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. THIS WAS BORN THE CONFRONTATION 3.5 PROJECT, DESTINED TO MODIFY CERTAIN RULES BELIEVED TO BE INADEQUATE.

BEFORE THIS ARTICLE PRESENTS NEW RULES DESIGNED TO LEVEL SOME OF THE NEGLECTED SORTS OF FIGHTERS: THE FAITHFUL, THE MAGICIANS AND THE MARKSMEN.

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 figureine’s base must be marked to indicate clearly their field of vision.

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 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.

All miniatures marked with the Weight pictograms are war machines.

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...
ABILITIES

AMBIGIDEXTROUS (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 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 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 is not taken into account if a fighter must choose one of the following options:
• Lose his defense die;
• Keep his defense die;
• Master Strikes, if he is allowed to.

Counter-attack (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).