

## CONFRONTATION TOURNAMENT RULES 2007

The tournament rules presented here replace those found on page 207 of the Confrontation Third Edition rulebook.

The Confrontation 2007 season begins on **January 1st, 2007** and ends on **October 31st, 2007**.

### ARMY LISTS

Before the tournament, the organizer announces the value in Army Points with which players may build an army of combatants.

Unless explicitly contradicted, only profiles released for a month or more are playable in an official tournament.

### LIMITATIONS

#### Models

The maximum number of models in an army is fixed at **ten per 200 A.P. section** (rounded up).

No model can have a strategic Value higher than **50%** of the army list, except within the framework of the use of an "Evolution".

The following rules on models and reference cards replace those found on page 129 of the *Confrontation Third Edition rulebook*.

#### Model Limitations

Individual Value	Maximum Number of Models of the same profile per 500 A.P.	Maximum Number of Models per card
< 30 A.P.	6	3
>= 30 A.P. and < 50 A.P.	2	2
>= 50 A.P.	1	1

#### Characters

The army list must include at least **one** Character lower than rank three.

The total A.P. value of Characters must be between **15%** and **50%** of the army list.

#### War Machines

Up to **30%** of the value of the army list may be war machines. The value of servants is included within this limit. Characters whose rank mentions artillery are not included in this limit.

#### Artifacts, Miracles, Magic spells, Treatments and Solos

Only **one** instance of the same artifact, magic spell, miracle or treatment may be played **per 500 A.P.** (even incomplete). Solos are limited to **one** instance **per 100 A.P.** section (even incomplete).

#### Reference Cards

Original cards must be used. Photocopies, scans, or color prints are only authorized in

the event that a card has been discontinued or is out of stock.

**Experience cards are prohibited.**

## **Appearance of the Models**

Assembling and painting models are very widespread activities in the player community and deploying an entirely painted army on the table is much more fun. A pleasant appearance adds to the pleasure of playing. Certain players do not hesitate to push art even further by converting all their models in order to personalize them and to make them still more sumptuous.

This is why Rackham highly encourages players to devote a little time to the painting of their forces, if only out of respect for the model which we have created for you.

Except for the Painting Option, fielding painted figures is only recommended (not required). At a bare minimum, the models must be assembled and attached to their base in order to allow easy handling.

**Matching the weapons of the models with the selected profile is advised.**

**The deployed model must always correspond to the reference card.**

For alternate profile cards (Troops and Characters from Army Packs, cards from Cry Havoc, Warriors of Rag'Narok, etc.), it is requested that the model is the nearest possible to the illustration on the card.

Models and bases from manufacturers other than Rackham are not allowed.

Proxies (Models replaced by another) are prohibited. Conversions containing 100%

Rackham models or personal sculpture are allowed.

## **Stateless, Allies, and Mercenaries**

Except for Stateless, Allies and Mercenaries are prohibited except as allowed by an "Evolution". Mercenaries can be played only with their people of origin.

## **THE CONFRONTATIONS**

The Confrontations of tournaments are played on a table whose dimension varies according to the format.

The combatants clash across the length or width as indicated by the scenario. Unless otherwise indicated, the table is considered to be clear ground.

## **Elements of Scenery**

The elements of scenery represent neither more nor less than what they are.

A minimum number of four elements of scenery is required per table.

Unless otherwise indicated, each must be placed more than 10 cm from all edges of the table and all other elements of scenery.

**Trees:** Considered to be of large size, it blocks line of sight. A tree is an element of scenery on its own.

**Hill:** Accessible from all sides, it blocks line of sight for any combatant whose size is less than "very large size". Once on the hill, the combatant's size is increased by one with regard to line of sight.

**Fords:** A ford is regarded as an encumbered zone and each centimeter of distance covered counts for two.

**Dwelling:** It blocks the lines of sight being of Very Large Size. Unless otherwise indicated, it is impossible to enter a dwelling.

**Hedgerow, Row of Posts:** They are impassable and grant partial cover.

**Low wall:** impassable and block line of sight for any combatant of size less than "Large Size".

**River and Lakes:** impassable on level 0.

The beginning and the end of a Confrontation are announced by the referees or organizers. With the announcement of the start of a Confrontation, the players are required to reveal to their opponent the people and any affiliation of his forces. With the announcement of the end of confrontation, combats in the course of resolution (if initiative has been rolled) must be completed. Pursuit movement resulting from this combat are not carried out.

## COURSE OF A TOURNAMENT

One day tournaments are played as three or four rounds. Two day tournaments are played as four, five, or six rounds. Tournaments which are played over one month consist of four, five or six rounds.

A round always consists of a maximum number of six turns. If the end of the 6th turn of play is reached before the end of the time of Confrontation, the Match ceases. Confrontation also ceases before the end of the 6th turn or the duration of the round in the case of an army of combatants completely destroyed. However, the player who has eliminated all of his opponent's combatants can finish his turn under the normal conditions all the same.

## EVOLUTIONS

The evolutions are options that the organizer can add to the format that he has chosen.

### • Evolution Fair Play:

At the end of round each, every player gives a Fair Play score to his opponent. There are three possible grades: 1 = non-Fair Play Player, 2 = Correct Player, 3 = Fair Play Player

At the end of tournament, the organizer carries out an average of these grades and according to the obtained result applies the following bonus:

- <2: - 300 Goal Average
- 2 and <3: + 0 Goal Average
- = 3: + 300 Goal Average

### • Evolution Without Affiliations:

The affiliations of the Army Packs, *Cry Havoc* or Rackham supplements are not playable.

### • Evolution Allies and Mercenaries:

Allies and Mercenaries are authorized according to the rules on page 127 of the Confrontation Third Edition rule book.

### • Evolution Without Incantation or Divination:

Spells and miracles are not allowed.

### • Evolution Without War Machines:

War machines are not allowed.

### • Evolution Weather and Astrological Events:

This evolution can be announced at the start of any game round and can apply to one or several rounds.

It is possible to choose one or two effects that apply simultaneously.

- **Wind:** In Progress...
- **Rain:** In Progress...
- **Fog:** Lines of sight are reduced to 10 cm.
- **Seismic tremor:** Every turn, the players designate two enemy models that suffer a penalty of 1 on its initiative rolls.
- **Veil of Darkness:** All fighters benefit from a bonus of +1 on their damage rolls.
- **Full Moon:** At the start of every turn, each player designates one of its models that acquires the ability "Possessed" for the rest of the turn.
- **Astral conjunctions:** One time per game, each player benefits from a reroll of single failed die.

#### • **Evolution Paint:**

Players having a completely painted army see themselves favored with a bonus of +300 to the Goal Average.

#### • **Evolution Shadows:**

Shadows from Travel Journals are allowed.

#### • **Evolution Heroes:**

There are no limits on characters (number, cost, or rank). All ranks of models are allowed. Titans are allowed without limitation of cost or number.

## **TOURNAMENT TYPE**

There are three types of Official Tournaments.

### **Regular Tournament:**

**Army list:** 200 A.P.

**The confrontations:** Tables of 60 x 60 cm or 120 x 60 cm. **Duration:** 1 hour.

*Note: This game format's goal is to familiarize players new to tournaments with the rules and system, in an environment of good cheer. Recommended Evolutions: Fair Play, Without Affiliation, Without Incantation or Divination, Without War Machines.*

### **Elite Tournament:**

**Army list:** 400 A.P.

**The confrontations:** Tables 120 x 60 cm or 120 x 80 cm. **Duration:** 1h45.

*Note: This type of tournaments, without Evolutions, is used for National Opens, National Finals and International tournaments. Recommended Evolutions (except Open, National Final and International): All except for Evolutions Shadow and Heroes.*

### **Legend Living Tournament:**

**Army list:** 600 A.P. – 800 A.P. – 1.000 A.P.

**The confrontations:** Tables between 120 x 80 cm and 120 x 120 cm. **Duration:** 3 h maximum.

*Note: This tournament type is for players desiring to return to legends or wishing to meet challenges titanesses! It offers the possibility to play in a manner more original and more grandiose. Recommended Evolutions: All.*