

# CONFRONTATION 3.5

## EVOLUTION OF THE RULES FOR THE THIRD EDITION OF CONFRONTATION

THE MEMBERS OF THE RACKHAM STUDIO, JUST LIKE THE CRY HAVOC READERS, ARE PLAYERS. DURING THEIR GAMES, THEY HAVE ALSO DISCOVERED THAT SOME RULES OF CONFRONTATION 3 DID NOT FIT THEIR VISION OF THE GAME. THUS WAS BORN THE CONFRONTATION 3.5 PROJECT, DESTINED TO MODIFY CERTAIN RULES BELIEVED TO BE INADEQUATE. BESIDES THIS ARTICLE PRESENTS NEW RULES DESIGNED TO LEVEL SOME OF THE NEGLECTED SORTS OF FIGHTERS: THE FAITHFUL, THE MAGICIANS AND THE MARKSMEN.

### LINE OF SIGHT (PP. 23-24)

A fighter has a valid line of sight to another if he can see any part of the body of his target. Mounted fighters and their mount are considered a single target. If there is any doubt, players should bend down and adopt the point of view of their miniature.

**Note!** For tournaments, the front of a figurine's base must be marked to indicate clearly their field of vision.

### ACTIVATION PHASE

#### FIRING (P. 39)

All marksmen (except artillery) now have Assault Fire (pp. 131) and Bull's-eye (p. 132) for free. These abilities are considered inherent to the marksman status. Marksmen with either of these abilities on their reference card benefit from additional advantages when they use them (see Abilities, next page).

### THE INFLUENCE OF FEAR

#### RALLYING (P. 62)

*The following text replaces that in the rulebook.*



At the beginning of each round, during the strategic phase, players make a rallying test (their choice of COU 8 or DIS 8) for each one of their fighters in rout. This test is an automatic failure if the fighter is in contact with a FEAR-causing opponent. If the test is a failure, the fighter remains in rout.

If the test is successful, the fighter is rallied: he is no longer in rout and may act normally. However, he is not immune to the level of FEAR which put him in rout.

### WAR MACHINES

#### DEFINITION (P. 115)

*This sentence replaces the first paragraph of p. 115.*

All miniatures marked with the Weight pictograms  and  are war machines.

#### PERFORMING ARTILLERY (P. 119)

*The following text replaces that in the rulebook.*

This category includes all fighters whose rank mentions «Light artillery» or «Heavy artillery» without mention of zone effect. When resolving a shot with the fighter, the player declares a shot at short, medium or long range. He then indicates a point





located at the limit of this range and in the fighter's field of vision. The AIM test is made with the corresponding difficulty.

If the test is a failure, the projectile is lost without further consequences.

If the test is a success, the player traces an imaginary line going from a point on the edge of the marksman's base to the selected point. Each fighter whose base is crossed by this imaginary line suffers a Wound roll (of variable STR, see below). Fighters hidden thanks to the «Scout» ability do not suffer this Wound roll. The trajectory of the projectile is stopped by elements of scenery. The projectile does not continue its course beyond the targeted point.

Strength for perforating artillery:

- Light artillery: STR of the weapon for the target nearest to the marksman, STR/2 (rounded-up) for subsequent targets;
- Heavy artillery: STR of the weapon.

## BUILDING AN ARMY (PP. 126-129)

### MAGIC SPELLS

Magic spells no longer have a value in A.P. to acquire them, it is necessary to calculate the sum of their Intensities. A magician can acquire magic spells adding up to double his Power; up to his Power in the case of the Warrior-mage.

### MIRACLES

Miracles no longer have a value in A.P. to acquire them, it is necessary to calculate the sum of their Fervors. A pure Faithful can acquire miracles adding up to double the total of his Aspects of Faith; up to the total of his Aspects of Faith in the case of a Monk-warrior. Miracles with «Special» Fervor are considered to have a Fervor of 2 for the purposes of their acquisition.

## ABILITIES

### AMBIDEXTROUS (P. 131)

The following text replaces that in the rulebook.

**Ambidextrous (passive)** : An Ambidextrous fighter gains an additional attack die for each successful Defense. This attack die is added to the fighter's reserve of attacks for the combat in progress. He can combine this die with other attack dice to carry out Master Strikes, if he is allowed to.

If the Attack test of the attacker is an automatic failure, the player who controls the Ambidextrous fighter must choose one of the following options:

- Keep his defense die;
- Lose his defense die (no defense test is required) and gain an additional attack die.

Attack dice acquired thanks to Ambidextrous are lost at the end of the combat.

### ASSAULT FIRE (P. 131)

For marksmen with this ability on their reference card and Character marksmen, the difficulty of an Assault Fire is fixed at 4 (instead of 7).

### BULL'S-EYE (P. 132)

For marksmen with this ability on their reference card and Character marksmen, it is not necessary to give up all other actions to use this ability. Bull's eye cannot be used while Assault firing.

### CHARGING STRENGTH/X (P. 132)

The following text replaces that in the rulebook.

**Charging strength/X (passive)** : When a fighter with this ability charges, his STR is replaced by X. This modification applies until the end of the first combat in which the fighter takes part during the turn. Possible modifiers to the STR of the fighter apply to this new STR value

Charging Strength/X is not taken into account if a fighter deals a Master Strike.

### COUNTER-ATTACK (P. 133)

The following text replaces that in the rulebook.

**Counter-attack (active)** : A fighter with Counter-attack gains an additional attack die for each successful defense whose final result is at least two points higher than the final result of the attack avoided. This attack die is added to the fighter's reserve of attacks for the combat in progress. He can combine this die with other attack dice to carry out Master Strikes, if

he is allowed to.

If the Attack test of the attacker is an automatic failure, the player controlling the fighter with Counter-attack must choose one of the following options:

- Keep his defense die;
- Lose his defense die (no test required) and gain an additional attack die.

Attack dice acquired thanks to Counter-attack are lost at the end of the combat.

### FIERCE (P. 135)

The following text replaces that in the rulebook.

**Fierce (passive)** : When he is Killed Outright, a Fierce fighter is only withdrawn from the battlefield at the end of the phase in progress. Until then, he suffers the following effects:

- Critical Wound;
- No pursuit movements;
- He loses the use of Devotion and Martyr if he has them;
- He cannot be healed;
- He cannot be sacrificed.



### IMMORTAL (P. 136)

The sentence "A given army can only include Immortals that follow the same path as it does" is replaced with "An Immortal belongs to the people mentioned in its rank. If no people is mentioned, it may join any army from its path of Alliance."

**Examples :**

- The rank of the sylvan animæ is "Regular Immortal of Destiny". They can therefore join any army of Destiny;
- The rank of mandigorn warriors is "Daikinee Creature. Immortal of Destiny. Faye." They are therefore Daikinee fighters.

### SEQUENCE/X (P. 141)

This ability works as described in the rulebook with the following exception:

Each additional die acquired thanks to this ability removes one point from the Attack and the Defense of the fighter (and not two).

Bull's eye cannot be used during Assault fire

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