP of summoned Creatures he will gain 472AP instead on the previous 400AP as before.