

OFFICIAL RULES

FOR



**CONFRONTATION 3
TOURNAMENTS**

2007 SEASON

GDR CONFRONTATION TOURNAMENT RULES 2007

The Rules for Tournaments presented here replace the Rules on Page 207 of the Third Edition Confrontation Rule Book.

The 2007 Season will Begin on the 1st January 2007 and all Tournaments must be completed by the 31st October 2007.

Army List

Before announcing a Tournament, the event organiser must first decide the maximum Army size permitted.

Confrontation Tournaments Armies may be constructed using 200, 300, 400, 500, 600, 700, 800 point Armies.

Note: This army will be detailed on the C3 Play sheet.

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 is 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. 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. All additional costs must be noted on the Army List.

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.

Example:

- 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 (Griffin Conscript, Guard of Alahan, etc...) the player must indicate on the army list the bonus(es) chosen for the fighters. Fighters assigned to the same card must benefit from the same bonus. It is specifically forbidden to change the type of bonus weapon used between matches.

Except for specific exceptions, only products commercially available for one month (**in any language**) are allowed in tournaments.

Clarification: The date of commercial availability corresponds to the release date announced on the Rackham mail order website (currently at <http://www.rackham-store.com>).

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

Special Case:

- Adventurers are playable as they appear on their reference card.

- Cards for Leaders published with the RAG'NAROK game are playable. Being characters, it is obligatory to convert a figure and to identify it to opponents.

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

- Exclusive figures of Confederations of the Red Dragon (e.g. UKCORD, NACORD, CDRF, CDRE etc.):

Peoples of the meanders of Darkness may choose Alyena as a fighter in their armies.

Yshaelle "the Forgotten" may join the peoples of the path of Light;

Erhyl may join the peoples of the way of Destiny.

- Characters mentioning "Shadow..." on their reference card are prohibited.

Profiles from Confrontation Version 1 (White Cards) are prohibited.

- Characters of Level 3+ Titans may only be used in Evolution Hero.

TOTAL MYSTIC RANKS

The Total Mystic allowed for Games is as Follow's

Characters

- 100 - 300 AP: 2



- 400- 500 AP: 3
- 600 - 700 AP: 4
- 800 AP: 5

TOTAL

- 100 - 300 AP: 4
- 400 - 500 AP: 5
- 600 - 700 AP: 6
- 800 PA: 7

All Elemental summoning Spells are considered a family with frequency: **Unique** and is restricted to rank 2 or higher, mage/Warrior-mage 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 Essaï's, a Questeur.

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.

For modular profiles, the 2 cards 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:

- From 0 to 30 A.P.: **3 per card**
- From 31 to 50 A.P.: **2 per card**
- Over 50 A.P.: **1 per card**

LIMITATIONS LIST

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.

When the exceptions list refers to profiles counting as a family, that means that these profiles as a whole are limited to two cards.

- Acheron characters Janos and Lo'nua (Cry Havoc n°7) can freely be played.
 - Cynwall themes "**Army of the Republic**" and "**The Way of Trihedron**" prevail over general limitations for number of miniatures on a card.
 - Sessair Giants are all considered the **same family** and limited to **2 card's each card must use a different Profile**;
 - Kelt Shaman is limited to **1 card**;
 - Alahan Knight is considered the **same family** as mounted musician and mounted standard-bearer and limited to **1 card**;
 - Lion Royal Guards are considered as the **same Family**;
 - All 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**;
 - Ophidian Archers are limited to **1 card**;
 - Drunes Formor Fiends **each card played must use a different aura or none at all**;
 - Goblin 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**;
- The Argument is Limited to 2, one per Card.
- Goblin Bakemonos are considered the **same family**, and limited to **1 card**;



- 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**;
- Huntsmen of Vile-Tis are limited to **1 card**;
- Amoks slayers/Warriors of Stone **each card played must use a different profile**;
- Mandigorn warriors are limited to **1 card**;
- All Cadwallon Ogres, except Firebrand Ogre, are considered the **same family each card played must use a different profile**
Artefacts, Miracles, Spells and Treatments

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

Reference: Cards

Except for original cards, Photocopied/Scan's of Cards are only permitted if it is no longer available. Copies of LE Cards are not acceptable under any circumstances.

Experience Cards may not be used.

Appearance of the Figurines

- The GDR strongly recommends that the figures played should be painted. Otherwise, they must at the bare minimum be assembled and firmly fixed to their bases to allow them to be handled easily.
- For modular profiles the GDR recommends that figures' weapons correspond to the selected bonus(es).
- The figure deployed must always correspond to the reference card used.

Example: If a player plays the reference card of the Bard of Alahan 1, the figure deployed must be that of the bard of Alahan 1 and not that of the bard of Alahan 2.

Attention! Limited edition figures are only playable with their original figures.

Example : A converted Reaper may not be used as a replacement for the figure of Arakan the Duellist.

- For alternative profile cards (Troops and Characters from Army Packs, Cry Havoc cards, Warriors of Rag'Narok etc.), it is requested that a figure as close as possible to the card's illustration is used.

Note: A conversion or a specific paint scheme should be used to make identification easier.

- **Non-Rackham figures are not acceptable.**
- Proxies (Figures replaced by another) are prohibited.
- Conversions are acceptable if based 100% on Rackham figures or personal sculpture.

STATELESS, ALLY AND MERCENARY

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

THE CONFRONTATIONS

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 in the direction of the length or width 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.

TOURNAMENT'S

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 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, but not in number of turns, is variable according to the maximum size of armies.

200AP = 1 hour
400AP = 1h 45m

600AP = 2h 30
+200AP = +45m

EVOLUTIONS

Game Evolutions are alternatives to the "classic" format. They allow the possibilities of play to be enriched, existing scenarios to be spiced up and above all considerable variation in GDR-format tournaments.

The GDR Evolutions listed below set out several Evolutions, which 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 organisers may decide whether or not to use one or more Game Evolutions according to the Type of the Tournament.

They must be announced when the Tournament is publicised at the same time as the selected scenarios.

The chosen Game Evolutions apply to all Rounds of the Tournament.

- Evolution without Affiliation The affiliations of the packs of armies, Cry Havoc or supplements Rackham are not playable.
- Allied and Mercenary Evolution Allied Theme and Mercenary are authorized according to the rules on page 127 of the book Confrontation Third Edition.
- Allied Evolution Allied Theme are authorized according to the rules on page 127 of the book Confrontation Third Edition.
- Mercenary Evolution Mercenaries are authorized according to the rules on page 127 of the book Confrontation Third Edition.
- Evolution without Incantation and Divination.



The spells and the miracles are not authorized.

- Evolution without Machines. War machine's are not authorized.
- Evolution Heroes. Living Legends or the personages marked as such on the Limitations are playable. Titans are playable as indicated on the Limitations List.

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).

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 not be used to show damage or other game effects as this may lead to confusion.

It is equally up to player's to bring enough copies of there army list.

Please remember that the objective of tournaments is to meet players in a good mood.

Please be respectful to other players and the time and effort put in by Tournament Organiser's.

FORMAT OF THE OPENS, CHAMPIONSHIP NATIONAL AND INTERNATIONAL CHAMPIONSHIP

Certain Important Tournaments, such as Open's, National Championships and the International Championship will use the following standard format of play.

List army: 400 P.A.

The confrontations: Tables 120 x's 60 cm.
Lasted: 1h45.

Evolutions: None.

