

Confrontation 3 Battle Sheet

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Deployment: The Approach

- 1. Strategic phase:**
 - Determine Approach Sequence – create deck.
 - Tactical Roll, see below.
- 2. Approach phase:**
 - Draw cards
 - Place Miniatures

Game Round:

1. Strategic phase
2. Activation phase
3. Combat phase
4. Mystic phase
5. Maintenance phase
6. Time out

MOV 10
INT 4
ATT/STR 4-8
DEF/RES 4-7
AIM 3
COU 6
Fear 6
DIS 3
Faith
Destruction
Alteration
Power 4

1. Strategic Phase:

- a. Rally Tests**
Rally any Routed fighters, p.58
COU or DIS test at Diff: 6
- b. Activation Sequence**
Create Activation Deck.
- c. Tactical Roll = Best DIS + 1D6**
[+2D6 if Leadership/X character used.]
[Musician Only +1, Full War-staff = +2]

2. Activation Phase:

- a. Card Drawing**
 - **Winner** of Tactical Roll chooses who has the **Lead** & has **2 Reserve cards** for the Activation phase.
 - **Loser** has **1 Reserve card**.
 - Player with **Lower card count and fig count** gets number of refusals = to # cards less.
 - Reserve cards may NOT be swapped.
- b. Activation: Announce actions**
 1. Announce & resolve **Exclusive** first:
Moving under cover, Charging, Engage and opponent.
 2. Announce & resolve **Cumulative**: Walk, Run, Fire, Mystic actions. May be combined.

Power

Size (Force): p.19

Small (1): On infantry base [25x25mm]: Dwarves of Tir-Na-Bor & Mid-Nor Goblins, Familiars, Baron Samedi, Fire-Spitters of Mid-Nor and Dwarf Bombadiers.

Medium (1): On infantry base and not listed in Small or Large list. The Executioner and Sasia Samaris.

Large (2): Cavalry [25x50mm], Creature [37.5x37.5mm] or Large Creature [50x50mm] size bases.

Very Large "Enormous" (3): "Enormous" on card.
Very Large "Colossal" (4): "Colossal" on card.
Very Large "Gigantic" (5): "Gigantic" on card.

2. Activation Phase: MOVEMENT

- **Walking** - move up to MOV (cm)
- **Charging** - LOS, MOV x2, Target suffers charge penalties if **Force ≥ charged Force**
- **Engaging** – MOV x2, no penalties

Special Moves:

- **Disengage** – INT roll Difficulty 4 + 2 per opponent
- **Disengage by Force** - Must be > size, STR roll – highest RES Difficulty 4 + 2 per opponent

Success = may move away at full MOV

Fail = not able to put any dice into ATT in next H-to-H phase. May still Counter-Attack or use Ambidextrous.



Moving Under Cover = ½ MOV for +2 Diff AIM when targeted. May do nothing else until end of round.

- **Flying**, see p.38

2. Activation Phase: FIRING

May Fire IF:

- Has LOS on Target
- Firer has/is...
 - AIM of 0 or more.
 - A Ranged Weapon
 - Been Activated
 - Free of opponents
 - Not Charged/Engaged/Run
 - Not Cast

Characters may Assault Fire & Rapid Reload

1. Designate TARGET
2. Measure Distance.
3. Calculate Difficulty.
4. Roll Aim test.

Firing into a Fray: p.40

Successful shot on Target, but target is in base-to-base with 1+ from Firer's camp must make a **distribution roll**.

On a roll of 4-6, hit Target.
On a roll of 1-3, hit own camp.

You may **NOT** target fighters from your own camp.

5. Determine Damage.

FIRING: AIM Test = AIM + D6

Difficulty Range:

Short	4
Medium	7
Long	10

Modifiers: accumulative

Walk or Reorientation	+1
Target Moving Under Cover	+2
Target at Different Altitude	+2
Target partially visible	+1
Size: Large	-1
Size: Very Large	-2

2. Activation Phase: Mystic Actions, See separate Magic Battle sheet.

3. Combat Phase:

TACTICAL roll winner SPLITS FRAYS into COMBATS then the players take turns deciding on the ORDER of COMBATS fought, starting w/Tactical winner.

COMBAT:

1. Roll INI, Higher = Attacker(s)
2. Defender(s) DECLARES DICE
BUYS Dice: Character up to 2 Mage / Faithful 1
3. Attacker(s) DECLARES DICE
BUYS Dice: Character up to 2 Mage / Faithful 1
4. Defender(s) declares if DEFENDS or COUNTER-ATTACKS (+2 to ATT total) against this Attack Die. May choose 1+ dice to defend.
5. ATTACKER(S) each Attack with 1st Die.
6. COUNTER-ATTACK, If successful is resolved immediately
7. Immediately Assign Wounds
8. Defender(s) become Attacker(s), repeat until all ATT dies used.

SUSTAINED DEFENSE:

- If DEF dice \geq ATT dice, For Last DEF die only, Declare before ATT roll. DEF at ATT roll + 2
- Last DEF die rolls at ATT +2 Difficulty, continue to re-roll until DEF fails.

PURSUIT MOVE: If all enemies killed, can move ½ MOV. Fighter may engage new Figure so long as that figure has not fought in this phase yet. May Pursue only once per round unless Implacable/X.

WOUND TABLE:

Roll **2D6**, lowest value die = location [no re-roll on 6 & 1 not a fail], Highest value die added to STR for Dmg.

Damage = Σ (Highest Die + Attacker's STR – Victim's RES + Wound modifier)

DAMAGE	LEGS / 1	ARMS / 2	Stomach / 3	Chest / 4	HEAD / 5 - 6
< 0	-	Stunned	Stunned	Light	Light
0/1	Stunned	Stunned	Light	Light	Serious
2/3	Stunned	Light	Light	Serious	Critical
4/5	Light	Light	Serious	Serious	Critical
6/7	Light	Serious	Serious	Critical	Killed
8/9	Light	Serious	Critical	Critical	Killed
10/11	Serious	Serious	Critical	Killed	Killed
12/13	Serious	Critical	Critical	Killed	Killed
14/15	Serious	Critical	Killed	Killed	Killed
16/17	Critical	Critical	Killed	Killed	Killed
18 +	Critical	Killed	Killed	Killed	Killed



Defence = all dice go into DEF due to action.



Charge = -1 INI, ATT, DEF This round only



Decoy Marker



Trap Marker



Move Under Cover = + 2 Diff to be hit

Target Charged:

-1 INT, ATT & DEF

To get charge penalties the charged model must be charged by enough models to equal its size value.

Force of Chargers \geq Target Force

INI test = Highest INI + 1d6 + 1 per Mini from your camp.

Number of Dice: 1D6 + 1D6 per Opponent

ATT Test = ATT + 1D6 – Penalties (wounds, charged, etc.)

DEF Test = DEF + 1D6 – Penalties \geq Attack Test = Parry

Natural 1 or Calculated 0 = Failure

No DEF die = can NOT defend against ATT Roll.

{Think of DEF as active defence and RES as armour, etc. the passive defence.}



Max. Number of Opponents: (p.25)

- Infantry / 25 x 25 : 4 opponents
- Cavalry / 25 x 50 : 6
- Creature / 37.5 x 37.5 & bigger bases : 8

Influence of FEAR:

- Test COU to Charge or Engage FEAR-inducing figures.
- Test COU when Charged or Engaged by FEAR-inducing figures. Measure distance 1st then test.

Except for **Living-Dead** all Fear causing figs are susceptible to FEAR > their own. Test FEAR as COU.

Multiple Chargers & Multiple Charged: All test separately.

Effects of FEAR: Failed = ROUT

- DIS cannot be used for Tactical Roll
- If free of Opponents, FLEES [MOV x2]
- If assaulted before activated, FLEES
- Cannot Fire, Cast or Call.
- Cannot Counter-magic or censure
- If magician, -2 Mana recovery roll
- If Faithful, -2 T.F.
- In Combat cannot put more die in ATT than DEF
- Cannot make Pursuit Moves
- If has 'Leadership/X' and/or 'Authority' no effect
- Active Abilities no effect.

Rally Roll: Once per Strategic Phase, re-test COU

Once over come fighter Immune to Fear \leq Fear Level

Character's Combat Abilities:

BUY DICE (Sequence/2):

-2 ATT and DEF for each additional combat die.

Counter-Attack (active): p.133

Must announce before attacker rolls ATT die. -2 DEF but a successful parry gives an immediate Counter-ATT. Roll DEF = ATT roll + 2

Mages and Faithful may not Counter-Attack
Warrior-Mages & Warrior-Monks may.

Master Strike/0 or X (active): p.137

DEF dice \geq 2, use 2 dice Roll 1 attack, if success:
Wound roll = STR + ATT stat. + X = STR for roll

WOUND EFFECTS:

Apply to **totals** for INI, ATT, DEF, AIM tests and Dmg rolls.



Stunned = -1 until end of round



Light Wound = -1 until end of game

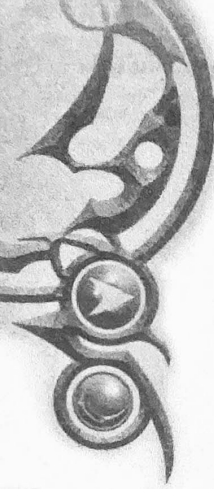


Serious Wound = -2 until end of game



Critical Wound = -3 until end of game

Note: "Stunned" & "Killed Outright" are not Wounds.



Confrontation 3 Magic Sheet

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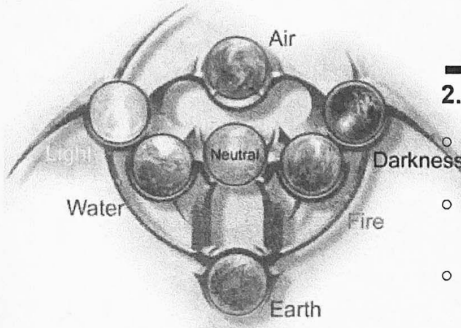
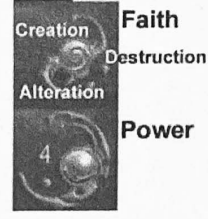
MANA RECOVERY: Power + 1D6

RESULT	INITIATE	ADEPT	MASTER	VIRTUOSO
Failure [1]	0	0	0	0
0 and -	1	2	3	4
1 to 3	2	3	4	5
4 to 6	3	4	5	6
7 to 9	4	5	6	7
10 to 12	5	6	7	8
13 - 15	6	7	8	9
16 - 18	7	8	9	10
19 - 21	8	9	10	11
22 and +	9	10	11	12

- o A magician starts with the **No. of Gems = Power**
- o **Mana Reserve:** Max. Gems = Power x 2
- o May take as many spells as long as their total intensity is not greater than Power x 2.
- o **Mana Recovery** -1 gem if **Pure Mage** in H-to-H [Does **NOT** apply to **Warrior-Mages** and Masters of **Hermetic** or **Necromancy**]

T.F. Generated by the Faithful [1 pt per #]				
	Devout	Zealot	Dean	Avatar
Pure Faithful	2	3	4	2
Warrior-Monk	1	2	3	6

- o Faithful start with a T.F. = **Total Faith Aspects**
- o **Pure Faithful** = unlimited # of miracles
- o **Warrior-Monks** = only 1 miracle
- o **Temporary Faith:**
 - o Calculate in the Mystic phase
 - o **T.F. for Round** = Aspect Total + Calculated T.F.
 - o **Calculation:** # of befriended figs, even partially in Aura of Faith, at same altitude level only. **DO NOT** include: Fighters with DIS "-", Living-Dead, Constructs, Stateless, & Elemental Beings.
 - o T.F. not used in the round are lost.



Elemental Opposition:	
Elemental Domain	Opposite Domains
Light	Darkness
Air	Earth & Darkness
Water	Fire & Darkness
Fire	Water & Darkness
Earth	Air & Darkness
Darkness	All Elements
Instinctive	None

Magician's Level	No. of Elements
Initiate	1
Adept	2
Master	3
Virtuoso	4

Artifacts	Character Rank
1	Initiate - Devout Irregular - Regular Veteran - Creature
2	Adept - Zealot Special - Elite
3	Master - Dean Living Legend
4	Virtuoso - Avatar Major Ally

2. Activation Phase: INCANTATION / CAST

- o A magician can not cast a spell if he runs, shoots, charges, or engages.
- o A Spell can only be cast once per round on a given target, whether successful or not.
- o **Pure Magicians** have the following abilities:
 - Sequence/1
 - Mastery of the Arcana
- o **Warrior-Mages** have the following abilities:
 - May Cast 1 Spell before making an Assault.
 - Sequence/2
 - Counter-Attack
 - Master Strike /0
 - Assault Fire, if has AIM 0+ & Range Weapon

SPELL CASTING:

1. **Choose Target**
Must have LOS
2. **Calculate DIFF**
3. **Sacrifice Gems**
4. **Improve Mastery**
Spend +1 gem = +1D6, roll, choose highest result to add to Power.
5. **Opponent announces Counter-magic**
 - Enemy caster must be in LOS
 - Must be within spell range of enemy caster.
 - May be in H-to-H, -1 on roll.
 - Spend one gem of any element, make **Incantation Roll vs. ≥ to Enemy casters roll**
6. **Opponent announces Absorption**
Spend = No. of Opposite Domain gems to adsorb the Spell.
7. **Incantation Test**
Power + 1D6 ≥ Spell Difficulty

If in H-to-H combat: Power + 1D6 - 1 [Does **NOT** apply to **Warrior-Mages** and Masters of **Hermetic** or **Necromancy**]
8. **Verification of Distance**
May not measure before this.
9. **Apply Spell effects** - Kaboom!

2. Activation Phase: DIVINATION / CALL

- o A Faithful can not cast a spell if he Runs, Fires, or Assaults. Can Call, walk, and then Call again. Can Disengage then Call. Can Call while in H-t-H
- o A Miracle can only be cast once per round on a given target, whether successful or not.
- o **Pure Faithful** have the following abilities:
 - Sequence / 1
 - Piety / 2
- o **Faithful of Merin and Mid-Nor** have the following abilities:
 - Illuminated (Re-roll DIV tests on 5 & 6)
- o **Warrior-Monks** have the following abilities:
 - May Call 1 Miracle before making an Assault.
 - Sequence / 2
 - Counter-Attack
 - Master Strike / 0
 - Assault Fire, if has AIM 0+ & Range Weapon

SPELL CASTING:

1. **Choose Target**
Must have LOS
2. **Calculate DIFF**
3. **Sacrifice Fervour**
Fervour spent to make Call are subtracted before DIV test rolled
4. **Strengthen the Bond**
Spend +1 T.F. = +1D6, roll, choose highest result to add to Faith.
5. **Opponent announces Censure**
 - Enemy Faithful must be in LOS
 - Must be within Miracle's range.
 - May be in H-to-H, -1 on roll.
 - For every T.F. spent, add -1 to DIV test.
6. **Divination Test**
Total Faith Aspects + 1D6 ≥ Miracle Difficulty

If in H-to-H combat: Power + 1D6 - 1 [Does **NOT** apply to **Warrior-Monks** and Faithful of **Merin** or **Mid-Nor**]
7. **Verification of Distance**
May not measure before this.
8. **Apply Spell effects** - KerSplat!