

CONFRONTATION[®]

Edition 3.5



The Living FAQ

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This FAQ is compiled from Answer's gained from Rackham either through this Forum or the French Forum, or through official Rackham publications.

It will be revised and published as new information is gained. Rules questions not found through general discussion in the Third Edition Rules area should be posted in [the Rackham English Language Rules Questions forum](#).

This area should only be used where a clear answer cannot be gained from the rule book, and when not attained from normal discussion. It is only for questions concerning the rules and cards published by Rackham. Please search old questions asked before posting to avoid duplicating a question already asked.

[The latest revision of the pdf of this FAQ can be found by following this link](#). This pdf file should be updated within 12 hours of forum updates.

Legend:

Red entries are new rulings added to the FAQ within the current month.

Brown entries are rulings that have been revised within the current month.

Blue entries are rulings that were added or revised in the previous month.

Purple entries are rulings that originated within the official Rackham Confrontation 3 FAQ and the errata that were published in Dogs of War.

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General Rules

Confrontation 3.5

The Confrontation 3.5 Update can be found at http://www.rackham.fr/pdf_EN/CONFRONTATION_3.5web_VU.pdf.

Contact

Concept of Contact

Page 24 of Confrontation 3 it is written: "Each of the base's edges is of a certain size symbolized by a number. In no way can the sum of the edge sizes of the bases placed into contact with the same edge of another base be greater than the latter edge's base."

Then: "*This restriction only applies if several miniatures are to be placed into contact with the same opponent*"

The purpose of this restriction is to prevent three infantry miniatures from being placed against the same edge of a 3.75 x 3.75 cm base. But it is perfectly allowed place a 3.75 x 3.75 cm base in contact with each side of an infantry base.

Unexpected Contact

If a fighter ends up in contact with an opponent (to pick up a marker for example) without declaring anything, if the fighter has at least half of his base in contact with an opponent then he is automatically considered engaged, even if he had not declared it. In the same way, if he doesn't have half of his base in contact during an assault, it will be denied. And remember that walking and running do not allow a miniature to come in contact with an opponent (See page 33). If a pure magician or a pure faithful decide to pick up a marker and end up in contact with an opponent, it is considered an assault and he will not be allowed cast miracles, spells, etc.

Measures

Rounding distances

Distances should never be rounded, unless the rule or ability in play specifies otherwise (such as with pursuit movements). A fighter at 60.5 cm of a marksman who has a maximum range of 60 cm is simply out of range.

Strategic Phase

Leadership

A War-staff must be constituted before the beginning of the game and cannot be altered during a game. Therefore, is it not possible to assign a war staff to a faithful who has a miracle giving him Leadership/X, as he does not meet the qualifications for "Commander" until the miracle is cast during the game.

Tactical Roll

Concerning Elementals, Familiars, Immortals and Allies in general being able to make the Tactical Roll: there is no constraint on the choice of the fighter who makes the Tactical Roll, unless the fighter's card specifies that they cannot do so (i.e. Sparklings).

Activation

Number of miniatures per reference card

One card can represent one to three miniatures, no matter the number of miniatures sold in the blister, even if the card says otherwise (Wolfen great fangs are not limited to two miniatures per card). But the card must correspond to the fighters represented and they all have to share the same profile.

Preparing the activation sequence

Each player can organize the cards in his activation sequence as he wants to.

Activation – When it ends

The activation of a fighter is completed with the activation of the next fighter.

Maximum reserve

Some game effects allow a player to place extra cards in reserve. The maximum number of reserves a player may accumulate through various capacities/spells/miracles/etc. is not limited.

Reserve: Contradiction in the example?

It is written p. 29 of Confrontation 3 in the section "Drawing the cards" that the player having the lead must carry out the actions described, of which the following: *"Place the top card of his activation sequence in reserve and play one or several cards that he already has in reserve."*

The following sentence can be found (further on the same page, in another example) in the "Reserve" section: *"Yet he cannot place another card in reserve, even if he plays the one he previously placed there."*

This is not contradictory, because in the example from which the second citation comes, the player has lost the Tactical roll and can only place his first card in reserve. Once he leads against, he cannot place anymore cards in reserve, even if he plays the one that is already there.

Movement

Addition of power and simultaneous charge

In order for a charge including several fighters charging the same enemy to be considered as simultaneous (and therefore allow the addition of the fighters' power), they must happen during the same turn.

Charging an objective

It is possible to charge an element of scenery and benefit from charge bonuses.

Charging Scouts

In order to assault Scouts, they must be visible at the beginning of the assault. If the Scout has not yet been detected, then an assault is impossible. Besides, exclusive actions have to be announced before cumulative actions. So if a fighter activated by a card, walks or runs to come within 10 cm of the Scouts, the other fighters activated by the same card as him will not be allowed to use assault during this turn, and therefore they will be unable to assail the Scouts.

Disengagement and re-engagement

It is completely possible to disengage one or several opponents only to immediately re-engage any of them.

Dive Attack

A fighter that performs a Dive Attack against a target on the ground and causes that target to flee remains in the spot previously occupied by the target and cannot redirect the assault since a figure cannot move after landing.

Flight

If a fighter who does not have the Flight ability falls from Altitude 1 to Altitude 0, the fighter is eliminated.

Combat

Redirected Charge

A redirected charge becomes an engagement; as a result the charging fighter does not benefit from the Assassin ability or Brutish Charge.

Exceptional Wounds, Double 6 rolls and Locations

Exceptional Wounds still have a location. A Double 6 wound roll, however, has no location. So a fighter with "Immunity / Head Injuries" is not Immune to a Double 6.

Sustained Defense

If a Sustained Defense is declared for the last defense die and the attack roll is an automatic failure, the defense die remains but further defense attempts are still made as sustained defense attempts.

Fear

Opponents with different Fear scores

If a fighter engages two fighters with different Fear values, only one roll is required against the highest Fear.

A Courage test failed by a fighter flying at level 1

According to the rule, a miniature which misses its Courage test does not carry out its assault. If it was at level 1 and was performing a dive attack, it still stays exactly where it was; flying or on the ground the rule is the same.

Immunity to Fear

If a fighter succeeds at a test of Courage by having its Courage increased through any kind of effect and that the value of the characteristic falls back later on, he is still immune to the level of Fear he resisted.

Rout

If a fighter in rout is charged or engaged before his activation, he flees. It is also said that a fighter in rout flees during his activation if he is free of any opponent. However, if a fighter flees before his card is played, it is considered to have already been activated. This does not allow the fighter to move twice in the same round.

Shooting

Line of Sight

The text of the Line of Sight rules in the Confrontation 3.5 pdf document cancels and replaces that on pages 23-24 of the Confrontation 3 Rulebook.

Line of Sight and Contact

Under Confrontation 3.5, fighters still have a valid line of sight on any fighter with which they are in base contact.

Line of Sight – Valid Target

For line of sight, to determine what is a valid part of the body: Picture your miniature naked, ready to take its shower. Everything he still has then is a valid body part, including prostheses).

Line of Sight – Accessories

Caps, banners, cloaks, shields, etc. are not valid body parts, but they can serve to block line of sight.

Line of Sight – Targeting through legs

Lines of sight can be traced between legs of a model to see another model behind it, if the shooter can see its target between said legs without bowing.

Marksman engaged by a fighter who is then eliminated.

If a marksman is engaged in combat before his activation but the fighter engaging him dies, he is considered free from any opponent and can fire during his activation.

Shooting and Steam/Naphtha – 1 on the Strength roll when firing

When a fighter with steam/naphtha rolls a natural 1 on its Steam roll to increase the weapon's Strength, **the shot continues but without the Strength bonus, except if it gets a 1 on the incident table** (See Confrontation 3, p. 149) where it is clearly stated that the test becomes an automatic failure.

Artillery

Perforating Artillery Procedure in Confrontation 3.5

When making a Perforating Artillery shot:

- First the range is declared
- The distance is measured and the point of impact is placed.
- The difficulty is calculated
- The AIM test is made (Note: Only one AIM test is made for the Perforating Artillery shot, and all fighters whose bases are crossed by the Perforating Artillery's line of travel are hit on a success.)

Line of Sight

The shooter does not need line of sight on the chosen point or on the fighters whose bases are crossed by the Perforating Artillery's line of travel.

Intervening Scenery

Intervening elements of scenery stop and are considered to have been hit by perforating artillery shots if that scenery blocks line of sight between the marksman and the fighter whose base is crossed by the shot. If that piece of scenery can be damaged, then an appropriate Damage Roll is made.

Friendly Fire

An artillery shooter can hit friendly models with a perforating artillery shot if the line of fire crosses a friendly fighter's base.

Perforating Artillery and Distribution Rolls

Perforating artillery shots are not subject to distribution rolls if they hit a model who is in a fray. They hit the fighters whose bases are crossed by the line of travel.

Perforating Artillery Trajectory

The resolution of an artillery shot takes account of the position of the gunner, its target and any fighter which is within the trajectory determined by the line of sight. A shot will not hit intervening fighters whose bases are crossed by the line of fire if the height of those figures is not sufficient to have that fighter physically within the line of fire from the gunner to the target.

Veil of Fog and Wall of Fire:

Veil of Fog and Wall of Fire do not stop Perforating Artillery fire.

Difficulty

- The Difficulty of the Aim test is not modified by any Factors that affect the Target such as Dodging, Target/x or the Nemesis Clone's Special ability.
- Penalties that affect the Shooter do affect the AIM test difficulty - e.g. Movement and Wounds.
- Altitude level does affect the AIM test difficulty; you choose only one level that is going to be affected.

Perforating Artillery and Assault Fire

If a fighter with Perforating Light Artillery and Assault fire on his card, or a character with light artillery, performs an assault fire, the target of the charge is then considered to be the designated target point of the shot. All models along the line of fire between the attacker (where he is standing when activated) and the target are hit by the shot.

Perforating Artillery and Bull's-eye

If it is on the fighter's card, Bull's-eye can be used by a fighter with artillery (but not by war machines). The strength of the first damage roll benefits from the bull's eye bonus; following rolls have strength equal to half the strength of the first shot.

Substitutes

The appointment of a substitute must be carried out at the constitution of the activation sequence. It is valid until the end of the turn. A combatant cannot become substitute in the middle of a turn.

Artillery and Bull's Eye or Assault Fire

If a fighter with Artillery in its rank has either the Bull's Eye or Assault Fire ability printed on their card, or acquired through an artifact, spell, or experience in Dogs of War, they only gain access to the standard rules of the ability. Only fighters without artillery in their rank get special effects if those abilities are printed on their card or if they are Characters.

Mystics

Warrior-mages

A character warrior mage that has the right paths are not necessarily members of certain specific warrior mage types. Their cards should have some indication if they are.

Temporary Faith (T.F.)

Temporary Faith and flying fighters

Only believers located at the same level as the faithful are taken into consideration for the T.F. count of faithful.

Iconoclast Faithful and Consecration

Iconoclast faithful do not count the fighters on their side in their T.F. even if the latter were given a consecration.

Virtue: Divine Favour

The reduction of miracle Fervour from the theogonol virtue Divine Favour does not affect miracle acquisition.

Virtue: Inspiration

The bonus of +1 on an Aspect as conferred by the Inspiration virtue counts toward the Aspect total when determining the total Fervour in miracles for the faithful.

Virtue: Perseverance

The virtue of perseverance of the Devout can be applied when summoning an ira tenebrae or sylvan animae. However, remember that perseverance will have no affect on a Zealot's summoning attempts, since it simply allows two attempts per round, which they already have; and will hinder a higher-ranked faithful's summoning by dropping the number of attempts to two.

Casting

Area of effect

If three infantry fighters (2.5 x 2.5 cm base) A, B and C are standing in line ABC and A casts a spell with a radius of 2.5 cm, then C is not affected.

Area of effect – Friendly fighters

The spells and miracles with an area of effect affecting "a friendly fighter" can include the caster himself, unless specifically mentioned otherwise. You may sometimes find "This spell/miracle can be cast on the magician/faithful himself". This detail is added when it might seem ambiguous to apply the effects to the caster/faithful.

Area of Effect and Altitude Levels

Unless a spell or miracle with an area of effect specifically says to the contrary, its effects apply only to the altitude level of the target.

Iconoclast Faithful

For an iconoclast faithful, the only "friendly believer" is the Iconoclast himself. Miracles and artifacts which have "friendly believer" as their target can be used by an iconoclast on himself.

Spells and Miracles cast during Deployment

Spells and Miracles that can be cast during Deployment (Aura of Authority, Religious Authority, and Tragic Fate) end with the completion of the Deployment. It is possible for the mystic to cast them again during the Strategic Phase of the First Round if he has enough Mana or T.F left to do so. However, Mana and T.F. are not replenished/recalculated between the two Strategic Phases.

Frequency of spells and miracles

Casting a failed spell on the same target several times

A same spell (or miracle) cannot be cast again successfully on the same target during the same round. Yet it is possible to cast the same spell (or miracle) on a target until it is successful, within the limit of the spell's (or miracle's) frequency.

Frequency

Spell frequency is the number of separate attempts that may be made to cast a spell, successful or not.

Frequency: Unique

Spells with a Frequency of "Unique" can be attempted once per game per mage possessing the spell with unique frequency, whether the incantation succeeds or not.

Summoning

Elemental Summoning spell

The new text of the spell replaces that of the old card, so it's true that the elemental is not removed from play when the magician dies.

Elemental Summoning

You can strengthen the bond when summoning an elemental.

Summoning a new Elemental

If a magician summons an Elemental, he can only summon a new one during a later round if the first Elemental is eliminated.

Magician with several Elemental summoning spells

A magician can possess several **different** Elemental summoning spells, but he can only control one Elemental at a time, no matter the number summoning spells at his disposal.

Morbid Puppet invocation

Morbid puppet invocation allows the Summoner to choose which profile of puppets is summoned.

Summoning a fighter at altitude level 1 or 2

A summoned fighter cannot be summoned to appear at level 1 or 2. Summoned fighters appear at level 0.

Summoning in flight

Spells and miracles can be cast as far as one level, the magician or the faithful can summon a fighter at level 0 when he is at level 1 (with a -2 penalty on the final result of his summoning test), but he will not be able to do it if he is at level 2 (because no fighter can be summoned at level 1).

Sylvan animae summoning

The rules as described pp. 79-80 of Confrontation 3 replace the conditions described on the sylvan animae summoning. The complementary information mentioned on the card is still valid:

- The number of times the miracle can be called during the same round is relative to the faithful's rank.
- The number of animae that can be present in the army depends on the number and the rank of the faithful. The animae recruited before the battle do not need to be linked to a particular faithful, although they count in the total number of creatures that can be summoned by the whole of the faithful.

Example: Two Wolfen devout can control between them, up to four animae. If three are recruited before the battle, one of the two *faithful can summon a fourth one. No other animae can then be summoned until one of the four already on the table is eliminated.*

- Syriak can control one extra animae

Spell and Miracle acquisition

Fervour: Free

A Miracle with Fervour: Free is handled the same way as one with Fervour: Special: it counts as Fervour: 2 for purposes of calculating the limit of miracles that may be taken by a faithful.

Intensity: 0

Spells with Intensity 0 do not use up any of a mage's Intensity Potential, and thus are free.

Relics

Aspects of Faith modified by Liturgy Relics allow acquiring additional miracles.

Warrior-monks

The "only one miracle" limitation for a warrior monk still applies under Confrontation 3.5. Warrior-monks are limited to a single miracle of a Fervor that cannot be more than the total of their Aspects and with aspects that fall within the limits of the warrior-monk's aspects.

Warrior-monks Artifacts

Artifacts that allow warrior-monks to have more than one miracle still work. The Fervour values of these miracles are still counted towards the sum of aspects.

Spells

Aura of Authority

Aura of Authority can be cast during the Strategic Phase of Deployment.

Blinding

Blinding affects fighters with Consciousness only if they have a line of sight on the magician according to the rules explained page 23 of the Confrontation 3 rules.

Flow of absolute incompetence

When a characteristic is reduced to 0 with "Flow of absolute incompetence", it is not an automatic failure. 0 is considered as a value and the fighter whose characteristic has been reduced to zero, no matter which one, can roll a die and add 0.

Forced March

Forced March allows the target of the spell to Walk; this movement does not allow the targeted fighter to engage another.

Minor Cure

This spell has no effect on a fighter of Enormous or larger size who has to be Killed Outright more than once to be eliminated and currently has more than one Critical Wound counter.

Minor Teleportation (Conf 3 p.85)

The Area of Effect of the Minor Teleportation spell is incorrect. The entry should read "**Area of Effect:** Personal."

Putrescence

Putrescence affects fighters with the ability "Immunity/ FEAR", But it has no effect on fighters whose reference card has COU/FEAR and DIS values of "-".

Solar Star

While a spell may not be successfully cast on the same target more than once in a round, the area of effect of this spell can cause a fighter to be subjected to a damage roll multiple times in the same phase

Wind of Invisibility

The effects of the spell "wind of invisibility" does not stack with that of the artifact "pendant of mirages". Only the greater X value of "Target/X" is used.

Miracles

Aura of the Dark princes

Born-killer fighters with a FEAR/COU superior or equal to the summoner's Courage do not need to test since the test is an automatic success.

Burning of the Infidels

A miracle is paid for before the call, so if there is a link between the faithful's T.F. and an effect of the miracle, the drop in T.F. does influence the effect the miracle has.

The strength of Burning of the Infidels is thus calculated after paying the T.F. cost to call the miracle.

Enchantment of Fiann

If Enchantment of Fiann is cast on a fianna who has become a Warrior-monk thanks to the Solo/Daughter of Danu capacity, the fianna who had become a Warrior-monk loses this status until the end of the enchantment.

Kingdom of the blind

Kingdom of the blind can target a fighter with Consciousness and affects him normally. Yet, this miracle does not affect the functioning of Consciousness which still works at a distance of 20 cm.

Renouncement

The proper sequence to remember for Renouncement is as follows:

- Declaration of the exclusive action.
- Measurement of the distance.
- COU test vs. FEAR.
- Target flees if appropriate.
- Displacement of the attacker.

Renouncement is called only after a successful and completed assault. The use of Renouncement does not prevent a figure from making a Courage test to avoid succumbing to Fear.

Weapon of Angels

Weapon of Angels makes no difference to characters without a Master strike/X entry printed on their card, as the Master strike/O ability inherent to Character status is not considered to be printed on the reference card.

Wind of Disorder (Conf 3 p.107)

The card is indeed randomly selected. The player can cover their eyes, look at their neighbor, or get lost contemplating the ceiling during the resolution of this miracle.

War machines

Artillery with zone effect – Natural result of "1"

Page 120 of Confrontation 3 it is written: "When firing with such a machine there are two possibilities."

A natural result of "1" is a third possibility, but has already been covered and can be found on p. 119, in the introduction to "Artillery fire".

Army composition

Factions and Allies

An army bound to a specific faction can have allies in its ranks, unless the rules for the faction specifically state otherwise.

The allies of an army which is affiliated to a faction cannot choose to be affiliated to a faction, unless the rules for the army's faction specifically state otherwise.

Contingent limitation

It is specified that an army cannot have more than 5 miniatures for every 100 A.P. It is possible then to play pieces with a low A.P. value simply by integrating fighters with a higher strategic value such as Characters, Creatures or elite troops.

Compulsory presence of a Character

Some army compositions require the presence of a Character. If the rule requires a Character for every complete segment of 200 A.P. and the maximum value per army is 400 A.P. then two Characters are required (even if the army is worth less than 400 A.P.).

Abilities

Ambidextrous

When a player announces a defense with two dice for an ambidextrous fighter and the opponent's fighter gets "1" on his attack roll, the player may either get one attack die but lose both defense dice; or the player may keep both dice in defense.

Ambidextrous and Counter-attack:

The Ambidextrous and Counter-attack abilities do not stack. Only one Attack die may be gained from a successful defense.

Assault Fire

Assault fire cannot be used in a pursuit movement.

Assault fire cannot be used after a disengagement.

Bane/X

Bane/X does not stack with itself, but can stack with other similar game effects.

Brutish Charge

When a Fear-inducing fighter with Brutish Charge attempts to charge a fighter who then flees in rout, and then the charging fighter redirects his assault, the new assault is an engagement and does not result in the fighter gaining a die from Brutish Charge.

Brutish Charge Acquired after a Charge

If a fighter gains Brutish Charge after having charged, it still gains an additional combat die for its first combat since it did charge during the activation phase.

Brutish charge And War-horse

When a fighter with the abilities "Brutish charge" and "War-mount" misses his charge, the bonus linked to Brutish charge is not applied since the charge is a failure. Instead he still benefits from his extra combat dice due to his ability "War mount".

Consciousness

A fighter with Consciousness must end his movement within 20 cm of a hidden Scout in order to spot him. The Scout is also spotted if he finishes his movement within 20 cm of an opponent with Consciousness.

Consciousness

A fighter equipped with Consciousness locates his opponent's scouts at the end of his movement, not at the end of his activation. As such, a gunner with the Consciousness ability can shoot at a previously hidden scout when it ends a walk movement within 20 cm or less of that scout.

Counter-attack

Successful defences with a final result that is less than two points higher than final result of the Attack test are considered a valid defence to avoid the attack, but are not eligible to gain an attack die.

Counter-attack Declaration (Conf 3.5)

Under the 3.5 rules revision, when a fighter with the Counter-attack ability defends an attack, the declaration of using the ability is made when the defending fighter succeeds the defense by the margin necessary to gain an Attack Die from this ability. Thus it is not necessary to declare a Counter-attack before each defense roll.

Counter-attack and Two Dice

If a fighter attempts a counter-attack with two defense dice and both dice are successes, he still only gains one attack die.

Dreadful

If a faithful with the Dreadful ability calls a miracle (Aura of the Dark Princes for example) which causes every opponent in the faith area take a fear test with a difficulty equal to the faithful's courage or fear, the Dreadful does apply to the test.

Ephemeral

Ephemeral works on Living dead and Constructs since nothing in the rules says otherwise.

Feint

When a combat die is lost because of a Feint attack, the die type (Attack or Defense) is chosen by the victim of the attack.

Fencer - Bonuses when all the dice are placed in attack

Some abilities, such as Bravery and fanaticism, give a bonus to the fighter when he puts all his dice in attack. These bonuses can be gained if the fighter keeps a combat dice in reserve thanks to the "Fencer" ability, but the bonus is only applied from the moment the reserve die is used in attack. For instance if he uses the die for his second attack, he does not benefit from the bonus on the first attack.

Fencer and Sustained defense

In order to be able to use a sustained defense, a fighter must not have more dice in attack than in defense **when the combat dice are allocated**. A die that was kept in reserve according to the effect of Fencer and later placed in attack does not affect this; therefore the fighter is allowed to make a sustained defense so long as the original allocated number of attack dice was not greater than the original allocated number of defense dice.

Fierce

If a fierce fighter is Killed Outright during the activation phase, it is removed from the battlefield before the combat phase.

Fierce still in combat

The combat rules force the fighters to spread their attacks between their enemies still in contact. This rule is still applied if one of the fighters was Killed outright but is still on the table thanks to Fierce. The Fierce fighter might have been killed, but he is still a threat to his opponent who has to keep attacking him if he can.

Harassment – Exceptional movement and firing possibilities

A marksman with the ability "Harassment" can:

- Walk, Fire and walk again.
- Fire and then run.

Example: A Kelt hunter with a MOV of 10 and the ability Harassment can:

- Move 10 cm (or less), fire, move again 10 cm (or less).
- Fire, then MOV *20 cm (or less)*.

Harassment and disengagement

Only one walking movement is allowed after a disengagement, so a marksman with the Harassment ability cannot disengage, fire and walk again.

Hyperian

Hyperian only affects those from the Meanders of Darkness (Including Elementals, Immortals of Darkness). It has no effects on those from Destiny/Light/Non Aligned who cause Fear.

Leadership

A fighter with the ability Leadership, no matter if it is due to an artifact, a spell, a miracle, etc, gets two dice for his leadership tests. He can also constitute a War staff with a standard bearer, a musician, or both so long as he has the Leadership ability while the armies are being constructed.

Leap

The Leap ability may only be used during the activation of the fighter with the ability.

It is not possible to leap over Decoy or Trap markers.

It is possible to leap over encumbered terrain in the condition:

- That it is an element of scenery.
- That it is not of larger size than the fighter
- That this element is not too large to be crossed by the fighter's MOV.

Loyal/X

Faithful at a different altitude from fighters with the Loyal/X ability gain no benefit from it.

Loyal/X Effectiveness

Fighters with this ability still must be believers for this ability to be effective; this means they still have to be of the same people as the Faithful for the Faithful to benefit.

Master strike

If a Character has the ability Master strike/X, the X value is only added once to the blow's strength.

Mutagenic

Mutagenic points put into a fighter's MOV may be used as a bonus to the fighter's Flight MOV.

Personal Enemy

Competence Personal Enemy/X applies specifically to "X". If "X" had the good idea to change names, its personal enemies no longer benefit from this ability. For example, Saphon does not benefit from his Personal Enemy/Mira when facing off against Misericord.

Scout

A summoned fighter that is summoned to within 10cm of a hidden scout will not reveal the scout since it was not activated this turn.

Scout and Fear

When a hidden Scout announces an assault against a Fear-inducing target, they are then revealed regardless of whether or not their Courage check is a success.

Scout in the Path of Movement

A hidden Scout in the only possible path of one of his opponents is considered an obstacle. His opponent cannot pass and cannot engage him; he is caught in the ambush.

Selenite

When you get a "6" to determine the bonus linked to the Selenite ability, the player must first choose between the abilities Possessed and Born killer. Then he must choose either DIS +1 or POW +1 (the POW bonus is only available if the fighter already has a POW value)

Sequence/X

A characteristic can be reduced to 0 but cannot become negative. In a case where a fighter's use of the sequence ability would reduce one of his characteristics below 0, the only way for a fighter to benefit from the combat die which would cause that through Sequence/X would be to also benefit from a bonus to that characteristic.

Spirit of/X

The "Spirit of/X" abilities make it possible to avoid failure on the "Summoning of/X" Elemental Summoning spells.

Target/X

Target/X is not cumulative unless specified otherwise.

Toxic/X

Using the ability Toxic/X can be announced before any Attack test, no matter if it is a Master strike or a normal attack. If it is called before a Master strike, this attack simply benefits from the effect of Toxic/X.

Toxic/X and perforating artillery

Toxic/X does not benefit from perforating artillery rules. Only the first Damage roll inflicted by a Toxic projectile benefits from the effect of the poison. The projectile it is not considered Toxic on any target other than the first.

Inalterable

The Inalterable ability is defined on page 147. The miniature with the ability "Inalterable" can only be hit by "normal" Damage rolls. All other effects are ignored, including "sacred weapons".

Inalterable and Toxic/X

The Toxic/X ability has no effect on bearers of the Inalterable ability.

Characters

Artifacts and Characters' Incarnations

A First Incarnation cannot use the artifacts of its Second incarnation, unless the specific artifact states otherwise. On the other hand, a Second Incarnation can use those of the first.

Character marksmen

Character marksmen with artillery gain Assault Fire as per the standard Confrontation 3 rules. They do not get Bulls-eye.

Rapid Reloading (Conf 3.5)

A character using Rapid Reloading can shoot once using Bull's eye and once normally, since Bull's-eye can apply only once per round.

Counter attack (Conf 3.5)

When making a Defense test, warrior characters that have Counter attack on their reference card need only beat the final result of the opponent's Attack Roll by one point to be able to declare a Counter attack.

Renaming a character

When forced to rename a character to bind them to a faction different from one they already have on their card, they specifically lose access to any reserved Artifacts, Miracles, Spells, and/or a reserved special capacities with additional AP cost in addition to losing any Blood Brother/X or Personal Enemy/X abilities. They keep any special capacities that they have which are without additional AP cost.

Incarnation and adventure mode

Some cards, such as experience cards, mention an "adventure" game mode. These rules are not published anymore, and experience cards are not usable within Confrontation 3 and Confrontation 3.5.

Equipment

Black blade

Black weapons/black blades have no other effect than being potential targets for effects affecting black weapons (the "Dead forge" spell essentially).

Blessed/consecrated armors and weapons

The effects of sacred armors and weapons do not apply to blessed/consecrated armors and weapons.

Sacred Armor

Sacred Armor negates the effect of a Double 6, in addition to any other natural double result rolled when consulting the Wound Table.

Sacred Weapon

Any Exceptional Wounds inflicted by a Sacred Weapon are an automatic Killed Outright, and thus have no location. So a fighter with "Immunity / Head Injuries" is not Immune to a Double 5, a fighter with "Immunity / Arm Injuries" is not Immune to a Double 2, etc.

Faction-affiliated Artifacts

Artifacts which are limited to use by fighters of a certain faction may be used by anyone eligible to take the artifact and who is bound to that faction in a themed army, or by anyone eligible to take the artifact and who has that faction in their Rank in an unthemed army.

Downloaded Artifacts

The Artifact cards that were downloadable from the Confrontation website may no longer be used.

Rune of healing (generic artifact)

All Characters have access to Runes of healing. Besides, all magicians and faithful have access to them (Warrior-mages and Warrior-monks included), even if they are not Characters.

Potions

Each potion counts as an artifact, even if it is the same potion.

The Athanor

The use of The Athanor is reserved to the Dirz and to their allies. The Athanor cannot be used by the Kelts of the Drune clan.

The Untainted Flame

The Untainted flame is reserved to the Ways of Light until it is put at stake once more. Further, the Griffins have a 10 A.P. discount on this artifact.

Pressure Incident Table

The entry for a Natural 1 result on the Pressure Incident Table on page 149 of the Confrontation Third Edition rulebook has been revised per the card released in the Khor Knights of Uren boxed set. The text of that revision is:

☐ Explosion of the Boiler

The fighter whose boiler explodes suffers a Damage roll (STR 10). For this roll, his RES is considered to be equal to 0, no matter the effects from which he may be benefiting. Effects that affect the results of Damage rolls (such as Hard-boiled) nevertheless apply in the usual way. Furthermore, all friendly and enemy fighters located (even partially) within a radius of 5 cm around the fighter suffer a Damage roll (STR 5).

If the boiler's carrier survives, he can no longer make pressure rolls or benefit from an effect that requires a boiler until the end of the game. And finally, the boiler's explosion has particular consequences depending on the characteristic that was to be affected by the pressure roll:

- MOV: The fighter cannot move during the phase being played.
- INI, ATT, DEF, RES, STR, AIM: The test that was supposed to benefit from the pressure roll is considered to be an automatic failure. If it was an Aim test or a test made to increase the STR of a shot, then the projectile is not fired and the Aim test is not made.
- FEAR: No additional consequences.

Dogs of War

Scepter of Authority

The Scepter of Authority may only be used in Dogs of War, and cannot be assigned to any fighters in standard Confrontation play.

Mercenary Company

A company whose captain is a mercenary and is not of any other people does not belong to any Path of Alliance. The combatants of its "people" are the other mercenaries. It does not have any allies, except Elementals.

Virtues (Conf 3 p.110)

As per the sidebar on p.10 of the Dogs of War rulebook, Virtues are handled as "Attributes" (DoW p. 65) and may be acquired in any phase when Attributes are normally acquired.

Solos at variable cost

Solo cost is paid one time and never needs to be recalculated.

Nexus Recovery

A Nexus damaged or destroyed during a mission is automatically replaced by an intact Nexus of the same type for the next mission.

Secondary Roles with Bonus Renown

The combat loss and permanent death of a soldier with a secondary role results in the loss of any bonus Renown that came from that role.

Abilities in Dogs of War

Sapper/X

The Sapper ability as purchased with experience is Sapper/5.

Survival Instinct

The Yakusa Clan's Survival Instinct solo will not result in a Survival instinct/5 roll. The solo replaces Reinforcement with Survival Instinct. Thus they succeed their Survival instinct roll only on 6+, because only fighters having both the Survival instinct AND Reinforcement abilities at the same time benefits from the roll on 5+.

Spells and Miracles

Spells and Resources

As of Confrontation 3.5, Spells and Miracles no longer have an AP cost, and as such do not cost Resources to acquire.

Experience from Spells/Miracles

A soldier gains 1 EP from the successful casting of a spell or miracle that has an open-ended difficulty, such as Elemental Summoning and Inferno of Damnation.

Spells and Characters

Spells which cannot target Characters, like Banishment, Supreme Banishment, etc., will still affect Champions. (**Reminder: Champions are not Characters.**)

Guardian Angel

When a fighter protected by Guardian Angel cancels a damage result that would have killed it, the wound is cancelled. In Dogs of War, the wound did not happen and it does not give the attacker any experience.

Warrior-Mystics in Dogs of War

Warrior-Mage Special Capacities

The special capacities of Warrior-mages are related to their faction and not to the way of magic which they control. For example: To master the Path of Druidism does not make it possible to manufacture gesas. This specialty is reserved to Kelt Druids.

Warrior-Monk Career Completion

When a soldier completes the Warrior-monk career out of Cry Havoc 9, the X value for their Faithful/X aura is equal to the value of the Devout entry of the same people as seen in pages 148-151 of Dogs of War. Further, if that entry includes the Iconoclast ability, then the soldier that completed the career gains the Iconoclast ability. This ability does not count toward the soldier's limit of acquired abilities.

Specific cases per army

Kelt Shaman

The Kelt Shaman advances as a Sessairs mage.

Fire Support Goblin

The Fire Support Goblin advances as a Cadwallon mage.

Cadwallon career Warrior-mages

When a fighter of Cadwallon follows the Warrior-mage career, it has access to all the Elements but to no Paths of magic, as indicated in Cadwallon p. 149.

Cadwallon career Warrior-monks

When a fighter of Cadwallon follows the Warrior-monk career, it has a choice of Destiny, Light or Darkness.

Horde: The Sarkai Nomads

A company affiliated to Horde: The Sarkai Nomads can recruit Griffons by respecting the limitation of DoW (one out of every four soldiers) and the limitations of the horde (15% in A.P., no other allies).

Mercenaries without a base faction

For non-Cadwallon, non-Kelt mercenaries without a base faction (assassin mercenary, captain mercenary, principal rafter deserter) the player chooses a people for his mercenary and conforms to it in terms of worship and ways of magic.

Nexuses

Activation

A fighter can activate the same nexus multiple times per turn if the nexus allows it. This does work for Stones of Blood.

Activation and flight

A nexus may not be activated by a fighter at an Altitude other than Altitude 0.

Nexus and Artillery (Conf 3.5)

A Nexus is an element of scenery, and stops Perforating Artillery fire. The nexus will, however, take damage from the artillery round. The projectile does not continue past the Nexus, even if the Nexus is destroyed by the projectile.

Mana/X

A Nexus can be sacrificed after it has been declared a target of a shot; the shot is then lost.

A Nexus cannot be sacrificed the before a Damage roll.

A Nexus can be sacrificed after it has been charged.

Size: Stone of Blood and Wild Beast of Dracynran

The Stone of Blood and Wild Beast of Dracynran are both are of Large size. This information was omitted from their statistics in Dogs of War.

Stone of Blood

The Stone of Blood nexus can only target points at altitude 0.

The Stone of Blood can deal damage to a hidden scout that has not yet been revealed.

General Theme

Generic Faction Rules

The generic faction rules are in Confrontation 3 to shed light on the use of particular army schemes. They do not cancel specific capacities bound to the factions of particular peoples.

Themes and Allies

Other armies' troops gathered into a theme list (such as the Imperial Army) do NOT count as Allies but as members of the main army's people.

Specific cases per army

Alchemists of Dirz

Dorsal Blades

The modifiers to combat that come from a successful Dive attack are modifiers to the final results of all tests of those type in the first combat that fighter participates in. As such, the +2 damage test modifier does apply to the attacks made with dorsal blades.

Arkeon Sanath

Once Mutagenic points have been used to alter Arkeon Sanath's profile, he is considered as subjected to the "Rage of the desert" and cannot try to disengage. On the contrary, if Arkeon Sanath tries and fails a disengagement test before using Mutagenic points, all his combat dice are placed in defense, despite the text of "the Rage of the desert". But if Arkeon Sanath is in rout, before or after using Mutagenic points, the effects of "the Rage of the desert" are cancelled.

Arkeon Sanath

If Arkeon Sanath gets a mutagenic die and Rage of the Desert says he must put all dice in attack, then an opposing Neuromancer's Intimidation power does not work on him, per the Intimidation capacity's text.

Cypher Lukhan

Cypher Lukhan, when bound to Tenseth, still gets Leadership/12.5 as mentioned on the Laboratory: Tenseth card, despite the Confrontation 3 revision of the Dominator card, and it works for all troops bound to Tenseth. He can form a Warstaff, and gets 2 dice for the Tactical roll.

Dirz Biopsist – The prowlers of Shamir

The biopsists special capacity works when they kill an opponent. It does not matter whether it was through a Killed outright result on the Wound table or through the worsening of the target's Wound level, so long as the biopsist made the killing blow.

Nefarius Clone

The English language Nefarius Clone release is misprinted. Its proper INI value is 4.

Sethin and Arkeon:

Sethin and Arkeon are not regarded as sentinels of Danakil and thus can not benefit from the special capacity (Guard of Danakil) of Thissan Ka.

Sykho Volesterus – Tunic of Blood

A fighter can only benefit once from the affects of the "Tunic of Blood" miracle.

Vicar of Dirz – Dark Will

This miracle's difficulty is the weapon's STR and is not modified by the STR bonus acquired from Bull's-eye.

If the miracle is used to deflect the shot back at the shooter, then the Damage roll is made with the same weapon STR.

Dark Will does not affect Artillery fire.

Laboratory: Inuka

In Laboratory: Inuka, when using Solo/Pursuit, a fighter who is unable to reach its intend target with the extra pursuit move may not redirect its pursuit movement to a different target.

The Griffins of Akkylannie

Garell the Redeemer

A Character who changes affiliation only loses the artifacts reserved to him and the abilities linked to his personality, such as Blood brother and Personal enemy. But he doesn't lose the special capacities included in his strategic value. Garell the Redeemer keeps his capacity "the Redeemer" even if he joins another faction than the lodge of Hod.

Guardsmen of the Temple and Seal of the Temple

The guardsmen of the temple do not benefit from the seal of the temple

Knight Templars of Hod

The bonuses do not stack for a fighter that is within the area of multiple Knight Templars of Hod.

Legionaries of Repentance

The Templar Brothers and the Temple Guardians do not allow the recruitment of Legionaries of Repentance.

Magistrate of the Griffin – Sentences

The Magistrate is still limited to the sum of his aspects when calculating the total Fervour of the sentences he may take. For the Magistrate to make use of this capacity he either needs to have one of his Aspects increased by 1 or Rackham needs to publish new sentences with Fervour 1.

Saphon the Purificator – Summary Execution

Printings of Saphon's Summary Execution miracle say that the targeted marksmen benefits from Aim. This is a misprint. The card should say "Till the end of the round, all the shots made by the targeted marksmen benefit from Bull's-eye." A corrected image of this card can be found in the Rackham Store.

Saphon the Purificator – Summary Execution and Bull's-eye

Summary Execution does not give a figure the Bull's-eye ability. It simply allows all shots that the targeted figure makes to benefit from the effects of that ability.

Summary Execution does not stack with the Bull's-eye ability.

Venerable Ambrosius

The Venerable Ambrosius card has a translation error. He is equipped with a Consecrated rifle, not a Sacred rifle.

Crusade: Temple of the East – Faithful

If Orc faithful are included in an army of the Temple of the East, they are able to summon Sylvan Anima. The Orc Faithful in a Temple of the East army only gain T.F. points from Orcs in the army. The Griffin Faithful in a Temple of the East army only gain T.F. points from Griffins in the army.

Crusade: Temple of the North – Solo/Guardians of faith

The value linked to the ability "Concentration/X" is calculated at the beginning of each round, just after the Tactical roll.

The Limbo of Acheron

The Coryphaeus – The Orpheon

In Confrontation 3, as a warrior Character the Coryphaeus has Sequence/2. The Orpheon increases this value to Sequence/3 when he is equipped with it.

The Gorgon – Sceptre of Atrocities

The Sceptre of Atrocities does allow The Gorgon to acquire infinite spells that use only Darkness.

Janos the Outlaw and Lo' NUA

These profiles were created specifically for the Cry Havoc campaign, but are now allowed in any Confrontation play.

Spectre of Acheron

The Spectres' Heartrender capacity is effective against Constructs.

Zombies

Crane warriors are considered to be zombies.

Obscure House: Tanit – Solo/Roaming

For fighters with a COU value instead of a FEAR value, they may still take this Solo so long as their COU meets the same limitations normally required of the fighter's FEAR value: 7 or less for non-characters, 8 or less for characters.

Obscure House: Mantis – Solo/Prince of Darkness

For fighters with a COU value instead of a FEAR value, they may still take this Solo. In that case, the cost of the Solo capacity is twice the COU rate as printed on the Character's reference card.

Court of Ashes

It is not requisite to include Sophet Drahas in an army of the Court of Ashes.

If Sophet is present in a Court of Ashes army, he acquires the notation "Guild of the Usurers" in his rank. He also retains the mention of "Mantis" that is already there. As such, he counts in the required 30% minimum of both factions for the army.

Dwarves of Mid-Nor

Asturath

Being a cyclops, Asturath benefits from all their advantages (resurrection, eye of the abyss, etc.). See Cry Havoc 04.

Castle of Desolation

A fighter in base contact with the Castle of Desolation is not hit by light artillery shots made by the Castle.

The Colony of Ephorath

Rackham's wish is to have a common rule for all of the clans. (The Wolfen Clan makes a departure from the standard rule because of the high cost of the characters and the troops.) Therefore, the rule for the Colony of Ephorath to be considered complete is that one Character of the Colony of Ephorath must be present for each full 200 AP.

Colony of Ephorath: Characters

For the colony to be considered complete, it must include at least one Character for every segment of 200 A.P. This is a minimum value, not a maximum. An army from the colony of Ephorath can include as many characters as you want as long as their cumulated value is not worth more than 50% of the total value of the army.

Colony of Ephorath: War staff

It is not possible to include a standard bearer and a musician in an army of the colony of Ephorath. Those profiles are not among the ones affiliated to this colony. On the other hand it is possible to constitute a war staff with Yh-Karas if the army is not bound to the colony of Ephorath.

Colony of Ephorath: Warriors of the Abyss

The warrior of the Abyss of the colony of Ephorath can be integrated into a Mid-Nor army not affiliated to this colony.

Devourers of Vile-Tis

Wolfen Devourers and Wolfen

Magic spells that target "Wolfen" affect Wolfen of Yllia, not Wolfen Devourers.

Wolfen Devourers may not benefit from the Nexus "Wild Beast of Dracynran".

Wolfen Devourers may not carry artifacts reserved to "Wolfen."

Despite the presence of "Howls" among the Wolfen Lonewolf 1's "Rapidity" spell's paths, which allows Devourer mages to cast it, the Area of Effect entry of "One friendly Wolfen" means that no Devourer may benefit from it.

Hunter of Vile-Tis

The Hunter of Vile-Tis from the Warriors of Rag'Narok card pack can use the Star of the Beast Special Capacity from the Headhunters.

Master of Carnage

The fury points of the master carnage may be used on the Damage rolls of a ranged weapon.

Master of Carnage Fury points on Artillery

Fury points are used on one single roll of the dice. So if Fury points are used to boost STR for a Damage roll resulting from a perforating artillery shot, they are still used on only one Damage roll. The other damage rolls are made at the normal STR.

Tyrant of Vile-Tis

The Tyrant of Vile-Tis is not considered to have "Ruthless" on his card.

Tyrant of Vile-Tis and Brutish Charge

If a tyrant with Brutish charge engages an opponent, he inflicts penalties and gets his Brutish charge bonus die. If he pursues, he inflicts penalties, but does not get an extra die because Brutish charge is only applied to the first fight.

Zeiren – The Asterion

The Asterion does not work under the Confrontation 3.5 rules until it is errataed.

Kelt Drones

Ardokath

Ardokath is still limited to the sum of his aspects in his choice of miracles, even with his special capacity that allows him to take an unlimited number of miracles from the Cult of Cernunnos or Universal with a Fervor of 2 or less.

Drune Archer

The Drune Archer is not considered to have "Precision" on his card.

Enoch the Elementalist

He is a Kelt and is not affiliated to either clan. Therefore he can join the Sessairs and the Drones alike.

Formor Fiend

An ability acquired by a Formor through a Demonic Aura is not considered to be printed on its card.

Gwernydd

The English language release of Gwernydd is misprinted. Her proper rank line is "Rank: Kelt Devout. Shadowy-One."

Hound of Scathâch

The Hounds of Scathâch are not formor fiends. They do not benefit from the formor immunity to fear of the formor fiends.

Hound of Scâtach and demonic aura

The hound of Scâtach does not have a demonic aura like that of the formor fiends. Only specified fighters can use these auras.

Red Karnaghs

Red Karnaghs do not count as "Karnaghs" for Kilgorm-the axe of Wandyr.

Wraith Riders

Wraith Riders cannot be resurrected with "Resurrection of the Wraiths."

Wraith Riders do not count as "Drune Wraiths" for:

- Cost reduction and other abilities from Scourge: Gwyrd-An-Caern.
- Ardokath's Temporary Faith points.
- Soulsnatchers special rules.
- Soulsnatcher requirements.

Cynwäll Elves

Syd de Kaiber - The Dark Echyron

In the description of The Dark Echyron, "Syd cannot be given spells destined to summon or call back fighters to the battlefield". This includes the spell "We are Legion".

Sylann, Khidarým champion - Shiraen, synchronic blade

The synchronic blade makes it possible to use remaining defense dice as attack dice; if Sylann succeeded at sustained defense through the end of combat, the sustained defense die can, at the end, be converted to an Attack die.

Varsým killer

The Varsým killer from the Cynwäll card pack follows the same rules for Disengagement and Pursuit movements as the regular Varsým.

Draconic Pact – Summoning and movement

The Cynwäll Spell Draconic Pact, through the "no movement penalty" wording, does allow the summoned dragon to dive-attack and otherwise change altitude levels during its activation.

Draconic Pact – Activation

The activation of the dragon belongs to the magic spell. Here's how that occurs:

- 1 - The magician launches Draconic Pact (successfully);
- 2 - The summoned dragon is immediately activated;
- 3 - The magician who summoned it finishes his activation.

Cynwäll Ways: Army of the Republic

The capacity Ways/Military Service does not exceed the basic rule which says that a card represents combatants of the same type. In this case, the six combatants activated by the same card must have the same profile.

Cynwäll Ways: Dragon Light

The reference to Power within the Dragons Light Ways/Allies of Light faction ability was mistranslated. The total Force, not Power, of the dragons within the army is what governs the scouts within the army.

Cynwäll Ways: Dragon Light and Draconic Pact

The Draconic Pact spell specifies that it may be successfully cast only once per army per game, and that this restriction does not apply to a Dragon Light army. This does not change the fact that the spell is Frequency: Unique, even in a Dragon Light army, and as such can only be attempted one time per game per magician who possesses the spell.

Cynwäll Ways: Way of the Trihedron

If a member of Trihedron dies, the two others always continue to benefit from the effects mentioned on the card (primarily Survival Instinct). In short, they always form a Trihedron, even after the death of their companion.

Trihedron and War-staff

A card representing a Trihedron activates a maximum of three fighters. It cannot activate a War-staff unless the War-staff itself forms the Trihedron.

Trihedron and Summoned fighters

A magician in a Trihedron can summon fighters, but the latter do not benefit from the capacities of the Trihedron.

Lions of Alahan

Archers of Icquor

The Archers of Icquor may combine their double shot capacity with the Bull's-eye ability. In this case, Bull's-eye would apply to only one of the two shots, to be announced before the archer fires the shot.

Falconers of Alahan

No Scout can be deployed within 25 cm around a falconer. Nothing particular happens if a falconer is deployed within 25 cm of an enemy Scout who is already deployed. The penalty is only valid when the Scout is being deployed, not if the falconer is deployed afterwards.

Meliador the Celestial – Carrier Wind

The 25cm of movement granted by Carrier Wind replaces the normal movement of the magician. It thus uses the rules of normal movements except where specified otherwise by the spell.

If the magician moves by using Carrier Wind and engages an enemy fighter within his movement range and who subsequently flees, the magician may still move the remaining allowance of his movement and can redirect to engage another fighter.

Meliador the Celestial – Celestial Robes

The fighter affected by the "flash" effect cannot target the magician directly with any of his actions: assault, attack, shot, spell, miracle or special capacity.

"Draped!" can be used when the magician is the target of an enemy shot or a hand-to-hand attack.

"Healing!" and "Flash!" are used during the magician's activation.

If Flash is used, any attacks in hand-to-hand which are directed at the magician by the Flashed opponent are lost.

If a fighter declares a charge on the magician who then activates the Flash, the combatant who tried to charge remains motionless.

Mirvilis – Celestial Scourge

When Celestial Scourge is cast as Perforating Artillery, the "Area of Effect: One Enemy Fighter" is ignored and the spell is handled as Perforating Artillery as per the Confrontation 3.5 rules, with the target point being placed 30 cm from the caster.

Mirvilis – Celestial Scourge Perforating

While a spell may not be successfully cast on the same target more than once in a round, the perforating artillery effect of this spell can cause a fighter to be subjected to a damage roll multiple times in the same phase.

Paladin of Doriman

The Paladin of Doriman profile does not have access to the Champion of/X Special Capacities available to Paladins of Alahan.

Wandering Knight

The Wandering Knight is a mounted figure and uses a Cavalry (50mm X 25 mm) base.

Kelt Sessairs

Enoch the Elemental

He is a Kelt and is not affiliated to either clan. Therefore he can join the Sessairs and the Drones alike.

Kelen the Thirteenth Voice

Kelen may summon a Light Elemental when taken as an Ally in an army where Light is not a forbidden domain. However, he may not summon it when he is a part of a Sessairs army, since the Light Element is a domain normally forbidden to the army.

Kelt Druids – Gesa

The attribution of a Gesa which does not change either the characteristics or the abilities of a fighter that is bound to a card with multiple fighters does not force that fighter to be represented on a different card.

Kelt Druids – Gesa: Ointment of the Goddess

This Gesa applies to the first Wound that the protected fighter suffers; a Killed Outright not being a wound, a Sword-axe or Sacred Weapon hit that becomes an automatic Killed Outright is not ignored.

Tribe: Horde of Murgan

The card says that Kelt centaurs have a 5 A.P. discount. This discount applies to: Kelt centaurs, Sessair centaurs, centaur archers, Sessair minotaurs, giant barbarians, and sons of Ogmios.

Tribe: Horde of Murgan – Tribe/Legends

The correct interpretation of the limitation of this Tribe as applied to standard-bearers and musicians is: A model who is a standard-bearer or musician, regardless of their points cost, may be included in the Horde of Murgan.

Tribe: Horde of Murgan – Solo/Storyteller

The Solo/Storyteller, which turns a fighter into a Warrior-mage, does not make that fighter a Druid and he does not gain the ability to use Gesas.

Tribe: Wolves of Avagddu

While Predators of Blood may be the exception to the rule that non-character fighters already bound to a faction may not be bound to a different faction, the fact remains that they are already bound to a pack other than Twilight Hills and as such may not be taken in a Wolves of Avagddu list.

Dwarves of Tir-Na-Bor

Aegher the Brief

Aegher the Brief only benefits from the special capacity that gives Khor Knights of Uren a strength bonus when charging in his second incarnation, and only when played in a Brotherhood of Bronze army.

Brotherhood of Bronze – Telluric Angel

When a magician casts Telluric Angel on a fighter, the recipient of this spell gains an additional d6 in hand-to-hand combat which is automatically placed into Attack. However, in the event of a missed disengagement, the fighter must put all its dice in defense. When this happens, the combat die acquired through the magic spell is lost.

Khor Warriors

The capacities on "The Khor Warriors" card first published with the female Khor Warriors cannot be allotted to a character if he or she does not have the word "Khor" mentioned in his or her name. For example, "Kal-Nur, Khor Warrior" can benefit from them, but "Kaël the Irascible" can not.

Lor-Arkxon the Deranged – The B.R.U.T.E.

Rapid Reloading is cumulative with The B.R.U.T.E., for a total of three shots. However, according to rules' of Rapid Reloading, all the shots suffer from a penalty of + 2 to the difficulty. Furthermore, according to rules for The B.R.U.T.E., all the shots suffer a penalty of -1 to AIM.

Fenggar

Fenggar is not a thermo-priest.

Pilzenbhir, Defender of the Plains – The Horn of the Plains

The effects of the Horn of the plains apply to veterans, to standard bearers and to musicians of the plains.

Mountain warrior

In Confrontation 3 the Mountain warrior lost the capacity that reduced his Wounds. He also does not benefit from the ability "Hard-boiled."

Brotherhood of Bronze – Characters

A character not of the Brotherhood of Bronze may not join the Brotherhood of Bronze, and can not be eligible for the Brotherhood's faction bonus.

Brotherhood of Bronze – Special rules

The additional rules explained in "Joining the Brotherhood of Bronze" and "Special rules" in Cry Havoc only apply to the fighters when a part of a Brotherhood of Bronze army.

Brotherhood of Bronze – Sceptre of authority of Uren

The COU/FEAR and DIS bonus bound to the sceptre can be transmitted via leadership. These bonuses are added to the COU/FEAR and DIS values of the bearer and are considered as written on his reference card. The fighters who benefit from the bearer's leadership can then use these modified values

Brotherhood of Bronze – Affiliation to another fortress

The Characters of the Brotherhood of bronze can be affiliated to another fortress as per the rules on page 199 of Confrontation 3, just like most other characters.

Fortress: Kal-Nam

There is a minor translation issue with the capacity Fortress/Gorge of the Shoals. The last paragraph should read: "The chosen figure/Unit can be placed anywhere on the battle field, within 7.5 cm or less of one edge of the field and at a distance greater than (MOVx2) from any adversary."

Goblins of No-Dan-Kar

Baron Ozöhn

The different Second Incarnation profiles of Baron Ozöhn are both playable. This may not necessarily be true of other changed card releases.

Becbunzen, Ströhm warrior - The Mad Mace (2)

The effect of the Mad Mace (2) replaces the STR characteristic of Becbunzen, it is then subject to Wound penalties.

Becbunzen, Ströhm warrior - The Sacred Nut

Losing (and gaining) a bit in translation, the original French is honestly closer to the Sacred Bolt. The French term "boulon" (bolt) refers to a combination of the "screw" portion, which (at least American) English speakers normally think of as a "bolt," and the nut. And the official French ruling is: The valid item is a Bolt Screw/Nut combination, and having it 70 mm in length is sufficient to meet the requirements of the card.

Black Troll – The Arm ripper

When a black troll wounds an enemy's arm, the combat die is lost immediately.

The player controlling the victim chooses which die is lost.

The loss of a combat die after an arm has been ripped off is definitive.

Cyanhur

Cyanhur does not gain use of Bull's-eye or Assault fire when using his Fuse Bombs.

Goblin gasblowers – Disappearance of the clouds

The clouds created by the gas-blowers disappear at the end of the maintenance phase.

Goblin Sharpshooters

The Goblin Sharpshooters' Experimental Rifle special capacity must be used before measuring to determine the target point and line of fire for the perforating artillery shot.

Ströhm warriors 3

The English language release of Ströhm warriors 3 is misprinted. Their proper Ability block is "Abilities: Reinforcement. Ruthless. Fanaticism."

Wazabi

When equipped with the Handbook of Silence, Wazabi cannot be charged. However, a fighter with Ruthless will still inflict her with a Charge penalty, as will a Tyrant of Vile-Tis.

The Pirate Clan

In the current state of the rules, the Pirate Clan is not a faction and is not subject to the rules of that kind of army with a theme.

Pirate Clan bound to a Goblin Clan

It is possible to play the complete Pirate Clan in a Goblin Clan, and to benefit from the bonuses of having the complete Pirate Clan in addition to the capacities of the Clan to which they are bound. Only the Goblin Pirates in such an army get the benefits of the Pirates' bonuses.

The Argument

The Goblin Gunners are the servants of the Argument.

Captain Krill and Mister Dhypter may act as Substitutes.

Clan: Black Rats

The Naptha Strength boost from the Solo/Naptha Arsenal capacity may only be applied to melee weapons.

Clan: Burrower

The cost of a fighter with the Clan Burrower Solo/Aggressiveness capacity is the Fighter's other AP costs + 2 + ATT.

Clan: Helldiver

An army from the Goblins Helldiver Clan is permitted the same Allies as any other Goblin army. The Alliance/X ability allows fighters with it to be used in X army, not the other way around. Under Confrontation 3/Confrontation 3.5 rules, the only time this will have any affect on army composition is when a Goblin fighter has the Helldivers clan printed in its rank.

Clan: The Mound Of Dirt – Solo/Ströhm Paragon

Characters given this Solo capacity who do not have a Master strike/X entry on their card get it as Master strike/1 due to the inherent Master strike/0 capacity included in Character status.

Orcs of Bran-Ô-Kor

Mystic Warrior 01 – Flint Shard

When using the spell Flint Shard, stunned becomes a light wound just as if the fighter had ferocious.

The Son of Thunder – Pendulum of mesmerism

The pendulum can be used on friendly fighters.

Tamaor – Swarm of Carrion Fowl

The Swarm of Carrion Fowl is an obstacle of Very Large Size.

Orcs Trackers Clan

Only the characters members of the Trackers Clan (and Avangorok) and the orc fighters whose rank contains "Tracker" can belong to the Trackers Clan.

Orcs Trackers Clan – Character Requirement

Rackham's wish is to have a common rule for all of the clans. (The Wolfen Clan makes a departure from the standard rule because of the high cost of the characters and the troops.) Therefore, the rule for the Orc Trackers Clan to be considered complete is that one Character of the Orc Trackers Clan must be present for each full 200 AP.

Horde: The Sarkai Nomads

In the Horde: The Sarkai Nomads one can include non-character Griffin fighters. The DIS of the Griffins may be used for the Tactical Rolls. On the other hand, they cannot transmit their Leadership to the Orcs and vice versa.

Horde: The Sarkai Nomads – Griffin allies

The Griffin fighters in a Sarkai Nomads force are not eligible to benefit from the horde ability.

Horde: Torches of Gerikan

The Goblins and the Orcs in a Torches of Gerikan army are all considered to be of the Orc people. As such they may freely form a war-staff of mixed origin, consisting partly of Orc fighters and partly of Goblin fighters. The Leadership/X ability will transmit to all Gerikan fighters of the army.

Horde: Trackers of Bran-Ô-Kor

A tracker character equipped with incendiary jars who has no AIM score does not get the "Assault firing" ability and the capacity "Rapid reloading" since all warrior Characters have these two capacities. Those who do not have a range weapon simply cannot use them. However, such a character still has no AIM score and is not a marksman, so does not gain access to "Bull's-eye" or the special rules for "Assault Fire" as a character marksman would. Also, a non-Character tracker, pure faithful Character, or pure magician Character cannot make use of the "Assault firing" ability or the capacity "Rapid reloading," even if they were given incendiary jars.

Wolfen of Yllia

Ophyr the Guardian – Sceptre of nocturnal sacrifice

Ophyr can use the powers of the sceptre only once per round and he can only choose one of the powers.

Ophyr the Guardian – Celestial offering

The target of celestial offering lands back on level 0 with out any further effect at the end of the round.

Howling Predator

The Howling predator profile published in Cry Havoc is the valid profile over the one on the card.

Irix the Fury and Irix the Sibyl

The new profiles presented in the Irix Ultimate Edition box replace those previously published and released in the figures' blisters.

Irix the Fury – Whispering Strips

Wolfen Warrior-mage Characters can be equipped with Whispering Strips. Their Power potential is doubled: it goes from POW X 1 to POW X 2.

Irix the Sibyl – Moon Howl

This spell is not valid for use in Confrontation 3

Killyox – The Banner of Yllia

When using the banner of Yllia, its carrier is considered to be a magician. He is thus subject to the rules which govern magicians when he uses it.

Predator of blood and Ultimate predator

A predator of blood affiliated to pack other than the Red Oaks may merge with a Sylvan animae to become an ultimate predator, except if he is affiliated to the Moaning moon.

Sacred Vestals

Their special capacity is considered to be Counter-attack, and should work the same way.

Wolfen packs – Pack leader and Leadership/X

The "Pack leader" rule described at the back of the "Wolfen packs" card is still valid.

Wolfen packs – Asgarh and Killyox

Asgarh and Killyox (First Incarnation) have no faction mentioned on their reference cards. They can thus join any pack without having to change their name; they keep their pack leader status and have access to the artifacts reserved to pack leaders.

Wolfen packs – Pack leaders and Wolfen Chiefs

When Wolfen Pack leader Characters are deployed within their own packs, they get the Leadership/15 ability. However, this is not printed on their card, and as such it does not make them a Wolfen Chief.

Wolfen packs – Banner of Yllia and Horn of the pack

All pack leaders have access to the Banner of Yllia and the Horn of the Pack artifacts. However, as it is said on the “Wheel of Dream” card, Killyox the Exiled is an exception to this rule and does not have access to the artifacts reserved to pack leaders.

Wolfen packs – Nylira

When using the Celestial Weapon capacity of Nylira, it ignores any and all rules that change the wound inflicted. In addition to those listed on the card, this includes cases such as Survival Instinct, Valdenar’s capacity to reduce the STR of all hits to no more than his current RES, Drac Mac Syro’s capacity to not suffer more than a Serious Wound from a hit, and anything similar. It does not ignore fighters’ capacities to endure such wounds, like the fact that Valdenar with his armour and Very Large fighters have to be killed outright more than once.

Wolfen pack: The Wheel of Dreams

The Masters of the hunt rule says that pariah hunters cannot become the prowler’s apprentice. However, the Wolfen of the Wheel of Dreams are pariahs. As with the case for the Howling pack (See Cry Havoc 05) the prowlers who have joined the Wheel of Dreams become pariahs themselves and can have pariah hunters for apprentices.

Wolfen pack: Howling pack

The Howling pack is a faction of its own. But only Characters mentioned within the “Wolfen pack” card pack are considered pack leaders. Agyar is not one of them, and is not considered to be a Pack leader.

Wolfen pack: Howling pack members

Wolfen Prowlers, Wolfen with Crossbows whatever their type (Both 31AP and 34AP profiles) as well as the Wolfen Sentinels can join the Howling Pack.

Wolfen pack: Twilight Hills

The Sessairs integrated into a Twilight Hills pack cannot be affiliated with the Wolves of Avagddu clan.

Wolfen pack: Moaning moon

A predator of blood affiliated to the Moaning moon may be given the ability “Assassin”. However, if played as an ally under the ostracism rule, a predator of blood will not have access to the ability “Assassin”.

Elementals and Familiars

Familiar cost

The A.P. cost of a familiar is not added to the A.P. cost of the mage it is bound to.

The Ophidian Alliance

S'Erum

S'Erum does not get the Bulls-eye ability, whether he takes “18” or not.

S'ygma

S'ygma’s Orb of Destruction artifact can target only fighters at the same altitude.

S'Ygma - Wings of the Abyss

A magician with a MOV of 5 or less and the Mutagenic ability who allocates Mutagenic points to MOV does not become a valid target for the Wings of the Abyss spell.

Cadwallon

Ahsa Ruyar

If Ahsa uses the Finery of Bewitchment to include a fighter in a Cadwallon list: it counts as an ally but does not count against the permissible percentage of allies, it is not a part of the army, and this capacity cannot be used in a tournament that does not permit allies.

Cadwallon Sergeants

The explanatory card for the Cadwallon Sergeants allows the Sergeant's card to activate two fighters in addition to himself, with the restriction that these two fighters are each 30 AP or under and have "Cadwallon Militia" and either "Regular" or "Veteran" in their Rank. This works for any fighters that meet the requirements, including Militia Crossbowmen.

Cadwallon Undertaker:

A Cadwallon Undertaker may take a Rune of Healing through being a Warrior-mage in addition to the Banner allowed through its Artefact/1 capacity.

Cadwallon weapon bearers

Cadwallon weapon bearers are deployed on the same card as their master, but they activate on their own cards thereafter.

Carrache the Bomblayer

The card for Carrache the Bomblayer lists "Aim" among his abilities. This is a misprint and "Aim" should be "Bulls-eye."

Chief Servant Ogre

The Chief Servant Ogre may be used as a Servant for an allied faction's war machine (Griffin Cannon, Lion Ballista), but only in that faction's army since a Cadwallon army is not entitled to Allies.

Cynwäll quarterstaffers

The new profile replaces that previously published in Cry Havoc.

Doghandler

The Doghandler and the Molossers of the militia are fighters of medium size

Fire Support Goblin

The new profile and special capacity cards replace those previously published in Cry Havoc.

Fire Support Goblin – Red Hot Cannonball

This spell is treated as Heavy Perforating Artillery with the Targeted Fighter being used to determine the trajectory of the spell. That fighter's position relative to the spell's source thus determines where the termination point is placed, at a distance 20 cm away from the spell's source. All fighters between the source and the termination point take a full STR 6 hit. While a spell may not be successfully cast on the same target more than once in a round, the perforating artillery effect of this spell can cause a fighter to be subjected to a damage roll multiple times in the same phase.

Firebrand ogre

On the ogre's cards, it is said that the goblins can shoot even if the ogre has moved further than his MOV value. But he cannot assault and fire during his activation, as engagement and charge are exclusive actions which prevent the use of a firing action, and the ogre does not possess the Assault Fire ability. This capacity allows him to run and fire in the same activation.

Knox Battle Tank

Knox Battle Tank is played on a Large Creature (50mm X 50mm) base. The Knox Battle Tank can make 3 Bull's-eye shots.

Morzath the Hell-spat

Morzath's Beast is not a Cyclops of Mid-Nor, and gets none of the benefits or restrictions of that profile.

Morzath the Hell-spat - Life Drain

The text of this spell indicates that the living dead and constructs are immunized against its effects. This indicates that they cannot be targets of the spell. However, Construct and Living-dead Magicians can benefit from the healing effect if casting the spell.

Nurbald the Sculptor

Nurbald is a fighter of Small size.

Orphan of Avagddu/Fury of Avagddu

The new profiles and special capacity card replace those previously published in Cry Havoc.

Vladar the Arrogant

The Scarlet has a mistranslation. The card's proper text is "The Scarlet is only for Vladar the Arrogant. It gives him Parade."

Guilds of Cadwallon

The guilds of Cadwallon are factions like the Baronies of Alahan or the Crusades of the Griffons. To benefit from their corresponding capacities, they must comply with the rules of affiliation. In Confrontation, that means that all the fighters must be affiliated at the same guild, or with none.

Unaffiliated Cadwallon fighters

The fighters of Cadwallon who do not have a Guild in their rank are to be viewed as originally from the Militia.

Militia of Cadwallon and the Guilds

Within the framework of an army of Confrontation originating from the one of the guilds of Cadwallon, the fighters of the Militia must be bound to the selected guild. In the absence of a contrary rule and until further notice, the cost of this affiliation is 0 A.P. They then have access to the various "solo" capacities of the selected guild.

Militia of Cadwallon

In the current state of the texts, the militia of Cadwallon is not a faction in the strictest sense. However, it will likely become so eventually. Therefore, in the same way that a character of a guild played in another must be renamed, a character of the militia must be renamed when played within a guild.

Mercenaries joining a Cadwallon army

If a Mercenary Joins the Militia he does so using the allies rules as any Mercenary would do. Or he can join a Guild of Blades Themed army for 1pt. But he cannot use the 1pt solo to join the Guild of Blades and then join a militia army.

Mercenaries joining the Militia

The card The Guilds of Cadwallon indicates that an army of Cadwallon is not entitled to any Allies, but can enlist Mercenaries, who are then assimilated into the Militia. The Mercenary is considered to gain the mention "Cadwallon Militia" in his rank. For example, an Assassin Mercenary whose original Rank is "Mercenary Special," becomes, "Mercenary Special. Cadwallon Militia." This in order to prevent mercenaries from benefiting from effects reserved for the army of Cadwallon.

Guild: The Goldsmiths

Only the Cadwë Militiamen (13AP) can become goldsmith guards, not the veteran or Kelian Durak or any other member of the militia.

A Cadwallon militiaman who becomes a Guard of the Goldsmiths loses his affiliation with the Militia; Therefore the Cadwë Sergeant special capacity no longer applies.

Court of Ashes

It is not requisite to include Sophet Drahas in an army of the Court of Ashes.

If Sophet is present in a Court of Ashes army, he acquires the notation "Guild of the Usurers" in his rank. He also retains the mention of "Mantis" that is already there. As such, he counts in the required 30% minimum of both factions for the army.

Daikinee Elves

Arrows of alabaster (Kaëliiss the Silent/Wolfen clan box)

Arrows of alabaster is an artifact. Therefore it is reserved to Daikinee Characters with a bow.

Mandigorn Warrior

The English-language reference card for the Mandigorn Warrior has within it's abilities "Being of Destiny/3 Destiny/3." This is a misprint, and should simply say "Being of Destiny/3."

Fayree/Fayry/Faye

Fighters with "Fayree", "Fayry" or "Faye" in their rank are not Daikinee fighters unless they also have "Daikinee" in their rank. The three terms are alternate spellings of the same translation.

Horde of Dun-Scaith

Horde of Dun-Scaith characters

The characters of the Horde of Dun-Scaith can join a different army with a different name.

Allegiance of the horde

The Horde is affiliated to neither Darkness nor Destiny. The Drones are still affiliated to Darkness, and the devourers are still affiliated to the Paths of destiny. The rules say that no Immortal of Destiny can be included in the army composition. This means that none can join the ranks of the Horde before the battle, but they can still be summoned. Nemesis cannot call miracles linked to Darkness, but can call those linked to Destiny, summoning immortals included.

Ranghor and Tyramon

It is possible to affiliate Ranghor's profile to a Revelation of the Beast, and Tyramon's profile to a Drone Scourge. This follows the rules as written on page 199 of Confrontation 3 and they are not considered to be those Characters but new Characters with the same profile.

Tyramon

Tyramon, the Horde of Dun-Scaith Formor Fiend character, can take Demonic Auras at the same cost as other Formor Fiends.

Kelt Shaman

The Kelt Shaman cannot join the horde of Dun Scaith.

Orcs of the Behemoth

Endurance

The ability "Endurance" is a particularity of the orcs of the Behemoth, it still works in Confrontation 3 as it is described on page 144 of Dogs of War.

Mountaineer of the Behemoth

The Mountaineer of the Behemoth's avalanche strike can be directed at an opponent in contact, but who will not participate in the melee because of the fray splitting.

Concorde of the Eagle

Immortals and Elementals

For Immortals and Elementals, association with the Concorde of the Eagle is only valid at army creation. An army of the Eagle can, for example, include Fire Elementals "of the Eagle," which joined the army during its construction, but Fire Elementals summoned during the battle are without affiliation.

Mercenaries

Wandering Knight

The Wandering Knight is a mounted figure and uses a Cavalry (50mm X 25 mm) base.

CONFRONTATION 3 ERRATA

(Originally published on page 143 of Dogs of War.)

Despite careful proofreading, a couple of small mistakes and typos have managed to escape our vigilance. This document lists and corrects the errors found in the third edition of Confrontation. Some of them have already been corrected in the second printing (softcover).

P. 47: SEQUENCE OF EXCHANGES

The reminder at the top left of the page, which is repeated in the right column under "Attack test," is supposed to read:

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

P. 91: INEVITABLE DECLINE

The path of this spell is "Howls / Torments."

P. 127: ALLIES

The Kelts of the Drune clan are to be added to the list of possible allies of the Limbo of Acheron.

P. 132: BEING OF / X

The "Being of Darkness / X," "Being of Destiny / X" and "Being of Light / X" abilities are variations of the "Immortal" ability and should therefore be listed after it on page 136.

P. 134: EPHEMERAL / X

In the example the fighter with a Light Wound should become Seriously Wounded, not Critically Wounded.

P. 135: HARASSMENT

A fighter with this ability cannot walk, run and then walk again, but can walk, fire and then walk again.

P. 158: OATH OF THE CONDEMNED

Some of this miracle's parameters are wrong due to an unfortunate copy and paste. They should be:

Area of effect: Special

Range: Sered's aura of faith

A.P.: 19

P. 191: ELEMENTAL SUMMONING

The rules on summoning fighters are described on page 79, not page 78 as noted in the text.

P. 192: WALL OF FIRE

The two counters cannot be placed more than 10 cm from each other.

P. 195: ABYSSAL FORCE

In the description of this spell's effects the word "magician" should be replaced by "targeted fighter."

P. 206

In the table at the bottom of the page concerning fighter size and the corresponding "Strength," the latter is to be replaced by "Force."