

Confrontation 2.0 Rules

Summary

This summary is for those who already have a grasp on Confrontations version 3.0 rules and aids in reverting back to version 2.0 by going through the main differences. Abilities will require referencing the end of the C2 Booklets.

Approach and Movement phases both have players cards shuffled into one deck, drawn back and forth. Can reserve just the same as in C3 and can activate as many reserved cards as one wishes during their round. No mention of refusal rules.

Mentionable differences

Can only move through friendly figures if activated at the same time.

Penalties (cannot accumulate to lower a stat below 0)
Charge penalty: -1 in Initiative, Attack and Defense values.
Fear Penalty: -1 in Initiative, Attack and Defense values.
Stun Penalty: -1 INI, ATT, DEF

Cannot disengage by strength like in C3

Dodging: Same as Move Undercover C3 movement but short range (4) becomes medium (7), medium becomes long (10), long becomes unshootable. Figures with a mount can't dodge.

Other movements: Ladder, Rope, Etc.
Each Cm counts for x2.

Phase Order: Movement phase, Divination phase, Firing/Incantation phase, Hand to Hand Combat phase.

Innate Character Abilities

Can Sustain Defense if outnumbered.
Sequence (Original): -2 to ATT & DEF per die gained. Can't reduce to below 0.
Counter Attack: Announced before attack roll. Must pass with a difference of 2 in defensive favor.
Warrior Mages/Monks have Counter Attack as well.
Master strike: Use all atk dice left if at least 1. Roll all for multiple tests. If successful, add chosen difficulty to damage roll.

COMBAT

Combat. +1 INIT per additional friendly figure involved. Attack roll announces difficulty to achieve.

DAMAGE	LEGS / 1	ARMS / 2	TORSO / 3	HEAD / 4,5,6
0 or -	Stunned	Stunned	Light	Light
1 to 5	Stunned	Light	Light	Serious
6 to 10	Light	Light	Serious	Critical
11 to 15	Light	Serious	Critical	Killed
16 to 20	Serious	Critical	Killed	Killed
21 and +	Critical	Critical	Killed	Killed

Exceptional Wound (doubles):
Ignores strength and resilience

1's: nothing. 2's: stunned. 3's: light. 4's: serious. 5's: critical. 6's: Killed Outright.

Damage roll (2d6). Lower die is the location.

Higher is the **sum of both dice**.

Can perform multiple attacks in succession freely without having to take turns.

FEAR

Fear test if engagement is possible.

Under effect of Fear: -1 in Initiative, Attack and Defense values. no lower than 0. Accumulative with charge.

Test must surpass fear level, not equal.

If free and not yet activated when engaged/charged, then flees. Can flee again.

When multiple figures charge a fearful figure, use the highest Courage to test +1 per additional figure.

Same for when several fear fighters charge, gaining +1 fear per additional fear fighter.

Limited to the # of base contact. Infantry: 4. Cavalry: 6.

Large +: 8

Each following movement phase, a fighter can RALLY test the same difficulty as the fear level failed. Flee if failed.

A Fleeing figure can't be rallied during the same move phase he succumbed to fear.

A warrior who kills the figure that frightened him becomes rallied.

Overcoming fear becomes immune to that level of fear, but not if rallied.

All fear creatures immune to fear effects

FIRING

A figure can't fire if they have used a feat or dodged; or if they have run- (same as C3).

Can fire through dodging figs. LOS must be clear of any obstacles.

Firing is done in the order of highest Initiative. If they are the same then the tactical roll winner goes first, or simultaneously if between your own shooters.

Precision fire: Initiative -2. Difficulty -1. Once per round use.

Rapid fire: Initiative +2. Difficulty +1. Once per round use. Okay for initiative to drop below 0.

Firing Difficulty Modifiers

Dynamic Firing: Can move up to MOV +1. Difficulty +1. Size of target: Small +1 Diff. Medium: 0. Large: -1. Very Large: -2.

Firing into the fray

If successful aim test, roll 1 or more dice to decide the target.

Small counts as 1, Medium counts as 2, etc, etc.

Example Pg. 36

Counterfire:

A reserved card can be played to shoot engaging or charging figures at set difficulty 6.

Cannot add to precision/rapid. If under the effect of fear, must first take the Courage test.

Will consequently be stuck in defense for counter firing.

If chargin/engaging unit is killed, the shooters may move up to MOV x1. Only the select figures engaged or charged counter fire in a group. The rest activate normally.

Universal reminder (All rules sets)

Shooting or casting at a different Altitude target: +2 difficulty

INCANTATION / DIVINATION

Spell/Miracle Acquisition

Faithful: Unlimited **Mage:** x2 POW in intensity

Warrior Monk: x1 **Warrior Mage:** x1 POW*

Casts/Calls are made in order of:

Faithful: Highest DIS Mages: Highest INI

Tests and Alternative Incantation:

Griffin/Mid-Nor can reroll 5's on divination tests (Same as C3)

If the difficulty is Free, then it must be set, the same as an attack.

If a spell or miracle drops a figure's resilience below 0, they are KILLED OUTRIGHT.

Rapid incantation: +2 Initiative, +1 spell difficulty for round. Once per round use. Can't be canceled.

Prolonged incantation: -2 initiative, -1 spell difficulty for the round. Once per round use. Can't be canceled.

Censure / CounterMagic

Censure (faith): Only requires line of sight. Sacrifice T.F. to reduce T.F., 1 for 1.

Countermagic (Same as C3): Must be within spell range and have LOS.

2 methods to stop opponent spell:

-Counter: Spend any 1 gem and take an Incantation test. Must beat the rolls RESULT.

-Absorption: Spend as many gems of equal opposing elements.

Mana Recovery / T.F. Calculation

RESULT	INITIATE	ADEPT	MASTER	VIRTUOSO
Failure	0	0	0	0
0 and -	1	1	2	3
1 to 5	2	3	4	5
6 to 10	4	5	6	7
11 to 15	6	7	8	9
16 to 20	8	9	10	11
21 and +	10	11	12	13

Subtract gems in mages reserve from the total result.

Subtract double if in hand to hand combat unless warrior-monk, necromancy or hermetic.

A 1 for the mana recovery roll is not a failure for orcs.

Trance:

Announced during the movement phase.

Can do nothing for the round and as long as nothing happens to the mage, can ignore reserve reduction for mana recovery.

Warrior Mages cannot Trance.

T.F. Calculation

Only counts believers + self. (no sum of aspects like in C3)

of believers per T.F. (Same as C3)

Example: 5 believers (4 + self) for a devout generates 2 T.F.

FEATS:

Tests are made with the figures Feat Score - MOV divided by 2.5.

Jumps: Must have run up space equal to distance jumping. Can cause Charge penalties.

-Long Jump: Diff: 4 + 1 for each base side (of the jumping figure) distance to get to the other side.

-High Jump: Diff: Height in cm wanted to jump + jumping figure's resilience. -2 if the obstacle is of smaller size than the figure.

If success, the fighter jumps over the obstacle.

Jumping other troops is a high jump.

Figure sizes: Small-2, Normal-4, Large-6, Very large-8.

If failed, the fighter suffers a leg wound.

It's Strength is equal to the number of cm wanted to jump for high jump, or distance to the bottom of a failed long jump.

Swimming: Roll a Feat test, subtracting the fighters Resilience.

If the result is under 0, the figure suffers a light wound and stays still.

Success allows MOV x1 in liquid.

Climbing: Pg. 28 of core booklet.

ABILITIES

Abilities in C2 may be different from other versions so it is necessary to reference these from the C2 Booklets which can be found at:

<https://confrontation.wiki/index.php/Rules>

FORTIFICATION

To be added...