

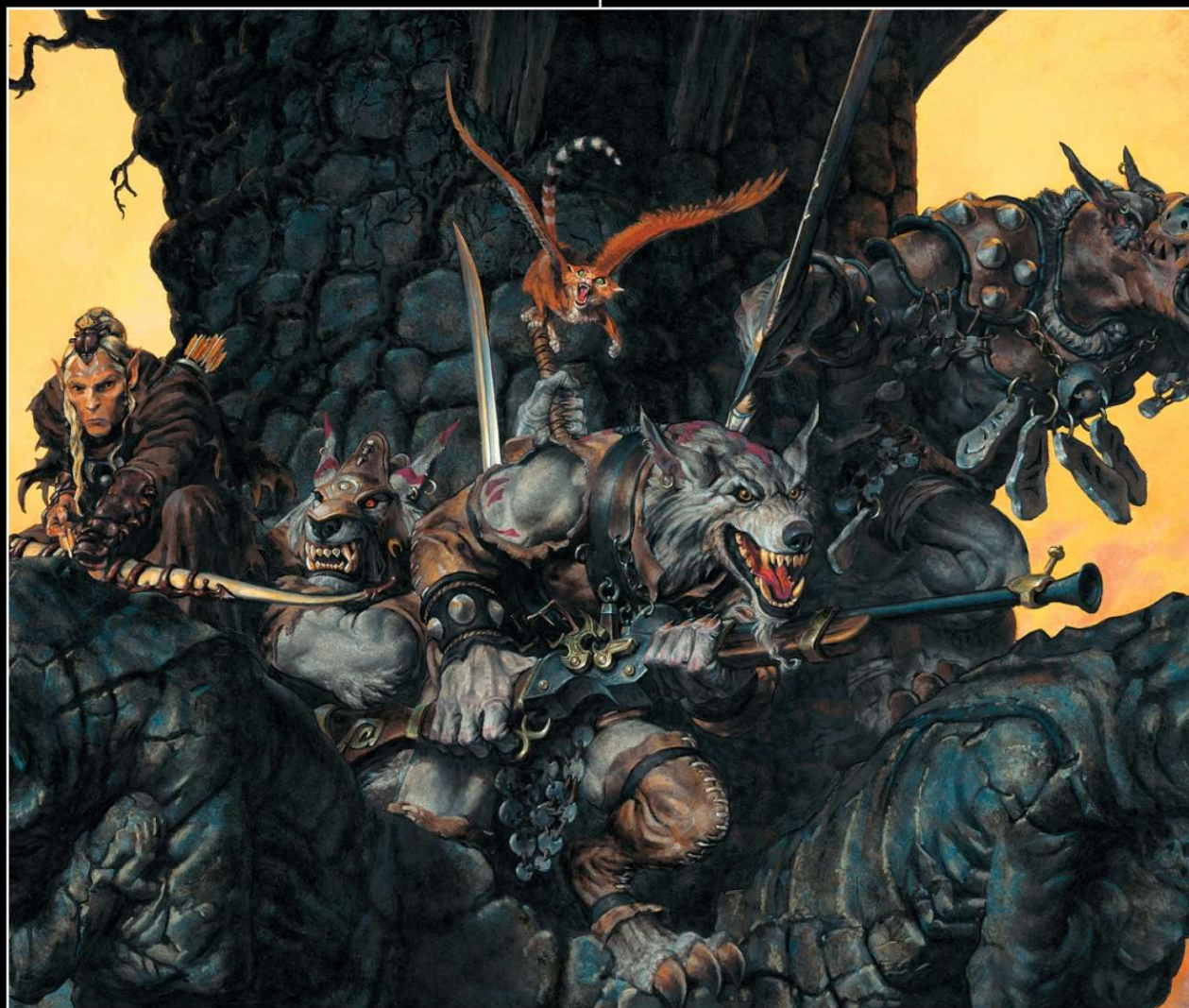
CONFRONTATION

· LA CONFÉDÉRATION DU DRAGON ROUGE ·

CONFÉDÉ ÉDITION

THE SKIRMISH GAME
FOR MINIATURES 28mm

GAME RULES



CONFRONTATION

Summary

Introduction	5
What is the Conf'fédération system?	5
To new players	5
To old C1, C2, C3/3.5 players	5
Ch.1 Preparation of the game material	6
I-A. Material needed for the game	6
I-B. The miniatures and their bases	6
I-C. The reference cards	8
I-D. The army list	10
I-D-1. Quota	11
I-D-2. Strategic value of the fighters	11
I-D-3. Maximum strategic value	11
I-D-4. Champions	11
I-D-5. Fighters and reference cards	12
I-D-6. Artifacts	12
I-D-7. Spells and miracles	11
I-D-8. Allies (optional)	13
I-D-9. Example of army composition	15
Ch.2 Generic rules	16
II-A. Characteristic test	16
II-A-1. The '1' and the '6'	16
II-A-2. Rolling several d6	16
II-A-3. Testing a characteristic	16
II-A-4. Condition modifiers, current value of a characteristic	17
II-B. Wounding an enemy	17
II-B-1. Wound roll	17
II-B-2. Wound levels	18
II-B-3. Decrease of the state of health	18
II-B-4. Wound penalties	19
II-B-5. Duration of wounds	19
II-B-6. Amplified and Attenuated Wound Rolls	20
II-C. Application of game effects	20
II-C-1. Area of effect	20
II-C-2. Range	20
II-C-3. Duration	20
II-C-4. Conditional effects keywords	20
II-C-5. Dispersion	21
II-D. Line of sight and field of view	22
II-D-1. Scenery elements	22
II-D-2. Field of view	22

II-D-3. Line of sight	22
II-D-4. Line of sight and Contact.....	23
II-E. Concept of contact.....	23
II-E-1. Contact between square bases	23
II-E-2. Contact between round bases	23
II-E-3. Number of fighters in contact.....	23
II-F. Altitude levels	25
II-F-1. Contacts and sight lines between levels 0 and 1.....	25
II-F-2. Interactions between levels 0 and 1	25
Ch.3 Before the battle	26
III-A. Sequence of battle.....	26
III-A-1. Field format and deployment areas	26
III-A-2. Basic scenarios	27
III-A-3. Scenery setup.....	27
III-B. Deployment.....	28
III-B-1. Strategic Phase	28
III-B-2. Deployment phase.....	28
Ch.4 How does a confrontation work?	29
IV-A. Strategic phase	29
IV-A-1. Setting up the activation sequences	29
IV-A-2. Tactics roll	29
IV-B. Activation phase	30
IV-B-1. Drawing the activation sequence cards	30
IV-B-2. Activation of the fighters.....	30
IV-C. Combat phase.....	32
IV-D. Maintenance phase.....	32
IV-D-1. Rallying of the routed fighters	32
IV-D-2. Mystic regeneration.....	32
IV-D-3. Maintenance of game effects.....	32
Ch.5 Activation Phase: Movements	33
V-A. Moving the fighters: measuring distances.....	33
V-B. Movement actions	34
V-B-1. Walking (cumulative)	34
V-B-2. Running (exclusive)	34
V-B-3. Assault: charge or engage (exclusive)	34
V-B-4. Movement under cover (exclusive)	37
V-C. Disengagement.....	37
V-D. Summary table of movement actions	37
Ch.6 Activation Phase: Shooting.....	38
VI-A. Shooting action (cumulative)	38
VI-A-1. Target choice and distance measurement.....	38

VI-A-2. Move to cover 38

VI-A-3. Difficulty determination and Shooting Test 38

VI-B. Special cases 39

VI-B-1. Shooting in the melee 39

VI-B-2. Unmoving shot 39

VI-B-3. Assault shooting 39

Ch.7 Combat phase 40

VII-A. Separation of melees into several combats 40

VII-B. Order of resolution of the combats 41

VII-C. Combat resolution 42

VII-C-1. Allocation of combat dice 42

VII-C-2. Initiative 42

VII-C-3. Resolving weapon combat 43

VII-C-4. How an attack is carried out 43

VII-C-5. Sustained defense 44

VII-C-6. Pursuit movements and new combats 45

Caution! 47

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Introduction

Confrontation is the famous skirmish game developed by the RACKHAM company between 1996 and 2008 in which the nations of the legendary continent of Aarklash are in conflict. When RACKHAM stopped the development of the third edition of the game (C3/3.5) in 2008 to focus only on the mass battle system 'Confrontation: The Age of Rag'Narok', the French Red Dragon Confederation (CDRF), the official association of French Confrontation players, launched the Conf'fédération system to keep the spirit of the skirmish game as it was originally imagined.

What is the Conf'fédération system?

Conf'fédération, or Conf'fédé/Confédé for short, was created on the vestiges of the third edition of Confrontation. Its goal is to recover the best of the third edition in a stable, balanced version that has been purged of the persistent problems that affected the C3 version. The Confédé system is a collective work, carried out by the members of the association, now renamed the Confédération du Dragon Rouge Francophone (French Red Dragon Confederation). The idea is to provide an adjustment to Confrontation 3, not a revolution or a new game. The goal is to allow old players to start playing the game immediately, while welcoming new players via a proven game system, an extremely rich universe, miniatures whose sculpture remains a reference today and finally a balancing of the rules that does not depend on the sales needs of a company.

To new players

You can now read chapters 1 to 7 which describe the basic rules. All you will need to play is a dozen miniatures among those distributed by RACKHAM in the blister packs and boxes of the time that are still abundantly available on the second-hand market, as well as the counters present in these boxes. The rest of the material such as cards or rulebooks are no longer useful for the game (but are still interesting to collect) because all the information is now available on the Confédé website: <https://confederation-dragon-rouge.fr/>, including the army generator, the new profile cards, etc... If you have any questions, don't hesitate to ask them on the forum reserved for the game: <https://confrontation.vraiforum.com/index.php>.

To old C1, C2, C3/3.5 players

This paragraph reviews the adjustments made by the Confédé system in relation to the C3/3.5 rules. These adjustments are based on the large amount of feedback from years of Confrontation tournaments (the reports of no less than 300 tournaments have been analyzed!) and thousands of games organized by the CDRF.

The aim of the Confédé system is to correct the main problems that have been reported constantly by players. Here is the list of the main changes:

- Writing a single rulebook replacing the old Confrontation 3 book, the 3.5 add-on, the various FAQs and erratas.
- Creation of army books containing all the rules and profiles for a specific army.
- Implementation of an online website at: <https://confederation-dragon-rouge.fr> with all the necessary material for the game: rules, army builder, profile cards to print, artifacts, spells, miracles...
- Implementation of an on-line discussion forum to consider feedback from players on both the rules and the balancing of the profiles. Collective decision making on the balancing of the game: <https://confrontation.vraiforum.com/index.php>
- Balancing of the different references, which has rarely been the case in the past. With this in mind, the choice was made not to touch the profiles, only the cost in AP was modified in a very large majority of cases. Rarely, some problematic and less played profiles have been slightly modified.
- For the spells and miracles, the cost in AP having been removed with C3.5, the balancing consisted in not changing the effects themselves, but the conditions of execution of the spell (difficulty, cost in gems...). A few spells have been created to complete some of the less rich spellbooks.
- A small number of abilities have also been slightly modified.
- Regular creation of new profiles for sculpts that can easily be integrated into the Confrontation universe. Each month sees new additions to the Confédé system, as in the days of RACKHAM.
- Perfect mix of round & square bases.
- End of the automatic failure of the '1', which results in some changes on the 6 raise and some abilities.
- End of the luck bonus on the first wound, whose impact is heavily reduced by the switch to additive wounds (light then serious = critical) and no longer cumulative (light then serious = serious).

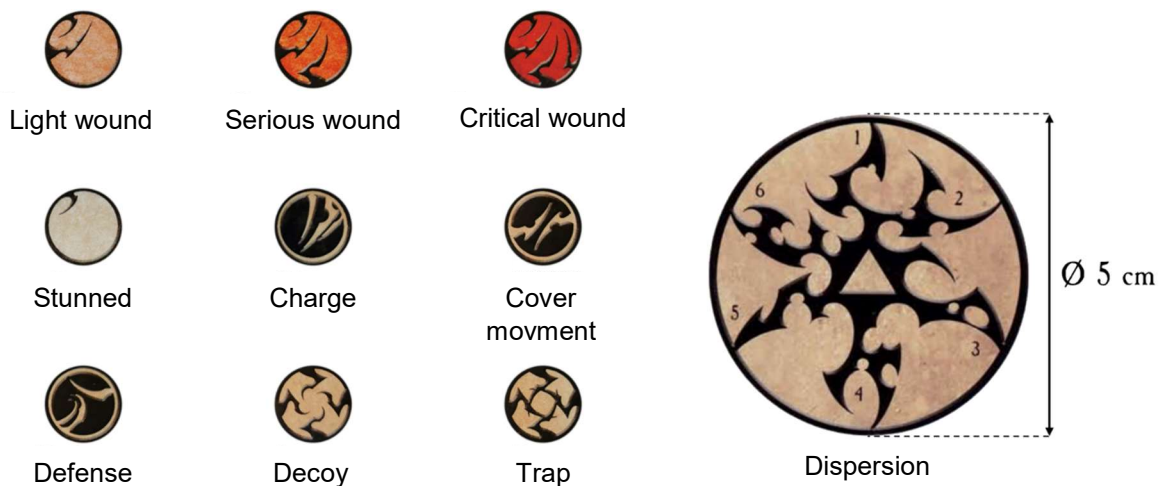
- End of the dictatorial role of the Tactics roll. Although it is still an important moment of the round, it will no longer decide a game by itself. On the other hand, the importance of the individual discipline of the fighters has been increased.
- Reducing the importance of the initiative roll with the placement of the fight dice before the test.

Ch.1 Preparation of the game material

I-A. Material needed for the game

Confrontation is played with miniatures that represent the troops at each player's control. The game is usually played between two players, each leading one of the armies that are in conflict (some rules also allow for battles with 3 or more players). In Confrontation the miniatures operate, depending on the presence of forces and the chosen scenario, on different sized surfaces, from 60x60cm for small skirmishes to 120x60cm or 90x90cm for the largest formats, with scenery elements such as hills, buildings, trees, etc. This game is much more than a game of "toy soldiers". It is governed by rules which, via the characteristics of the combatants, allow the resolution of different game situations (movement, shooting, hand-to-hand fighting, magic, etc.).

Confrontation is played using a meter (graded in centimeters) and six-sided dice to resolve the various actions that the fighters undertake. The game also requires reference cards with the characteristics of the fighters as well as counters that are used as an aid during the game (wounds and particular status of the fighters).



I-B. The miniatures and their bases

Each figure is mounted on a base, round or square, whose width depends on the size of the fighter (the size of the fighter is indicated on his reference card, text or logo):

1. Normal or small infantry: 25x25mm square base or 30mm round base.
2. Large Combatant (with the exceptions of 3 and 4): 37.5x37.5mm square base or 40mm round base.
3. Cavalry: 25x50mm rectangular base or 50mm round base.
4. Ophidian Snakes: 50x50mm square base or 50mm diameter round base.
5. Very large fighter or war machines: Square base of 50x50mm or round base of 60mm diameter.





Caution: the miniatures are supposed to be mounted on the base with which they are supplied, but the player can freely switch from round to square base or vice versa. In case of custom work, it will often be allowed that a fighter is changed from one base to another, but it is recommended to warn the opponent (and the arbiter in case of a tournament) and not to try to take advantage of this change.


I-C. The reference cards


There are two types of fighters in Confrontation: on the one hand, the **Champions**, whether they are courageous leaders of men or magicians with fantastic powers, and on the other hand, the **Soldiers**, which correspond to the fighters accompanying these exceptional characters. Whether he is a **Champion** or a **Soldier**, a fighter has a reference card which presents an illustration and his martial characteristics.



	WAYS OF LIGHT	WAYS OF DARKNESS	
② nation's logo			name ③
⑤ characteristics			secondary nations logo ②
			shooting characteristics ⑤
⑦ abilities			photo / sketch ①
⑨ army points			rank and size ⑨
	CHEMINS DU DESTIN	NEUTRES ET CADWALLON	
⑤ priesthood characteristics			classes ④
date of update			magic characteristics ⑤
⑤ fear characteristic			
⑥ equipment			
⑦ inherent abilities			special abilities ⑧



Caution: the reference card originally sold with the miniature has in most cases been modified, only with regard to the cost of the fighter. Although it is still possible to play with the original cards, they have been replaced by the Confédération format cards such as those presented above, which are up-to-date, more explicit and available on the Confédé portal: <https://confederation-dragon-rouge.fr/>.

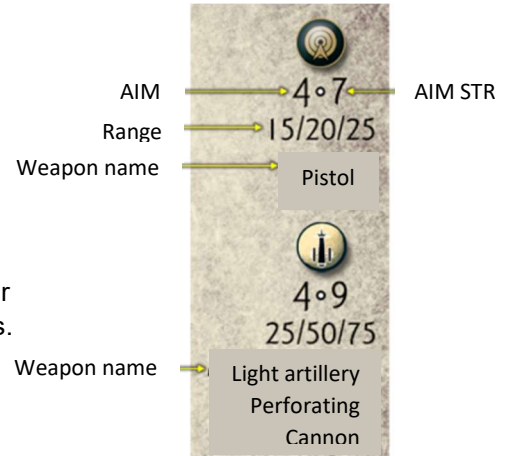
- ① **Photo** of the miniature or drawing illustrating the fighter.
- ② **Logo of the army nation** to which this profile refers.
- ③ **Name** of the fighter. **Soldiers** are usually named after their function (lancer, archer...) while **Champions** have their own name. Champions have the mention **Champion** in their rank and benefits from particular advantages, like induced skills, indicated on the reference card.
- ④ If applicable, the Fighter class is indicated just below the name.
- ⑤ **Characteristics** of the fighter represented by icons and reflecting his martial abilities:
 -  **Movement/MOU** determines the potential distance (in centimeters/cm) that a fighter can move.
 -  **Initiative/INI** symbolizes the fighter's reflexes. It is mainly used to determine who attacks first in close combat.


 The first number is **Attack/ATT** and represents the fighter's ability when hitting an enemy. The second number is **Strength/STR** and is used to determine the damage inflicted by this attack.

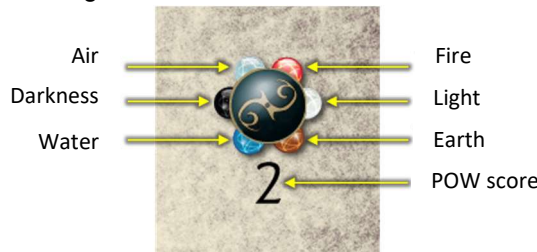
 The first number is **Defense/DEF** and is used when the fighter tries to avoid a close combat attack. The second number is **Resistance/RES** and is applied when the fighter is affected by a game effect that may cause damage.


Fear/FEAR  or **Courage/COU**  is the first number. Fighters with FEAR are susceptible to frightening those with a Courage value (or those with a lower FEAR). The second number is **Discipline/DIS** and reflects the soldiers' willpower and strategic thinking on the battlefield.

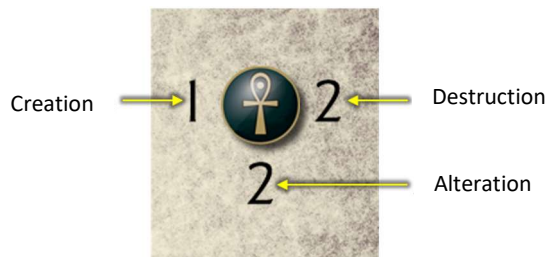
  Some fighters have a shooting weapon whose characteristics are indicated in the Equipment section. The first number corresponds to the **Aim/AIM** and indicates the fighter's ability with the fire weapon. The second number indicates the Strength of the **shooting weapon/AIM STR** and is used to determine the damage it deals.



 Only wizards have the **Power/POW** ability listed on the right side of their card. The higher the POW, the easier it is for the magician to cast spells. The elements that the magician has mastered are also indicated.



 The devout are the only combatants to be provided with the **Aspects of FAITH**. These are located near the **FAITH** icon on the right side of the reference card. There are three of them, each symbolizing one of the three great laws that govern the universe: Creation, Alteration and Destruction. The values associated with the Aspects determine the type of miracles the devout is capable of executing, as well as his chances of succeeding in calling them during the battle.



- 6 The **Equipment** section indicates the type of weapon and armor the fighter is equipped with.
- 7 The fighter's **Abilities** give him certain special attributes. The effects of the abilities are described in chapter XII-B. Some are inherent by the fighter's status (Champion, Elementary...). They are then indicated in brackets, below the other abilities.
- 8 **Special Abilities** of the Fighter. The complete description of these special abilities can be found in the army book, in the fighter's entire profile on the Conf'Fédé portal, and in the army list produced by the portal's army generator.
- 9 At the bottom left of the reference card, the **Army Points (AP)** represent an estimate of the warrior's Strategic Value. The higher this number, the more powerful the warrior is. This value allows you to balance the forces that are going to fight each other. It represents the individual cost of the combatants and not that of all the

miniatures that will be represented on the card. On the right is the **Rank** followed by the **Size** of the fighter which is an important game element. **Size** influences the resolution of shots and above all it defines the **Power** of the fighters, i.e. their capacity to destabilize their enemies when they charge or, on the contrary, to absorb the impact of an enemy charge:

- **Small size** (size = 1) and **Normal size** (size = 2): Power = 1.
- **Large size** (size = 3): Power = 2.
- **Very large size** (size = 4) with the 'Enormous/X' ability: Power = 2 + X, Size = 3 + X.

Note: except for Small size fighters, we have Power = Size - 1.

Finally the **Rank** symbolizes the rank and/or function of the combatant within his army. The **Rank** also indicates whether the fighter is a **Champion**. There are different ranks distributed on a scale of four categories (number in brackets below).

Warrior's ranks:

- **Irregular (1):** Such fighters occasionally join the armies of their nation.
- **Regular (1):** These warriors represent the vast majority of an army's forces.
- **Veteran (1):** Hardened by many battles, veterans are among the most reliable troops in an army.
- **Creature (1):** Whether they join an army voluntarily or by force, Creatures turn into killing machines as soon as the battle rages.
- **Special (2):** These warriors have mastered powerful fighting techniques that surprise their enemies.
- **War Machine (2):** These strange machines spread death over large areas of the battlefield.
- **Elite (2):** Although few in number, these fighters are a major boost to any army.
- **Living Legend (3):** These iconic characters galvanize the troops with their simple presence.
- **Major Ally (4):** When the situation requires it, fantastic beings join the battlefield.

Magician's ranks:

- **Initiate (1):** Such a magician is only a limited master of the arcane arts of magic.
- **Adept (2):** An Adept is a magician who can be particularly dangerous because of his ability to combine the effects of several elements.
- **Master (3):** The talent of these magicians knows few limits.
- **Virtuous (4):** There are only a handful of such magicians in this world and their power is beyond imagination.

Devout's ranks:

- **Devout (1):** The Devouts constitute the mass of the faithful who carry the word of their divinity among their brothers.
- **Zealot (2):** A Zealot has a greater influence on the Aspects of the faith than the simple devout. In addition, he has a much better vision of divine plans.
- **Doyen (3):** The Doyens are the chosen ones among the devout. The eye of their deity is upon them for a short time.
- **Avatar (4):** An Avatar is the manifestation of a deity.

I-D. The army list

Before starting a Confrontation, each player builds his army list, meaning his group of fighters, within the limit of the total cost in AP that they have envisaged for the value of their army, and according to certain rules specified below. Although it is possible to build your army by adding the costs of the fighters and the various equipment, artifacts and spells options found in the army books by hand, it is strongly recommended that players use the online army builder available at: <https://confederation-dragon-rouge.fr/army-builder/>.

The advantage of the online army builder is that it allows you to print the army list, which includes all the characteristics of the fighters, equipment, artifacts, spells and miracles on a single page, with a complete description of their effects.

I-D-1. Quotas

The maximum quota of each army, meaning the number of combatant bases of which it can be constituted, is defined according to the chosen AP value. This maximum is fixed at 5 fighters for every 100 AP, even if incomplete.

Value of the army	Maximum enrolment
100 AP	5
200 AP	10
300 AP	15
400 AP	20

Whatever the Size, Power and AP value, 1 base only counts as 1 in the contingent of its army, even if there are several miniatures on it (horsemen, dwarf bombers, war machines, etc.). There is no minimum for the contingent.

Note: *it happens that the quota can be exceeded during the game (especially if fighters are summoned during the game), this is not a problem.*

I-D-2. Strategic value of the fighters

The strategic value of a fighter is represented in army points (AP). It is calculated from the AP value given on the reference card to which is added all the extra costs associated with equipment, artifacts, options, etc. If a fighter's item has an AP value that varies according to its profile characteristics, this value must be calculated according to the final value of its profile characteristics, taking into account all the modifiers of its equipment.

Example: *The Iron artifact (1) must be paid at (ATT+DEF+RES) AP, on Ghorak the fawn (ATT=8, DEF=4, RES=8) and gives him ATT+1 and DEF+1. The final profile will be modified to (ATT=9, DEF=5, RES=8) so the price to pay for the artifact will be $9+5+8=22$ AP.*

I-D-3. Maximum strategic value

The **strategic value** of a combatant must never exceed 40% of the maximum value defined for the army (even if it is summoned).

Example: *If a player prepares his army for a battle at 300 AP, none of his combatants may exceed the strategic value of 120 AP.*

I-D-4. Champions

The cumulative strategic value of an army's **Champions** must be at least 20% of the maximum value defined.

Example: *A player prepares his Goblin army for a battle at 300 AP. He can play Azzoth, the Treacherous (34 AP) and Shûb, Goblin Prophet (36 AP) whose cumulative value is 70 AP, which exceeds the format's minimum (60 AP).*

Champions are unique characters and cannot be recruited in multiple copies in an army list.

I-D-5. Fighters and reference cards

A single reference card may, at the player's choice, represent from 1 to 3 fighters of the same type if they are **Soldiers**. During the game, each fighter will be associated with the reference card which represents him. The maximum number of fighters that can be represented by the same card depends on their individual strategic value:

- Less than or equal to 30 AP, 3 fighters maximum.
- Between 31 and 50 AP, 2 combatants maximum.
- Greater than or equal to 51 AP, only 1 combatant.

There are however some exceptions to this rule. The number of identical fighters per card is indicated on the reference card, just to the right of the **Rank**.

All fighters represented by the same card must be identical and equipped in a completely identical way.

Exceptions: staffs (see XII-A-1), pets (see XIV-J-2) and fighters with the ability 'Asservi/X' (see XIX-B-13).

Example:

- *A Sessair army is composed of the following fighters:*
- *Gwenlaën the proud, Gwenlaen must be represented by her own reference card.*
- *2 giant barbarians with the same profile, who can be represented by 1 card each or by 1 card for both.*
- *3 Kelt fiannas, which can be represented either by 1 card each, or by one card for all 3, or by 1 card for 2 fiannas + 1 card for the third fianna.*

I-D-6. Artifacts

If a fighter has the 'Artifact/X' ability, he can be equipped with 1 to X artifacts when building the army. Fighters with this ability are usually **Champions**, but there are exceptions where **Soldiers** are equipped with artifacts.

Example: *As a Champion Adept (rank 2) Galhyan has the ability 'Artifact/2' and can be equipped up to 2 artifacts.*

The AP cost of the artifacts is added to the cost of the fighter to whom they are assigned. An army list may not include more than one copy of the same artifact, unless otherwise stated in the description of the artifact.

Full descriptions of all artifacts in the game can be found on the Conf'Fédé online portal. In addition, the list of artifacts available to a given profile appears in the online army builder. The artifacts reserved for a particular nation are also detailed in the army book for that nation.

Note: *Even though they are not artifacts, some optional equipment can be chosen by some fighters (Treatments for the Dirz army, Virtues for priests...) and appear on the army builder in the list of accessible 'artifacts'. It is then indicated in its description that the equipment is not an artifact. It does not count in the maximum number of artifacts to which the fighter is eligible.*

I-D-7. Spells and miracles








A wizard can only learn a limited number of spells (see XIV-C), which come from the ways he has mastered. As with artifacts, the online army builder provides a list of spells available to a given wizard. The spells are free of charge (no extra cost in AP).

Just like wizards with their spells, the devouts have only a limited number of miracles at their disposition (see XV-C), from the litanies they master. The online army builder provides a list of the miracles available to a given devout. Miracles are free of charge (no additional cost in AP).







I-D-8. Allies (optional)

The main nations of Aarklash, each represented by a totem animal (in parentheses), are divided into the following three alliance ways:








The Meanders of Darkness:

-  the Limbo of Acheron or the Undead of Acheron (**Aries**)
-  the Syharhalna empire or the Alchemists of Dirz (**Scorpion**)
-  the Ashinan web of the Akkyshans elves (**Spider**)
-  the Keltois of the Drune clan or Clairvoyants of Caer Maed (**Stag**)
-  the Possessed of the Abysses or Mid-Nor dwarves (**Hydra**)
-  the Ophidian Alliance (**Snake**)
-  the Disciples of the Beast or the Devourers of Vile-Tis (**Hyena**)

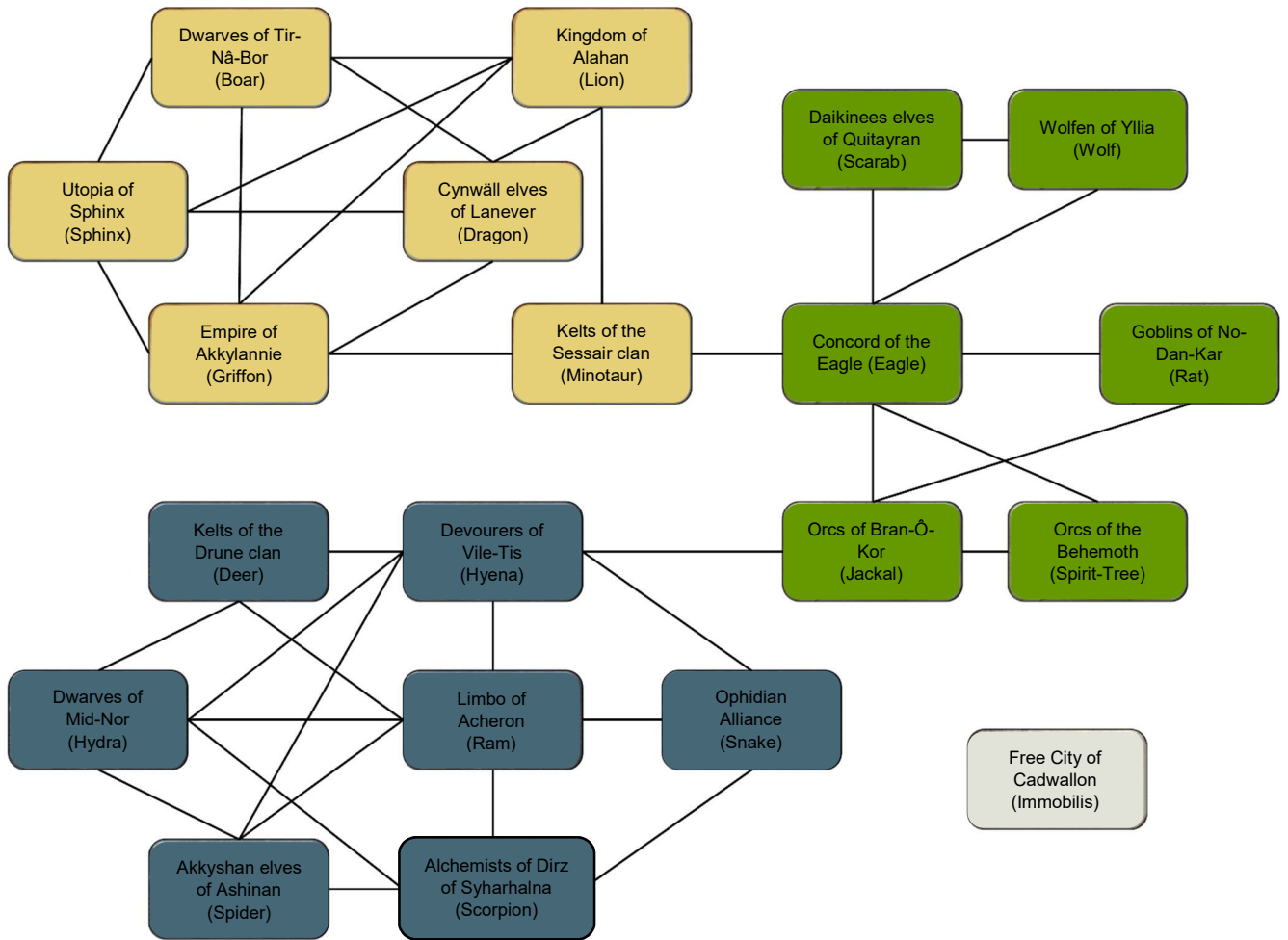
The Ways of Light:

-  the Kingdom of Alahan (**Lion**)
-  the Empire of Akkylannie (**Griffin**)
-  the Dwarves of Tir-Nâ-Bor (**Boar**)
-  the Republic of Lanever or the Cynwälls elves (**Dragon**)
-  the Keltois of the Sessairs clan or Barbarians of Avagddu (**Minotaur**)
-  the Utopia of Sphinx (**Sphinx**)

The Ways of Doom:

-  the Daikinees elves or Guardians of Quitayran (**Scarab**)
-  the Orcs of Bran-Ô-Kor (**Jackal**)
-  the Wolfen of Yllia (**Wolf**)
-  the Goblins of No-Dan-Kar (**Rat**)
-  the Orcs of the Behemoth (**Spirit Tree**)
-  the Concord of the Eagle (**Eagle**)
-  the Keltois of the Aran clan (**Owl**)

While these nations find allies primarily within their alliance way, some have formed friendships outside or developed hostilities within their way. The diagram below summarizes the possible alliances between the nations of Aarklash:



Other nations:

- The Free City of Cadwallon (**Immobilis**): guilds and fiefs trade & negotiate with everyone but the duke has no officially declared allies. Within this city, guilds & fiefs maintain relations that are sometimes friendly, but sometimes hostile to the point of hate. In spite of this, everyone can help each other for the good of the city, at least for the duration of a mission. The relations between each nation of Cadwallon are described in detail in the army book of each one.
- **Elemental and immortal creatures** come to the support of fighters who share the same battles. They are strangers to the politics of Aarklash and do not participate in alliance ways. See the Elemental/X and Immortal/X ability descriptions for more details on how they can be recruited into an army.

The same army can call upon allies from different nations, provided that these nations can ally with each other.

Example: *An army of the Limbo of Acheron can ally with both a quota of alchemists from Dirz and another of dwarves from Mid-Nor, because these two nations can ally with each other. On the other hand, it cannot have both alchemist allies from Dirz and from the Drune clan in its ranks because these two nations cannot be allies.*

The cumulative strategic value of the Allies in a single army must not exceed 30% of the maximum value.

Example: *A player prepares his army for a battle at 300 AP. The cumulative value of his Allies must not exceed 90 AP.*

The percentage of **Allied Champions** is not limited within their own quota. Their strategic value is not counted in the minimum percentage imposed for the whole army.

Example: A 300 AP army must have 60 AP of Champions and a maximum of 90 AP of Allies. These 90 AP of Allies can be allocated in their entirety to Allied Champions. They are not counted as part of the 60 AP of Champions required in the army.

I-D-9. Example of army composition

Alahan Royal Escort (300 AP):

Maximum strength: fifteen fighters.

Minimum number of APs imposed for Champions: 60 AP.

Maximum number of APs allowed for Allies: 90PA.

Champions (62 AP):

Migail the Moonling: 42 AP.

Artifact 'Heavenly Robes': 20 AP.

Spell 'Elemental Aegis'.

Soldiers (202 AP):

Two paladins (6): $2 \times 25 = 50$ AP.

One sword player: 13 AP.

Three guards (with war pick): $3 \times 12 = 36$ AP.

A disciple of Azel: 32 AP.

One ballista: 51PA.

Two ballista servants (1): $2 \times 10 = 20$ AP.

Allies (34 AP):

An exorcist of the Griffin: 34 AP.

Total = 295 AP and 12 fighters.

Ch.2 Generic rules

Before describing the various phases of the game in detail in the following sections, this chapter describes in general terms how a confrontation takes place, as well as the rules common to all the game effects and the tests carried out with the help of six-sided dice (d6) that bring into play the characteristics of the fighters' reference card.

II-A. Characteristic test

The success of an action performed by a fighter is usually determined by a die roll and one of his characteristics. To make a **characteristic test**, the player first rolls 1d6: the result of the die is called the **natural result** of the roll. Then he adds the **current value** of the concerned characteristic of the fighter, i.e. the value of the reference card possibly modified by bonuses/malus of situations (see II-A-4). This gives the **final result** of the test.

Example: *A fighter with INI=3 must make an Initiative check. The player rolls 1d6 and the result is '4'. This '4' is the natural result of the roll. The player then adds the fighter's Initiative to this result, giving a final result of $4 + 3 = 7$.*

II-A-1. The '1' and the '6'

During a **characteristic test**, some **natural results** induce game effects which simulate the fumbles or the heroic impulses of the fighters. If the natural result is a:

'6': It is possible to immediately re-roll the die and add the new result to the previous one. The player can re-roll the d6 as long as he gets a '6'. A **natural result** can therefore be higher than 6.

'1': Unlike previous editions of Confrontation, the test is not an automatic failure. The **natural result** is worth 1, even if the '1' is obtained after the re-roll of a '6'.

Examples: *An Echahÿm (ATT=5) makes an attack check and rolls: '6', raise, '6', raise, '4'. The natural result is '16' (for a final result of $5 + 16 = 21$).*

A Fianna (ATT=3) makes an attack test and gets the following roll: '6', raise, '6', raise, '6', raise, '1'. The natural result is '1' (for a final result of $3 + 1 = 4$).

II-A-2. Rolling several d6

It happens that a player can throw several d6 for the same characteristic roll. In this case he keeps only one result and may not add the various d6 together. If more than one '6' is rolled, the d6 that gave that result can all be re-rolled, but the player immediately loses the d6 that are not re-rolled.

Example: *On a roll of 4d6, a player rolls '1', '4', '6' and '6'. The player chooses to re-roll both '6's to improve the final result when he could have just rolled a natural '6'. The '1' and '4' are immediately lost. If he rolls a '1' and a '3' on this raise, his final score is a '9'. If he gets '1' and '1' on this raise, his final result is '1' because the previous '4' was lost.*

II-A-3. Testing a characteristic

There are two types of **characteristic tests**:

- 1) Tests against a **difficulty level**: the player is asked to obtain a final result greater than or equal to a given level called **difficulty**. If the test is successful, the action taken is successful. If it is not, it fails.

Example: *For a Discipline test of difficulty 7, the player rolls 1d6 and adds the Discipline of the combatant affected by the action. The final result must be equal to or greater than 7 for the test to be successful. If the warrior has a DIS=4, the player must therefore obtain at least a '3' for the action to be successful.*

- 2) **Opposite tests**: when two combatants have to make a test against each other, it is an **opposite test**. The players each roll 1d6 and add to the result the value of the characteristic to be tested. The player

with the highest final score wins the test. If two players roll the same final result, they roll again until they are able to break the tie.

Example: A Dirz Halberdier (INI=2) must roll an Initiative check against a Goblin Marauder (INI=3). The Dirz player rolls a '5'. His final result is therefore $5 + 2 = 7$. The Goblin player rolls a '3'. His final result is $3 + 3 = 6$. Dirz's halberdier therefore wins the Initiative check by 7 to 6.

In an **opposite test**, if one player rolls a '6', he may wait to see what his enemy's result is before rolling again. If both players roll a '6', the player with the lower final score (before a possible re-roll) decides first whether to re-roll his die. His enemy can wait his decision, and the result of that re-roll, before making his decision.

II-A-4. Condition modifiers, current value of a characteristic

During a game of Confrontation, many game effects have for consequence the modification of the characteristics of the fighters. The **current value** of a characteristic at a given moment is equal to: the value on the reference card of the fighter + the various bonuses/malus applying at this moment on this characteristic.

Example: A fighter (ATT=3) in Serious wound (-2 in ATT) attacks an enemy. The player who controls him gets a '4', to which he adds the current Attack of his warrior (ATT = $3 - 2 = 1$). The final result is $4 + 1 = 5$.

There is no maximum or minimum to the **current values** that the characteristics can reach except for Movement (minimum = 0) and Resistance (minimum = 1).

On the other hand, the **natural result** of a d6 is never modified by a game effect. Some game effects, on the other hand, allow you to automatically obtain a defined **natural result** or to replace a **natural result**.

If the final result of a **characteristic test** is less than or equal to 0, the test is an automatic failure. However, this rule does not apply to **Wound** rolls (see II-C).

Example: A fighter (ATT=1) with a critical wound (-3 in ATT) attacks an enemy. The player rolls a '2' to which he adds the current Attack of his warrior (ATT = $1 - 3 = -2$). The final result is $2 - 2 = 0$: failure!

Caution: by default, when a game effect depends on the value of a characteristic, the **current value** must be used.

Unless otherwise specified, the game effects apply in the following order to obtain the **current value** of a characteristic:

- Replacement of one value by another.
- Malus to a characteristic.
- Bonus to a characteristic.

If a characteristic or any value has to be divided during the game, the eventual rounding is always done to the higher integer.

II-B. Wounding an enemy



II-B-1. Wound roll






When a combatant is hit by a projectile, a hand-to-hand attack or any other offensive effect, the severity of the damage he suffers is determined by a **Wound roll**. When performing such a roll, the player who initiated the attack rolls 2d6 and consults the Injury Table. Each die is read independently:

- The lowest result obtained indicates the column that must be read for the location of the Wound.
- The higher result is added to the attacker's **current Strength value** minus the target's **current Strength value**. The result determines which row of the Injury Table is to be consulted.

The intersection of the column and the row indicates the result of the Wound.

1d6 + STR - RES		LEGS	ARMS	BELLY	CHEST	HEAD	1d6 + STR - RES	
< 0	No damage						< 0	
0/1							0/1	
2/3							2/3	
4/5							4/5	
6/7							6/7	
8/9							8/9	
10/11							10/11	
12/13							12/13	
14/15							14/15	
16/17							16/17	
18 and +							18 and +	

When making a Damage roll, a  is not an automatic failure and a  cannot be rolled again.

 Stunned
  Light wound
  Serious wound
  Critical wound
  Killed Outright

Example: An Alahan guard (FOR=3) has just made a successful attack against a Goblin bûshi (RES=5). The Goblin fails to defend himself and suffers a Wound roll. The Alahan player rolls 2d6 and gets '3' and '5'.

The lowest result, '3', indicates that column 3 must be consulted: the Goblin is wounded in the abdomen.

The higher result, '5', is added to the Alahan guard's Strength minus the Goblin's Resistance of 5, which gives a final result of $5 + 3 - 5 = 3$. The consequences of this roll of Wounds are read at the intersection between the column 'Abdomen' and the line '2/3'. The Goblin Bûshi suffers a Light Wound.

Caution: a double '6' automatically results in a **'Killed Outright'** result, whatever the Strength of the attack and the Resistance of the target.

II-B-2. Wound levels

The health and abilities of a fighter depend on the number of wound levels he has received. When he starts the battle, a fighter is in good health and has the capacity to absorb 4 levels of wounds before dying. During a Wound roll, the fighter can receive wound levels:

- **Light wound:** +1 wound level.
- **Serious wound:** +2 wound levels.
- **Critical wound:** +3 wound levels.

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

Stunned: The fighter is stunned. He suffers penalties, but this state is temporary.

Killed outright: The fighter suffers +4 wound level.

II-B-3. Decrease of the state of health

Wound levels are cumulative. For example, a fighter who is in **Serious Wound** (he previously received 2 wound levels) and who then receives a Light Wound (+1 wound level) will now be in **Critical Wound** because he will have suffered a total of 3 wound levels. If he receives another **Light Wound**, he is **Killed outright**.

Caution: a **'Stunned'** result is not considered a Wound and does not increase the health of an already wounded fighter.

II-B-4. Wound penalties

A fighter suffers a -1 penalty to his Initiative, Attack, Defense, Fire, Strength, Power, and Faith characteristics for each wound level he receives.

The '**Stunned**' state inflicts the same penalties as a **Light wound**, except that this state is temporary.

The penalties due to the '**Stunned**' state are cumulative with the other penalties of Wounds.

Example: *A fighter in **Serious Wound** and **Stunned** state suffers a $-2 + (-1) = -3$.*

II-B-5. Duration of wounds

A fighter suffers the effects of his Wounds until the end of the game, or until he is removed. Some effects, however, allow wounded fighters to be healed.

The '**Stunned**' state is only temporary and its effects last only until the end of the turn in which the fighter was **Stunned**.

II-B-6. Amplified and Attenuated Wound Rolls

Some game effects indicate that the wound roll is **amplified** or **attenuated**. When the wound roll is made, 3d6 must be rolled instead of 2.

- If it is an **amplified Wound roll**, only the 2 highest results are kept to resolve the Wound roll.
- If the **wound roll is attenuated**, only the 2 lowest results are retained to resolve the wound roll.

If a Wound roll is subject to both an amplified and an attenuated effect at the same time, both effects are cancelled and the Wound roll is resolved normally. If a Wound roll is subjected to more amplified (respectively attenuated) effects than attenuated (respectively amplified) effects at the same time, an amplified (respectively attenuated) Wound roll must be resolved.

II-C. Application of game effects

What we call **game effects** are all the actions, effects of special abilities, abilities, artifacts, spells, miracles, particular effects linked to the scenario played, which have an impact on the fighters engaged in the confrontation.

II-C-1. Area of effect

Many game effects (spells, miracles, some abilities) use an **area of effect** which defines the area affected. It can be a particular fighter or sometimes a certain area defined by a radius around a point or the base of a fighter. In the latter case, a distance in centimeters indicates the radius of the **area of effect**.

Example: *'Area of effect: 15cm'* means that the game effect acts within a radius of 15cm around the point or the base of the fighter.

The **area of effect** can sometimes be determined by a roll of one or more dice, the natural results of which are added together when the game effect is applied. On these rolls, the '6' cannot be rolled again. Regardless of the result, and even if the area of effect is too small, the game effect must be resolved to the end. If the game effect is activated more than once during the same turn, it is necessary to recalculate its area of effect each time it is used.

II-C-2. Range

Some game effects, especially spells and miracles, have a **range** which indicates the maximum distance from the point or fighter on which or from which the game effect can be applied. Be careful not to confuse the **range** with the **area of effect**.

Examples: *The spell 'Gust of Wind' has 'Range: 20 cm' and 'Area of effect: one fighter'. It affects only one fighter located at a maximum of 20 cm from the magician who cast the spell. The 'Veil of Fog' spell has 'Range: contact' and 'Area of effect: 30 cm'. It requires a marker to be placed in contact with the magician's base and produces an effect that affects all combatants within a 30 cm radius of this token.*

II-C-3. Duration

Sometimes game effects use a duration which defines the time during which the game effect is active. The effect can be 'Instant' or it can last a certain number of turns. The most powerful ones last until the end of the game.

For a spell/miracle, the **duration** is sometimes 'Maintain/X'. This means that the spell/miracle lasts until the end of the turn. As long as the spell is active, the caster can sacrifice X gems of the spell's element/X points of Temporary Faith in the Maintain phase to extend its effects into the next round.

II-C-4. Conditional effects keywords

Some game effects are conditional by the use of the keywords '**win**' and '**benefit**' which have different meanings.

'Win' means that the effect continues to be effective until the end of the specified duration.

'Benefit' means that the effect is active only as long as the specified condition is satisfied, that it therefore ends as soon as this condition is no longer satisfied, but also that it begins as soon as this condition is satisfied.

Examples: *A spell (duration: until the end of the turn) indicates the following effect: all friendly combatants within 5cm **win** INI+2.*

This means that every friendly fighter within 5cm of the caster at the time of the spell gains INI+2 until the end of the turn, without being concerned later about the caster's position (or even his possible death).

*A miracle (duration: until the end of the turn) indicates the following effect: all friendly combatants within 5cm **win** FOR+2.*

*This means that every friendly fighter **benefits** from FOR+2 as long as he is within 5cm of the caster, in whatever position he is when the miracle is called; a fighter leaving the aura around the monk will immediately lose the bonus; a fighter entering the aura around the monk will immediately receive the bonus.*

II-C-5. Dispersion

Some game effects (notably area effect artillery) use the rules of dispersion.

The first step is to clearly define the initial point of impact.

The affected player can then roll a d6 to determine the deviation distance:

- '1': The point of impact is increased by 4cm.
- '2': The point of impact is increased by 6cm.
- '3': The point of impact is increased by 8cm.
- '4': The impact point is increased by 10cm.
- '5': The impact point is increased by 12cm.
- '6': The point of impact is increased by 14cm.

The player then rolls another d6 to determine the direction of the deviation (using the numbered arrows on the dispersion template).

Note: *it is possible to replace the directions on the dispersion template with an equivalent method (deflection die, geographic direction die, etc.).*

The point of impact (and the template with it, if necessary) is increased by the number of centimeters indicated by the first roll and in the direction given by the second.

II-D. Line of sight and field of view

Decisive actions in a confrontation usually require one fighter to see another. Therefore, it is impossible to charge an enemy who is not visible or even to shoot at him.

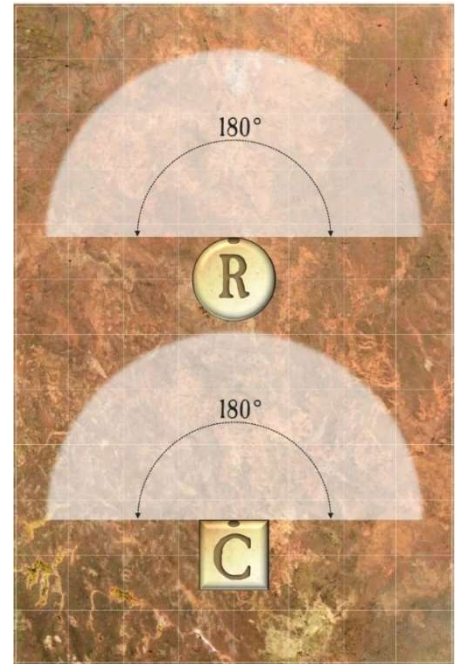
II-D-1. Scenery elements

By default, scenery elements represent nothing more or less than what they are. For example, a group of four trees does not represent an impenetrable forest. A shooter can target a miniature if he has a line of sight between the trees. However, players can define conventions for how the scenery hides the fighters. It is recommended to define at the beginning of the game the size of some scenery elements relative to the size of the fighters (Small Size, Medium Size, Large Size...).

II-D-2. Field of view

The field of vision of the fighters covers an angle of 180° in relation to the front of their base. It is required to mark the front of the base with a dot of paint. This point is called the fighter's sight.

For some war machines, the angle of the gunner's sight is calculated in relation to the end of the weapon used. This is specified in the profile of the machine.



II-D-3. Line of sight

As a general rule, ranged interactions between 2 fighters require that the active fighter has Line of Sight on his target, with the following 2 exceptions:

- The game effect affects all fighters within X cm of the origin of the effect.
- The game effect clearly states that no Line of Sight is required.

To determine if a scenery element or a miniature blocks a fighter's view of his target, three parameters must be taken into account:

The source: the **source** of the line of sight is the point that materializes the front of the fighter who tries to see the target.

The barrier: the element of the scenery or the miniature that is between the source and the target.

The target: the set element or miniature that the source is trying to see.

If the target is within the **field of view** of the source, we consider the entire set of straight lines that can be drawn between the **source** and the **base of the target**:

- If none of these lines is cut by an obstacle, the source sees the target.
- If an obstacle intersects some of these lines, the source **partially** sees the target.
- If one or more obstacles intersect all of these lines, the following rule applies:
 - If the obstacle is greater than or equal to the size of the source and the target, then the source does not see the target.
 - If the obstacle is smaller than the size of the source or the target, then the source **partially** sees the target.

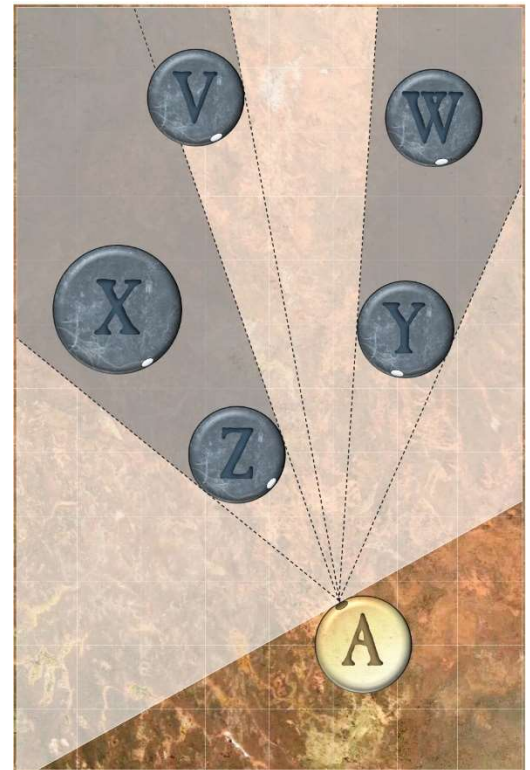
Example: *In the diagram opposite, the combatants A, V, W, Y and Z are of normal size and X is of large size. According to the previous rules, A sees Y and Z, partially sees V and X, and does not see W.*

For miniatures, the Size is used as a reference point for this comparison. On the other hand, if a scenery element must be taken into account, either its Size has been defined at the beginning of the game, or the players use their perception and common sense to determine what is visible or not.

Note: *At any time during the game, a player has the right to check the sight lines of a fighter on the field.*

II-D-4. Line of sight and Contact

A fighter has a Line of sight on all fighters in contact with him. Even those who are outside his field of vision.



II-E. Concept of contact

The contact between 2 fighters is always bilateral, if one of the 2 is considered to be in contact, then the other one is too.

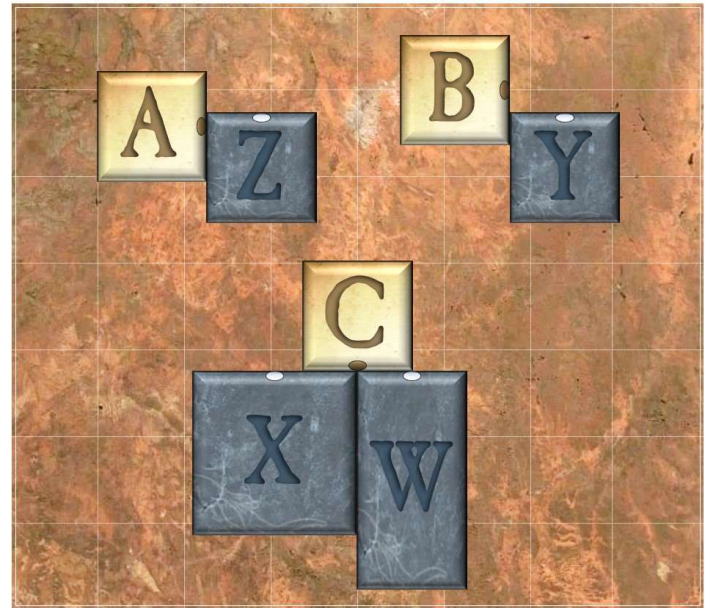
II-E-1. Contact between square bases

A fighter on a square base is considered to be in contact with another (friend or enemy) if at least half of one side of his base contacts the other fighter's base.

When a fighter is placed in contact with another fighter following a move, his sight **MUST** be placed in contact with his enemy's base (or with one of them in the case of multiple contacts). However, if a fighter is placed in contact with a unit already in contact with other fighters, these can be slightly pushed back so as to allow the placement of the new attacker.

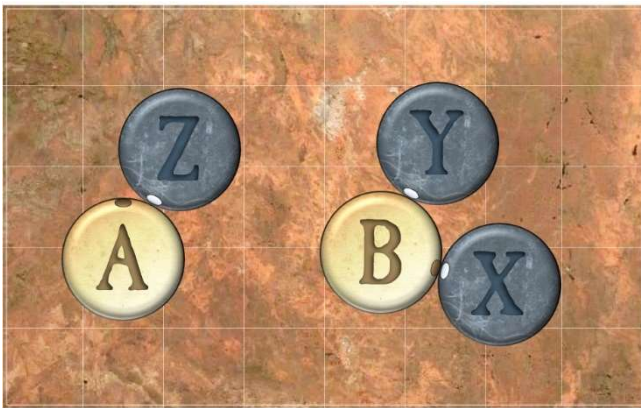
Caution: *this is only allowed if the miniatures to be repositioned are actually in contact with the target's base. If they are not, they are considered as barriers and cannot be repositioned.*

Example: In the diagram opposite, fighters A and Z are in contact following a move by A. Z could not have contacted A in this way because the point marking the front of his base is not in contact with the base of A. Fighters B and Y are not in contact. Finally, fighters C, X and W are in contact. In fact, even though X has less than half of his base actually in contact with C, he is also considered in contact because C is in contact with him. In any case, it is C who has moved because X could not have come into contact in this way because the point marking the front of his base is not in contact with C's base.



II-E-2. Contact between round bases

The same rules as for square bases apply with round bases, except that a combatant on a round base is considered to be in contact with another (friend or enemy) as soon as a point of his base touches the base of the other fighter.



Example: In the diagram opposite, A and Z are in contact as a result of Z's movement. B, X and Y are also in contact and this could have been done as a result of the movement of B or X and Y.

II-E-3. Number of fighters in contact

According to its size, the number of enemies that can come into contact with a fighter is limited (whatever the "real size" of its base):

- Small size: 3.
- Regular size: 4.
- Large size: 6.
- Very large or " Enormous/X ": 8.
- Titan: 16.

The term 'free of contact' designates a fighter who is not in contact with any enemy fighter.

II-F. Altitude levels

Two altitude levels will be used to represent the position of the fighters on the ground and in the air.

Level 0: All miniatures on the ground or on a scenery element are at level 0.

Level 1: This level is for fighters who make a move in flight (see Flight/X ability in chapter XII). Fighters can also be at level 1 following a particular game effect (spell, miracle, special ability...).

II-F-1. Contacts and sight lines between levels 0 and 1

A fighter at level 1 is represented on the battlefield by a counter and the concept of contact only applies to fighters also at level 1.

A fighter at level 1 benefits of a 360° field of vision on levels 0 and 1.

Barriers at level 0 do not block the lines of sight between level 0 and level 1. A barrier at level 1 does not block the lines of sight within level 1, nor between level 0 and level 1.

II-F-2. Interactions between levels 0 and 1

Unless specified in the text describing the effect, a game effect only affects the level of the fighter generating the effect.

The possible interactions between levels 0 and 1 (movement, shooting, spells, miracles...) are described in the Flight/X ability in chapter XII.

Ch.3 Before the battle

III-A. Sequence of battle

Before starting the battle, the players must agree on the victory conditions, set up the battlefield, and define the areas of deployment of their fighters...

III-A-1. Field format and deployment areas

The standard size of the field for a Confrontation game is an area of 120cm by 60cm but it is possible to play on a surface of 90cm by 90cm or, for smaller army sizes (less than 200PA), on a table of 60cm by 60cm.

The standard deployment mode of Confrontation is the **line of battle**. In this setup, the battlefield is divided into two parts by the center line that crosses the field, either across its width (Figure 1) or along its length (Figure 2). Each half of the field will be assigned to one of the two players.

Each player's deployment area is defined by the zone located in his half of the field, more than 15cm from the median line and less than 50cm from it.

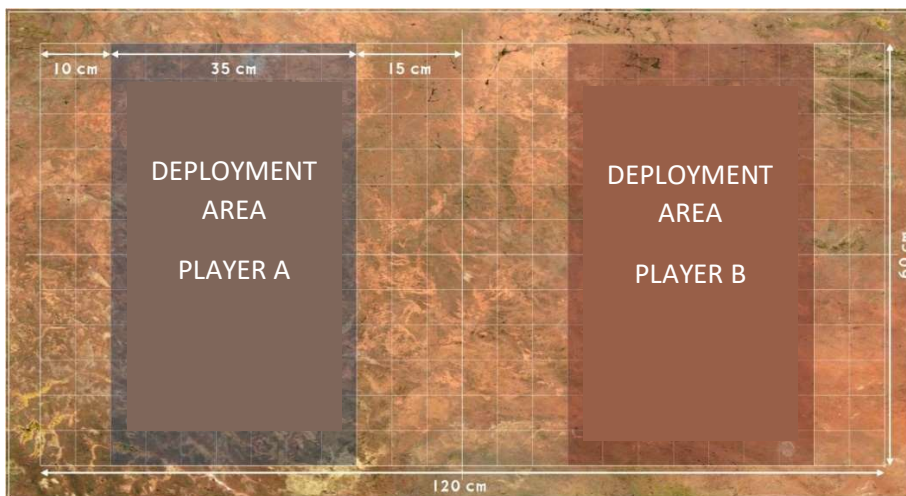


Figure 1: Deployment zones for an area of 120cm by 60cm separated in its width.



Figure 2: Deployment areas for a separated field in its length (120x60 and 60x60).

III-A-2. Basic scenarios

A skirmish game like Confrontation is even more fun if you play a scenario where the objective is not just to annihilate the adversary. The Confédé portal contains a large number of tournament standard scenarios: <https://confederation-dragon-rouge.fr/>. The complete rules covering these scenarios can be found in Chapter 13. However, to get started in Confrontation, it is recommended that you start with a few games of the basic scenarios described below.

These scenarios are based on the notion of **control** of an area of the battlefield. A player is said to **control** an area if, on the one hand, the sum of the powers of his fighters present in the area is greater than the enemy fighters **and**, on the other hand, if the sum of the strategic values of his fighters is greater than the strategic values of the enemy fighters. Any other case results in a disputed zone. For the calculation of the sum of the strategic values, a combatant with a serious wound will suffer a penalty of -5 to his strategic value (min. 0) and a combatant with a critical wound -10.

Scenario 1: Bloodbath

Each player deploys in a **line of battle**. The game lasts 6 rounds. The objective is simple, at the end of the 6 rounds, the winner is the one who **controls** the entire battlefield.

Scenario 2: Conquest

Each player deploys in a **line of battle**. The game lasts 6 rounds. At the end of the last round of the game, we look at which player controls Player 1's deployment area, Player 2's deployment area, and the neutral area in the center. A player who controls his deployment area gains 1 Victory Point (VP), 2 VPs if he controls the center area and 3 VPs for controlling the enemy deployment area. The player with the most VPs wins the game.

Variation: the areas to be controlled can be more restricted, example: you must protect the campsite located in your deployment area and attack the opponent's campsite, take a watchtower located in the middle of the map, etc...

Scenario 3: Execution

Each player deploys in a **line of battle**. The game lasts 5 turns. The objective is to kill the enemy with the highest strategic value, including equipment and options. The first player to accomplish this is declared the winner immediately.

Variation: The goal can also be to eliminate all fighters on a randomly determined card of the enemy (number the cards and draw a number at random). The result of this draw can be kept secret, so that each player does not know which fighters he must protect in particular.

III-A-3. Scenery setup

The basic scenarios are played with a minimum of 4 scenery components (ruins, houses, hills, walls, forests...) which should not exceed 30x30 cm. Each player places a scenery component in turn. To place a scenery, it must not be less than 6cm from another scenery or from one of the table edges. Once the decor components have been placed, the players draw at random which of them will choose their deployment zone.

NB: *more complete rules on the installation of decor components are described in chapter 13, but they are not useful for the basic scenarios.*

III-B. Deployment

Once the battlefield is set up and the scenario defined, the players deploy their miniatures. The deployment takes place in two phases: **Strategic phase** and **Deployment phase**.

III-B-1. Strategic Phase

The Strategic Phase determines the order in which the miniatures will be deployed. It takes place in two steps:

1) **Deployment sequence**

Each player builds a face-down deck with all his reference cards, placing them in any order he prefers. This deck is called the **deployment sequence** because it will indicate the order in which the fighters will be deployed during the deployment phase.

2) **Tactical Roll**

Each player rolls a Discipline test with the fighter of his choice from the army's people: the **Tactics roll**. The winner of this roll will choose which player begins speaking in the deployment phase. Despite the following test being made before the miniatures are placed on the battlefield, the fighter chosen to roll the Tactics roll gains the possible bonus of a musician or a full staff if he then deploys his fighters within command range (see the Musician/X and Command/X abilities in chapter 12).

III-B-2. Deployment phase

It is during the deployment phase that the miniatures are placed on the field.

1) **Drawing of the cards for the deployment sequence**

Players now deploy their fighters according to the successive draw of their **deployment sequence** cards. The draw is executed according to the following rules:

- The player who wins the **Tactics roll** decides which player speaks first.
- When a player speaks, he must **either** draw and reveal the top card of his deployment sequence and deploy the associated fighters, **or** put this card in reserve (he places it face down next to his deck) if he has not yet put one in, or use a refusal if he has the possibility of doing so. Then he passes the hand to his enemy.
- Each player may place only one card in reserve during the deployment phase.
- When a player regains his speech and he already has a card in reserve, he can, instead of playing the top card of his deck, **either** play his card placed in reserve instead, **or** play his card placed in reserve **and** the top card of his deck.
- Refuses: At the beginning of the deployment phase, the players compare the number of cards in their deployment sequences. The player with the fewest cards has a number of refusals equal to the difference in the number of cards. During the deployment, the use of a refusal allows the active player to not play any cards and to directly give the speech back to his opponent.

Note: *this draw is executed in the same way as the draw of the cards of the activation sequence at each turn of the game (see IV-A).*

2) **Deployment of the fighters**

When a player plays one or more cards, he must place the fighters represented by this/these card(s) in the deployment area of his side, except for a game effect (ability, artifact...) or a particular scenario. Once all the fighters of each player have been placed on the battlefield, the deployment is finished and the first round can begin.

During this step, the player is free to measure all distances as he or she sees appropriate.

Ch.4 How does a confrontation work?

A game of Confrontation is usually divided into 6 turns, but some scenarios are played in 4 or 5 turns and players can also agree on the number of turns they wish to play. Once the deployment phase is complete, the players begin the first round. Each round takes place in the following sequence:

Round of play:

- 1) **Strategic phase:** each player completes his activation sequence, which determines the order in which his fighters will interact. The players then make a "Tactics Roll" to see who decides which player is first to activate a Fighter(s).
- 2) **Activation phase:** the fighters are activated in sequence. They move, shoot, cast spells, accomplish miracles, etc.
- 3) **Combat phase:** hand-to-hand combat actions are executed. Some fighters also have the possibility to cast spells, accomplish miracles or execute pursuit movements.
- 4) **Maintenance phase:** the players proceed to the rallying of the routed fighters, then the mystical regeneration (reconstitution of the magical energy reserve of the magicians and the new temporary faith total of the faithful) and finally the maintenance of the game effects (payment of the maintenance cost of certain spells or miracles, dice rolls linked to certain abilities: "Regeneration/X", "Reinforcement"...).

IV-A. Strategic phase

The strategy phase has two steps: 1) Setting up the activation sequences, 2) Tactics roll.

Note: *If a game effect must be resolved during the strategy phase without additional details, it is resolved before step 1). If it must be resolved before the tactics roll, it is resolved after step 1).*

IV-A-1. Setting up the activation sequences

Each player creates a face-down deck with all his reference cards, placing them in the order he wants. This deck is called the Activation Sequence because it will indicate the order in which the fighters will be activated during the Activation Phase.

Each player is free to consult his personal activation sequence at any time, but may not change it under any circumstances once the tactics roll has been made.

Note: *During the game, if all the fighters represented by the same reference card have been eliminated in the previous rounds, this card must no longer be part of the activation sequence.*

IV-A-2. Tactics roll

Each player rolls a Discipline test with the fighter of his choice from the army's people: the Tactics roll. The winner of this roll chooses which player begins to speak in the activation phase.

Note 1: *The fighter used must be from the army's people. This excludes allies and fighters with the abilities "Immortal/X", "Elemental/X", "Mercenary", unless they are from the army's people or have the ability "Alliance/X", provided that X is the army's people or its alliance path.*

Note 2: *Under no condition may a fighter use the Discipline of a fighter with the Command/X ability instead of his own to roll the Tactics roll.*

IV-B. Activation phase

It is during the activation phase that the players activate their fighters in sequence by drawing the reference cards for their activation sequence.

IV-B-1. Drawing the activation sequence cards

The players activate their fighters according to the successive drawing of the cards in their **activation sequence**. The draw takes place according to the following rules:

- The player who won the **Tactics roll** decides which player speaks first.
- When a player has the floor, he must draw and reveal the top card of his Activation Sequence and activate all the associated fighters, **or** place this card in reserve (he places it face down next to his deck) if he has not yet put one in, **or** use a refusal if he has the possibility. Then he passes the floor to his enemy.
- Each player may place only one of his cards in reserve, once during the activation phase.
- When a player takes the floor again and already has a card in his reserve, he can either play the top card of his deck, **or** play his card placed in reserve instead, **or** play his card placed in reserve **plus** the top card of his deck.
- Refusal: At the beginning of the activation phase, the players compare the number of cards in their activation sequences. The player with the fewest cards has a number of rejections equal to the difference in the number of cards. During the activation phase, using a refusal allows a player who has the floor to not play any cards and to directly give the floor to his opponent.

Note 1: *If one of the players has no cards left (neither in his pile nor in his reserve), his opponent continues the speaking rounds alone in the same way as described above until he has no cards left either.*

Note 2: *If all the fighters represented by the same reference card are eliminated during the activation phase before their card has been played, this card remains in the activation sequence (or in the reserve if applicable) and will be played normally during a speaking turn without any action being taken since there are no fighters to activate.*

IV-B-2. Activation of the fighters

Each player creates a face-down deck with all his reference cards, placing them in the order he wants. This deck is called the Activation Sequence because it will indicate the order in which the fighters will be activated during the Activation Phase. When a player plays one or more cards, all fighters corresponding to this/these card(s) are activated simultaneously. Each fighter then executes his own action(s) which may be different from those of the other fighters.

The possible actions for each fighter are divided into two groups:

- 1) **Exclusive actions:** the fighter executing an exclusive action cannot perform any other action during the activation phase. When activating the card(s), the player first announces all the exclusive actions that will be executed and by which fighters, and then resolves them one after the other.

The exclusive actions are: **Charge, Engagement, Run, Move under cover**. They are described in the next chapter (see Ch.5).

- 2) **Cumulative actions:** cumulative actions allow a fighter to combine several different actions during his activation. During the activation of the card(s), the fighters executing cumulative actions are played one after the other, after those who have executed an exclusive action. It is not necessary to announce in advance which cumulative actions the different combatants will perform.

The cumulative actions are: March (see Ch.5), Shooting (see Ch.6), Mystical actions (see Ch.10 and 11).

Note: *the fact that a fighter has completed an exclusive action during the activation phase does not mean that he cannot do anything else for the rest of the turn. He can, for example, fight during the combat phase, cast certain spells that can be cast outside of the fighter's activation phase, etc.*

Actions and measurement: many exclusive and cumulative actions require the measurement of distances on the field in order to see if a fighter is in range of a charge, a shot, etc. By default, it is forbidden to realize the measurement before declaring which action a fighter is going to execute. In order to facilitate immersion, the player must evaluate the distance as the fighter (or his commander) should do in reality, and decide according to this evaluation what action(s) the fighter will execute.

Of course, if both players agree, it is possible to override this rule and authorize the measurement at any time during the game, the players becoming, as it were, ubiquitous entities that guide their fighters in their confrontation.

IV-C. Combat phase

All fighters in contact with an enemy fighter must fight in close combat during the combat phase. The rules governing hand-to-hand combat and pursuit movements are collected in chapter 7.

IV-D. Maintenance phase

Once the combat phase is over, the turn ends with the **maintenance phase** which begins with the **rallying of the routed fighters**, followed by **mystic regeneration** and finally the **maintenance of game effects**.

IV-D-1. Rallying of the routed fighters

It can happen that some fighters, having been terrified by particularly terrifying enemies, suffer the effects of routing. This effect is not irreversible, however, and routed fighters have a chance to recover at the end of each turn. The rules on rallying are described in the section on the influence of fear (see IX-E).

IV-D-2. Mystic regeneration

Magicians and faithfuls restore their reserves of mystical energy before beginning a new round of play. Each player begins by calculating the new Temporary Faith score for each of their faithful following the rule stated in the Divination chapter (XI-B-2), then the players roll a Mana recovery (X-G-1) for each of their magicians.

IV-D-3. Maintenance of game effects

If certain effects require an amount of Temporary Faith (see Ch.11) or mana (see Ch.10) to be spent in order to last, these points must be sacrificed during the maintenance phase. Some ability dice rolls must also be executed during this phase. The various effects must be resolved in the following order:

- 1) **Negative effects:** if one or more fighters are affected by effects that can cause a loss of health, or even their elimination, these effects are resolved before any other (even if they are related to an ability).
- 2) **Passive abilities:** the effects linked to passive abilities (see XII-A-1) are resolved.
- 3) **Active abilities:** the effects linked to active abilities (see XII-A-1) are applied next.
- 4) **Various effects:** other effects, such as the maintenance of certain spells or miracles, are applied after the abilities.
- 5) **Resurrection and Reinforcements:** game effects that allow a fighter to return to the battlefield during a maintenance phase are resolved last. Fighters who return to play in this way cannot generate or suffer any effects during the same maintenance phase.
- 6) **Removal of various markers:** various markers that are no longer useful are removed from the game table (charged, stunned, etc.).

Ch.5 Activation Phase: Movements

During the activation phase, depending on the actions that the fighter is doing, he will move. Part V-A presents the general rules for moving a fighter. Part V-B then describes the different movement actions. Finally, part V-C describes the particular case of disengagement.

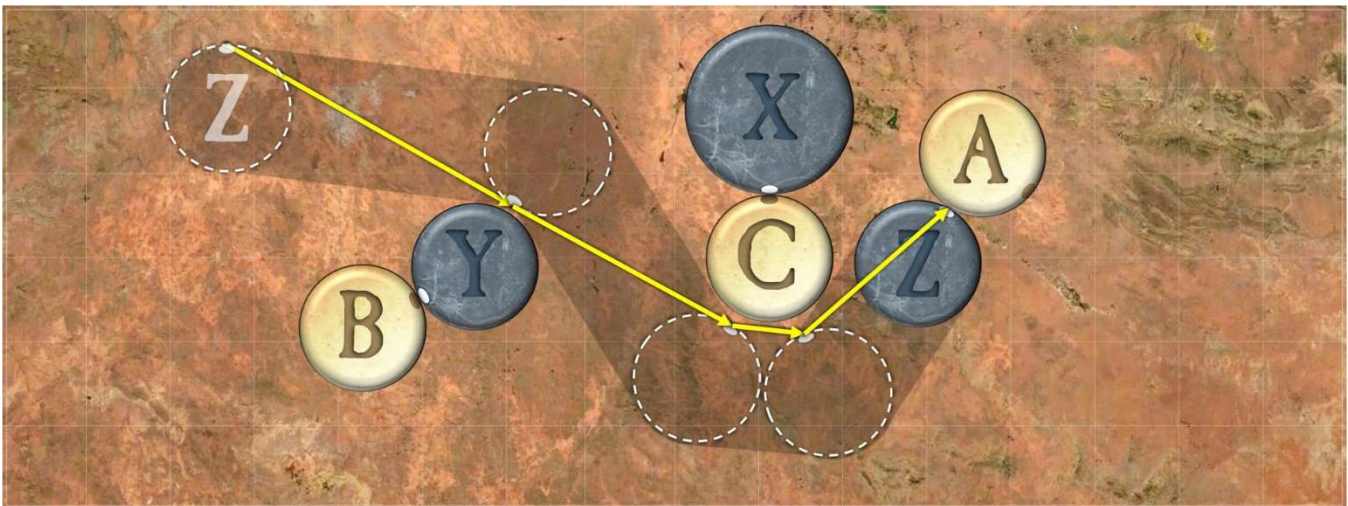
V-A. Moving the fighters: measuring distances

The distance a fighter can move is expressed in centimeters. It depends on the fighter's movement characteristic (MOV), the type of movement chosen and the terrain in which he is evolving.

When a player declares a move action for one of his fighters, he then measures the distance between the fighter's sight and the target of the move action. The target of the move action can be a point on the terrain or an enemy fighter: in the latter case, the measurement goes to one point from the edge of the enemy fighter's base. The measurement follows the following rules:

- During a movement action, the fighter must go around the bases of friendly and enemy miniatures as well as the elements of scenery that cannot be crossed, as they are considered as obstacles. It is therefore recommended to use a flexible tape measure to facilitate the measurements. The measurement is then taken by tracing the most direct way between the sight and the target of the movement (see example below).
- A fighter cannot pass between two obstacles separated by less than the width of his base.
- A combatant can pass "through" friendly combatants free of any enemy if they are activated during the same turn as him.
- In the case of a wall or any type of landform, a fighter can pass through it without penalty if the landform is smaller. If it is of the same size, he can cross it if he does not move more than $MOV \times 1$. Landforms larger than the fighter are uncrossable.
- During a movement action, any rotation of the fighter's base around his sight is free, but only if the sight is moved a non-zero distance.

Note: Thus, a fighter who has only rotated around the sight of his base is nevertheless considered to have moved. So a fighter with $MOPV=0$ cannot execute this rotation because his sight cannot move.



Example: in the above diagram, fighter Z wants to come into contact with fighter A by bypassing fighters Y and C. The space between Y and C is larger than the diameter of Z's base so he can pass. The measurement will be made along the yellow arrows which connect the sight of Z and a point of the base A as short as possible.

V-B. Movement actions

V-B-1. Walking (cumulative)

Conditions: A fighter who is not in contact with any enemy fighter may walk. A fighter who is in contact with at least one enemy fighter and who has not been attacked in the current activation phase may walk by disengaging (see V-C).

Movement potential: When a fighter executes a walk, his movement potential is MOUx1. The player indicates an approximate direction and measures the distance to be moved. The fighter must stop at a maximum of MOV cm. At the end of a walk a fighter can be turned in any direction, at the controlling player's choice.

Although this is a cumulative action, only one walk may be executed during a single turn. For example, a combatant **cannot** walk from MOV/2, shoot, then walk again from MOV/2.

A walk can be combined with any other cumulative action (before or after): shooting, casting a spell, calling a miracle.

A fighter can never reach an enemy at the end of a walk, because to do so, an assault would have to be announced and not a walk.

V-B-2. Running (exclusive)

Conditions: A fighter can only make a run if it is free of any enemy at the time of its activation.

Movement potential: When a fighter makes a run, its movement potential is MOUx2. The player indicates an approximate direction and measures the distance to be moved. The fighter must stop at most MOUx2 cm. At the end of a run, a fighter can be oriented in any direction, at the choice of the player controlling it.

A fighter can never come into contact with an enemy at the end of a run, because to do so would require the announcement of an assault and not a run.

V-B-3. Assault: charge or engage (exclusive)

Conditions:

- To **charge** an enemy, a fighter must be free of any enemy **and** be able to see his target at the beginning of his activation, even partially. He must also be able to be placed in contact with his enemy.
- If at the beginning of his activation a fighter cannot see the enemy fighter he wants to hit, he can still attempt to **engage** him in close combat.

Movement potential:

- When a fighter makes a charge, his movement potential is MOUx2.
- When engaging, if the fighter is free of any enemy at the beginning of his movement, his movement potential is MOUx2.
- A fighter who is in contact with at least one enemy fighter and who has not been attacked during the current activation phase can carry out an engagement by first disengaging (see V-C). Its movement potential is then only MOUx1 cm.

Note: a fighter has the right to re-engage one of the fighters with whom he was in contact following a successful disengagement.

Movement during an assault:

When an assault is declared, the distance between the fighter's sight and the edge of the target's base must be measured according to the rules for measuring movement. The fighter can then be placed in contact with any free edge of the target's base, if his movement potential allows him to contact it. He must then be oriented towards his opponent so that his sight is in contact with the enemy base. The attacked fighter is not redirected towards his enemy.

If the measured distance is too great for the fighter to make contact with his target, the fighter must be moved to the maximum of his movement potential in the direction of his target.

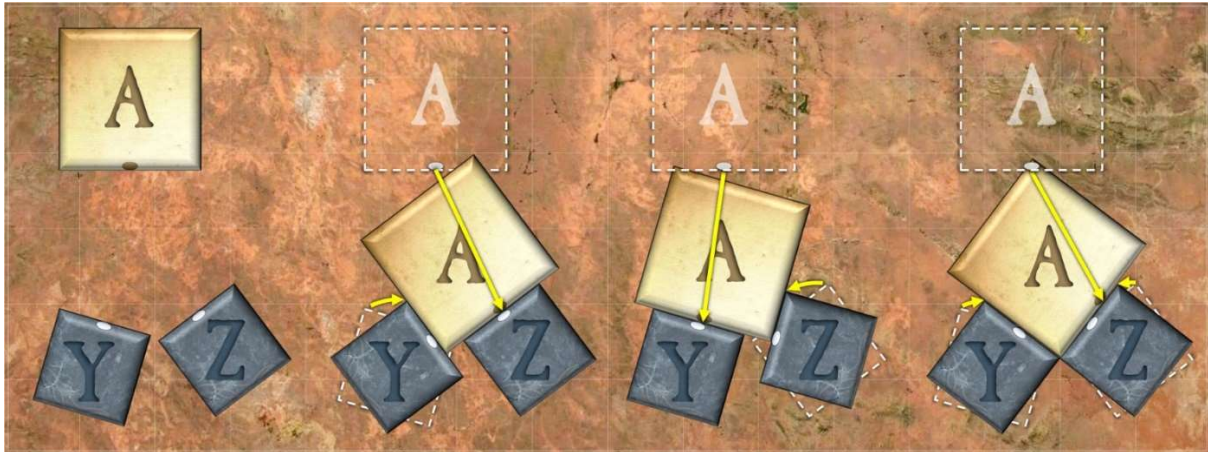
The sequence of assaults can be influenced by the effects of shooting (see ch6) and fear (see ch10).

Charging or engaging several enemies:

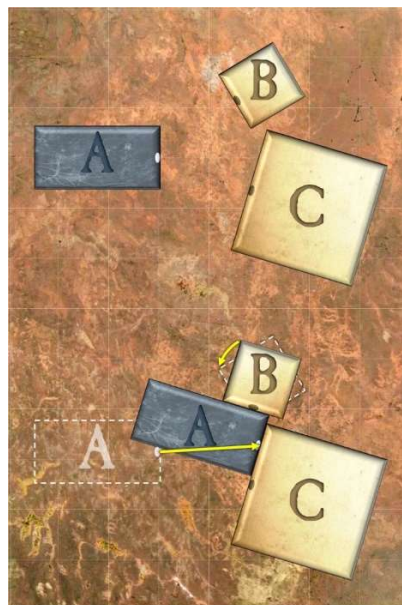
A fighter is allowed to charge multiple enemies if they are close enough to each other to be contacted.

A fighter on a square base has the possibility to rotate the fighter(s) he is charging if the following conditions are respected:

- Only fighters that are free of contact can be moved.
- The fighters can be moved without changing the battlefield or the position of other fighters.
- The total power of the moved fighters is less than or equal to that of the charging fighter.



Example: *Fighter A (power 2) charges fighters Y and Z (power 1). He can choose to slightly rotate Y, or Z, or both.*



Example: *Fighter A (power 2) charges Fighter B (power 1) and Fighter C (power 3). He can only rotate fighter B.*

Redirect an assault:

Sometimes an assault fails because of the target, who may run away in fear, or die from a shot, spell or miracle. The fighter must then go to his initial target, and turn around his sight as he wants, and can then choose between:


- Redirect his assault (on the initial target or on another) with what remains of his movement.
- Staying on the same place.
- Transform his assault into a run with what remains of his movement.

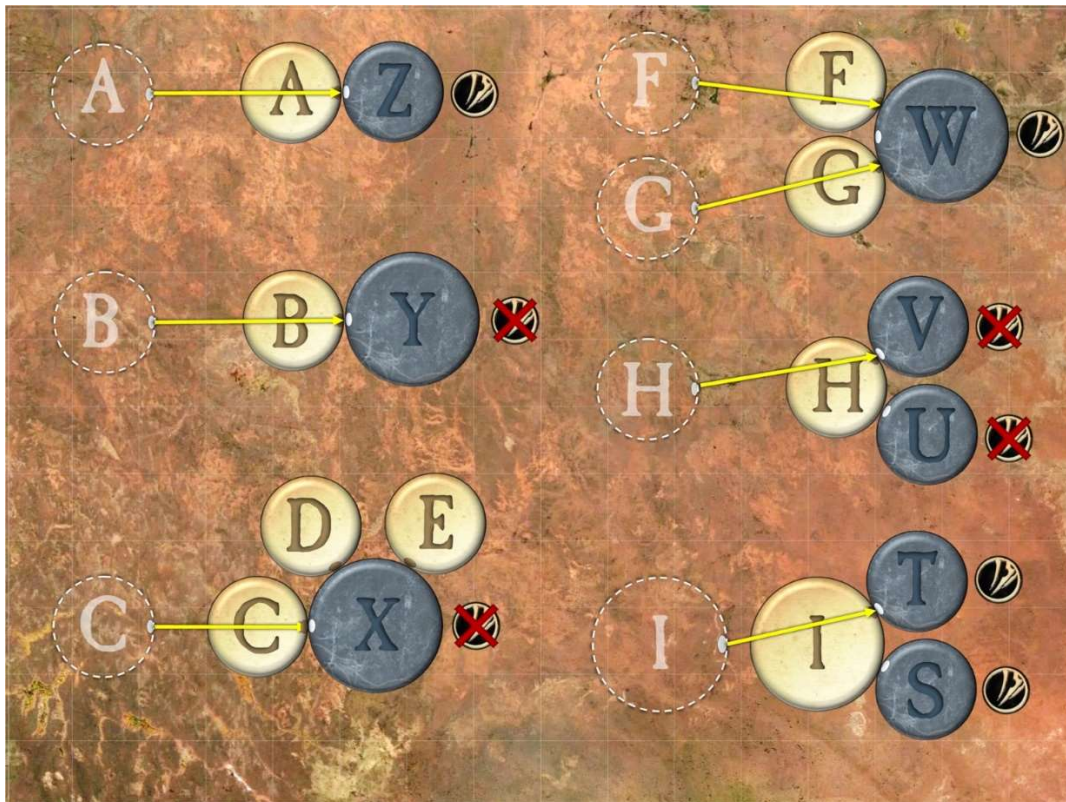
A redirected charge remains a charge, in all respects, provided the fighter has a valid line of sight to his new target from the location from which his charge is redirected.

Charge Penalties:

When a fighter is charged, he suffers charge penalties if the cumulative power of the charging enemies equals or exceeds his own. However, only fighters who charge during the same turn are counted in the calculation of the power.

A fighter subject to charge penalties suffers a -1 in Initiative, Attack, Defense and Fire. These penalties apply until the end of the turn, even if the combatant is no longer in contact with the opponent who charged him.

The "charged" counter  is then placed next to the combatant to remember the penalties he suffers.



Examples: Fighters A, B and Z are of power 1. Y is of power 2. A's charge on Z gives a charge malus to Z while B's charge on Y does not. C, D and E are of power 1 and X is of power 2. Since C, D and E charged X at different turns, X does not suffer a charge penalty. On the contrary, F and G (power 1) inflict a charge penalty on W (power 2) because they charge him during the same turn. Finally, fighter H (power 1) does not inflict charge penalties on V and U (power 1) while I (power 2) inflicts charge penalties on the two fighters T and S (power 1) that he has just charged.

V-B-4. Movement under cover (exclusive)

Conditions: Only a fighter who is free of any enemy at the time of his activation can make a move under cover.

Note: if he is the target of a shot when he has not yet been activated and is free of any enemy, a fighter can announce that he is taking cover. He then benefits from the effect of moving into cover for that shot and will be forced to move into cover when activated.

Movement Potential: The movement potential from cover is equal to MOUx1.

Effects: The fighter gains the Target/+2 ability until his next turn's activation.


V-C. Disengagement

A fighter in contact with at least one enemy at the beginning of his activation may try to disengage if he has satisfied the following conditions:

- He must not have been charged or engaged in the current activation phase.
- The fighter is not in contact with the maximum number of enemies possible (depending on his size, see II-E-3).

There are two ways to disengage:

- A fighter can test his agility. To do so, he must succeed in an Initiative check with a difficulty equal to 4 + 2 per enemy in contact with his base.
- He can also try to force his way out of the melee if his Size is greater than that of each enemy in contact with his base. He must then roll a Strength test with a difficulty equal to 4 + 2 per enemy in contact with his base. For this roll, the highest Strength among all his enemies is subtracted from his Strength. If this falls to 0, disengagement in force is impossible.

If the fighter succeeds to disengage, his movement potential is MOU x 1 (in cm). If he fails, all his combat dice will be placed in defense for all the combats he performs during the combat phase of the current turn. A Defense counter  is then placed next to the miniature.

A fighter who successfully disengages is free to engage enemy fighters (including those from whom he has just disengaged), within the limit of his movement.

V-D. Summary table of movement actions

Action	Movement potential	Contact with the enemy after moving	Can be used after disengagement	Action type
March	MOV x 1	Not allowed	Yes	Cumulative
Running	MOV x 2	Not allowed	No	Exclusive
Charge	MOV x 2	Imperative	No	Exclusive
Engagement	MOV x 2 (MOV x 1 after disengagement)	Imperative	Yes	Exclusive
Moving under cover	MOV x 1	Not allowed	No	Exclusive

Ch.6 Activation Phase: Shooting

VI-A. Shooting action (cumulative)

Conditions: During the activation phase, a fighter with an AIM score and a ranged weapon can shoot if he executes only cumulative actions. He must also be free of any opponent at the time of his shot.

A shooting action can be combined with any other cumulative action (before or after): walking, casting a spell, calling a miracle.

VI-A-1. Target choice and distance measurement

Before each shooting try, the player controlling the shooter must designate a target on which he has a line of sight (see II-D). Once the target has been designated, the distance between the shooter's sight and the edge of the target base must be measured. If this distance is strictly greater than the maximum range of the weapon used (in cm), the shot automatically fails. Otherwise, the player goes on to calculate the difficulty of the shot.

VI-A-2. Move to cover

Immediately after announcing the target of the shot and if it has not yet been activated and is not engaged, it can announce that it is moving into cover. She does not move, but will be forced to move to cover when she activates and benefits from the "Target/+2" ability for the shot.

VI-A-3. Difficulty determination and Shooting Test

To determine if a shooter can hit his target, the player controlling him must roll a Shooting test, the difficulty of which depends on various factors such as the distance separating the shooter from his target and the ranges of the weapon used.

A ranged weapon is always associated with three range values. The first indicates how long (in cm) the range is considered short. The second determines the medium range and the third the long range.

Example: *The ranges of a bow are noted 20-40-60. So up to 20cm, the target is at short range. If it is between 20.1 and 40cm, it is medium range and if it is between 40.1 and 60cm, it is long range. This also means that with such a bow, it is impossible to hit a target located at more than 60cm.*

The difficulty of the shooting test is determined as follows:

Conditions	Difficulty
Short range	4
Medium range	7
Long range	10

This difficulty can however be modified by the following factors (they are cumulative):

- If the target is only partially visible (see II-D-3): Difficulty + 1.
- If the target is large: Difficulty -1.
- If the target is very large: Difficulty -2.
- If the target is at a different altitude level: Difficulty +2.
- If the target has the Target/X skill: Difficulty +X.

Example: *An Alahan Reaper has just executed a walk and is about to shoot at a partially visible Wolfen located at medium range (15cm). The difficulty of the shot is: 7 (medium range) -1 (large target) +1 (partially visible target) = 7.*

Once the difficulty of the shot has been defined, the player executes a Shooting test using the fighter's SHOT. If the test is successful, the target is hit and a Wound roll is made with a Strength equal to that of the weapon used. If not, the projectile is lost in nature without further consequence.

VI-B. Special cases

VI-B-1. Shooting in the melee

A shooter has the right to target an enemy who is in contact with fighters on his own side. But if the shot is successful, there is a chance that the projectile will hit the wrong target. The player who has just succeeded in the shooting test then makes a distribution roll: he rolls 1D6. On a '4', '5' or '6', the chosen target is hit. On a '1', '2' or '3', the fighter from the shooter's camp nearest to the shooter (and in contact with the initially chosen enemy) is hit. If two friendly fighters are equidistant from the shooter, the player controlling them chooses the fighter hit.

Note: *It is forbidden to shoot at a friendly fighter in the hope of hitting an enemy fighter.*

VI-B-2. Unmoving shot

If the shooter did not move during his activation, the Wound is read one step lower on the Wound table. A shooter who moves during his activation (before or after the shot) loses the use of this bonus.

If a shooter can make more than one shot during the turn, only the first of them can benefit from this bonus.

Reminder: *A simple change of orientation is considered as a move.*

Caution: *Although it has a similar effect to the ability "Flail/X", it is not that ability.*

VI-B-3. Assault shooting

A fighter may shoot while making a charge or an engagement. However, the fighter must have a line of sight to his target at the start of his move. The shot is resolved before the figure is moved, following the rules in the order shown:

- The shot must be aimed at the target of the assault.
- The distance between the shooter and his target must be measured before the shot is fired. If the shooter is not within range of the charge or engagement, the shot is not fired.
- If the shooter must roll a Courage test (see Ch.9) in order to charge the target, the test must be attempted before the shot is fired. If the test fails, the fighter does not shoot.
- The shot is resolved with a base difficulty of 7, regardless of the range of the weapon shooting and the initial distance between the two fighters.
- If the target has to roll a Courage check against the shooter, it must be made after the shot is resolved.

A fighter can only make one shot during an assault, regardless of the number of shots to which his ability and equipment grant him.

If the target is eliminated by the shot, the combatant may redirect his assault to another target (see V-B-3), but may not make a second shoot.

If more than one fighter simultaneously assault shoots against the same target, all their shots must be resolved before the figures move. If the target is eliminated before the resolution of one of the shots, the shooter concerned may redirect his charge, but his shoot is lost.

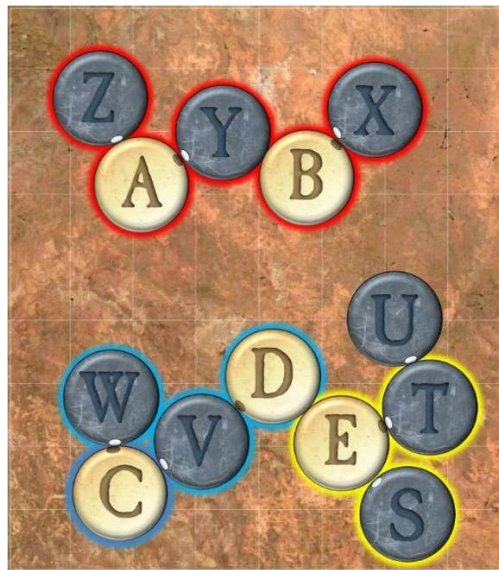
Ch.7 Combat phase

Once the actions of all the fighters have been resolved, the activation phase ends. The combat phase then begins and proceed as below:

- A. Separation of the melee
- B. Determining the order of resolution of the combats
- C. Combat resolution:
 - 1) Allocation of combat dice
 - 2) Initiative test
 - 3) Resolving weapon combat
 - 4) Pursuit movements

VII-A. Separation of melees into several combats

- A melee is a group of adjacent enemy fighters forming an unbroken chain with alternating friend and enemy. It may include a number of fighters from both sides.



Examples: At the top, the 5 fighters circled in red constitute a melee because each fighter is in contact with an enemy and they all form an unbroken chain with alternating friends and enemies. At the bottom, the chain of fighters is interrupted each time there are two friendly fighters in contact ("D and E", "T and U"). Thus there will be two separate melees, one with the blue circled fighters and the other with the yellow circled fighters. The U fighter does not participate in either melee because he is not in contact with an enemy fighter.

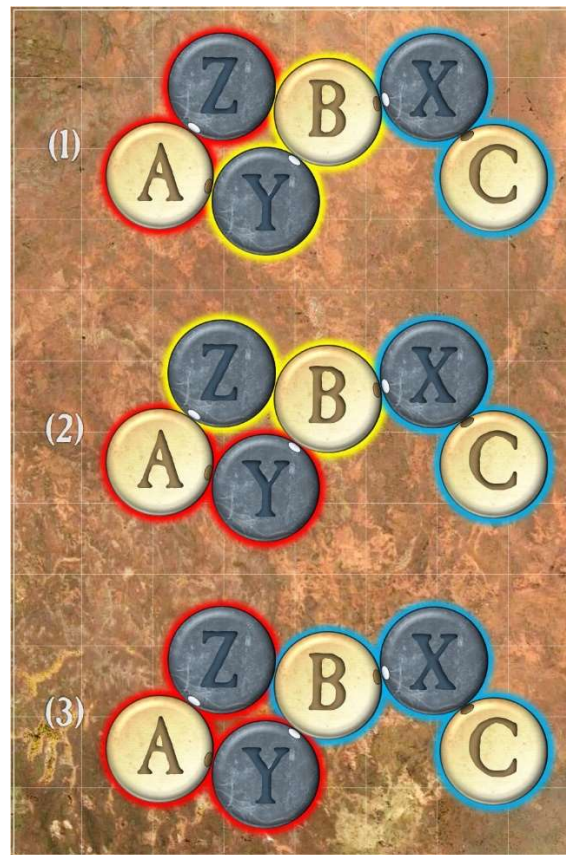
- As opposed to melee, a fight opposes enemy combatants in base-to-base contact in one of two configurations:
 - One fighter against one enemy fighter.
 - One fighter against many enemy fighters.

Thus, if a melee includes several fighters from each side, it must be separated into separate combats that are used to determine who will fight whom.

To determine who will split the melee, each side chooses one of its fighters who is not routed (see Ch.9) and who participates in the melee. The chosen fighters roll a Discipline test in opposition, the winner of which splits the melee into several different battles according to the following rules:

- A single fighter can only be associated with one combat.
- Any fighter in contact with an enemy fighter must be associated with a combat.

Caution: this separation is artificial, the miniatures may be physically separated by a few millimeters, but they are still considered to be in contact base to base.



Example: *This melee can be separated in three different ways, according to pattern (1), (2) or (3).*

VII-B. Order of resolution of the combats

The combat phase is divided into rounds. During a **turn**, only one player chooses the fight that is to be resolved. Once this battle has been resolved, as well as all possible battles resulting from pursuit movements, the turn to speak is over and the opponent's turn begins. Players take turns speaking until all battles have been resolved.

To find out which side has the first turn to speak, each player **chooses the combat he wants to start** with and one fighter from his army who is not routed (see Ch.9) and who is participating in that combat. The chosen fighters roll a Discipline test in opposition, called an **Authority roll**, and the winner gets the first turn to speak.

Caution: *The player who gets the first turn to speak **must** choose the fight he wants to start with. His opponent, on the other hand, is not forced to designate the fight he had chosen when he gets the floor back. On each successive turn, the players will take it in turns to choose a fight that will be resolved (and that may cause possible fights resulting from pursuit moves).*

Note: *Any fighter in the army can be designated to roll the Authority test. Even if they are an ally or have the ability "Pariah" or other.*

VII-C. Combat resolution

Once a battle has been designated, it is resolved in the following way.

VII-C-1. Allocation of combat dice

In order to attack or defend, a fighter has a number of combat dice equal to 1 + the number of opponents engaged in the same combat as him. Each die must be allocated either to attack or to defend by the player controlling the fighter: this is called the **allocation of combat dice**. The allocation of combat dice is done one fighter after the other, in ascending order of their strategic values. If two enemy fighters have the same strategic value, the player who did not choose the current combat will allocate the dice first for his fighter.

Note: Sometimes game effects force/allow a fighter to dispense with the above rule (placing his dice before/after any other fighter, after the initiative roll, etc). If several fighters are affected by the same game effect, they place their dice at the time defined by the game effect, in the ascending order of their strategic values.

Tip: In order not to lose sight of the information needed to resolve the battle (characteristics, special abilities, dice, etc.) and not to make mistakes, place the reference cards of the fighters of both sides face each other and organize the dice around the cards: place the attack dice on top and the defense dice below. If several fighters of the same type represented by the same reference card are involved in the same battle, keep their dice separate.



Example: A Praetorian Guard (49 AP) is engaged in a battle against two Dawn Warriors (19 AP) and Arkeon Sanath (74 AP). The two dawn warriors must first allocate their combat dice since they have the lowest individual strategic value. They each have only one enemy facing them: the Praetorian Guard. They therefore have $1+1=2$ combat dice each. For the dawn warrior n° 1, the player places two dice in attack, above and to the left of the reference card. For the second warrior, he places one in attack and one in defense, so one die above and one die below the reference card, which he places on the right to separate them from the dice of the first dawn warrior. It is then up to the Praetorian Guard to place his combat dice (next strategic value in ascending order). He faces three opponents and therefore has $1+3=4$ combat dice. The player decides to place three of them in attack and one in defense. Finally, his opponent places Arkeon Sanath's two dice, one for attack and one for defense.

VII-C-2. Initiative

Once all fighters in the combat have allocated their dice, each player must make an initiative check against each other to determine which side's fighter(s) attack(s) first.

A player with more than one fighter participating in the combat may choose which fighter to make the test with, and he then gets $INI+X$ only for that test, with X being equal to the number of additional fighters on his side.

Example: *The Praetorian Guard (INI=3), the Dawn Warriors (INI=3) and Arkeon Sanath (INI=5) have placed their combat dice, and the players make their initiative check. The player controlling the Praetorian Guard gets a natural result of '5' which added to his INI of 3 gives a final result of 8. His opponent with three fighters participating in this fight must choose which one to use for the initiative test. Arkeon Sanath having a better initiative than the dawn warriors will naturally be chosen. His initiative for this test is equal to 5+1 for each additional fighter on his side, i.e. 7. The player gets a natural result of '2' for a final result of 9. Arkeon Sanath and the Dawn Warriors therefore win the initiative test.*

VII-C-3. Resolving weapon combat

A combat is further separated into weapons combats according to the following rules:

- At each weapons combat, the side that won the Initiative test attacks first. Once the first side has finished its attacks, it is the other side's turn to attack. The weapons combat is then over and a new combat can begin.
- When a fighter makes an attack on one of his enemies, he uses **only one** of his attack dice each time. Once the attack has been made, the die is discarded and cannot be used again.
- If the side whose turn it is to attack has just one fighter, that fighter **must**, if he has enough attack dice available, make a single attack on each enemy. If he does not have enough dice left, he chooses which enemies he will attack with his available dice. If he has no more attack dice, he does not attack at all and it is his opponents' turn to attack.
- If the side whose turn it is to attack is composed of several fighters, each of them **must**, if they have at least one attack die left, make a single attack on their unique enemy. The order in which the fighters attack is chosen by the player who controls them.
- As soon as all the fighters on one side have been eliminated or as soon as the attack dice of all the fighters have been used, the fight is over.

VII-C-4. How an attack is carried out

An attack is performed in the following sequence:

- a) **Announcement of the target:** the attacking player designates one of the fighter's opponents as the target of the attack.
- b) **Announcement of the defense:** if the target has at least one defense die, the player controlling it may (but does not have to) attempt to block the attack with one or more of his defense dice and then announces how many dice will be used in the try.
- c) **Attack check:** the attacker then rolls an Attack check: the final result of this roll indicates the difficulty the defender must equal or surpass to block the attack.

Note: *Any roll of '6' on the Attack check must be made before any Defense check.*

Reminder: *As opposed to the defender, the attacker is allowed only one attack die for his attack test.*

Remember: *For characteristic tests, a final result of 0 or less is an automatic failure.*

- d) **Defense check:** if the defender has allocated a defense die(s) to a block check attempt, he rolls a Defense check with as many dice as announced. If the final result of this roll equals or exceeds the final result of the Attack check, the attack is blocked. Otherwise (or if no Defense check was attempted), the attack is successful.

Regardless of the result of the Defense check, all defense dice assigned to attempt to block an attack are lost, unless the Attack check is an automatic failure, in which case the defender loses no defense dice.

- e) **Wound roll:** If the attack is successful, the attacking player rolls for Wounds (see II-B-1) against the targeted enemy. The strength of this roll is equal to the Strength of the fighter who just launched the attack. If this wound roll results in a "Killed Out" result, all the remaining combat dice of the eliminated fighter are immediately lost.

Caution: Remember that the current values of the fighters' characteristics will vary according to the wounds suffered during the various weapon passes (see II-B-4).

Example: *Arkeon Sanath and the two dawn warriors having won the initiative test against the praetorian guard, they attack first during the first weapon combat. The first dawn warrior is only allowed to use one of his two attack dice to make his attack on the praetorian guard (the second will be used for the second weapon combat). The Griffin player declares that the Praetorian Guard uses his defense die to defend the Dawn Warrior's attack. The Dirz player makes the Attack check and rolls a '4' for a final result of $4+3=7$. The Griffin player makes the Defense test and obtains a '2', which is also a final result of $7(2+5)$. The attack is thus parried. The Praetorian Guard no longer has any dice placed in Defense and cannot block the attack of the second Dawn Warrior or that of Arkeon Sanath. As the attack test of the dawn warrior cannot give an automatic failure (final result of 0 or less), the Dirz player goes directly to the wound roll on the praetorian guard. He rolls two dice and gets '2' and '3' which indicates a wound to the arm with a final result of $3+7-11=-1$. The praetorian guard receives a stunned wound. The roll of wound of the attack of Arkeon Sanath gives '3' and '5' what indicates a light wound in the abdomen (location: 3, final result= $5+7-11=1$).*

The first battle continues with the attacks of the praetorian guard. Since he is under the effect of a Light Wound and a Stunned, his current ATT and FOR values are 3 (5-2) and 6 (8-2) respectively. He is forced to use his three attack dice and distribute them among his three enemies. The attack on the first dawn warrior cannot be defended because he has no defense dice. The griffin player rolls a '2' and a '6' for a final result of $6+6-7=5$ in the arm, a light wound. The second attack die is used for the second Dawn Warrior, who declares that he is using his defense die to try to block the attack. The Griffin player makes the Attack roll and rolls a '6'. He decides to roll again and gets a '4', which gives a final result of $6+4+3=13$. The Dirz player makes the Defense roll of the warrior and obtains also a '6'! He throws again but obtains a 1 which finally brings back the final result of the roll of Defense to $1+3=4$. The attack is therefore not blocked. The Griffin player rolls a '4' and a '5', which gives a final result of $5+6-7=4$ in the chest, so a serious Wound. The last attack die of the Praetorian is for Arkeon Sanath who declares to use his defense die. The attack roll gives a '4', so a final result of $4+3=7$. The roll of defense gives '2' that is to say a final result of $2+6=8$. The attack is blocked. The first weapon combat ends.

The second weapon combat begins and it is the Dirz fighters who start to attack. As the dice used in the first weapon combat have been discarded, there is only one unused attack die left for the first dawn warrior, the other fighters having used all their attack and defense dice in the previous weapon combat. The first dawn warrior declares his attack on the praetorian guard and makes the wound roll directly. Being in light wound its current value of Strength is thus worth $7-1=6$. The roll gives '6' and '6' which would give a final result of $6+6-11=1$ in the head, i.e. a serious wound, which would make the praetorian guard suffer a critical wound because he is already in light wound. Nevertheless, a result of 6-6 on a wound roll gives the result "Killed outright" regardless of the strength and resistance of the attacker and the target. Thus, with a well-adjusted blow of his axe-sword, the Dawn Warrior decapitates the Praetorian Guard who collapses in a pool of blood! Let's bet that Arkeon Sanath will remember this brilliant move made by this brave warrior!

VII-C-5. Sustained defense

If a fighter has placed at least as many dice in defense as in attack at the time the combat dice are allocated, he may use sustained defense when he uses his **last** defense die of the combat. The fighter gains DEF-2 until the end of the combat, but he will not lose his defense die (whether the defense is successful or not) and **must** use it again against any new attack in that combat. This die can only be used in the same combat and only to make more sustained defenses under exactly the same conditions.

Note: *If a game effect allows the fighter to wait before allocating some of his combat dice, the use of the sustained defense is not possible until all his combat dice have been placed either in attack or in defense.*

Caution: *The die allocated to a sustained defense must be the last die of the fighter. Therefore, a sustained defense cannot be tried using multiple defense dice. The abilities "Counter-Attack" and "Ambidextrous" have no effect on a sustained defense die.*

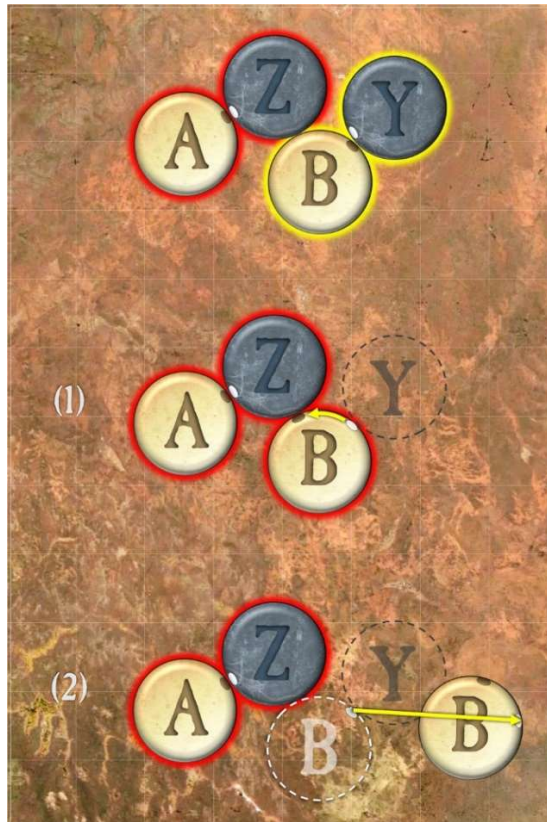
VII-C-6. Pursuit movements and new combats

At the end of a combat, if all the fighters on one side who were participating in that combat have been killed, the fighter(s) on the other side may make a pursuit move according to the following rules:

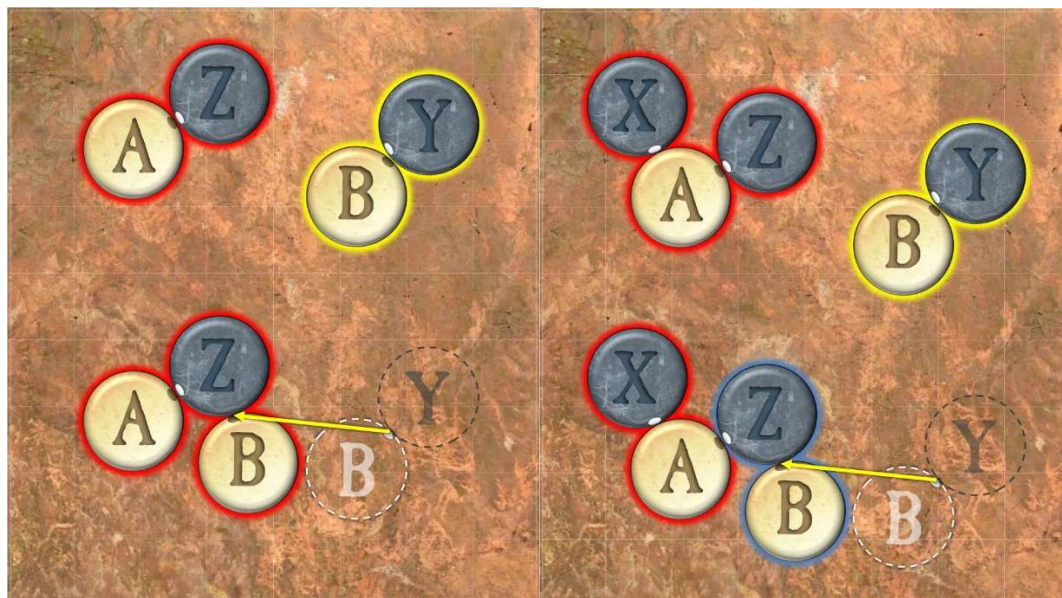
- a) A single fighter may make only one pursuit move per round of MOU/2 cm (rounded up to the next cm) which may mean **engaging** (not charging) an enemy fighter in range.
- b) If at the beginning of his pursuit move the fighter is in contact with one or more enemy fighters (who were not engaged in the same combat as him), no disengagement test is necessary and the fighter is allowed to engage other enemy fighters, including those who were in contact with him at the beginning of his pursuit move.
- c) If a fighter comes into contact with an enemy fighter at the end of a pursuit movement, various scenarios are possible:
 - If the engaged fighter has already fought in the current combat phase, nothing happens and another combat is designated to be resolved.
 - If the engaged fighter is free of any enemy and has not yet fought, a combat is **immediately** resolved between him and the fighter who has just been pursuing.
 - If the engaged fighter is already engaged in a combat that has not yet been resolved, the combat is resolved **immediately** and the pursuing fighter participates as if he had not yet fought in that round (although he suffers any penalties due to his previous combats).

Note 1: These pursuit moves may result in new combats, which are resolved in the order chosen by the player whose turn it is to speak.

Note 2: A pursuit move may sometimes result in having to execute a new melee separation. In this case, the player controlling the pursuing fighter does this. In this case, only the combat affecting the pursuing combatant needs to be resolved immediately.



Example: Fighter B has just killed Fighter Y. He can either (1) stay in place and the combat between Fighter Z and Fighters A and B is immediately resolved or (2) move MOU/2 in the direction of his choice.



Example: *On the left, fighter B has just killed fighter Y and decides to engage Z during his pursuit movement. The combat between Z and A and B is immediately resolved. On the right, the same scenario except that A is also in contact with fighter X. B's pursuit movement then results in a new separation of the melee into two combats. Only the combat between Z and B is immediately resolved.*

Once all the combats have been resolved, the combat phase ends and the maintenance phase can begin (see IV-D).

Caution!

You have just finished reading the basic rules of the Confédé system. If you are new to the game, we recommend that you play three or four games with these rules and the following few simplifications for your army forces:

- Choose about 100-150 AP of fighters for each side.
- Do not take monks or wizards.
- Ignore the abilities and special abilities of the chosen fighters.
- Play one of the basic scenarios described in Chapter 2.

Once you understand the basic mechanics, play a few more games using the rules for the abilities (see Ch.12) and special abilities of your fighters.

Then you can read the advanced rules detailed in Chapters 8 through 13 to get the full experience of the game.