

CONFRONTATION®

“My Kingdom for a Ducat!”

This kit includes everything you need to organize the *Dogs of War* release event. It is assumed that each participant will be familiar with *Confrontation 3.0* rules and will have purchased and read the new *Dogs of War* book

Players: There is no limit to the number of players able to participate in this event. Simply print more pages as needed. Further, this kit is designed to allow new players to join the league, even after the league has started.

FUN! is the focus of this league. There will be enough competition between rivalries, vendettas, and general free company growth without adding direct competition to this event.

Duration: This league event will last from six to ten weeks – event organizers should decide. Everyone will begin with a new free company, created through the processes laid out in *Dogs of War*. And at the end of the league, players are invited to take part in a mega battle.

Prizes: The goal of any Captain is to create the largest, most renown, and most victorious free company of all time. Players should also strive to be a good sport, enjoy themselves, and help others have a good time as well.

There are no victory titles for this league – this is a FUN event and everyone should play to have a good time and get better at the game.

Activity: There is no limit to the number of games a player may play in during a day or week. While playing games helps companies grow; it also poses a risk to the health of the company.

All games must be played in-store. Players should turn-in their company rosters when they're not in use. Event organizers will tally ranking at the end of each week and share intermediate progress overall.

If at any time a player's company is destroyed or if the player disbands the company, that player may create a new company of a starting level.

Scenarios: Scenarios (or missions) have been provided with this event kit. The scenario played by two participants is dependant on the difference in AP values between them.

The scenarios included are designed to reinforce the idea that smaller bands of fighters are more easy surrounded, are easy to get into position, may be better are surgical attackers, and can be more vulnerable to direct conflict.

There is no limitation to the difference between two players' assault groups for this league. Renown bonuses will follow the table on page 147. Defeating an assault group with more than 50 Renown than your own level yields the bonuses at the top of the table regardless of how great the difference is. Players may also use contingents containing a fraction of their overall company; however either the Captain or Lieutenant must accompany each contingent.

AP Group:	AP Range:
1	< 150
2	150-199
3	200-249
4	250-299
5	300-349
6	350+

AP Group	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						

	Intrusion 2
	Treasure Hunt 2
	Hold Your Ground!
	In a Pinch
	Two Waves
	Assassination 2

Players simply find the AP grouping for their free company, compare it to their opponent's grouping, and then play the appropriate scenario.



RACKHAM®

Dogs of War

LEAGUE RELEASE KIT

CONFRONTATION®

REVENGE WILL BE MINE!

Only riches are more precious to a mercenary captain than his renown. And shame is the neutralizer of even the biggest ego. Shame can make the best fighter the butt of jokes that bounce from tavern to tavern. And the only way to stop the damage is to take up a grudge and get revenge!

Any captain that is *Killed Outright* by another captain (and lives to hold the grudge), gains “*Personal Enemy/X*” (C3, p. 140) against the captain that killed him. “X” represents this captain. This effect cannot be lost and *Personal Enemy/X* does not transfer to a new captain if the previous captain is slain and removed from a company roster.

Further, the captain who previously smote the captain holding a grudge will be *Dreadful* (C3, p. 134) to the later until revenge has been exacted. After which time, the captain will replace *Dreadful* with *Personal Enemy/X* against the other X captain. Any Captain begrudged by at least half of the other Captains (rounding down) gains the *Ruthless* ability. (C3, p. 141)

THE DUKE'S COLISEUM MEGA BATTLE:

This battle is a grand finale for everyone to fight in – no matter the size of their company. The Duke of Cadwallon has invited the mercenary captains of Aarklash and their Dogs of War to take part in one of the greatest battles of all time.

We recommend using 4' x 8' tables. Put approximately four-to-six players at each table. Space players out in a roughly even manner around the perimeter of the table(s).

There are no teams; this is an everyone-for-one's-self battle. Friendly agreements may be made during battle and can be broken whenever the opportune moment presents itself.

It's suggested that this battlefield be setup the night before the event and start half an hour after the store's doors are unlocked in the morning. This event will take most of the day.

Each table plays until a time decided on by the event organizer. At which time the player with the most AP left on each table (table champion) moves his remaining forces to a table with the other table champions.

If two players have the same AP value on the table, then the force with the least wounded captain will move on. If they are still tied, then both players advance.

Wounds, faith, and gems are carried over as well. Battle resumes. (This process can be used as many times as needed to reduce the number of players still battling.) Once the battle has been reduced to two players, the players should fight until only one player's company is still standing. This player will be the Duke's *Dogs of War* Champion.

The Duke's Dogs of War Champion may receive a Mercenary Ogre as a prize. (depending on kit ordered and hosting location)

Rules Disputes: As the event organizer and/or store staff may not



have complete knowledge of the game, and if no answer can be found in the rulebook, resolve all disputes with a roll of 1d6. 1-3 should represent one solution, and 4-6 should represent the other. Remember that the game is about FUN.

Dogs of War

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Weekly Tracking Sheet

	PLAYER	FREE COMPANY	NUMBERS OF FIGURES	AP VALUE	RENOWN	RESOURCES	GRUDGES AGAINST PLAYER: (Y/N)																					
							1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20		
Ex.	Joe Smith	Dogs of War	8	146 AP	155	25	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20		
1.							1																					
2.								1																				
3.									1																			
4.										1																		
5.											1																	
6.												1																
7.													1															
8.														1														
9.															1													
10.																1												
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18.																								1				
19.																									1			
20.																										1		

MOST RENOWN	
MOST AP VALUE	
BIGGEST FREE COMPANY	
MOST RESOURCES	



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COMPANY NAME:
 AFFILIATION:
 CAPTAIN:
 MAXIMUM STRENGTH: ACTUAL STRENGTH:
 ROLES:

RENOWN: ... VALUE: ... RECRUITMENT POINTS:
 RESOURCES:
 MISSIONS CARRIED OUT:
 VICTORIES: DRAWS: DEFEATS:



NAME	PEOPLE	RANK												ATTRIBUTES EQUIPMENT	MISSIONS CARRIED OUT	GAINED E.P. USED REMAINING	COST OF ATTRIBUTES	SOLDIER'S VALUE INITIAL / MODIFIED			
			MOV	INI	ATT	STR	DEF	RES	AIM	COU	FEAR	DIS	POW						C.	A.	D.
ABILITIES																			Light	Serious	Critical
ABILITIES																			Light	Serious	Critical
ABILITIES																			Light	Serious	Critical
ABILITIES																			Light	Serious	Critical
ABILITIES																			Light	Serious	Critical

PLAYER: PAGE ... / ...

NAME OF THE COMPANY:

MISSION / N°:

	NAME	ASSAULT GROUP VALUE
COMPANY		
OPPONENT'S COMPANY		
DIFFERENCE BETWEEN VALUES		

• RESULT OF THE MISSION •	
VICTORY	
DRAW	
DEFEAT	

• GAINS •	
RENOWN	
RESOURCES	



NAME	AFTEREFFECTS			ATTRIBUTES	EXPERIENCE	AFTEREFFECTS		
	Light	Serious	Critical			Serious	Critical	Killed Outright

CONFRONTATION®

ASSASSINATION 2

“Now is your chance! Show your worth! Hunt down their leaders!”

DIFFICULTY: HARD

SITUATION:

The player with the higher AP is the *Defender*.
The other player is the *Attacker*.

The *Defender* has been ambushed by a smaller force with only one goal in mind – the death of the larger company’s captain.

OBJECTIVES:

The defender must attempt to breach the larger force’s perimeter and assassinate their captain and key personnel. The attacker must defend his captain and key personnel.

VICTORY CONDITIONS:

If the defender’s captain is still alive at the end of the game, the defender wins. If he has been Killed Outright at any point during the game, the attacker wins.

APPROACH/DEPLOYMENT:

The Defender may only deploy within 10 cm of the center of the battlefield.
The attacking force may deploy within 10 cm of any table edge.

DURATION:

This battle will last until one of the following conditions is met:

1. 6 rounds have passed.
2. One of the players retreats
3. The defending captain is Killed Outright

BONUSES (EP):

If the defender wins the battle, all of his fighters receive 10 EP.

If the attacker wins the battle, all of his fighters receive 15 EP. Additionally, the fighter who kills the defending captain receives 20 EP. A fighter killing a defending lieutenant receives 15 EP. And a fighter killing a defending fighter with a secondary role (e.g. Medic, Tracker, etc.) receives 10 EP.

If either side’s captain is killed outright and does not survive to the next the battle (following the recuperation table roll), the other captain (if alive) will receive 5 EP. The battle is a draw is neither Captain is Killed Outright during the battle.



Dogs of War

LEAGUE RELEASE KIT

CONFRONTATION®

HOLD YOUR GROUND!

"When you're attacked... you'll see them coming. Do your job and you'll be rewarded handsomely!"

DIFFICULTY: EASY

SITUATION:

The player with the lower AP value is the *Defender*. The other player is the *Attacker*.

The defender places a piece of terrain at the center of his deployment zone (approximately 15-20 cm in diameter). No other terrain is placed on the battlefield.

APPROACH/DEPLOYMENT:

This terrain and 5 cm around it is the defender's deployment zone. The attackers may deploy anywhere on their half of the battlefield. Scouts deploy as normal.

DURATION:

This battle will last until one of the following conditions is met:

1. 5 rounds have passed.
2. One of the players *retreats*

OBJECTIVES:

The defender must maintain control of the terrain. The attacker must take control of the terrain feature.

The player with the most AP value in contact with the terrain feature at the end of the game will control the terrain feature. If both players have the same amount of AP, the terrain is considered lost by both sides.

VICTORY CONDITIONS:

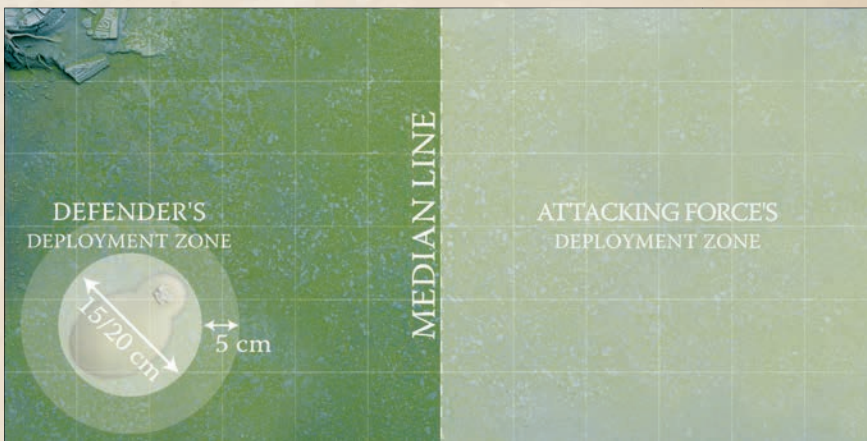
At the end of the battle the victory points (VP) are calculated as follows. The player with the most VP is the winner.

- 1 VP for reducing the opponent's figure count below half at the end of the game.
- 2 VP for controlling the terrain feature at the end of the battle.

The player who wins the most VP is victorious. If both companies have the same amount of VP, then the battle is a draw.

BONUSES (EP):

At the end of the game the winner of the battle gains a bonus of 8 EP per fighter and wins 15 resource points for the company.



Dogs of War

LEAGUE RELEASE KIT

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IN A PINCH

"It seems the big guys always pick on the little guys – survival of the fittest. Through clever planning a larger, well-equipped force has trapped a smaller force. The smaller force must escape as quickly as possible with whatever they can carry."

DIFFICULTY: MEDIUM

SITUATION:

The player with the smaller AP force is considered the *Defender*. The other play is the *attacker*.

The attacker must divide his force in two. This player counts up the number of figures in his company and divides them as evenly as possible.

APPROACH/DEPLOYMENT:

The defender is deployed within 15 cm of the median line of the battlefield.

The attacker may deploy one force within 20 cm of either short edge of the table; and the other force in the same way at the other end of the battlefield.

OBJECTIVES:

The defender simply needs to escape the battlefield. To do so, fighters must leave the battlefield by touching or passing over a short edge of the table.

The attacking force must cut off the defender's escape.

VICTORY CONDITIONS:

Count the number of defending figures that escape the battlefield, and count the number of defending figures slain on the battlefield. If the latter is larger, then the attacker wins – otherwise the defender wins.

DURATION:

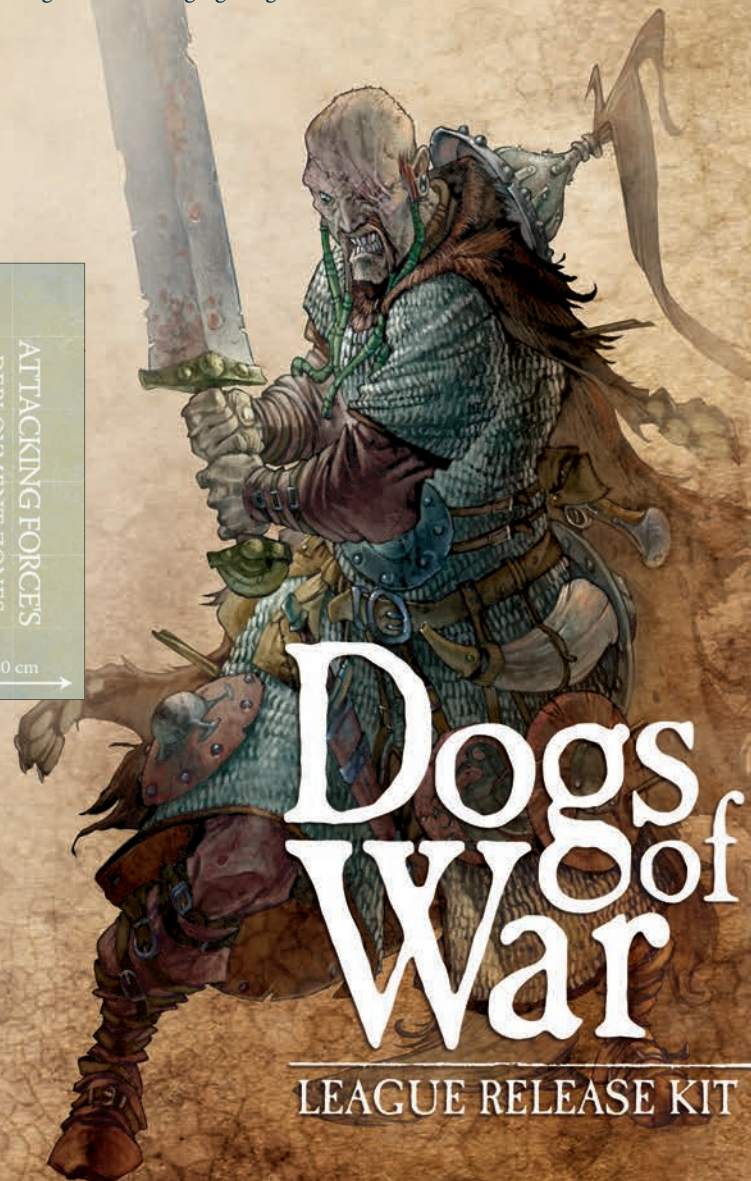
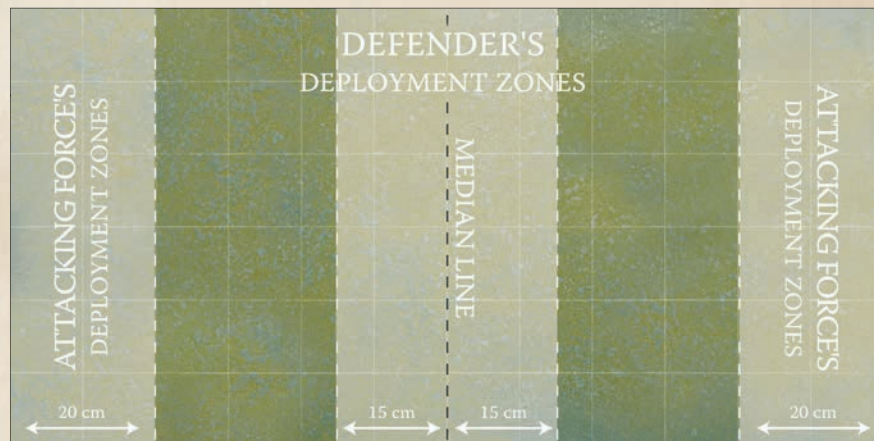
This battle will last until one of the following conditions is met:

1. 6 rounds have passed.

(Only the attacker may choose to *retreat*.)

BONUSES:

Each defending figure to escape the ambush receives 6 EP. If the attacker retreats, all defending fighters get 4 EP. Each attacking fighter to Kill Outright a defending figure gains 2 additional EP.



CONFRONTATION®

INTRUSION 2

“The two companies have been hired as mercenaries by opposing armies to carry out a mission involving the control and securing of certain strategic objectives.”

DIFFICULTY: EASY

SITUATION:

Both Players are considered to be Attackers.

Five objectives (represented by simple Wound counters or other markers) are placed on the battlefield before the approach phase. The first counter is placed at the center of the battlefield. The players take turns, starting with the one who won the Tactical Roll, placing an objective counter into their opponent's deployment zone. These counters have to be placed at altitude zero in a spot that can be reached by any miniature. They may not be placed more than 20 cm from the battlefield's median line or less than 25 cm from each other.

Each of these counters represents the center of a control zone with a radius of 5 cm. To control this zone, a player must have a figure touching the counter (which cannot be moved). Fighters may not stand on the counter.

A zone is contested if an enemy fighter is within the control zone of the counter. A counter is contested if it's in contact with a fighter from both armies.

OBJECTIVES:

The players have to occupy one or several strategic points at the end of the battle.

APPROACH/DEPLOYMENT:

The two assault groups are deployed using the line of battle mode.

DURATION:

This battle will last until one of the following conditions is met:

1. 3+d3 rounds have passed. (Roll before the tactical roll of round 3)
2. One of the players retreats

VICTORY CONDITIONS:

At the end of the battle the victory points (VP) are calculated as follows. The player with the most VP is the winner.

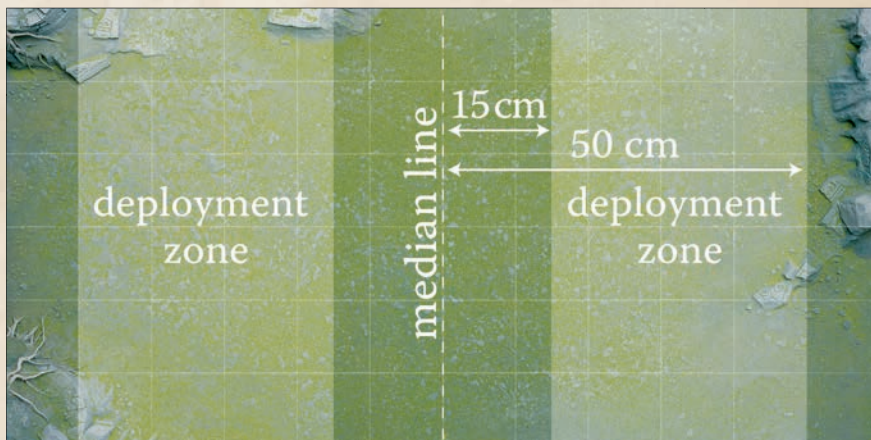
- 1 VP for contesting a zone controlled by the opponent.
- 2 VP for each uncontested zone in your own deployment zone.
- 3 VP for each uncontested zone in your opponent's deployment zone.

The player who wins the most VP is victorious. If both companies have the same amount of VP, then the battle is a draw.

EXPERIENCE POINTS (EP):

At the end of the game each fighter standing in a control zone held by his force gains a bonus of 5 EP.

If one of the two forces has retreated before the end of the game, then this bonus is won by every fighter in the victorious camp no matter their positions on the battlefield.



Dogs of War

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TREASURE HUNT 2

"The army has moved on. Now it is your turn to look for spoils amongst the burnt ruins of the town. No doubt the other mercenaries are thinking the same."

DIFFICULTY: EASY

SITUATION:

Both players are considered to be *attackers*. Each one rolls 1d6 and refers to the table below:

<u>D6 roll</u>	<u>Result</u>
1 – 2	4 objects
3 – 4	6 objects
5 – 6	8 objects

The higher roll indicates the number of priceless jewels to be found. Jewels are represented using "trap" counters. The lower roll indicates the number of worthless objects to be found. Worthless items are represented using "decoy" counters. These counters are turned upside down and are mixed together.

After the approach roll, players take turns placing the counters face down in the neutral zone between the players' deployment zones. They must be placed 5 cm from each other, starting with the player having the lower AP force placing first.

APPROACH/DEPLOYMENT:

Players will deploy using the line of battle deployment rules (*Confrontation 3*, p. 124). The force with the higher AP value will deploy 5 cm further back from the median line (20 cm).

OBJECTIVES:

The "War Booty" rules (*Confrontation 3*, p. 97) explain how to pick up the counters. When a fighter picks up a counter the player controlling him looks at it (without showing it to the opponent) and places it on the base of the fighter discovering it. If a counter is dropped by its carrier, then it is placed back on the ground with its face hidden. Each fighter can carry only one such counter at a time.

VICTORY CONDITIONS:

At the end of the game each player counts how many "trap" counters he has. The player with more of them is victorious. If the two forces have the same number of such counters at the end of the game, then it is a draw.

DURATION:

This battle will last until one of the following conditions is met:

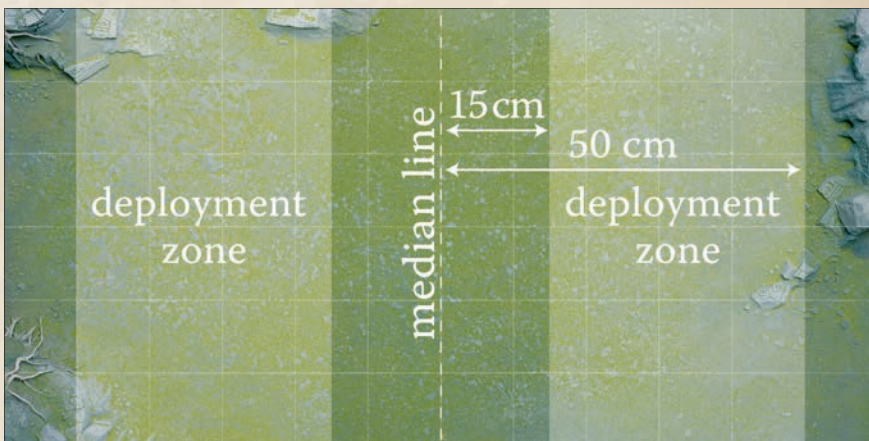
- 6 rounds have passed.
- One of the players *retreats*

BONUSES:

At the end of the mission each player rolls 1d6 for every "trap" counter he has at the end of the game to determine the value of his premium.

<u>D6 roll</u>	<u>Result</u>
1 – 2	3 resource points
3 – 4	6 resource points
5 – 6	10 resource points

These resources are immediately added to those of the company. If one of the camps retreats before the end of the game, then the victorious camp gets all remaining counters on the ground. The retreating force cannot gain any resource points outside of those they are carrying when they retreat.



Dogs of War

LEAGUE RELEASE KIT

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TWO WAVES

“Coordinated attacks often involve two waves of fighters converging on one location. However, even the smallest miscommunication can result in those waves arriving at different times.”

DIFFICULTY: MEDIUM

SITUATION:

The player with the smaller AP force is considered the *Defender*. The other play is the *Attacker*.

The attacker must divide his force. All figures under 30 AP or less are grouped into Wave 1. All other figures are grouped into Wave 2. Attacking scouts must be included in a wave and must deploy with that wave, however scouts may choose which wave they want to deploy in.

OBJECTIVES:

The defender is attempting to fight through the larger attacking force and gain ground, if possible.

The attacking force is attempting to eliminate the smaller defending force and advance.

APPROACH/DEPLOYMENT:

The defender's deployment zone is 30 cm from a short edge of the table. Wave 1 of the attacking force's deployment zone includes the area 10 cm on both sides of the median line. Wave 2 of the attacking force's deployment zone is 20 cm behind Wave 1's deployment zone (or includes the area 30 cm for the other table edge)."

VICTORY CONDITIONS:

Each defending figure to reach Wave 1's deployment zone will earn the Defender 1 VP.

Each attacking figure to reach the Defender's deployment zone will earn the Attacker 1 VP.

The player with the most VP at the end of the battle

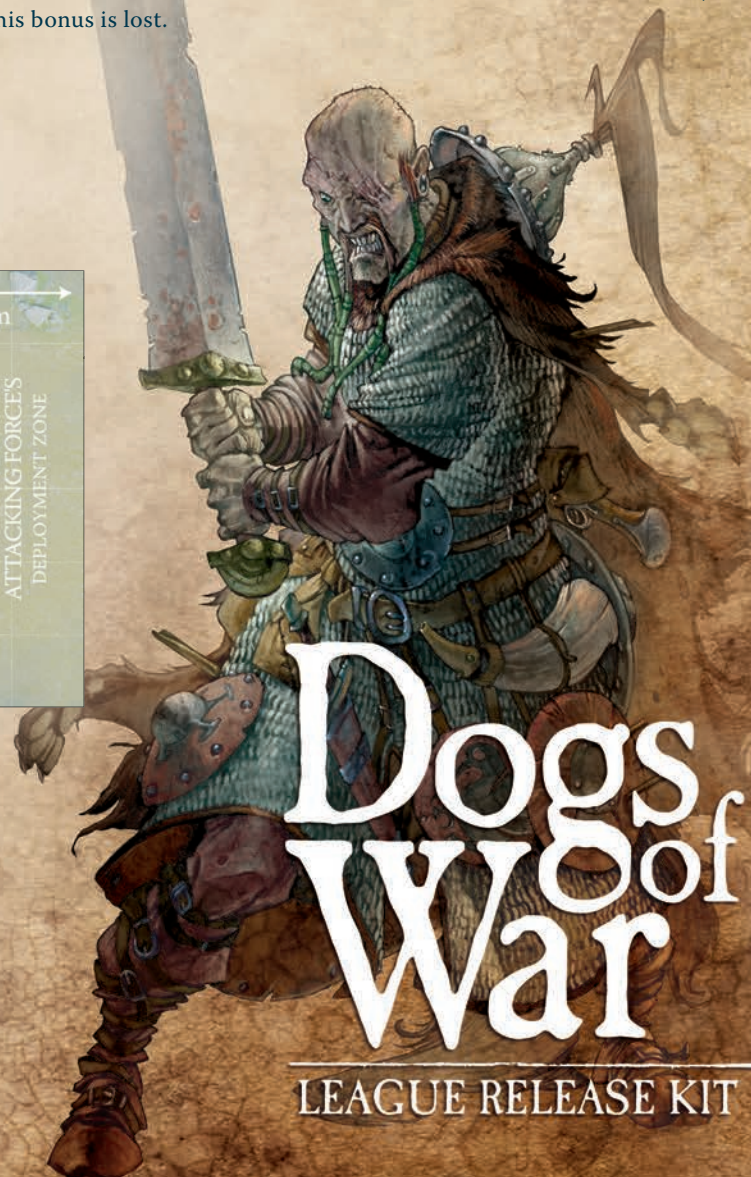
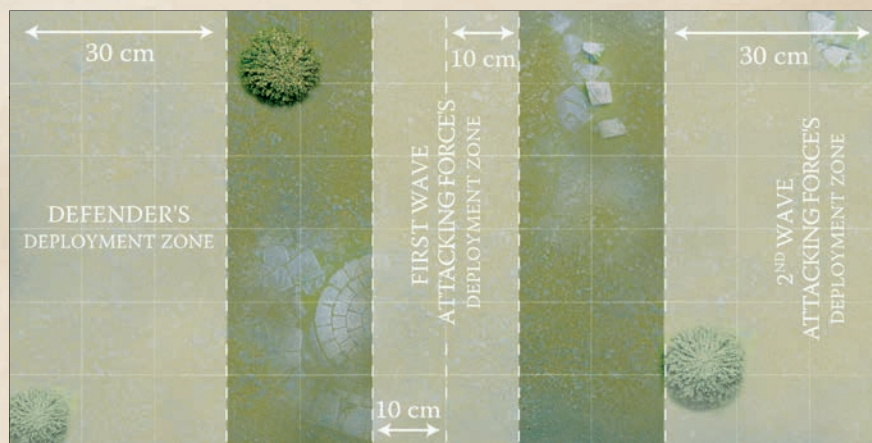
DURATION:

This battle will last until one of the following conditions is met:

1. 6 rounds have passed.
2. One of the players *retreats*

BONUSES:

At the end of the mission, each fighter counted toward VP gains 5 EP if he is still on the battlefield. If a force retreats from the battlefield, this bonus is lost.



Dogs of War

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