CONFRONTATION

CREDITS

INTRODUCTION

You have just acquired a miniature made for the games of *Rag'Narok* and *Confrontation*, in which groups of fighters clash in merciless wars on epic battlefields for the domination or the survival of their race.

Here are initiatory *Confrontation 3* rules to allow you to play with the *Rag'Narok* and *Confrontation* miniatures. *Confrontation 3* is a game that marks the beginnings of an age of battles, the Rag'narok, with small skirmishes that often have crucial consequences.

To start playing using the initiatory *Confrontation 3* rules you need a handful of six-sided dice (d6). You can start playing a game with your friends right after having chosen your miniatures!

As you progressively build a collection of miniatures based on the same army theme, you can use the *Confrontation 3* rules to simulate battles in which magicians, clerics and war machines influence the course of the Rag'narok. When this collection grows into a small army (several dozen miniatures), the *Rag'Narok* rules allow you to simulate large-scale battles. There are some differences between the *Rag'Narok* and *Confrontation 3* rules. Yet going from one system to the other is very easy since the fighters' reference profiles are identical in both games.

We hope that you have as much fun playing *Confrontation 3* as we had creating it! To continue your *Rag'Narok* and *Confrontation 3* adventures, RACKHAM publishes *Cry Havoc!*, a magazine devoted to the world of these games. This publication includes scenarios, new cards (profiles, artefacts, etc.), as well as articles describing the universe of *Rag'Narok* and *Confrontation 3*.

THE MINIATURES

RACKHAM takes the greatest care in all stages of the designing and production of each of your miniatures. For best results when painting your miniatures, we recommend that you equip yourself with a modelling knife, as well as with a selection of paintbrushes and acrylic paints.

Before painting your miniatures, first remove the excess metal with your modelling knife while directing the blade away from you to prevent injury. Then apply an undercoat of black or white paint. Once you have finished these two steps, you are ready to start painting your miniature. The reference card provided with it can be used as a painting guide.

THE ARMIES

After a long period of peace, war is breaking out all over Aarklash. Skirmishes are being fought on a daily basis, announcing the coming age of conflict. Ever since the beginning, the peoples of Aarklash have been preparing themselves for this age of destruction.

The Lions of Alahan, the protectors of justice and of Light, fight to re-establish order and prosperity on Aarklash. But their lands are threatened by the accursed hordes returning from Hell...

The Cynwäll elves and their majestic dragons are appearing from their long meditation to rediscover a world that has almost forgotten them. Who knows what kind of magic animates their strange artefacts?

Withdrawn in the troglodytic city of Drun Aeryfh, **the Drunes** will know neither rest nor hope until they have drowned the gods in the blood of their victims.

The Akkyshan elves of the Forest of Webs have a heart as black as night. Their black widows are getting ready to sacrifice Aarklash on the altar of their goddess, Lilith.

The sombre **necromancers of Acheron**, the accursed barony, are unleashing legions of undead fighters onto Aarklash!

Hidden in the Aegis Mountains, **the dwarves of Tir-Nâ-Bor** are forging the weapons and armour that can hold back the one thing that they are unavoidably bound to meet: Death itself.

The disciples of **the Empire of Akkylannie** have embarked on a new crusade to find their prophet's lost tomb. They will purify the world with the flames of the Truth of their god, Merin...

The orcs of Bran-Ô-Kor form the youngest and most vigorous people of Aarklash. Nothing seems to be able to stop the warriors of the god Jackal.

The alchemists of Dirz patiently observe their enemies from the desert of Syharhalna. At their commodores' signal they will let the horrors lying dormant in their laboratories flood over Aarklash!

Fierce nomadic warriors, **the Sessairs Kelts** of the plains of Avagddu are looking for the Ard Ri, the high king who will unite them again and guide them on the path of the goddess Danu.

The Wolfen are the greatest predators of Aarklash. They consider the other peoples to be their prey. They weave their victims' names into long strips and howl their victories to the Moon, Yllia.

The sovereigns believe that **the goblins of No-Dan-Kar** want to conquer the world. The goblins themselves consider that this is already done! Wherever one may go, they are already there.

The Daïkinee elves, victims of a strange curse, are seeking to reach the world of the fairies before being struck by extinction. Woe those who believe them vulnerable, for their soldiers live several lives...

The dwarves of Mid-Nor, evil dolls made of flesh and terror, gather around the Despot. No one knows how far their underground labyrinths reach.

The Devourers of Vile-Tis have distanced themselves from their Wolfen brethren. They are now loyal to the one who opened their eyes and is guiding them on the way to vengeance: Vile-Tis, the Beast.

THE PROFILES

These rules are a simplified approach of a richer and more complete system that is sold separately, which you can move up to once you have become familiar with those in this booklet.

The *Confrontation* miniatures represent the troops of two players fighting each other. They have characteristics that allow the various situations in the game to be resolved. They are all supplied with cards of various types. Only the reference cards are used for the rules in this booklet. They provide a fighter's characteristics.

Characteristics

Name

Equipment

Abilities

Strategic value (A.P.)

Rank

If the fighter's **name** is a generic term, then he is in the category of troopers. If it is a proper name or if his name is preceded by "the," then the fighter is a Character (see p. 44).

The characteristics are abbreviated by their first three letters when referring to their numerical value.

Movement/MOV determines the distance (in centimetres) that a fighter can cover by his movement. If a fighter has two values, then only the first one is used by the rules in this booklet.

Initiative/INI is used to determine who attacks first in combat.

Attack/ATT represents the fighter's skill when striking a blow at an opponent. **Strength/STR** is used to determine the damage inflicted by such an attack.

Defence/DEF is used when a fighter attempts to parry an attack. **Resilience/RES** is taken into account to neutralise an attack's Strength.

Aim/AIM indicates the degree of precision the fighter is capable of when using a range weapon.

Discipline/DIS reflects the will and the strategic sense of the soldiers on the battlefield.

Fear/FEAR 🌑 and **Courage/COU** 🌓 are not used in the rules in this booklet.

• The **abilities** are not used in these initiatory rules.
• The warrior's **rank**, grade or function in his army is printed at the bottom of the card.

• **Army points** (A.P.). The higher the number, the more powerful the fighter. It represents the individual value of the fighters supplied with the card.

Two parameters that characterise the fighters are not printed on the reference cards.
• The **state of health** is represented by **Wound levels**, which are symbolised using counters.

🟤 or 🟡 Light Wound

🟠 or 🟡 Serious Wound

🔴 or 🟡 Critical Wound

The other counters available are not used in this booklet.

• There are four **Size** categories. The goblins, dwarves of Tir-Nâ-Bor, and dwarves of Mid-Nor are considered to be of **Small Size** if they are provided with an infantry base. All other fighters provided with an infantry base (25 x 25 mm) are considered to be of **Medium Size**. All fighters provided with a cavalry base (25 x 50 mm), a creature

base (37.5 x 37.5 mm), or a large creature base (50 x 50 mm) are considered to be of **Large Size**. All Enormous, Colossal or Gigantic fighters are considered to be of **Very Large Size**, no matter the size of their base.

OTHER FIGHTERS

The *Confrontation 3* rules (sold separately) allow play using particular fighters:

- Magicians, who are distinguished by a

- Faithful, who are distinguished by a

- War machines, which are distinguished by a 　 or

THE RULES

To simulate the fighters' feats, the rules require six-sided dice (d6). Most of the time an action's success depends on the roll of a die and on one of the fighter's **characteristics**. This is called a **characteristic test**. To make such a roll, one simply rolls 1d6 and adds the **result** on the die to the value of the concerned characteristic.

• The **natural result** is the result on the die alone: ⚀ ⚁ ⚂ ⚃ ⚄ ⚅

• The **final result** is the result one gets after adding the characteristic's value to the natural result.

*Example: A fighter with an INI of 3 has to make an Initiative test. The player rolls 1d6 whose result is ⚃. ⚃ is the roll's **natural result**. The player then adds this result to the fighter's INI (3), which gives a **final result** of 7.*

When making a characteristic test, certain natural results cause game effects that simulate the fighters' clumsiness or heroic feats.

• ⚅ : The die can immediately be rolled again and the new natural result is added to the previous one. The player can thus re-roll the d6 as often as he gets a ⚅.

• ⚀ : The test is automatically failed, no matter what action was undertaken.

This rule also applies when the player re-rolls a ⚅: a ⚅ followed by a ⚀ is a failure.

If the player is to roll several d6 for the same test, then it is an automatic failure if the result on all the dice is ⚀. If several ⚅ are rolled, then the dice with this result can be rolled again, but the player must keep the result of only one of the re-rolled dice to determine the test's final result. If the result on such a re-roll is a ⚀, then it is a failure, no matter the results on the other dice of the first roll.

Examples: *Examples: On a roll using 4d6, a player gets ⚀, ⚁, ⚅ and ⚅. The player decides to roll the two ⚅ again to improve the final result, while he could also content himself with a 6.*
• If he gets ⚀ and ⚂ on this re-roll, then the final result is 9.
• If he gets ⚀ and ⚀ on this re-roll, then the test is a failure.

There are two types of characteristic tests:
- Tests against a **level of difficulty**.
- Tests against an **opposing final result**.
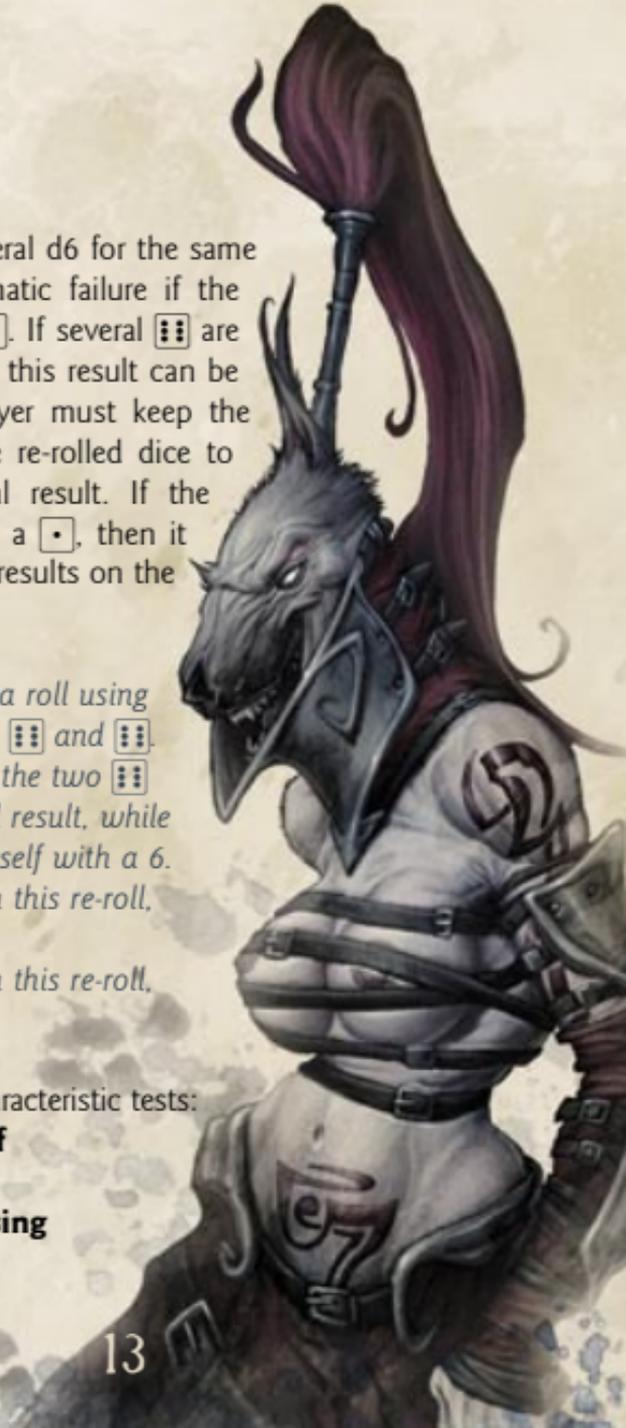
	🎲 LEGS	🎲 ARMS	🎲 BELLY	🎲 CHEST	🎲🎲 HEAD
1d6 + STR - RES (+Wound)					
< 0	—				
0/1					
2/3					
4/5					
6/7					
8/9					
10/11					
12/13					
14/15					
16/17					
18 et +					
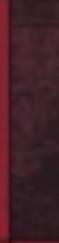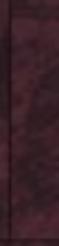
When making a Damage roll, a result of 🎲 is not an automatic failure and a 🎲🎲 cannot be rolled again.

Stunned   Light Wound   Serious Wound   Critical Wound   Killed Outright

Most of the time the player has to get a final result that is equal to or higher than a given threshold called the **difficulty**. If this test is successfully passed, then the undertaken action is carried out. If not, then it fails.

When two players have to make a test against each other, then no difficulty level is given. This is an opposition test. Each player rolls 1d6 and adds the result to the characteristic being tested. The player who gets the higher final result wins the test. If both players get the same final result, then the test is done again.

When making an opposition test, if a player gets a ⚅, he can wait to see his opponent's final result before rolling his die again. If both players get a ⚅, then the one who got the lower final result (before re-rolling the die) decides first if he wants to roll again or not. His opponent can wait for his decision, as well as for the result of the re-roll, before deciding if he also wants to roll again or not.

WOUNDING AN OPPONENT

When a fighter is hit, the gravity of the damage that he suffers is determined by a **Damage roll**. The player causing this damage rolls 2d6 and refers to the Wound Table. Each die is read separately:

• *The lower result* on the two dice indicates the column to be read for the Wound location.

• *The higher result* on the dice is added to the attacker's STR, and the target's RES is then subtracted from this sum to determine the line to be read in the Wound Table.

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The intersection of the specified column and line then indicates the Wound's result. A double ⚃⚃ automatically causes a result of "Killed Outright," no matter the attacker's STR and the target's RES.

⚀ and ⚃⚃ : On a Damage roll a ⚀ is not an automatic failure and a ⚃⚃ cannot be rolled again.

At the beginning of a battle, the fighters are in good health and in full possession of their faculties. When they suffer Damage rolls, their state of health can degrade. There are three Wound levels that simulate this.

🟤 Light Wound 🟠 Serious Wound 🔴 Critical Wound

There are also two other states that are not considered to be Wounds:

⚪ Stunned: The fighter is dazed. This state's effects are not taken into account in these initiatory rules. A result of "Stunned" is therefore simply ignored.

• Killed Outright: The fighter is eliminated.

A fighter's state of health can become worse in two different ways.
• If a fighter is not wounded yet and he is inflicted with a Damage roll whose result is "Serious Wound," for example, then his Wound level directly becomes "Serious Wound." Similarly, if a fighter who is already wounded is inflicted with a worse Wound, then his state of health directly reaches the new Wound level.

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• If a fighter who is already wounded is inflicted with a lesser or the same Wound as his current Wound level, then it worsens by one degree.

Light Wound, then Light Wound ▶ Serious Wound
Serious Wound, then Light or Serious Wound ▶ Critical Wound
Critical Wound, then Light or Serious or Critical Wound ▶ Killed Outright

Attention! *Stunned is not considered to be a Wound and does not cause a wounded fighter's Wound level to become worse.*

FIELD OF VISION AND LINE OF SIGHT

Before any action requiring a fighter to be able to see another, one has to check if the target is within his field of vision, meaning within a 180° angle in front of him. If it is not within this field, then the fighter cannot select this target.

BASE-TO-BASE CONTACT

A miniature is considered to be in contact with another if more than half of one of its base's edges is touching the other miniature's base. Some miniatures have dynamic postures that make it tricky to place other miniatures into base-to-base contact with them. Such miniatures are considered to be in contact even if a few millimetres are separating them.

The expression **"free of any opponents"** designates fighters who are not in base-to-base contact with any enemy miniatures.

Unfolding of a game

• Step 1: Army composition

First the players must agree on the number of A.P. their respective armies can be made up of. Once this is done, each player can build his combat group while respecting the limitations described further on.

• Step 2: Deployment

The players place their miniatures on the battlefield.

• Step 3: Game round

A game is divided into an indefinite number of rounds. Each of these rounds is subdivided into four consecutive phases.

1. The strategic phase: Each player must determine in advance the order in which his fighters will act (see Activation sequence). The players then make a Discipline test called the "Tactical roll."

2. The activation phase: The fighters take turns moving and carrying out various actions (assaulting, firing, walking and running).

3. The combat phase: The combat actions are resolved.

4. Time out: No actions can be done during this intermediary phase.

• Step 4: End of the game

A game ends when one of the two players has no more miniatures in play.

• BALANCING OF THE FORCES PRESENT •

Each fighter's value reflects his potential depending on his characteristics. It also takes into account his equipment, his abilities and any special capacities he may have. Because the latter are not used in these rules, there is a very simple way to adjust each fighter's strategic value.

- **Abilities:** -3 A.P. per ability printed on the reference cards. –6 A.P. if the fighter is a Character.
- **Special capacities:** Special capacities are aptitudes bound to certain troopers, which are explained on a separate card. If a fighter has such a card with no cost in A.P., then his value must be reduced by 4 A.P.
- **Equipment:** The following equipment is not used in these initiatory rules. The number in parentheses indicates the A.P. to subtract from the strategic value of the fighter carrying this equipment: Sacred weapon (10), Sacred armour (10), Sword-axe (4), Dorsal blades (5 per additional attack), Steam equipment (5 per piece of steam equipment).

Examples:
- A praetorian guardsman (38 A.P.) has four abilities and one special capacity (The Pillars of the Empire). His value must therefore be reduced by 16 A.P. (12 for the abilities and four for the special capacity). It therefore goes from 38 to 22 A.P.
- A thermo-warrior dwarf of Tir-Nâ-Bor (32 A.P.) has two pieces of steam equipment and three abilities. His value is therefore reduced by 19 A.P. and goes from 32 to 13 A.P

THE STRATEGIC PHASE

Every round of the game begins with the **strategic phase**. During this phase the players determine the order in which their fighters in play will be activated, and then make a Discipline test called "Tactical roll." For this test each player must select the fighter of his whose DIS will be used.

During a game of *Confrontation* each fighter is represented by a reference card. The same card can represent up to three fighters with the same profile.

At the beginning of the strategic phase each player makes a draw pile with all his reference cards by placing them face down in the order of his choice. This pile is called the **activation sequence**. During the activation phase the cards are drawn one by one in the order defined in this way.

During the game, if all fighters represented by the same reference card are eliminated, then this card is no longer included in the activation sequence.

Once each player has defined his activation sequence, they proceed with the Tactical roll.

THE ACTIVATION PHASE

During the activation phase the players take turns revealing their cards to activate their fighters. Every time a player reveals a card he announces the actions that the fighters bound to this card will be carrying out.

The actions made to bring a fighter into contact with an opponent must be announced and resolved before the others.

When all the actions of the fighters bound to the same reference card have been announced and resolved, then the player gives the lead to his opponent, whose turn it is then to play. They both take turns proceeding in this way until their activation sequences are empty.

DRAWING CARDS

The activation phase is divided into turns. During each turn only one player activates the miniatures bound to one or several of his reference cards.

At the very beginning of the activation phase the winner of the Tactical roll decides which player starts first. The player whose turn it is must play the card at the top of his activation sequence.

When a player's turn is over (once he has finished activating the miniatures bound to the cards he has just played), then it's the other player's turn. The players continue taking turns like this until all their cards have been activated.

If one of the players no longer has any cards, then it's his opponent's turn until he has played all his cards.

If all fighters represented by the same reference card are eliminated during the activation phase before their card has been played, then it is not removed from the activation sequence if it is still in it. It must be played in the usual way.

Activation

When a player plays one or several cards, the corresponding miniatures are activated. The fighters activated in this way can then act.

The actions they can carry out are divided into two groups:
• Exclusive actions that forbid fighters from carrying out any other action during the activation phase. This includes assaults.
• Cumulative actions that allow fighters to combine several different actions during the same turn.

Resolving an assault

To engage an opponent, the fighter does not necessarily have to see him. Two situations are possible:
• If the fighter is free of any opponents, then his movement potential is equal to his MOV x 2 (in cm).
• If the fighter is in contact with an opponent, then he must first attempt to break off the combat before being able to engage a different opponent. To do so, he must disengage (see p. 26). If he manages to do so,

then his movement potential is equal to MOV cm. He can then engage a different opponent or even one of those with who he was in contact earlier on. This, for example, allows a fighter to disengage from a fray in which he was outnumbered and return to engage one of his opponents in one-on-one combat.

CUMULATIVE ACTIONS

Once all assault movements have been resolved, the fighters who haven't acted yet are activated one by one in the order determined by the player controlling them. They can then walk, run or fire.
It is impossible to continue an action that was interrupted. A marksman can therefore move and then fire, or fire and then move, but he cannot move a part of his movement, fire, and then finish his movement. During his activation a fighter cannot walk and run or run twice in a row.

WALKING

A fighter free of any opponents can walk without conditions. If the fighter is in contact with at least one enemy miniature, then he must manage to disengage before being able to walk.
When a fighter walks, his movement potential is equal to MOV cm. A walk can precede or follow a shot, but it cannot be combined with a run.
In no way can a fighter come into contact with an opponent at the end of a walk. (To do so, an assault has to be announced, not a walk.)

Running

A fighter can run only if he is free of any opponents when he is activated. When a fighter runs, his movement potential is equal to MOV x 2 cm. In no way can a fighter come into contact with an opponent at the end of a run. (To do so, an assault has to be announced, not a run.)

Only certain advanced rules allow running to be combined with another action. Yet in these basic rules a fighter who runs cannot carry out any other action.

Firing

Only fighters with AIM and a range weapon can fire. He must have a line of sight onto his target and be free of any opponents. A fighter can fire before or after walking. It is impossible to fire and run during the same activation. A fighter can fire after having disengaged.

Apart from exceptions, a fighter can fire only once per round. If he has the possibility to fire several times and move during the same activation, then he can make all or some of his shots before and/or after his movement.

Movements

The distance that a fighter can cover is measured in centimetres.
• Walk: MOV x 1 cm
• Run: MOV x 2 cm
• Engagement: MOV x 2 cm (MOV x 1 cm after a disengagement)

Miniatures, as well as elements of the scenery, are considered to be obstacles that can obstruct the fighters' movements. During

any kind of movement, a fighter can move around the obstacles standing in his way. These detours are included in his movement potential. It is therefore recommended to use a flexible measuring tape to measure the movement distances.

The minimum space required for a fighter to move between two obstacles is equal to the width of his base. The other miniatures in the fighter's camp are also considered to be obstacles, with just one exception: a fighter can move "through" the other miniatures in his camp that are activated during the same turn as him.

When an engagement is announced, then the distance between the edge of the fighter's base and that of his target must be measured. The player controlling the fighter does not have to move him in a straight line. He can let him follow a curved path to allow him to avoid obstacles, for example. In this case the true distance covered by the fighter is measured while taking into account the detours he makes.

The fighter can then be placed into contact with any free edge of his target's base, as long as his movement potential allows him to reach it.

If the measured distance is too big for the fighter to come into contact with his target, then his miniature must be moved the maximum of his movement potential in his target's direction. At the end of an engagement, the front of the fighter's base must be placed into contact with his target.

It is possible to engage several opponents at the same time. To do so, an opponent must be selected to be the fighter's point of arrival. The front of his base is placed into contact with this opponent. If other opponents are then in contact with the fighter who has just moved, then they are also considered to have been engaged by him. Yet there must be no doubt about them being in contact with each other or not.

At the end of an engagement, the fighter must be oriented to face his opponent. The assaulted miniature is not reoriented in its assailant's direction. At the end of a walk or a run the fighter can be oriented in any direction at the choice of the player controlling him.

DISENGAGEMENT

Disengagement is a manoeuvre that can be attempted in order to leave a combat or to allow a fighter to engage a different opponent. To be permitted to attempt a disengagement, the fighter must meet the following conditions:

• He cannot have been engaged during the activation phase being played.

• One of his base's edges must be completely free of any opponents.

There are two ways to disengage: the fighter can put his agility to test by using his INI, or attempt to force his way out of the fray using his STR.

Disengagement/INI: The fighter must succeed an Initiative test with a difficulty equal to 4 + 2 per opponent in base-to-base contact with him.

Disengagement/STR: A fighter who wants to disengage can attempt to do so using his STR instead of his INI, under the condition that he is of greater Size than all of the opponents in base-to-base contact with him. He must then make a Strength test with a difficulty equal to 4 + 2 per opponent in base-to-base contact with him. For this roll of the die the highest RES among all his opponents is subtracted from his STR. If it falls to 0 or less, then disengagement by force is impossible.

Whichever method is used, if a fighter manages to disengage, then his movement potential is equal to MOV x 1 cm. If he fails, then all his combat dice are automatically placed in defence during the combat phase of the round being played, even in combats following a pursuit movement (see p. 40).

Firing

To be able to fire, the fighter must meet the following conditions:
• He must have an AIM of 0 or more.
• He must be equipped with a range weapon.
• He must have been activated.
• He must be free of any opponents.
• He must neither have engaged an opponent nor run during the turn being played.

The player controlling the marksman must select the target before every firing attempt. Only targets that can be seen, even partially, by the marksman may be selected.

A marksman can "target" an opponent who is in contact with a miniature in his camp. The marksman then risks hitting the fighter in his camp. It is forbidden to deliberately target a miniature in one's own camp.

Once the target has been selected, the distance between it and the marksman is measured. If this distance is bigger than the maximum range of the weapon being used, the shot automatically fails. If not, then the player moves on to the next step.

To determine if the marksman manages to hit his target, the player controlling him must make an Aim test whose difficulty depends on the distance between the marksman and the targeted miniature, and on the ranges of the weapon being used.

A range weapon is always bound to three range values. The first one indicates up to what distance (in cm) its range is considered to be short. The second one determines its medium range, and the third one, its long range.

Example: *A bow's ranges are noted as follows: 20-40-60. This means that up to 20 cm the target is considered to be within short range. If it is located between 21 and 40 cm from the marksman, then it is within medium range, and if it is at a distance between 41 and 60 cm, then it is within long range. This also means that it is impossible to hit a target that is further than 60 cm using such a bow.*

The Aim test's difficulty is determined in the following way:
• **Short range:** Difficulty 4
• **Medium range:** Difficulty 7
• **Long range:** Difficulty 10

Once the shot's difficulty has been determined, the player proceeds with an Aim test using the marksman's AIM.

If the test is successfully passed, then the target is hit and suffers a Damage roll with a Strength equal to that of the weapon being used. If it is failed, then the projectile flies off into the surroundings without any further consequences.

Firing into a fray

If the shot is successful and the selected target is in contact with one or several fighters in the marksman's camp, then the player who just made the Aim test rolls 1d6. This is called a **distribution roll**. On a ⚅, a ⚄ or a ⚃ the target that was aimed at is hit. On the other hand on a ⚀, a ⚁ or a ⚂ the fighter in the marksman's camp in contact with the initial target who is nearest to him is hit. If two miniatures are at an equal distance from the marksman, then the player controlling them chooses which fighter is hit.

COMBAT

Once all of the fighters' actions have been resolved, the activation phase is over. The combat phase then begins. During this phase the frays are split into combats.

FRAY SPLITTING

To begin, the winner of the Tactical roll must split the various frays. For this he determines how the combats will be organised among the miniatures in base-to-base contact with each other.
The term "combat" applies to a group of fighters who can fight against each other in the same fray. A combat is subject to the following strict rules:
• A miniature can only fight with opponents who are in base-to-base contact with it.
• The same combat can only involve one miniature against another one, or one miniature against several others. In no way can it involve several miniatures fighting against several others.
That is why frays must be split into separate combats that are used to determine who can attack who. The player who won the Tactical roll must therefore split the various frays in such a way that the combats in each one are clearly identified. He must nevertheless respect the following rules:
• The same miniature can be involved in only one combat at a time.
• Every miniature that is in base-to-base contact with an opponent must be involved in a combat.

RESOLVING A COMBAT

Once the frays have been split, the players take turns choosing the combats to be resolved, starting with the winner of the Tactical roll. All combats are resolved one after the other in this way until they have all been played.

When a combat is selected, it is recommended that the players place in front of them the reference cards of the fighters involved. This allows them to keep an eye on the information needed for the combat to be resolved smoothly.

Every fighter involved a combat has a certain number of dice that are used to attack or defend. This number is calculated in the following way. A fighter has a number of combat dice available equal to 1 + the number of opponents involved in the same combat as him.

Examples:
• A royal guardsman of Alahan is involved in a combat against a dawn warrior. Each of the two opponents has two combat dice available (1 + 1).
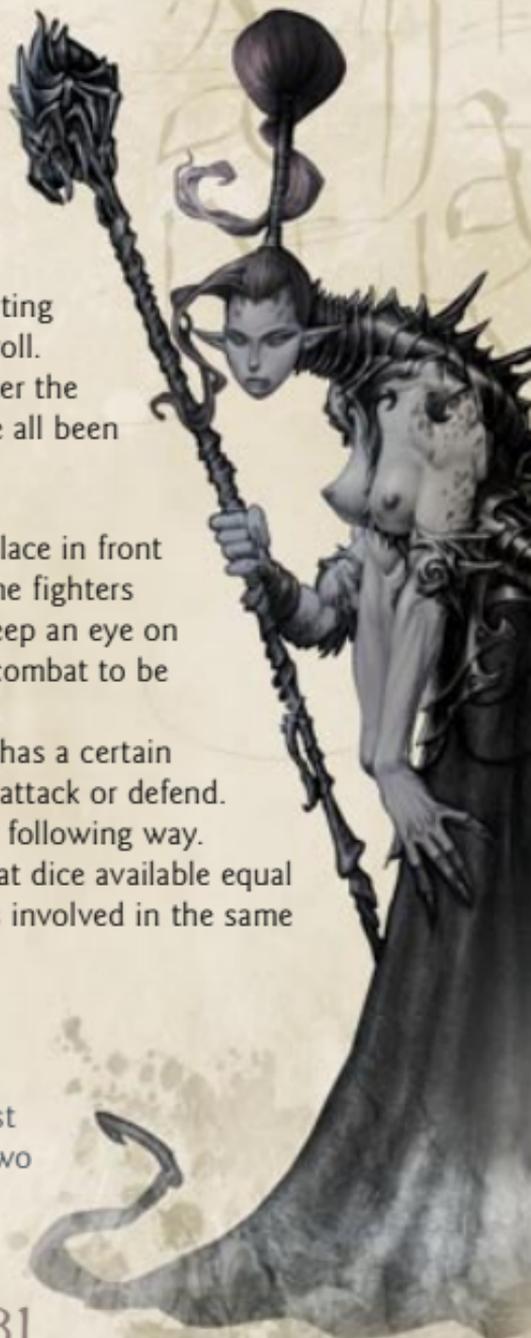
• A praetorian guardsman is involved in a combat against two clones of Dirz and a dawn warrior. The praetorian guardsman has four combat dice available (1 + 3). The clones and the dawn warrior each have two combat dice (1 + 1).

To make it easier to keep track of each fighter's combat dice, we suggest placing them directly on each one's reference card.
To determine which fighters can attack first, each player must make an **Initiative test**.
• The player who has only one fighter involved in the combat makes the roll with this fighter's INI.
• If the player has several of his fighters involved in the same combat, he can choose with which one's INI he wants to make the test. The roll's final result is then increased by a number of points equal to the number of miniatures in his camp involved in this combat (the fighter chosen for this roll is not counted for this bonus).

Example: *A praetorian guardsman is involved in a combat against two clones of Dirz and a dawn warrior. The players make their Initiative tests. For the praetorian guardsman the player gets a* ⚃*, which is added to his INI of 3 to get a final result of 6. Because his opponent has three fighters involved in this combat, he must choose which one is used for the Initiative test. Since the dawn warrior has a better INI than the clones (3 instead of 2), he is naturally chosen. The player gets a* ⚀ *to which the dawn warrior's INI of 3 is added, as well as +2 due to the presence of the two clones. This roll's final result is therefore 2 + 3 + 2 = 7. The dawn warrior and the clones win this Initiative test, 7 to 6.*

Before proceeding with the Attack and Defence tests, the players must decide how their fighters will use their combat dice. **Every combat die must be placed either in attack** OR **in defence.**

The player who lost the Initiative test is the first to announce how he is placing each of his fighters' combat dice. He can place all of his dice in attack (or defence), or he can divide them as he likes. Once this is done, it's the winner of the Initiative test's turn to place his dice.

Attention! At this point of the combat, it is important to know that the fighters of the player who won the Initiative test will be able to attack first when the attacks are resolved. It is therefore wise to place one or several dice in defence when one has lost the Initiative test.

Example: *A praetorian guardsman is involved in a combat against two clones of Dirz and a dawn warrior. Because the dawn warrior and the clones of Dirz won the Initiative test, the praetorian guardsman's combat dice must be placed first. The player decides to place one in defence and three in attack. Then it's his opponent's turn to place the combat dice of his three fighters. For clone no. 1 he places two dice in attack, for clone no. 2 he places one in attack and one in defence, and finally, he places the dawn warrior's two combat dice in attack.*

It is recommended to use the reference cards to organise the dice in such a way as to avoid making mistakes while resolving the attacks. Placing the attack dice on the upper part of the card and the defence dice on the lower part is a good way to avoid getting confused. If several fighters of the same type are involved in the same combat, then it is also important to keep their combat dice separated.

Resolving an exchange

Once the dice have been placed, the actual combat can begin. A combat is divided into a certain number of **exchanges**. An exchange represents the time needed for a fighter to make an attack against each of his opponents involved in the same combat as him.

In every exchange the two camps involved in the combat take turns playing the role of attacker and defender. **The camp that won the Initiative test attacks first in an exchange.**

During the same exchange, the number of attacks attempted by a fighter depends on the number of attack dice he has available and the number of opponents involved in the same combat as him.

In a duel, as long as a fighter has at least one attack die, he **must** make one attack per exchange. On the other hand, even if he has several attack dice left, a fighter can make only one attack per exchange in a duel.

Example: *An orc brute and a clone of Dirz are opposed to each other in a combat. The orc has won the Initiative test. The clone places 1d6 in attack and 1d6 in defence. The orc places his 2d6 in attack. During the first exchange the orc attacks, and then the clone does the same if he has survived. During the second exchange the orc does his second attack. Because the clone no longer has attack dice left, the combat ends no matter what happens.*

ONE AGAINST MANY

Camp in numerical superiority: Each fighter who has at least one die placed in attack must attack his opponent. The player controlling them chooses the order in which the fighters attack. Fighters with several attack dice can use only one per exchange.

Camp in numerical inferiority: If he has at least one attack die, then the fighter must attack each of his opponents if he is able to do so. If the fighter has less attack dice than he has opponents, then the player controlling him can freely choose which opponents will be attacked. A fighter cannot attack the same opponent twice during the same exchange.

Example: *A dwarven Khor warrior is confronting a goblin būshi and a goblin ashigarū. The dwarf has lost the Initiative test and has nevertheless placed his three combat dice in attack. The būshi has placed his two dice in attack and the ashigarū has placed one in attack and one in defence.*

During the first exchange each goblin must attempt an attack against the Khor. If he survives, then the dwarf must attempt an attack against each of his two opponents.

During the second exchange the būshi must attempt his second attack. And finally, if he is still alive, the dwarf must attempt his third and last attack against either the būshi or the ashigarū (at the choice of the player controlling the Khor warrior).

SEQUENCE OF EXCHANGES

When all fighters have resolved all the attacks that they had to make during an exchange, then a new exchange begins. The exchanges thus follow each other until no more fighters have attack dice left or until all of one camp's fighters have been eliminated. The unused defence dice are discarded.

Please note: *In every new exchange the fighters in the same camp don't necessarily have to attack in the same order. A fighter can very well be chosen to attack first in an exchange and then attack last in the next one.*

Once a combat die has been placed in attack, this decision cannot be cancelled: the fighter **must** make an Attack test unless he is eliminated before being able to do so.

Progression of an attack

The attacking player selects one of his fighter's opponents to be the attack's target.

The defender's call

If the targeted fighter has at least one die placed in defence, then the defender must decide if he will attempt to defend himself or not. If the targeted fighter has several defence dice, then the player must announce how many of these dice will be used for his parrying attempt.

A player can use as many defence dice as he wishes to try to parry the same attack. These choices must be announced before the Attack test is made.

Attack test

The attacking player makes an Attack test (no difficulty for this test): this roll's final result indicates the difficulty that the defender must equal or pass to parry the attack.

Please note: Whereas the defender can use several defence dice to try to parry the same attack, the attacking player cannot use several dice to make the same Attack test with the hope of getting a higher result.

Defence tests

If the defending player has announced a parrying attempt, then he makes a Defence test using as many dice as he has assigned for this use beforehand[1]. If this roll's final result is equal to or higher than the Attack test's final result, then the attack is parried. If not (or if no Defence test is attempted), then the attack strikes true. Whatever the Defence tests' result, all the defence dice assigned to attempt to parry an attack are discarded. There is, however, an exception to this rule:

If the result of the attacker's Attack test is an automatic failure (if he gets a ⊡), then the defender doesn't discard any of his defence dice.

Damage roll

If the attack strikes true, then the attacking player makes a Damage roll against the opponent who was hit. This roll's strength is equal to the STR of the fighter who has just attacked. If this Damage roll causes a result of "Killed Outright," then all of the eliminated miniature's remaining combat dice are immediately discarded.

[1] REMINDER: When a roll is made using several dice only the highest result is kept.

Pursuit movements

At the end of a combat, if a fighter has killed all of his opponents (meaning those involved in the same combat as him), then he can make a pursuit movement. There are then two possibilities:

1/ If the fighter is already in contact with one or several enemy miniatures that weren't involved in the same combat as him, then there are two choices:
- He can move half of his MOV (in cm and rounded up to the higher integer) to get out of the fray. No disengagement test is then required and this movement can lead the fighter to engage an opponent (even one he was previously in contact with).
- He can remain where he is. He is then considered to have engaged the opponent or opponents who are in base-to-base contact with him.

2/ If the fighter is free of any opponents, he can move half of his MOV (in cm and rounded up to the higher integer). This movement can lead him to engage an enemy miniature.

If a fighter comes into contact with an enemy miniature at the end of a pursuit movement, then there are various possibilities:
- If this miniature has already fought during the combat phase being played, then nothing happens and another combat is selected to be resolved.
- If the engaged miniature is free of any opponents and hasn't fought in a combat yet, then a combat is immediately resolved between it and the fighter who has just made the pursuit movement.

- If the engaged miniature is already involved in a combat that hasn't been resolved yet, then this is immediately done and the fighter who made the pursuit movement takes part in it as if he hadn't fought yet during this round (he nevertheless suffers all the penalties caused by his previous combats).

A pursuit movement can sometimes force the winner of the Tactical roll to split the fray anew before the combat. In this case it is only the combat involving the fighter who has just made the pursuit movement which must immediately be resolved.

Pursuit movements are not mandatory, even if the fighter who has the possibility to do one is already in contact with one or several enemy miniatures. In this case the player can decide that the fighter is not making a pursuit movement. He is then no longer involved in any of the combats during the round being played.

All fighters of whom all opponents have been eliminated by the end of a combat can make a pursuit movement.

The combat phase is over once all combats have been resolved.

DEPLOYMENT

Before beginning the first round of a game of *Confrontation*, the players must first place their miniatures onto the battlefield. This phase, called deployment, is divided into several steps.

- The deployment sequence is determined.
- The Tactical roll is made.
- The cards are drawn.
- The miniatures are placed.

During deployment, the order in which the miniatures are deployed and the player who places his fighters onto the battlefield first are determined during the strategic phase. This step is a lot like the one before every round of the game. The term "deployment sequence" is used instead of "activation sequence" because the fighters do not carry out any actions during deployment. These two sequences are nevertheless determined in the same way. Each player makes a Tactical roll. This test is made before the miniatures are placed onto the battlefield.

During the deployment phase the miniatures are placed onto the battlefield following the order defined in each player's deployment sequence and depending on the Tactical roll.

Like the activation phase, the deployment phase is divided into turns. The progression of these turns and the drawing of cards follow the same rules as those of the activation phase. When a player plays one or several cards, he must place the miniatures represented by them onto the battlefield.

The miniatures are to be placed into their camp's deployment zone. The battlefield is divided into two zones by the median line running across it. Each zone is assigned to one of the two camps.
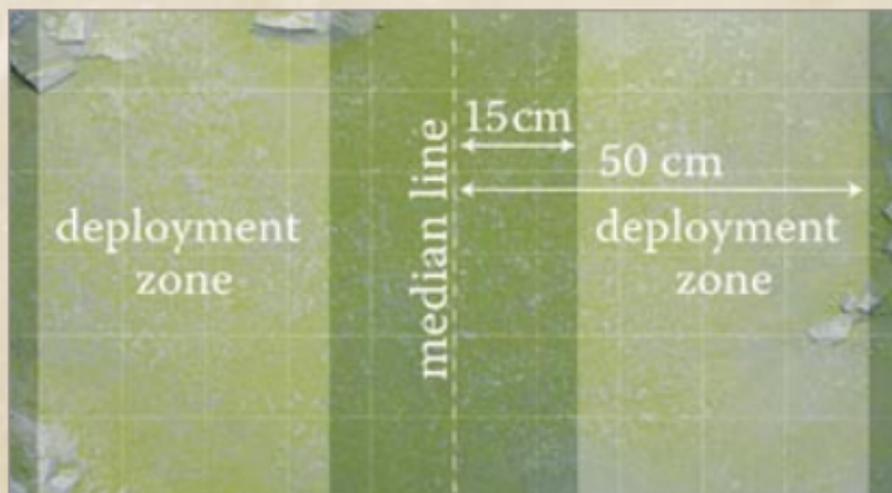
The game begins once all of each player's miniatures have been placed onto the battlefield.

CHARACTERS

Characters are exceptional fighters who have been granted the favours of the gods. They benefit from certain advantages and possibilities that are not mentioned on their reference cards.

Sequence: A Character can acquire up to two additional combat dice. This ability can be activated as soon as the player controlling the fighter places this fighter's combat dice. Each additional die thus acquired reduces the fighter's ATT **and** DEF by two points each.
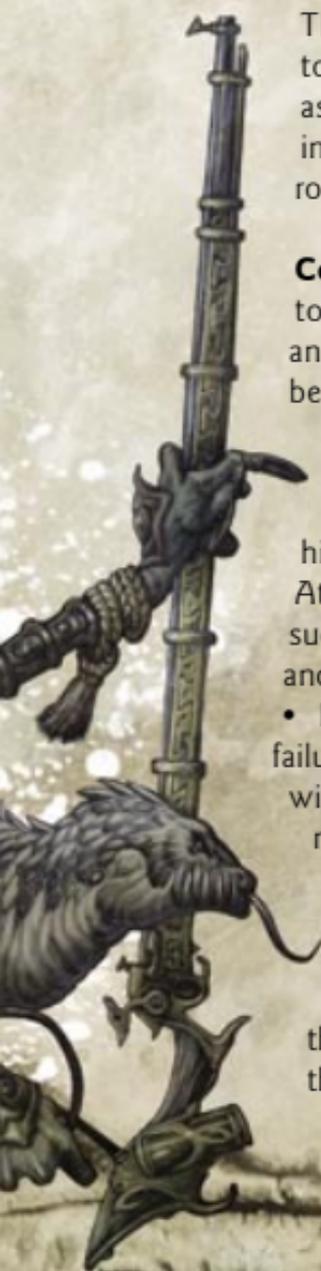
This modification cannot reduce a characteristic to lower than 0. These modifications only last as long as the combat being played. If he is involved in another combat during the same round, then the fighter can use Sequence again.

Counter-attack: When a Character attempts to parry an attack, the player controlling him can announce a "counter-attack." This decision must be made before the opponent makes his Attack test. There are then two possibilities:

• If the attack is successful, then the final result that the defender must get on his Defence test is two points greater than the Attack test's final result. If the Defence test is successfully passed, then the attack is parried and the defender gains an attack die.

• If the attacker's Attack test is an automatic failure, then the defender gains one attack die without even having to make a Defence test. He nevertheless loses the die or dice assigned to this parry.

The attack gained in this way is immediately resolved, even if it isn't the fighter's turn to attack yet. It must target the fighter who made the attack that caused the counter-attack. A counter-attack cannot be combined with a master strike.

Master strike: : If several of a Character's dice have been placed in attack, then some can be grouped together to strike a more powerful blow. When it's this fighter's turn to attack, the player can sacrifice two attack dice to attempt a single attack. Only one die is then rolled. If the master strike is not parried, then the STR of the ensuing Damage roll is increased by a number of points equal to the attacker's ATT at the moment that he made his test.

Example: *Kahinir the Savage (ATT 4; STR 7) is attempting a master strike. The attack is successful and the player makes a Damage roll whose STR is calculated in the following way: Kahinir's STR + Kahinir's ATT, meaning 7 + 4 = 11.*

This ability allows the fighter to use more attack dice than he has opponents during the same exchange.

Example: *Kahinir is in contact with two opponents and has three attack dice available. During an exchange he can make a normal attack against one of these opponents and group the other two dice together to perform a master strike against the other one.*

The use of this ability takes precedence over the rule that forces a fighter to make an attack against each of his opponents if he has the possibility to do so.

Example: *Kahinir is in contact with two opponents and has two attack dice and one defence die. If he makes two normal attacks, then he must make one against each one of his opponents. On the other hand, he is allowed to use his two attack dice to make a master strike against only one of his two enemies.*

Rapid reloading:

Characters with AIM and a range weapon in their equipment can fire one additional shot during their activation. To do so, the fighter cannot do any other action than fire during his activation (not even a reorientation). The difficulty of all shots made during this activation is increased by two points. The shots are resolved one after the other and can be directed at different targets.

Only one additional shot is permitted per Character during the same activation phase.
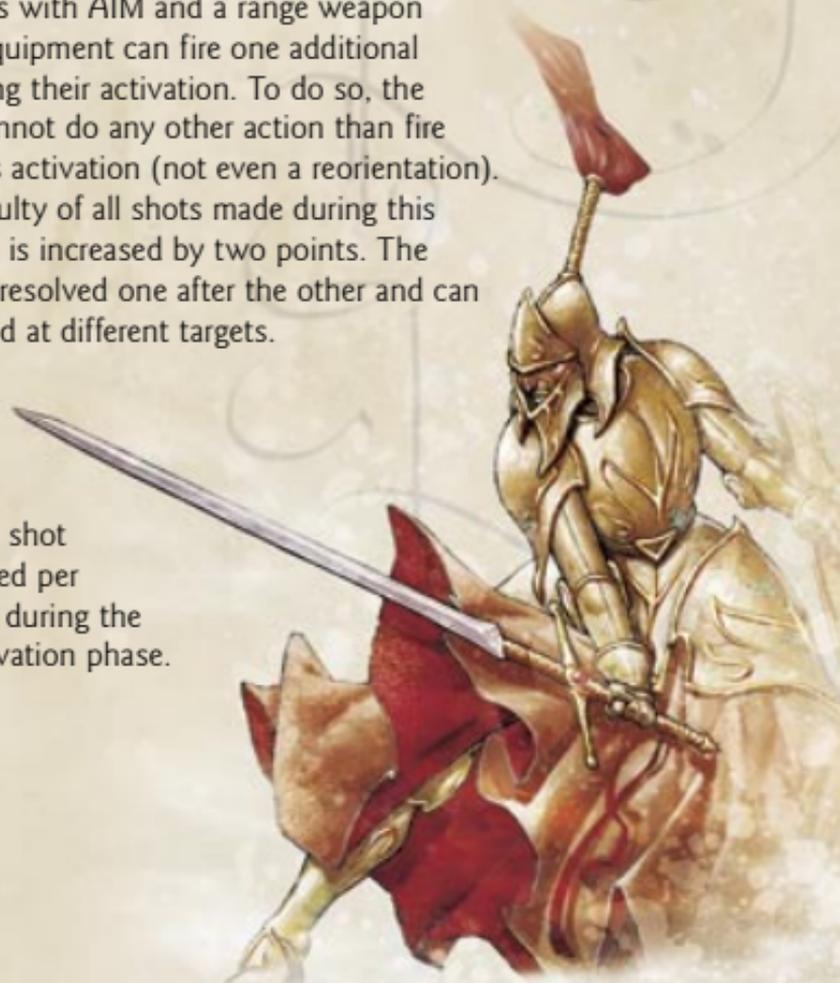
At the dawn
of the last age,
every Confrontation
counts!

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