CONFRONTATION SCENARIOS - RULES

Confrontation scenarios are defined by a series of sections covering each of the elements required to play the scenario. The sections are:

Situation: The disposition and quantity of scenery and objectives plus any additional rules.
Deployment: The deployment of the combat groups.
Objectives: Description of the players goals.
Victory Conditions: Requirements for victory and associated VP.
Bonus Conditions: Secondary goals and associated bonus AP.

SITUATION

The situation section defines the state of the battlefield before the start of the combat, the placement of the elements of scenery or counters that are present on the playing field as well as any specific conditions. Any additional rules for the game will be put here.

Elements of Scenery

Types of scenery

There are three types of scenery:

Scenario scenery: Representing objectives or crucial elements required by the scenario. Typically these elements are placed in specific positions on the table.
Standard scenery: Typically this scenery is immoveable and indestructible. It is placed by the players at the beginning of the game.
Moveable elements: Such as tokens. Typically objective oriented, can be picked up/pushed etc.

Amount and placement of scenery

Each game should have 4 or more elements of scenery, unless the scenario specifies otherwise. The Organiser of the tournament will determine how much scenery should be used on each table. However, all the tables in a tournament should have similar amounts of scenery, as measured by area.

Note: An element of scenery may have a maximum size of 30cm by 30cm. The game effects of scenery should be agreed before any scenery is placed.

Unless specified otherwise, scenery should be placed in the following order:
• First set up the fixed elements of scenario scenery required by the scenario.
• Then set up the standard scenery, with each player placing an element in turn. Both players roll a die and the player with the highest result places the first element.
• Then set up any moveable elements (such as tokens) and neutral fighters as specified by the scenario.
• Finally, one player should roll a die to determine each player's deployment zone.

Attention! Unless the scenario makes an exception, all elements of scenery must be at least 6 cm from any other elements of scenery or the edge of the table.

Assault and combat with elements of scenery

Assaulting elements of scenery: Unless Charging an element of scenery with Structure Points, all assaults against elements of scenery are considered to be Engagements. No bonuses from abilities like Charging Strength or special capacities like Pledge of Kylaë will apply.

Splitting frays involving elements of scenery: Elements of scenery are not taken into account during the splitting of frays. A fighter always has the option to attack an element of scenery with which it is in

base contact, even if attacks have already been made against that element of scenery earlier in the combat phase.

Attacks against elements of scenery: A fighter engaged against an element of terrain without being in base to base contact with an enemy receives his normal combat dice. However, a fighter in contact with an element of scenery and enemy fighters does not gain an extra combat die because of the scenery. Abilities such as "War Fury", "Brutal Charge", "Born Killer" and so on are applicable.

Example: A Griffin Conscript in contact with an element of scenery will have two combat dice. The same Conscript in contact with scenery and an enemy will still have just two combat dice.

A fighter who finds himself in contact with an element of scenery and one or more opponents is not obliged to attack the element during the combat phase. He may concentrate all of his attacks on his enemies. On the other hand, if he wants to attack the element of scenery, he must assign his attacks against it and his opponents at the same time.

Note: Except in exceptional cases mentioned in the text of a scenario, an element of scenery will not defend itself. The attacker must still carry out his attack roll because a result of "1" is considered an automatic failure.

Damaging elements of scenery: Unless specified in the scenario, all elements of scenery are considered to have the Inalterable ability. When an element of scenery with Structure Points (SP) undergoes a damage roll, or is damaged directly, the loss of SP is applied as follows:

Damage	STUNNED	LIGHT WOUND	SERIOUS WOUND	CRITICAL WOUND	KILLED OUTRIGHT
Structure points lost	No effect	1	2	3	4

Note: Double results are not considered to be Exceptional Wounds. Even a double 6 does not automatically cause the loss of 4 SP. Similarly, effects that rely on striking a specific body part do not apply to damage against scenery.

Elements of Scenery and Pursuit Movement: A fighter may not attack an element of scenery after a pursuit movement. He must be in contact with the element of scenery at the beginning of the combat phase in order to attack it. The destruction of an element of scenery during the combat phase does not grant a pursuit movement.

Shooting Elements of Scenery: Elements of scenery are never considered when distributing shots targeting either a fighter or the element of scenery itself.

DEPLOYMENT

The Deployment section indicates how the combat groups are to be placed on the battlefield during the Approach Phase:
• The armies deploy normally unless specified otherwise in the scenario.
• Unless specified otherwise scouts are deployed according to the normal rules but may not use the Scout ability to deploy within their MOV characteristic, in centimetres, of an objective or element of scenario scenery.
• No figure or nexus may be deployed on or within any element of scenario scenery or any impassable or inaccessible element of standard scenery.

OBJECTIVES

The Objectives are summaries of the goal or goals that must be achieved by the players.

The Victory Conditions indicate how to determine the winner and loser of each scenario, be it destroying your foe's chief, your chief surviving, controlling an objective or grabbing that damned pidgeon. A number of these require fulfilment of certain criteria (claiming an objective or picking up a pidgeon) or have specific rules of their own (grabbing tokens, setting fire to things). The rules pertaining to these are listed below.

Chief

Certain scenarios require one fighter in each army to be designated as the Chief of the army. The Chief of an army **MUST** be the most expensive Character (in total AP value, including artefacts, additional costs, etc.) in the army list. If two or more characters have the highest AP then the player may choose which of these characters will be their Chief.
Reminder: The army's Chief must be noted on the Tournament List and must be the same fighter for the entire tournament.

Looting

Certain scenarios use "tokens" on the battlefield that the players must seize.

Collecting a Token: To collect a token a fighter must end its movement (either during its activation or after a pursuit movement) on the token, which is then placed on its base. In certain cases a fighter may not pick it up:
• A fighter in Rout may never pick up or end its activation on a token.
• A Summoned fighter may never pick up or end its activation on a token, unless it belongs to the same people as the main army.
• A fighter who is not at the same height level as a token may not end its movement on it.
• A fighter that cannot collect a token may not end his movement on it. The token must be placed to one side to allow another model to collect it.

Note: The fighter may not continue its movement after it has recovered a token. However, it will be able to carry out pursuit moves under the normal conditions.

Carrying a Token: All tokens have the ability "Carry/X", where a fighter can carry a maximum of X token(s). The value of X is considered to be 1 (one) unless defined in the scenario. Once carrying a token(s) a number of movement restrictions apply:
• A fighter carrying a token can never leave level 0, voluntarily or not, by any game effect (Flight ability, Rejection spell, etc.).
• A fighter carrying a token can never move faster than 2 x MOV by any game effect (spell, abilities, etc.).
• A fighter carrying a token can never increase his MOV by any game effect (spell, abilities, Mutagenic / X, etc.).
• A fighter carrying a token can never be affected by a game effect which allows or requires it to move more than once per phase (spell, abilities, etc.).
• A token may not be moved other than by the model which is carrying it.
• A fighter may never use the "Scout" ability while it carries a token and is considered to have been revealed.
• A fighter may not use the "Flight" ability while it carries a token.

Dropping a Token: A fighter drops their token(s) if any of the situations in the following list takes place.
• In rout as soon as they have failed the Courage test.
• When a fighter is retired from the game.
• When a fighter leaves the battlefield (voluntarily or not).

• If the model is removed after an unspecified effect (beneficial or not) and then returns before the following turn.
• Voluntarily drop one or more tokens during the Maintenance Phase.

Dropped tokens are placed either where the fighter was when it left the field, as close as possible to where the centre of her base was, or in base contact with the figure (or as close as possible to base contact) by the owner. Tokens should be stacked if more than one is dropped at the same time.
A dropped token may then be collected unless the scenario states otherwise

Counters

Certain scenarios use "counters" to mark effects, such as the extent of a fire. These are not the same as tokens. Counters may never be carried, picked up or blocked: they do not represent physical objects.
• A fighter can add or remove counters on an objective or element of scenery during the Maintenance Phase if they are in contact with it.
• A fighter may add or remove (following the scenario instructions) as many counters as his basic Force (1 counter for Small or Medium size, 2 for Large size, 3 for Very Large "Enormous" size). The full rules for determining Force are detailed on p19 of the C3 rulebook.
• Summoned fighters never add or remove counters unless they belong to the same people as the main army.
• Fighters in Rout may never add or remove counters.

Control of Objectives

Where appropriate each scenario will specify if fighters must be either in base-contact with an objective or in a specified zone around an objective to count towards its control.
In both cases a player will only control the objective if he has **both** more Force and more total AP Value than his opponent.
Reminder: the AP value of fighters includes all extra costs, such as artefacts, treatments and Solos, and is also reduced by their level of wounds (-5AP if Serious wound; -10AP if Critical wound). The full rules for Control of an objective are detailed on p124 of the C3 rulebook.

• A fighter in Rout or at level 1 or above is never included in the total Force or Value for controlling an objective.
• A summoned fighter is never included in the total Force or Value for controlling an objective unless it belongs to the same people as the main army.
• Hidden fighters, for example those using the "Scout" ability, do not count towards control of an objective.
Reminder: Fighters summoned or returned to the game in any way on the last round of the game do not count towards control, whatever their people. See page 125 of the Confrontation rulebook.

For the purpose of the control rules, a figure counts towards control if either more than half of one base edge is in contact with the objective or if her entire base is within the zone, as applicable for the scenario.

Neutral Fighters

Some scenarios use neutral fighters and a summary of their rules is provided below. See p98 of the Dogs of War rulebook for the complete rules for Neutral Fighters.

Neutral fighters:
• Activate before all other fighters if they are free from all opponents but activate after all other fighters if in contact with an enemy at the start of the round.
Note: This is a change from the standard rules for Neutral Fighters
• Always assault the nearest non-neutral fighter, charging wherever possible. If two or more fighters are closest then determine which fighter is targeted as detailed below. Double the distance measured over Encumbered terrain.

• Ignore fighters at an altitude level they cannot reach.
• Roll for Initiative separately in combat.
• Always place all their dice in attack unless a game effect forces them to do otherwise. If a neutral fighter does not have enough attack dice to attack every remaining opponent then determine which fighters are targeted as detailed below.
• Always use their active abilities.
• Always roll up results of 6 on any of their characteristic tests.
• Always pursue towards the nearest non-neutral fighter wherever possible.

For tournament play, if a neutral fighter has a choice of two or more targets (for an assault or an attack, for example) it will target in descending order of preference:
• The fighter with the lowest total AP value
• Of these, the fighter with the worst level of wounds
• Of these, the fighter determined by a die roll
Even if a neutral fighter has a nominal AP value it is not counted as a "kill" or "loss" for the purposes of Goal Average.

Summoning of Fighters

Summoned fighters are those brought onto the table with a spell, miracle or artefact whose numbers are limited by the summoner's Rank. See p79 of the C3 rulebook for a complete definition.
Fighters summoned during the game do not count for the purposes of VP (i.e. they are not counted for control of an objective, they may not pick up a token, they may not add or remove counters, etc.) unless they belong to the same people as the main army.

Example: A summoned Morbid Puppet mentions "Regular of Acheron" in its rank, so it may be counted for VP for an Acheron army not for any other army. A summoned Ira Tenebrae, Fire Elemental or Sparkling does not mention a people in its rank, so it is never counted for VP for any army.

However, non-summoned versions of fighters do count for the purposes of VP. Where an army may contain both summoned and non-summoned fighters of the same profile the player must clearly mark or colour the figures to distinguish one type from the other.

Example: A non-summoned Ira Tenebrae, Fire Elemental or Sparkling may pick up tokens, add and remove counters and control objectives.

A fighter may never be summoned or return to play (e.g. via Reinforcement) or appear on the game table in base contact with an element of scenery or another figure or on a token. Where it is required, the value of a summoned fighter is equal to the amount in AP indicated on their reference card.

Bonus

The Bonus indicates the possible bonus points that may be claimed by the players at the end of the game for achieving certain non-objective goals.
The maximum bonus is 100 AP. Even if a player is eligible for more than 100 AP they may only score a maximum of 100 AP in bonus.