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# CONFRONTATION<sup>®</sup>

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◆ INITIATION SET ◆

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LEARN TO PLAY CONFRONTATION 3

THIS BOOKLET IS TO BE READ FIRST.

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RACKHAM



## CONFRONTATION 3

Welcome to the world of *Confrontation 3*, the fantasy skirmish game with 28 mm miniatures. This game lets two players or more collect medieval-fantasy armies with which they can simulate quick and deadly battles.

The *Confrontation* box includes everything you need to discover this game with another player.

- This booklet
- 1 "Predators of Blood" box
- 1 "Sentinels of Danakil" box
- 6 six-sided dice (d6)
- The third edition of *Confrontation*

The rules explained in this booklet are perfect for discovering the game's main aspects and beginning to play after spending a just few minutes to assemble your miniatures. There is no use in assembling all of them because the proposed scenarios introduce the rules step by step, thus allowing you to progressively assemble the box's contents.

You don't have to read the third edition of *Confrontation* to be able to understand the rules in this booklet. We even recommend that you first play the scenarios presented in this booklet before reading the thick book that includes rules, examples, advanced rules (magic, war machines, etc.), as well as specific details for experienced players.

## WOLFEN AND SCORPIONS, A MERCILESS STRUGGLE

### The Scorpions

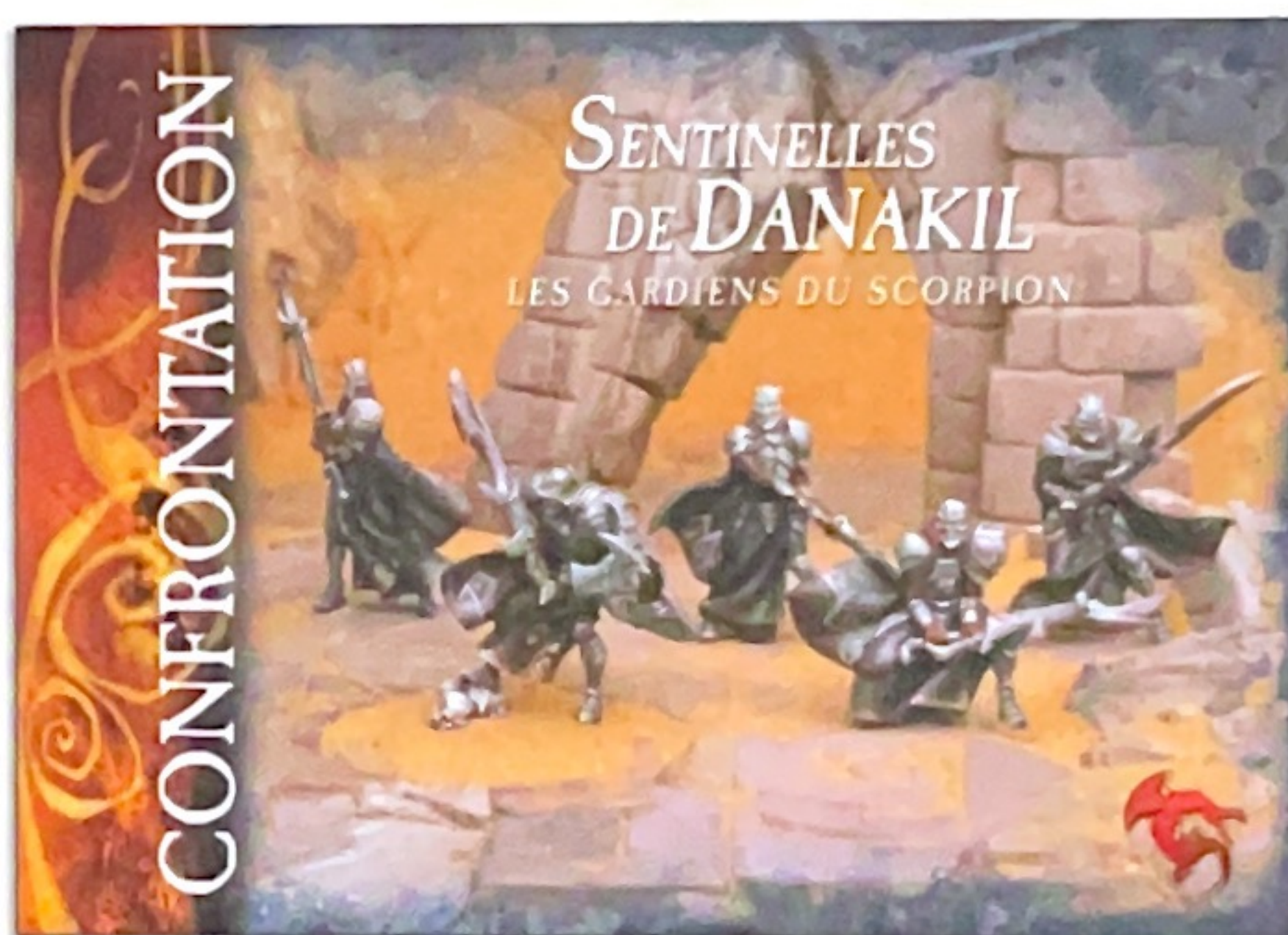
*Hunted in the past for heresy, the Scorpions have found refuge in the faraway desert of Syharhalna. There they founded an empire in which a terrifying science based on the magic of Darkness reigns. At the head of an army of monstrous clones, the Scorpions proclaim the coming of a new world order.*

*The Scorpions, who are also called "alchemists of Dirz," see the Wolfen as being savage beasts left over from a past age.*

### The Wolfen

*The Wolfen are the most dreadful predators of Aarklash. When Yllia, the moon, is high, they gather around their pack leaders and go hunting for those who have desecrated their sanctuaries. They oppose their ferocity and their ancestral beliefs to the limitless cruelty of men.*

*In the Wolfen's eyes the Scorpions represent the corruption and perversion of civilisation. The creatures spawned by the alchemists of Dirz are counter-natural. These monsters and their creators must disappear.*





## THE MINIATURES

The miniatures supplied in the boxes and blister packs of the RACKHAM range of products must be assembled using glue. We recommend using very strong glue (cyanoacrylate), which is available at your local store.

Some parts are supplied in sprues. They must be carefully removed using a wire clipper, a modelling knife or a box cutter. It's best to trim the fine casting mark from each part before assembly.

### Step 1: The Bases

The first step consists of cutting a slit into the miniature's base. To avoid having the predators of blood or the sentinels of Danakil all face the same direction, it's best to make these slits in a different direction on each base.

The main difficulty one might encounter during this step is the length of the bar on which the miniature is standing. It can happen that the slit in the base is not of the right size. In this case one can simply shorten the bar using a wire clipper or a box cutter.

### Step 2: The Bodies

The second step of assembly concerns the miniature's body. Simply changing its orientation gives the impression that fighters of the same "family" are all different. When several different leg models are available, it is best to set them all on their bases in order to get a general overview and avoid having identical miniatures standing several times in the same position.

### Step 3: The Heads

The assembly of the predators of blood's heads allows the difference between the miniatures to be enhanced. Their big advantage is that they are adjustable on the "stump" represented by the miniature's neck. You can therefore attach the same head in many different ways on the same body.

### Step 4: The Arms

The predators of blood's arms can be adjusted on the "stumps" of their elbows, which allows them to be positioned in various ways.

### Step 5: Painting the Miniatures

Painting your miniatures is part of the fun of the *Confrontation* universe. RACKHAM proposes a wide range of easy-to-use acrylic paints. The card supplied with the miniature can be used as a painting guide.





## SOME ESSENTIAL RULES

Each player will need a metric tape measure or ruler.

The game is played on a gaming surface. Its size doesn't matter: you can start by using a normal table. The battlefield must nevertheless have clearly defined limits.

Elements of the scenery (barricades, ruins, trees, etc.) can be placed on the battlefield to add to its realism.



## THE CARDS

The cards gather the characteristics of the miniatures with which they are supplied. They also allow you to set the order in which the various fighters will come into play during the game.

Some miniatures are supplied with other cards: artefacts, spells, miracles, etc. These cards are not used in the scenarios in this introductory booklet.

## MEASURING A DISTANCE

All players measure distances on the battlefield. Distances are measured from base's edge to base's edge. A player may not measure a distance before having first announced the resolution of an action by one of his fighters.

## ROLLING THE DICE

The player rolls 1d6 and adds the result to the characteristic concerned by the test. If the two opponents are tied, then the dice are rolled again.

**Rolls made with a set difficulty:** The player rolls 1d6 and adds the result to the characteristic concerned by the test. If the final result is equal to or higher than the difficulty set by the rules, then the action is successfully carried out.

If the die indicates a  $\square$ , then the action automatically fails. If it indicates a  $\blacksquare$ , then the player can roll the die again and add the new result to the previous result. A  $\blacksquare$  followed by a  $\square$  is an automatic failure!

## HOW THE GAME UNFOLDS

A game of *Confrontation* is played in a certain number of rounds as decided on by the players. A round is divided into various game phases that are always played in the same order.

### 1. THE STRATEGIC PHASE

Each player takes the cards that represent his fighters. All fighters of the same type are represented by the same card. He places them in front of him with their face down from left to right in the order in which he is planning to play the corresponding fighters. This is called the **activation sequence**.

Each player makes a Tactical roll (1d6 + DIS  $\odot$ ) using the fighter in his army with the highest DIS. The player who gets the higher result decides either to play first or to let his opponent do so. The chosen player is the "active player."

### 2. THE ACTIVATION PHASE

The fighters move during this phase.

The active player reveals the first card in his activation sequence. The fighters designated by this card are activated. The player then selects one of his activated fighters and chooses one of the following actions.

**Equipment:**  
The objects the fighter has. The characteristics of marksmen's range weapons are noted here. The rules on firing are explained in the *Confrontation* book.

**Movement/MOV:**  
Certain fighters, such as sylvan animaes, have two MOV values. Only the first one is used in this booklet.

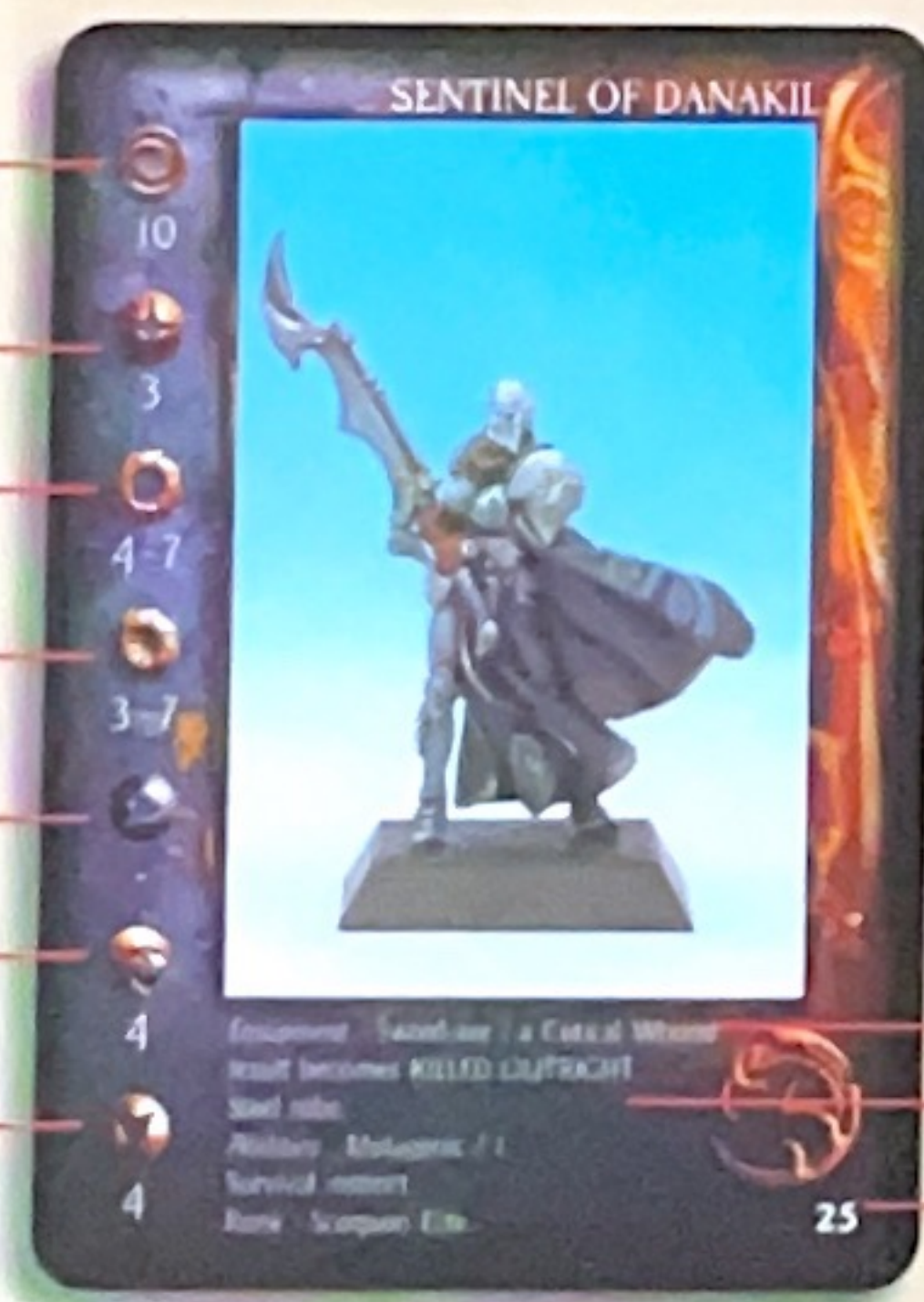
**Initiative/INI**  
**Attack and Strength/**  
**ATT and STR**

**Defence and**  
**Resilience/**  
**DEF and RES**

**Aim**

**Courage/COU**  
**or Fear**


**Discipline/DIS**




**Strategic value:**  
The higher the fighter's value (in army points, or A.P.), the more powerful he is. The sum of all of the fighters' values gives the army's value.

**Abilities:**  
Abilities are special powers that the fighters have. The various scenarios will let you discover them. The abilities that aren't used in this booklet are described in the *Confrontation* book.



**Walk:** The fighter can be moved up to a number of centimetres equal to the MOV  value printed on his card in any direction. He must move around any obstacles standing in his way (elements of the scenery and other miniatures).

**Run:** The fighter can move up to a distance (in cm) equal to twice his MOV  value.

**Immobile:** The fighter doesn't move. If an opponent is in base-to-base contact with the fighter when he is activated, then he can only remain Immobile.

Once the action has been resolved, another fighter activated by the same card gets to act. His action can be a different one than the previous fighter's.

**Example:** *The Scorpion player reveals the sentinels of Danakil card. There are three of them in his army. He selects one of his sentinels of Danakil and chooses the movement he wants to have him make: Walk, Run or Immobile. He decides to have him Walk. The sentinel's MOV is equal to 10, so the player can move him 10 cm or less. Once the first sentinel of Danakil has been moved, the player selects another sentinel and resolves his movement. He proceeds in this way with the three sentinels, one by one, until they have all been activated.*

Once the activated fighters have resolved their action, the player gives the lead to his opponent, whose turn it is then to reveal his first card and activate the fighters bound to it.

**Example:** *All the sentinels of Danakil have resolved their activation action. It is now the Wolfen player's turn to reveal the first card in his activation sequence. He reveals a sylvan animae, of which he only has one in his army. He decides the movement he will make (Walk, Run, Immobile) and resolves it.*

The status of active player thus goes from player to player until all cards in the two activation sequences have been played. A player who no longer has any cards left in his activation sequence passes his turn until his opponent has played all of his.

### Assault

A fighter who is walking or running can be placed into contact with an enemy fighter. This is then known as an **assault**. The ensuing combat takes place during the hand-to-hand combat phase.

When making an assault, the miniatures must be placed in such a way that their bases are touching as much as possible. A fighter cannot assault an opponent diagonally.

A group of enemy opponents in base-to-base contact with each other is called a **fray**.



*The sentinel of Danakil's movement leads him to assault a sylvan animae. Their bases are occupied on one edge.*



*A sentinel of Danakil has assaulted a predator of blood. One edge of his base is fully placed in contact with the Wolfen's.*



*Two sentinels of Danakil have assaulted a predator of blood. The edge of one of their bases is placed into contact with the Wolfen's. The base of the second sentinel is longer than the space available on the Wolfen's base. The Scorpion fighter is nevertheless placed with as much of his base touching the Wolfen's as possible.*



## BLOODY HUNT

The sylvan animae are old allies of the Wolfen of the pack of the Red Oaks. These fairy-like creatures are known for their mischievousness and their capacity to hide in the leaves of the trees. To become true predators of blood, the Wolfen warriors of the Red Oaks must go on a quest to find a sylvan animae and capture it.

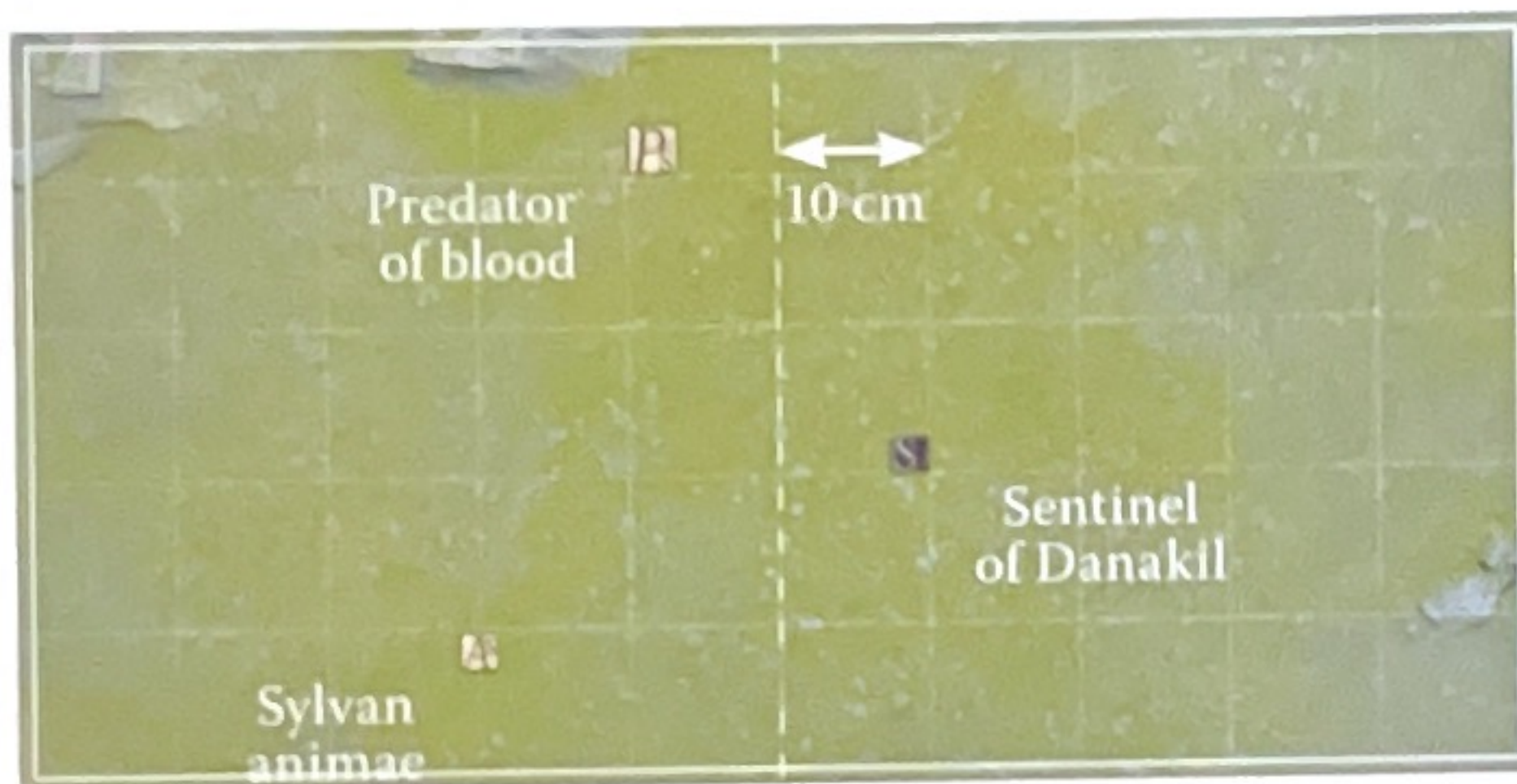
Alas, the sacred forest is threatened by a terrible menace: invaders from Syharhalna are prowling in it and are trying to capture the Wolfen.

Each player takes control of one of the two following armies:

- **Scorpions:** One sentinel of Danakil and one sylvan animae
- **Wolfen:** One predator of blood

For this discovery the fighters are placed as follows (the exact measurements are not important, the main thing being to discover the game's mechanisms).

### Situation and Deployment



### Objectives and Victory Conditions

**Scorpions:** The sentinel of Danakil resolves an assault against the predator of blood.

**Wolfen:** The predator of blood resolves an assault against the sylvan animae.

**Duration:** 5 rounds.

## 3. THE HAND-TO-HAND COMBAT PHASE

The player who won the Tactical roll splits the frays into various combats. Each combat must be formed by the clash between one fighter and another or one fighter against several others. The miniatures are not moved: the player simply announces who will be confronting whom.


Two enemy fighters in base-to-base contact with each other can end up being involved in two separate combats. Yet a fighter who was in contact with an opponent at the end of the activation phase cannot end up being without any opponent at all when the fray is split.



*This fray can be split in three different ways.*

The player who won the Tactical roll at the start of the round chooses the first combat to be resolved. His opponent then chooses the second one. They take turns choosing until all combats have been resolved.

### Combat Resolution

**Initiative test:** Each player does an Initiative test  for his fighter. If a player has several fighters involved in the same combat, then he does this test using the best INI among them and adds one point for every additional fighter in his camp. The player who gets the higher result wins this test and gets several advantages as explained below.



**Combat dice:** Each fighter has one combat die plus one additional die for every opponent engaged against him.

Each die can be used to resolve an attack or a defence. An attack's role is to wound an opponent, and a defence's role is to avoid an attack. The player who **lost** the Initiative test must announce how his combat dice will be used first. Then the one who won the Initiative test can place his combat dice accordingly.

Each combat is divided into **exchanges**. The player who won the Initiative test resolves his fighters' attacks. During an exchange a fighter can resolve as many attacks as there are opponents engaged in the same combat as him. The attacks are distributed among his opponents with a maximum of one attack per opponent.



**Attack and Defence tests, Damage rolls:** The player announces against whom his first attack is made and rolls 1d6 + ATT. His opponent, if he has placed dice in defence, can attempt to defend himself, in which case he rolls 1d6 + DEF.

If the Defence test's final result is lower than the Attack test's, then the attack is successful. The attacking player makes a Damage roll against the victim (see box).

The attacking player thus resolves one by one all the attacks he has the right to in the first exchange.

His opponent then resolves all the attacks his fighters have the right to in their first exchange, if they are still alive.

The players thus take turns resolving their exchanges until all the fighters' attacks have been resolved. The combat is then over and the next one can begin.

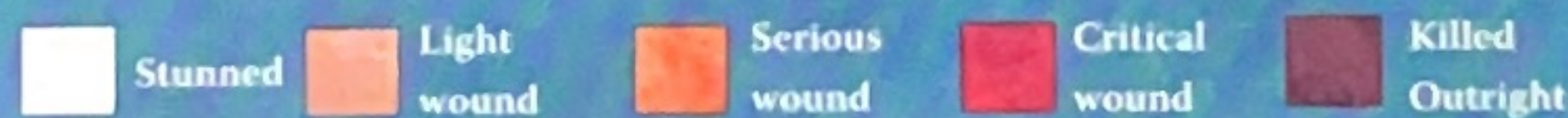
The hand-to-hand combat phase ends when the last combat has been resolved.

A new round can then begin.

### DAMAGE ROLLS

1d6 + STR - RES (+Wound)	☐ LEGS	☐ ARMS	☐ BELLY	☐ CHEST	☐ HEAD	1d6 + STR - RES (+Wound)
< 0	No damage					< 0
0/1						0/1
2/3						2/3
4/5						4/5
6/7						6/7
8/9						8/9
10/11						10/11
12/13						12/13
14/15						14/15
16/17						16/17
18 and +						18 and +

When making a Damage roll, a ☐ is not an automatic failure and a ☐ cannot be rolled again.



The player inflicting the Damage roll rolls 2d6 and refers to the Wound Table. A ☐ is not a failure and a ☐ cannot be rolled again.

The lower result indicates which **column** is to be read.

The other result is added to the STR of the fighter inflicting the Damage roll. The victim's RES is then subtracted from this sum. The final result is read in the corresponding **line**.

The intersection of the **column** and the **line** indicates the gravity of the inflicted Wound: ☐ Stunned, ☐ Light Wound, ☐ Serious Wound, ☐ Critical Wound, or Killed Outright.

Once the Wound's gravity has been determined, a corresponding counter is placed near the wounded fighter's base

The following rules are applied if an already wounded fighter is inflicted with another Wound.

- The new Wound is of lower or equal gravity as the previous one: the old Wound's gravity is increased by one degree (example: Light Wound + Light Wound ➤ Serious Wound).
- The new Wound is worse than the previous one: only the new Wound is applied (example: Light Wound + Critical Wound ➤ Critical Wound).
- Stunned doesn't make Wounds worse.
- A fighter with a Critical Wound is Killed Outright if he is inflicted with another Wound (except Stunned).
- A fighter who is Killed Outright is removed from the battlefield.



## FIRST BLOOD

*The predator of blood has managed to complete his rite of passage while avoiding being captured. He has struck up friendship with the fairy-like being that he had chased, thus strengthening the alliance pact binding their two peoples.*

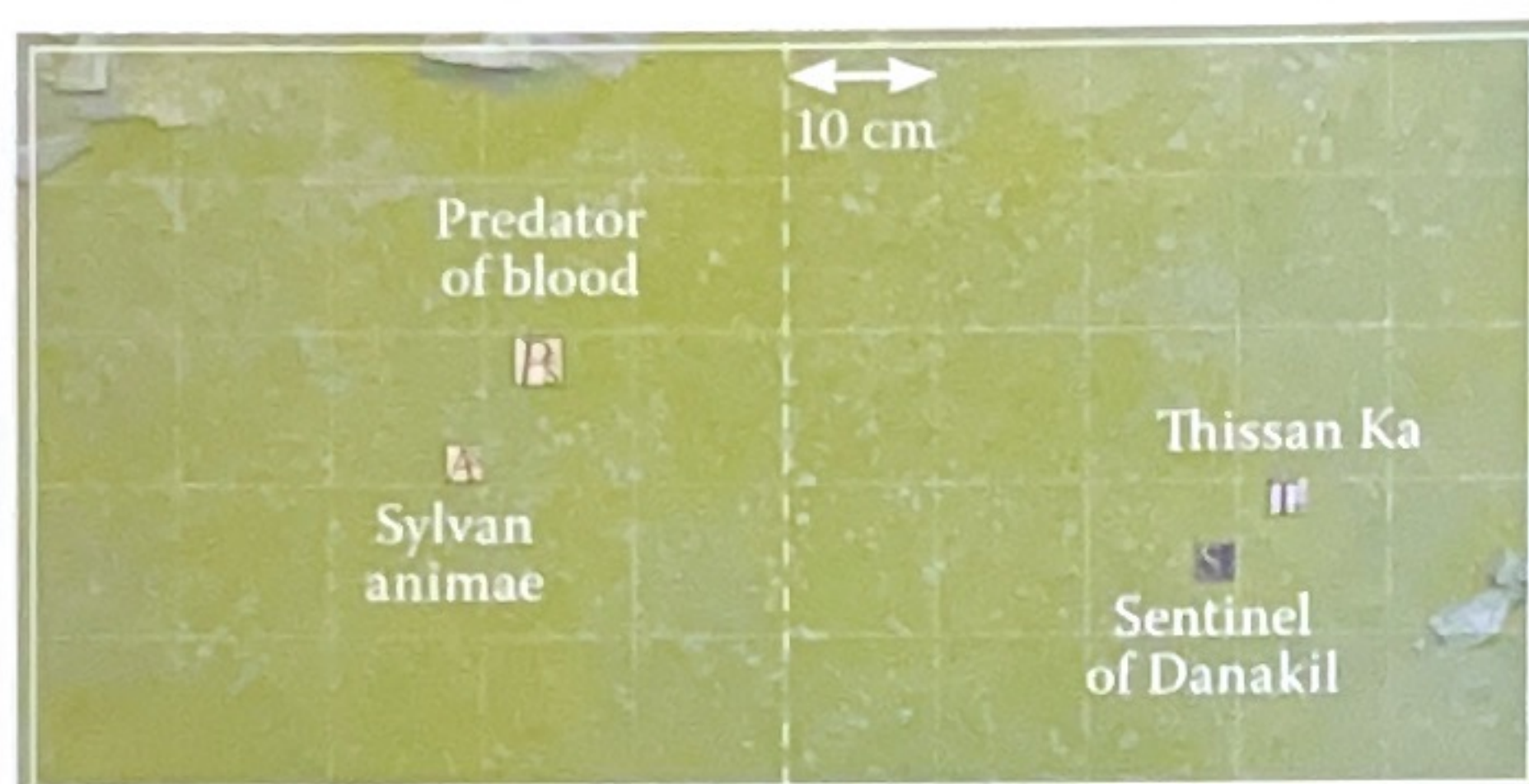
*They must now both return to the stone circle of the Red Oaks, the sanctuary where the pack gathers. Syriak, the chief of the Wolfen, must be informed of the invasion of the forces of Darkness!*

*The Scorpions have gone in hot pursuit of the Wolfen. Their plan must not fail! As they rush into a clearing they realise that the confrontation is inevitable.*

Each player takes control of one of the two following armies:

- **Scorpions:** Thissan Ka and one sentinel of Danakil.
- **Wolfen:** One predator of blood and one sylvan animae.

### Situation and Deployment



### Objectives and Victory Conditions

**Scorpions:** The sylvan animae is Killed Outright.

**Wolfen:** Thissan Ka is Killed Outright.

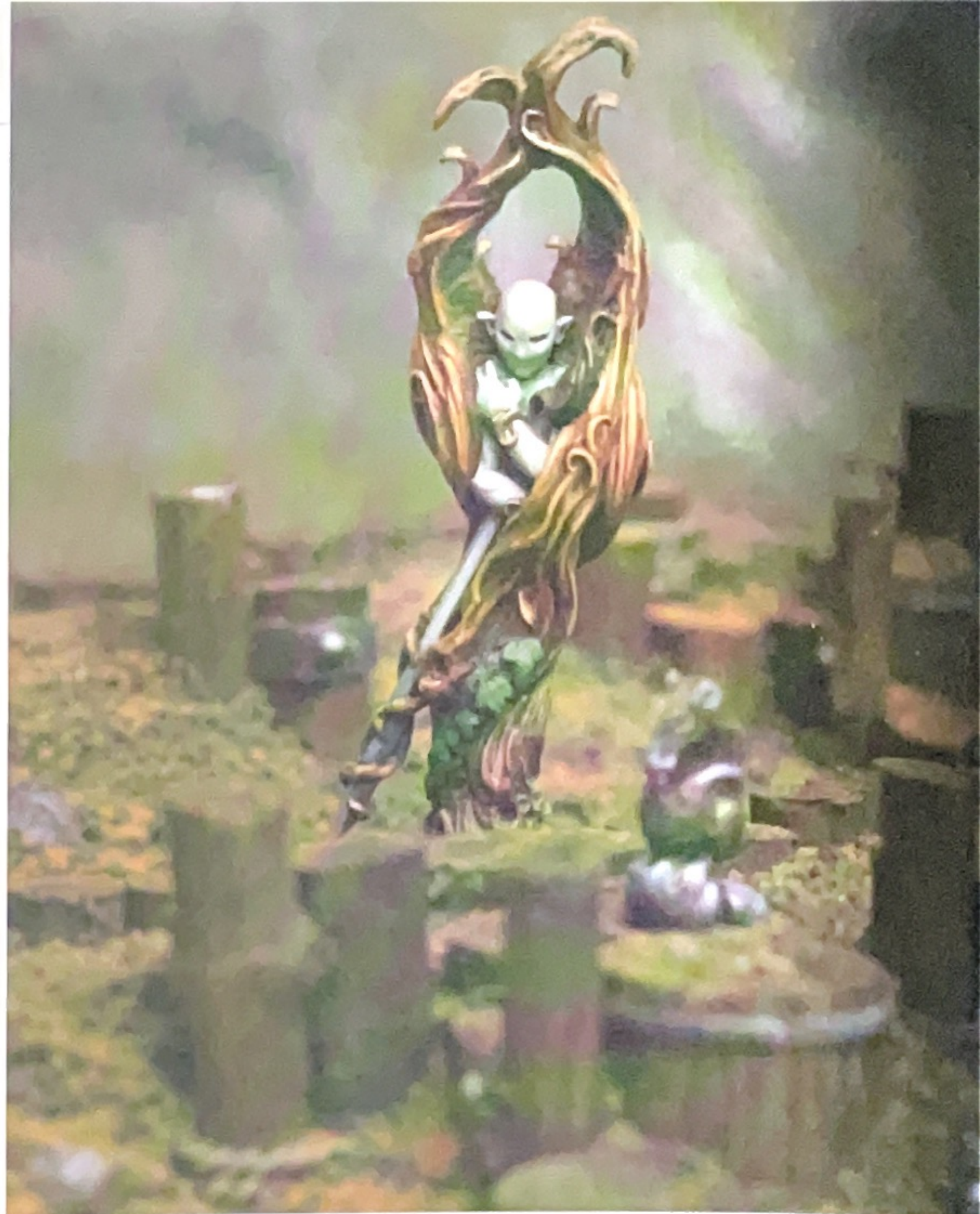
**Duration:** 5 rounds.

### Abilities

The following abilities are used in this scenario: Survival Instinct and Born Killer.

**Survival Instinct:** Before every Damage roll made against a fighter endowed with this ability the player controlling him must roll 1d6. On a 1, the Damage roll is cancelled.

**Born Killer:** In hand-to-hand combat the fighters endowed with this ability benefit from an extra combat die in addition to the ones they normally have the right to.



### Equipment: Sword-axes

The sentinels of Danakil and Thissan Ka are equipped with sword-axes, wicked weapons that can deploy several razor sharp blades. The wounds they inflict are terrifying.

When a Damage roll is inflicted in hand-to-hand combat by a fighter equipped with a sword-axe, the "Critical Wound" fields in the Wound Table are to be read as being "Killed Outright."

### WOUND PENALTIES

The fighters are weakened by the Wounds they are inflicted with. To represent this they suffer penalties when they are given Wound counters. No matter how many Wounds a fighter has been inflicted with, only the highest penalty applies.

The penalties indicated in the table to the right reduce the final result of certain of the fighter's die rolls.

### FIELD OF VISION AND LINE OF SIGHT

In *Confrontation* all fighters have a 180° field of vision from the front of their base. A small dot of paint can help identify the front of a miniature's base.





A fighter has a line of sight onto another fighter if he is within his field of vision and an imaginary line can be drawn between the two without any obstacle blocking it.

A line of sight can be blocked by an element of the scenery or by a miniature of equal or greater Size.



The tyrant of Vile-Tis is of a bigger Size than the marksman and the half-elf: the reaper of Alahan (left) does not see the latter (right).



The tyrant of Vile-Tis is of a bigger Size than the half-elf: the reaper of Alahan (left) can see him.

### CHARGE AND ENGAGEMENT

A fighter who has a valid line of sight onto an opponent at the moment that he assaults him is carrying out a **charge**. The opponent being charged is given a "Charge" counter until the end of the round.

A fighter can be given only one "Charge" counter per round, no matter how many opponents charge him.

The fighter suffers penalties for as long as he has a "Charge" counter. These are cumulative with Wound penalties.

A successful assault that doesn't meet the conditions to charge is an **engagement**.

### ◆ PENALTIES ◆

	INI ROLLS	ATT ROLLS	DEF ROLLS	AIM ROLLS	DAMAGE ROLLS
CHARGE	-1	-1	-1	-1	-
STUNNED	-1	-1	-1	-1	-1
LIGHT WOUND	-1	-1	-1	-1	-1
SERIOUS WOUND	-2	-2	-2	-2	-2
CRITICAL WOUND	-3	-3	-3	-3	-3



## THE FOREST OF STANDING STONES

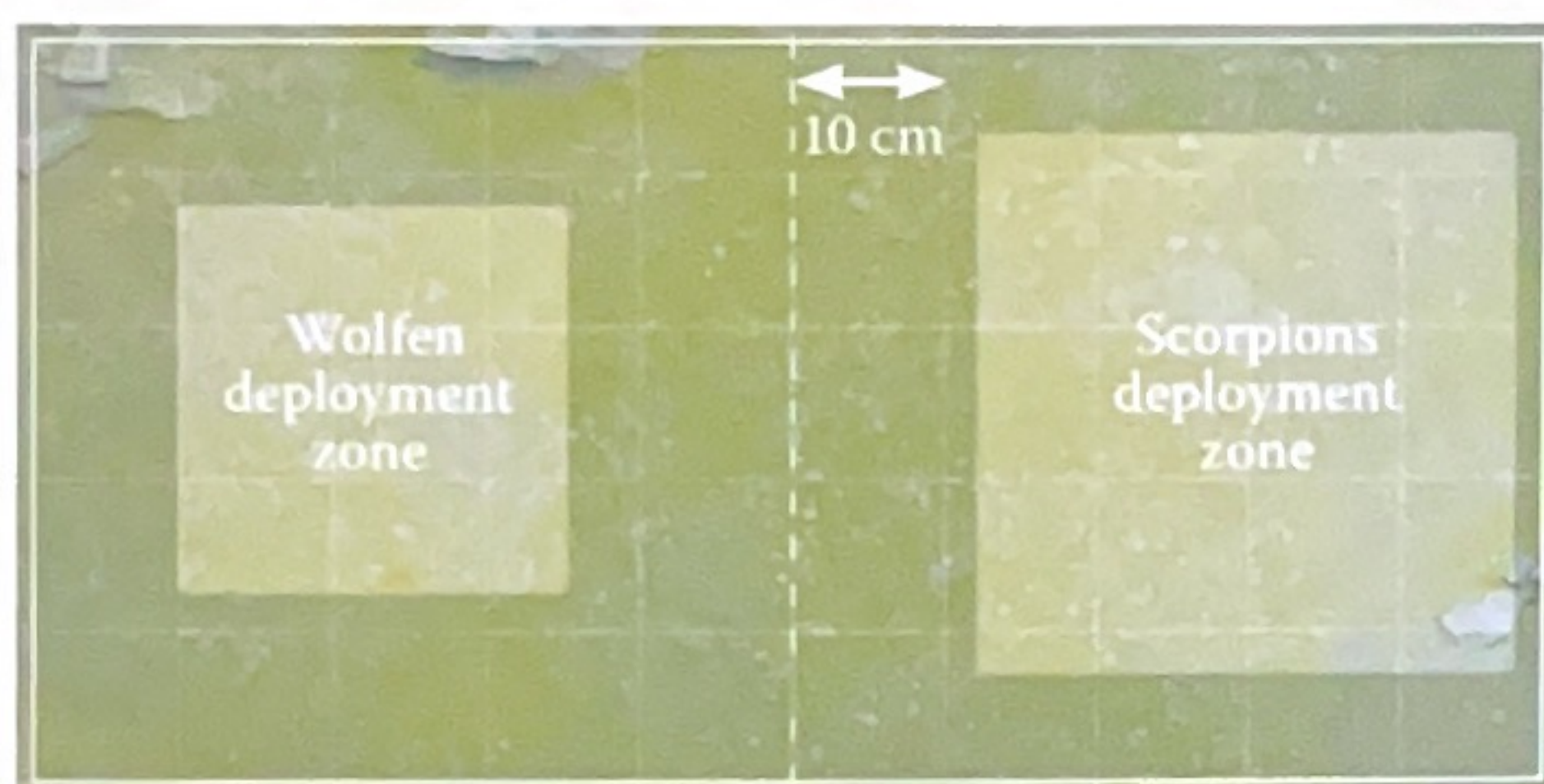
*The Scorpions risk being discovered at any moment. Like their totem, they must now prove themselves quick and determined if they wish to strike the pack of the Red Oaks with a deadly blow.*

*Thissan Ka, a champion of the Scorpion, has entered a forest of standing stones. No one knows how the Wolfen manage to move and erect these colossal rocks that mark their sacred places and their ancestors' tombs. It won't be long before their guardians arrive...*

Each player takes control of one of the following two armies:

- **Scorpions:** Thissan Ka and three sentinels of Danakil.
- **Wolfen:** Two predators of blood.

### Situation and Deployment



### Objectives and Victory Conditions

**Wolfen:** The three sentinels of Danakil have been eliminated.

**Scorpions:** The two predators of blood have been eliminated.

**Duration:** 5 rounds.

### Special Rules

Six equally sized elements of the scenery are set aside before the miniatures are deployed. Each player rolls 1d6. The one who gets the higher result takes an element of the scenery and places it wherever he wishes on the battlefield, yet outside of either side's deployment zone. His opponent then does the same.



The players take turns placing an element of the scenery in this way. Once all the elements have been placed, the miniatures are deployed. Each player deploys his miniatures as he wishes inside his deployment zone. The Wolfen player deploys his fighters first.

### Abilities

The following abilities are used in this scenario: Survival Instinct and Born Killer.

In *Confrontation* great warriors called Incarnates, Champions or **Characters** lead the armies. Character warriors, such as Thissan Ka, have the following abilities in addition to those printed on their card.

### Counter-Attack

When Thissan Ka attempts to parry an attack, the Scorpion player can announce a counter-attack before his opponent has made his Attack test.

- **If the Attack is successful**, then the final result that the Scorpion player must get on his Defence test must be at least one point higher than the final result of the Wolfen Attack test. If this Defence test is successful, then the attack is blocked and Thissan Ka gains an attack die.
- **If the Wolfen Attack test is an automatic failure**, then Thissan Ka gains an attack die without having to make a Defence test. He nevertheless loses the die or dice assigned to this parry.

A player who announces his intention to do a counter-attack cannot repeal it, no matter the result of the enemy Attack test. If the attack fails, the defender cannot keep his defence die and is forced to counter-attack.

### Master Strike

If several of Thissan Ka's dice have been placed in attack, then some can be grouped together to strike a stronger blow. When it's Thissan Ka's turn to attack, the Scorpion player can sacrifice two attack dice in order to attempt a single one (this only counts for one attack). Only one die is then rolled for this attack.

If this attack is not parried, the STR of the Damage roll it causes is increased by a number of points equal to Thissan Ka's ATT at the moment that he makes the test. This bonus can be less than the value printed on his reference card (for example if the fighter has a penalty on his ATT), but in no way can it be greater.

### Sequence/2

Thissan Ka can acquire up to two additional combat dice at the moment that the player controlling him places his combat dice. Each additional die thus acquired reduces Thissan Ka's ATT and DEF by 2 points each.





## THE GUARDIAN OF DANAKIL

*Syriak, the pack leader of the Red Oaks, is gathering his terrifying predators to hunt the Scorpions. Night has fallen and the Wolfen's howls invite the warriors to come together for the great battle.*

*Thissan Ka is observing the children of Yllia's war ceremony from a distance. While waiting for reinforcements he decides to weaken the pack by intercepting warriors rushing to the gathering.*

*The one they call "the Guardian of Danakil" then pulls a syringe from his pocket: it holds an experimental serum that will greatly increase his capacity to recover. The effect is temporary, yet the champion will know to use it wisely.*

Each player takes control of one of the following two armies:

- **Scorpions:** Thissan Ka.
- **Wolfen:** Special. The player needs the following cards: three predator of blood cards, one sylvan animae card.

### Situation and Deployment



### Objectives and Victory Conditions

**Scorpions:** The sylvan animae is Killed Outright.

**Wolfen:** Thissan Ka is Killed Outright.

**Duration:** Special.

### Special Rules

**Wolfen assault waves:** During deployment the Wolfen player takes a predator of blood card and deploys its miniature in one of his camp's three deployment zones, at his choice. The other Wolfen cards are shuffled and placed aside with their face down.

If the predator of blood is Killed Outright, then the card representing him is discarded. The Scorpion player randomly picks a card among those left in the Wolfen draw pile without looking at it. This card is then revealed and the fighter represented by it is placed in one of the three Wolfen deployment zones, at the Scorpion player's choice. This new miniature must be placed within 15 cm or more of Thissan Ka's miniature.

The cards are thus drawn one by one until one of the battle's objectives has been reached.

**Healing serum:** As long as he isn't Killed Outright, Thissan Ka regenerates by one Wound degree at the end of each game round.

- A Critical Wound becomes a Serious Wound
  - A Serious Wound becomes a Light Wound
  - A Light Wound disappears and Thissan Ka is uninjured.
- This serum has no effect on Stunned and Killed Outright.


### Abilities


The Wolfen have access to the "Born Killer" ability. Thissan Ka can call on his Character abilities.



## ADVANCED RULES

### FEAR

Most *Confrontation* fighters have Courage/COU  on their card. This is so for the sentinels of Danakil, Thissan Ka and the sylvan animae.

Others, such as the predators of blood, are especially frightening and instead of Courage they have Fear/FEAR .

Fear-inspiring fighters are able to terrify courageous fighters, making them flee as fast as they can or even crushing them with their presence alone.

Courageous fighters can resist the Fear of fear-inspiring fighters thanks to Courage tests. A fighter with COU must make a Courage test if he assaults a fear-inspiring opponent or if a fear-inspiring fighter assaults him.

A Courage test's difficulty is equal to the highest FEAR value among the fear-inspiring fighters involved in the assault.

### Measuring the Assault Distance

During an assault a Courage test has to be made only if the assailant is really able to reach his target. This is why the distance between the assailant and the defender must be measured before making the Courage test. If this distance is too big or if the assailant cannot reach his target for any reason whatsoever, then no Courage test is to be made.



### Consequences of a Successful Courage Test

- The assault is resolved in the usual way.
- Until the end of the game the courageous fighter automatically passes all Courage tests whose difficulty is equal to or less than the FEAR he has just resisted.

### Consequences of a Failed Courage Test

- If the courageous fighter was being assaulted by a fear-inspiring fighter, then he goes into rout (see below).
- If the courageous fighter was attempting to assault a fear-inspiring fighter, then he remains immobile but is not subject to rout. The player cannot announce another movement for him. If the fighter is then assaulted by a fighter with a FEAR to which he isn't immune, he must make a Courage test.

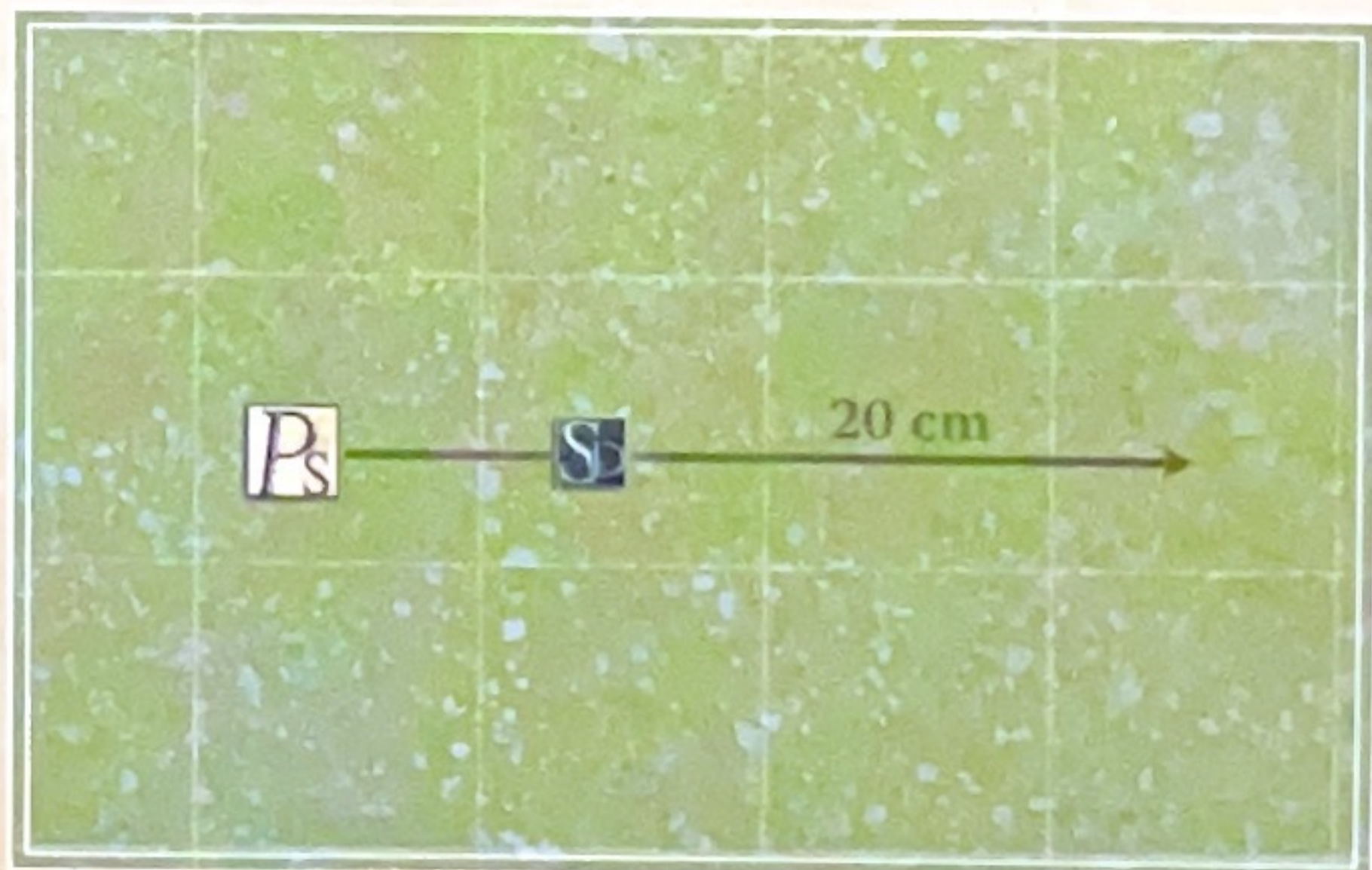
### • ROUT •


A fighter in rout is subject to the following rules:


- His DIS cannot be used for Tactical rolls. If all of an army's fighters are in rout, then its Tactical roll is automatically failed.
- In hand-to-hand combat he cannot place more dice in attack than in defence.
- If he is free of any opponents when he is activated, then he flees.

A fleeing fighter moves  $MOV \times 2$  (in cm) in the direction opposed to the position where the opponent who frightened him was standing at the beginning of his movement.

A fighter who leaves the battlefield's limits due to a fleeing movement is eliminated.



 Predator of blood

 Sentinel of Danakil

*The sentinel of Danakil (MOV 10) has failed his Courage test facing a predator of blood, and hasn't been activated yet. He must therefore flee by 20 cm in the direction opposed to the position occupied by the Wolfen.*





### Redirecting a Fear-inspiring Fighter's Assault

When a fear-inspiring fighter causes his opponent to flee, his miniature is moved to the spot where his target was standing before fleeing. The distance he moves like this is subtracted from the total distance that he can move thanks to his movement.

The player then has several choices:

- The assault can be redirected toward a new target. The fighter then has what is left of his movement potential to reach it. If he manages to reach it, then it is an engagement.
- The rest of his movement potential can be used to run. This cannot bring him into contact with an enemy fighter.
- The fighter can remain at the spot where his initial target was standing.

### Rallying

At the beginning of every round, at the beginning of the strategic phase, the players can make a rallying test for each of their fighters in rout. There are then two possibilities.

- If no fear-inspiring opponent is in contact with the fighter in rout, then a Courage test or Discipline test (at the choice of the player controlling him) is made for him. The difficulty is equal to 6. If the test is passed, the fighter is rallied. If not, then he remains in rout. Passing this test does not make immune to Fear.
- If one or several fear-inspiring opponents are in contact with the fighter, then he must make a Courage test with a difficulty equal to the highest FEAR among all the opponents in base-to-base contact with him. If this test is successfully passed, then the fighter is rallied and made immune to the FEAR he has just resisted. If not, then the fighter stays where he is and remains subject to the effects of rout.

Once he has been rallied, the fighter can act in the usual way in the round being played.

### Fleeing at Activation

A fighter in rout flees toward the nearest edge of the table if he is free of any opponents when he is activated.





## CALLING YLLIA

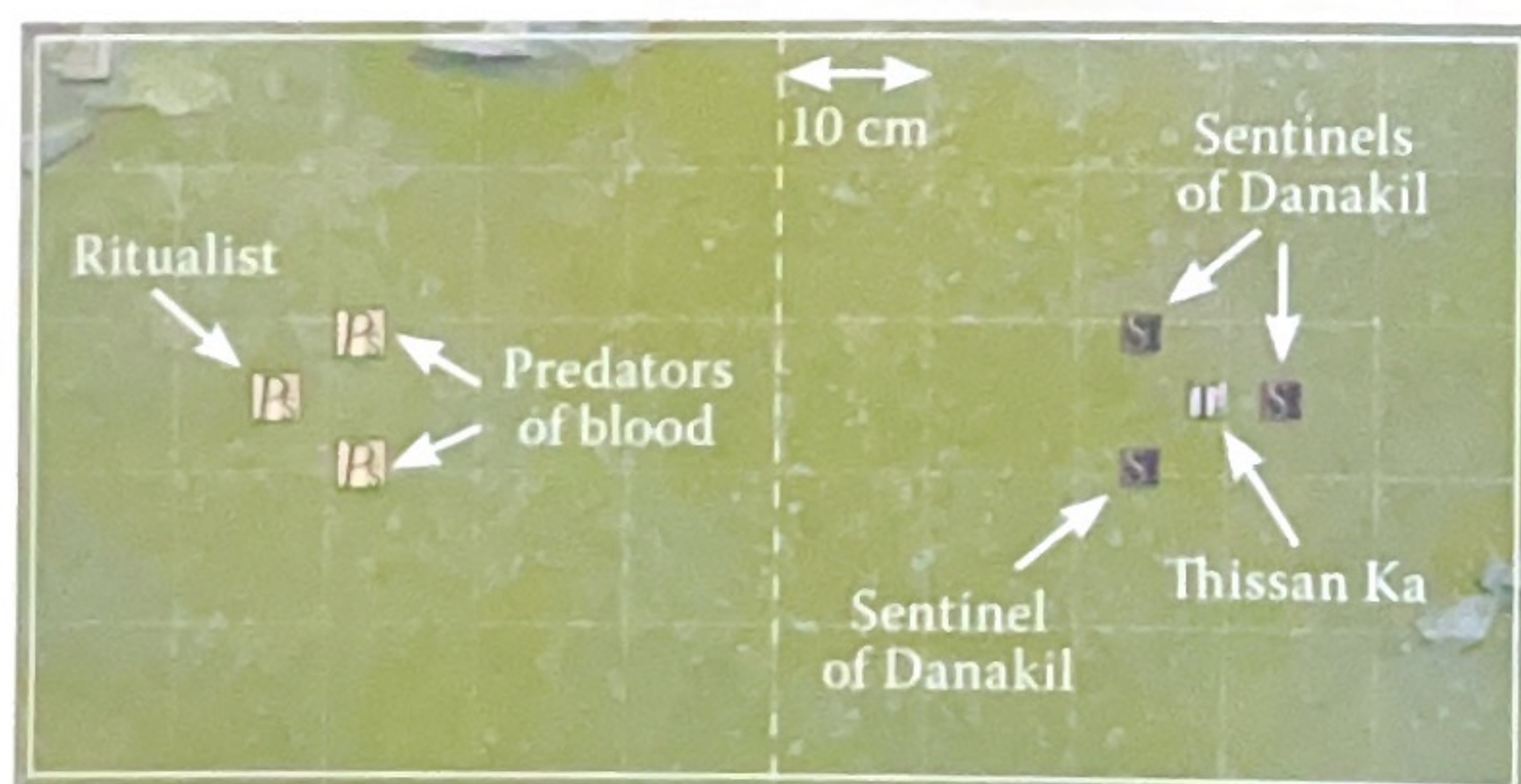
*Wolfen culture is based on the worship of Yllia, the moon-goddess. The wolf warriors honour her with extremely violent rituals followed by merciless hunts. War has been declared: Syriak has launched his pack on the Scorpions' tail. The hunt has begun.*

*Thissan Ka, worthy of his commander status, has taken care to study the tactics used in Wolfen hunts before entering the Red Oaks' territory. He knows that the howls are essential for the coordination of his enemies' assaults. If his troops manage to silence the ritualists charged with transmitting Syriak's orders across the forest, then the Scorpions would take the upper hand. Isolated from each other, the Wolfen of Yllia would become easy prey. The basileus, the supreme leader of the Scorpions, would be pleased!*

Each player takes control of one of the following two armies:

- **Scorpions:** Thissan Ka and three sentinels of Danakil
- **Wolfen:** Three predators of blood.

### Situation et déploiement



## Objectives and Victory Conditions

**Scorpions:** The ritualist is eliminated.

**Wolfen:** All Scorpions are eliminated **or** one of the Scorpions leaves the battlefield due to a fleeing movement.

**Duration:** 6 rounds

### Abilities

The following abilities are used in this scenario: Bravery, Leadership/15, Survival Instinct and Born Killer.

**Bravery:** For fighters with this ability a  is not an automatic failure on Courage tests (even if this result is gotten after having re-rolled the die). A  on Courage tests can be rolled again. Furthermore, when a fighter with this ability places all his combat dice in attack, he benefits from +1 on the final results of his Attack tests until the end of the combat.

**Leadership/15:** Thissan Ka is a Scorpion commander. When a player does his Tactical roll using Thissan Ka's DIS he rolls 2d6 and uses the result of his choice.

The value of "15" bound to this ability indicates that Thissan Ka's aura of leadership reaches 15 cm around his miniature. It does not take obstacles into account.

All Scorpion fighters located (even partially) inside this aura of leadership can replace their COU and DIS values by Thissan Ka's when making a Courage or Discipline test.



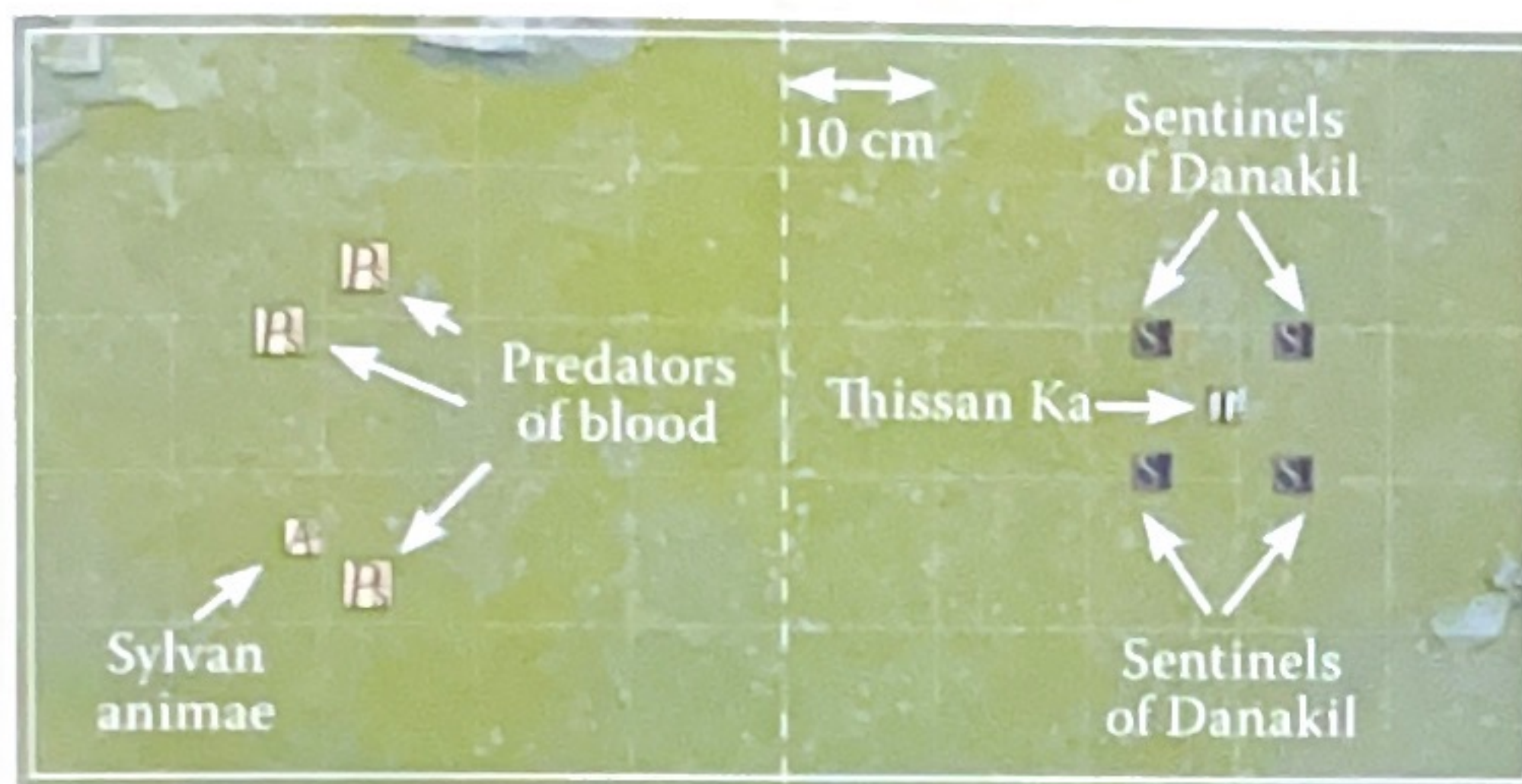
## THE BATTLE OF THE RED OAK

Being enemies of the wicked dwarves of Mid-Nor, the predators of the Red Oaks are accustomed to the tricks of the generals of Darkness. After their ritualist's assassination they gathered around their huge circle of stones. The Scorpions don't have a choice: if they want to win, they must confront the most terrifying predators of Aarklash face to face.

Each player takes control of one of the following two armies:

- **Scorpions:** Thissan Ka and four sentinels of Danakil.
- **Wolfen:** Three predators of blood and one sylvan animae.

### Situation and Deployment



### Objectives and Victory Conditions

Each player gets 1 victory point every time he succeeds one of the following feats. The winner is the player who has won the most points at the end of the game.

#### Scorpions:

- Thissan Ka succeeds a counter-attack.
- A Scorpion resists the FEAR of a predator of blood.

#### Wolfen:

- A Scorpion leaves the battlefield due to a fleeing movement.
- The sylvan animae eliminates a Scorpion.

**Duration:** 6 rounds.

### Abilities

The following abilities are used in this scenario: Bravery, Leadership/15, Hard-boiled, Survival Instinct, Mutagenic/1 and Born Killer.

**Hard-boiled:** When a Hard-boiled fighter suffers a Damage roll, the result is to be read one line higher up in the Wound Table, even if the result indicates Killed Outright. It is impossible to go higher than the first line in the table in this way. However, this ability has no effect if the Damage roll's result is a double **11**.

**Mutagenic/1 :** The rules for Mutagenic/X in this initiation booklet are slightly different from those in *Confrontation*.

At the beginning of each round, before proceeding with the Tactical roll, the Scorpion player benefits from two Mutagenic/X dice. These represent doses of a powerful combat drug and are to be given to different Scorpion fighters.

The player rolls the Mutagenic/X dice. The value of "1" in Mutagenic /1 means that the result on the die is to be increased by one point.

A natural result of **1** on this roll is an automatic failure.

A **11** cannot be rolled again.

The final result indicates the number of points that the player can immediately distribute among the fighter's following characteristics: MOV, INI, ATT, STR, DEF and RES. The same characteristic cannot be given more than 2 Mutagenic/X points at a time.

The bonuses provided by Mutagenic/X last until the end of the round.

**Example:** A sentinel of Danakil is given a Mutagenic/X die. The player rolls this die and gets a **5**. The result on the die is increased by 1 point since the sentinel has Mutagenic/1. The player decides to distribute these 5 points as follows: +2 INI, +1 ATT and +2 DEF.

**Reminder:** In no way can a characteristic be given more than 2 Mutagenic/X points.





## MASTERING CONFRONTATION

You can deepen your knowledge of the rules by reading *Confrontation*, Third Edition, which explains all the mechanisms of this fantasy skirmish game:

- Full rules on combat, magic, divination, war machines...
- Effects of special equipment: sacred armour and weapons, steam equipment...
- A full list of abilities.
- And much more!

The magazine *Cry Havoc* is a bonanza of information for all players who wish to learn more about *Confrontation* and the world of RACKHAM games.

*Cry Havoc* includes, among others:

- Loads of sneak previews
- Painting and scenery building guides
- History articles that reveal the secrets of the world of Aarklash and the peoples that inhabit it.
- Additional rules related to the history articles.
- Eleven playing cards for *Confrontation*, *Rag'Narok* and *Hybrid*.

## RAISING A SCORPION ARMY, RUNNING WITH A WOLFEN PACK

The flexibility of the *Confrontation* rules allows you to progressively build an army and to take advantage of the most recent monthly releases of the RACKHAM range of miniatures.

Here are two examples of armies built around the sentinels of Danakil and the Wolfen predators of blood whose adventures the scenarios in this booklet are based on. The other miniatures can be acquired at your local gaming store or through Rackham's mail-order service.

We recommend reading the *Confrontation 3* rules before playing these armies.

### The Avengers of the Red Oaks

- Onyx the Prowler
- 1 guardian of the runes with the "Sylvan Anima Summoning" miracle
- 3 predators of blood
- 1 Wolfen sacred vestal
- 1 Wolfen grave guardian (model no. 2)

**Strategic value:** 395 A.P.

### Expeditionary Corps of Danakil

- Thissan Ka equipped with Meriaghen's Shield
- Kayl Kartan with the "Suspect Injection" spell
- 4 sentinels of Danakil

- 2 skorize warriors
- 3 Dirz crossbowmen

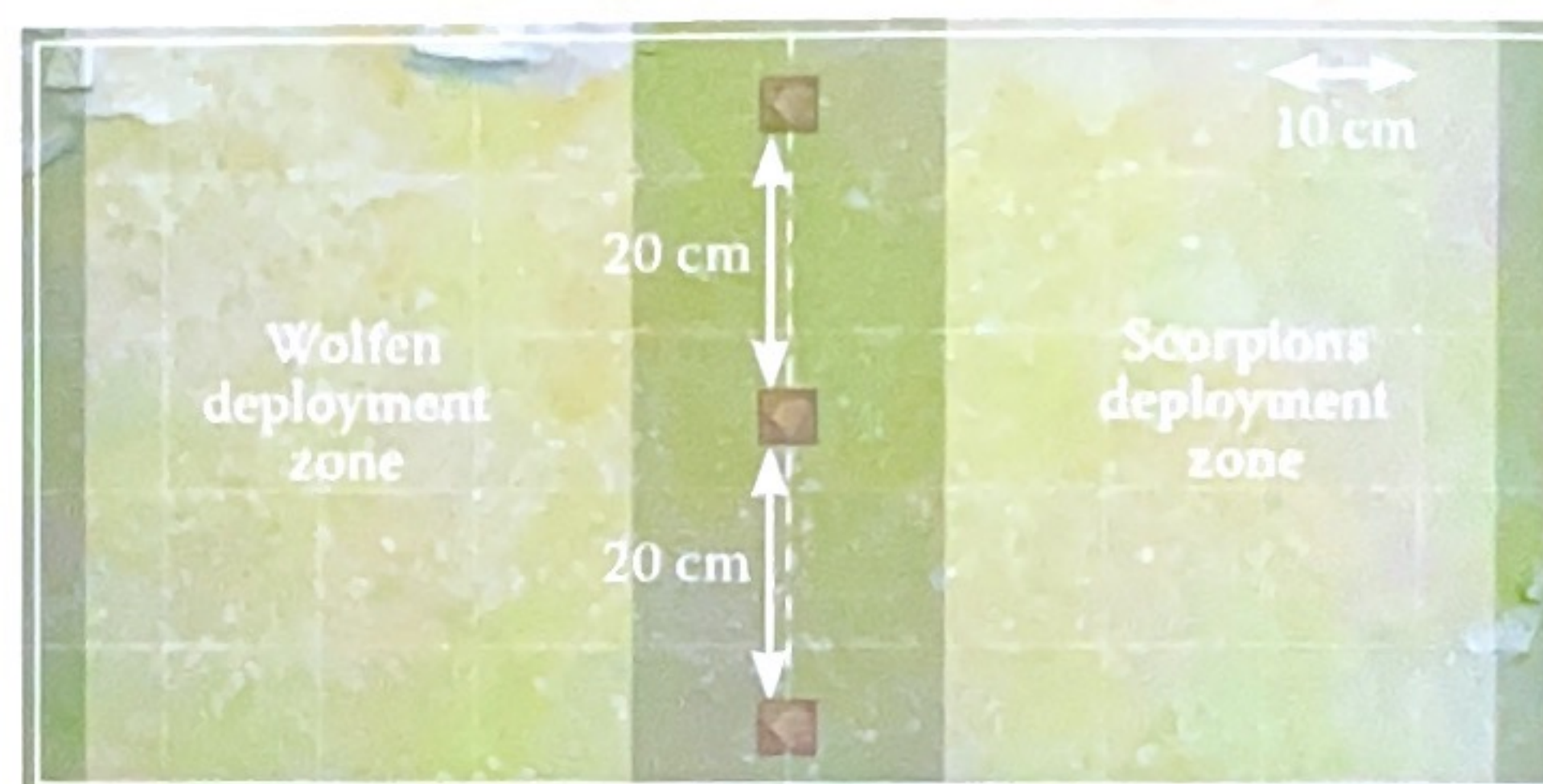
**Strategic value:** 399 A.P.

## THE ANCIENT'S TOMB

*Dawn has risen over the forest of the Red Oaks, revealing the scope of the massacre. Tainted blood is splattered on the symbols of the sacred stones. The time for vengeance has come. Syriak's Wolfen pack has picked up the trail of this horrible battle's instigator: Kayl Kartan, a technomancer of the Scorpion*

This scenario is made to be played using the armies of *The Avengers of the Red Oak* and the *Expeditionary Corps of Danakil*. It follows the rules explained on pp. 124-125 of *Confrontation*.

### Situation and Deployment



Three Wolfen graves the size of a creature base (3.75 cm x 3.75 cm) are placed on the median line. The first one is in the middle and the other two are placed 20 cm from either side of the first one.

### Objectives and Victory Conditions

**Deployment:** Line of battle.

**Scorpions:** To raid the tombs. To raid a tomb, Thissan Ka or Kayl Kartan must be free of any opponents and be touching the tomb at the end of a game round. The player rolls 1d6 per raider in contact with the tomb: on a 1, 2, or 3, the tomb is raided and the Scorpion player gets one victory point. Each tomb can be raided only once.

**Wolfen:** To protect the tombs and kill the raiders. The deaths of Thissan Ka and Kayl Kartan each give the Wolfen player one victory point.

The winner is the player who has won the most victory points by the end of the game. In case of a draw, the winner is the one who has the higher strategic value still standing on the battlefield at the end of the scenario.

**Duration:** 6 rounds