

CONFRONTATION™

CLASSIC

DISCOVERY KIT



CONFRONTATION™

CLASSIC



INTRODUCTION TO THE CONFRONTATION™ MINIATURES GAME

THE MOST FAMOUS SKIRMISH GAME!

Confrontation is a landmark in the world of miniature games. This skirmish game for **two or more players** takes place in a medieval fantasy world strong in color and tales of bravery. It features no fewer than **16 factions** who can face one another, each with their own skills, based on a well-tested quick-playing set of rules.

A faction is generally represented on the table by a group of **between five and twenty models**, depending on the power of the characters which compose it. Games are thus always balanced, and each faction has an equal chance to prevail over its opponent.

TWO FACTIONS FACE TO FACE

The players agree on a number of points with which they compose their force.

For example, with 400 points the **Griffins of Akkylannia** will field about fifteen heavily-armored fanatic warriors.

For an equivalent number of points, the **Wolfen of Yllia** will oppose them with about ten savage hunters.

The warriors are deployed on the battlefield and a new turn of the confrontation begins.





RENOWNED ARTISTS

The success of **Confrontation** is due to the excellent playability of the game and the remarkable quality of the hundreds of models, designed by the best artists. From the concept art to the sculpture and the painting, many talented people have given all of their art to the creation of miniatures, to the point where some of the figures have become true collector's pieces.

In turn, the passionate players have begun to paint their models, quite often by pure pleasure, but sometimes to take part in contests celebrating the best among them.



Isabeau the Secret
designed by Édouard Guiton
sculpted by Michael Bigaud



Moloch
designed by Florent Maudoux
sculpted by Stéphane Simon



Mountaineer of the Behemoth
designed by Édouard Guiton
sculpted by Benoit Cosse



Kelt Druid
designed by Didier Poli
sculpted by Aragorn Marks



AN INTERNATIONAL COMMUNITY

In only a few years, **Confrontation** conquered players and was exported to 40 countries. It imposed itself as a reference in gaming clubs and conventions, where the game is still played for the occasion of great meetups and tournaments.

Thousands of blogs and websites in many languages offer beginners, fans, and passionate players a chance to share their experiences. With the emergence of social networks, no player is isolated.

Confrontation continues to be a world-wide phenomenon.

RACKHAM



The **Confrontation** miniatures game was published **from 1997 to 2007** by the company **Rackham**. It was translated into **five languages**. In that time, fans of **Confrontation** had the chance to discover:

- Three editions of **Confrontation** and the **Age of Rag'Narok**
- **Dogs of War**, the campaign supplement for **Confrontation 3**
- A game of epic battles: **Rag'Narok**
- A boardgame: **Hybrid**; and its expansion: **Nemesis**
- A magazine: **Cry Havoc**
- Almost 1500 original miniatures

The world of Aarklash inspired other creations, such as **Arcana**, **The City of Thieves** and its expansion **The King of Ashes**, and several videogames. It also gave birth to a roleplaying game, named after a major city from that world: **Cadwallon**.

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THE WORLD
OF AARKLASH



THE WORLD OF CONFRONTATION™

“... so the mortals renounced the gods. The world reverberated with the fury of fangs and of steel. The great civilizations disappeared, drowned by the last art of the world, war!”

Briareos – Chronicler

Confrontation takes place on the world of **Aarklash**. This vast continent is inhabited and crisscrossed with nations which are perpetually at war. In its time, the world has seen the disappearance of ancient tribes, exterminated by clans which were threatened in turn by other powerful factions. These dramatic events form a large historical frieze which

gives meaning to that universe. Nothing happens there by happenstance, as the actions of one faction impact the destiny of the others.

Each confrontation allows a player to write their victory in the great history of Aarklash.





HISTORY OF AARKLASH

THE AGE OF BATTLES

- 500 Birth of the Wörgs, ancestors of the Wolfen. It's the Winter of Battles, a few peoples survive, including the Dwarves and the Wolfen.

L'ÂGE DE LA RENAISSANCE

- 1 The Kelts and the Elves arrive on the continent.
- 20 Appearance of the Drune tribe. The Kelts either regroup to form the clan of the Sessairs or scatter.
- 100 The Goblin race is enslaved by the Dwarves.

THE GOLDEN AGE

- 250 The Goblins free themselves from the Dwarves.
- 255 Disappearance of the Ophidian Alliance, and of the Utopia of the Sphinx.
- 270 The Goblin emperor Kharbóxyl builds Klüne, the first Goblin city not to crumble.
- 400 Birth of the Kingdom of Alahan.
- 558 Succession conflict among the Elves. The dissident faction founds the Cynwäll nation.
- 573 The founding of the Empire of Akkylannia (which took less than 15 years) marks the end of the Golden Age.

THE AGE OF STEEL

- 675 Betrayal of the Barony of Acheron and first battle of Kaiber. The fortress is defended by Alahan, the Cynwälls, and the Akkylannians. They protect Aarklash from the hordes of Undead of the Cursed Barony.
- 677 Dirz betrays Akkylannia by attempting to substitute Science to Faith in Merin. He flees with his Alchemists to the Syharhalna desert.
- 701 Scaëlin, the sole inheritor of the throne of the Daikinee nation allows herself to be corrupted by darkness. She is pursued but throws a curse on her people before fleeing.
- 808 The Alchemists of Dirz create the Orc race based on Goblin genetic stock.
- 832 Founding of Cadwallon, the Free City.
- 1000 The Age of Steel ends with the Dawn Ritual of the Alchemists of Dirz and the appearance of the gods Arh-Tolth and Vile-Tis.

THE AGE OF DARKNESS – THE AGE OF RAG'NAROK

- 1001 Second battle of Kaiber.
- ? Ritual of Awakening by Feyd Mantis.



*“...then the fortress of Kaiber will fall and the Dusk Ritual will seal the Age of Rag’Narok. And all will name the new age **Resurrection!**”*

Briareos – Chronicler

NATIONS AND FACTIONS

THE WAYS OF LIGHT



THE KELTS OF THE SESSAIRS CLAN

The plains of Avagddu are the domain of the proud Kelt warriors of the Sessairs clan, the ancestors of all the human peoples. Having come from the sea in immemorial times, the Sessairs worship a pantheon made up of primitive divinities and immortal heroes: Danu, the goddess of nature; the Matrae devoted to life, war, death, etc.

War is an integral part of Kelt culture, especially that of the Sessairs: these humans must fight to survive and push back the repeated assaults of their bordering nations. The Kelts are a free and savage people in perpetual motion. Nothing can take their pride or their incredible temerity from them.



THE LIONS OF ALAHAN

Founded more than five centuries ago by the descendants of two Kelt clans, the Kingdom of Alahan is a land of justice and prosperity. It is the most valiant defender of Light on a continent that is prey to Darkness.

The knights and the powerful magicians of the Lion are paragons of virtue. Their exploits have become legendary. The nine noble houses of Alahan are grateful for the honor, heroism and loyalty of the brave fighters who wield their coats of arms.

In an age where the enemies of Light make use of the most perfidious means, the Lions of Alahan don't just content themselves with travelling all over the world as wandering knights looking for wrongs to right. They make the most of their incredible audacity and their valor in the war that they have chosen to wage: the one for Good.



THE GRIFFINS OF AKKYLANNIA

Arcavius had a vision of Merin, the One and Fiery god. After having given up his title, his fiefdom and his weapons, he wandered across the continent and his new religion attracted an incredible number of followers. They founded an empire of hope and of Light: Akkylannia.

Soon afterward, Arcavius left again to journey all over Aarklash to preach the one god's word. He never returned.

Merin's disciples multiplied and form a people united by their faith. Alas, Arcavius's dream is dying. The coming of Rag'narok has covered Aarklash with a dark veil. The Griffins have gone on a crusade to faraway lands in the east to find their prophet's tomb and battle the enemies of the one truth. Inquisitors and darkness hunters track down traitors and heretics in a terrifying witch-hunt.



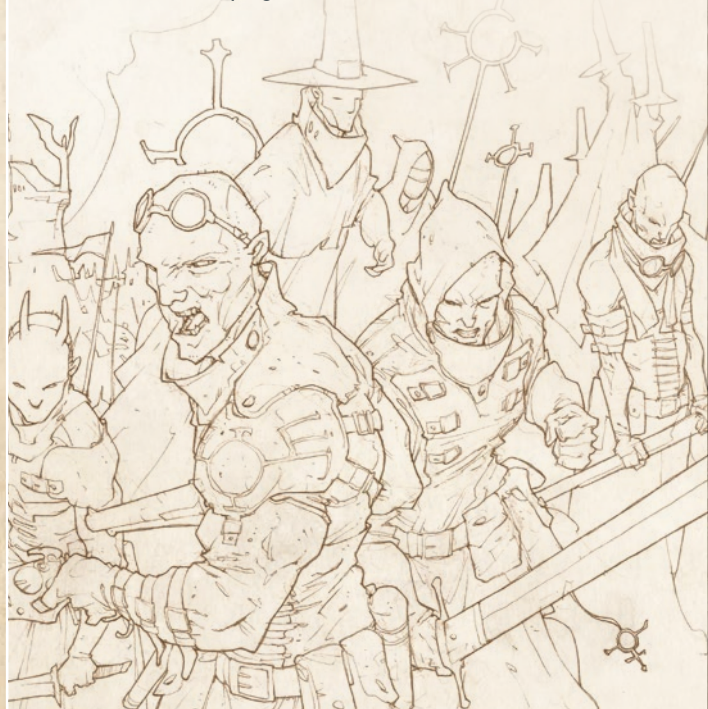
THE CYNWÄLL ELVES

In the elven tongue *cynwäll* means "exiled." A long time ago the Cynwälls chose to withdraw to the high mountains of Lanever to devote themselves to the quest for Noesis, the harmony of body and soul. They discovered ancient secrets hidden in ruined

temples and made pacts with the dragons of the peaks of the Behemoth Mountains.

After centuries of contemplation and preparation, the Cynwälls have broken their traditional neutrality in order to participate in the final battle on the side of Light. Ever since their origins they are aware that the future of Creation depends on the outcome of the Rag'narok.

The Cynwäll army isn't numerous, yet its strength is considerable. It is guided by the wisdom of the ancients, borne on the wings of the dragons, and supported by mechanical warriors from a forgotten age.



THE DWARVES OF TIR-NÂ-BOR

The dwarves, a proud and tenacious people, have lived in the heart of the Aegis mountain chain ever since the world was formed. The legends of the plains say that these lofty summits, which touch the domain of the gods, are alive. Rock comes to life with a secret shiver and the mountain rumbles and smokes to the rhythm of huge mechanisms of bronze that animate the underground cities of Tir-Nâ-Bor.

The homeland of the dwarves is their soul, and strangers are rarely welcome there. Those who live in the plains have perpetuated their people's martial traditions while those of the mountains pierced the secrets of the forge and of steam. They all await the Argg-Am-Orkk, the final age, an era of destruction predicted by the gods.

It is a time of war. The dwarves raise their weapons and await death with their feet firmly planted on the ground. He who lives last lives the best!



THE MEANDERS OF DARKNESS



THE LIMBO OF ACHERON

More than three centuries ago the barony of Acheron was subservient to the Crown of Alahan. Under the influence of the Order of the Ram, an evil sect, its illustrious lords let themselves be corrupted little by little by their desire for immortality and power. By the time the Lions became aware of the danger, it was already too late: the necromancers of the Ram had opened a gigantic Portal of Darkness to the Netherworld. Night took hold of the tormented sky of Acheron and legions of living dead poured out of hell into the now accursed barony. No fewer than three armies and the sacrifice of thousands of warriors were needed to prevent the invasion of Aarklash by the undead hordes.

A single necromancer can raise a battalion of living-dead fighters; a single fiend of the infernal forces can cause an empire to fall into the grasp of eternal darkness. No one can escape Death!



THE ALCHEMISTS OF DIRZ

Dirz, a visionary scientist, once used Darkness to try to spawn the perfect being as Merin had defined it. Hunted by the Akkylannian Inquisition for heresy, Dirz and his alchemists wandered for a long time before settling in the merciless Syharhalna desert.

Hidden by the dunes and their mirages, they founded the alchemical empire of the Scorpion. Over the centuries, the alchemists of Dirz, also known as Syhars, have built a civilization whose foundations are based on the mastery of life and matter. Inspired by Arh-Tolth, a god that came from elsewhere, they have perfected their sacrilegious knowledge and have mastered the powerful magic of Darkness to create legions of clones and counter-natural creatures.



THE KELTS OF THE DRUNE CLAN

To the northeast of the plains of Avagddu, at the heart of the forest of Caer Maed, lives a clan that is feared by all.

A very long time ago all Kelts were united. Alas, Cernunnos, the High King of Kel-An-Tiraidh, one day became the victim of divine machinations and left for other horizons. His people split in two: those who wished for peace remained faithful to Danu and became the Sessairs. The others shunned the names of the gods and also left in search of the only true king of the human tribes. Thus was born the terrifying clan of the Drunes.

Having found refuge in their troglodytic city of Drun Aeryfh, the Drunes have an unflinching determination. They will know neither rest nor hope as long as they haven't found Cernunnos again and haven't drowned the gods in the blood of their hounds.



THE DEVOURERS OF VILE-TIS

The pack of the Moaning Moon once lived east of Avagddu. The Beast came one night, borne by a shooting star that crashed into a circle of stones. Vile-Tis, the god of slaughter, had been banished and condemned by his equals to roam Aarklash until time overcame him. Determined to get revenge, he disclosed terrifying secrets to the Wolfen of the Moaning Moon. Thirsty for blood, the Beast revealed them that Yllia didn't love her children and that their natural savagery was not a noble heritage but rather a curse.

Since then, the followers of Vile-Tis are feared because they devour their enemies' flesh. The Wolfen of the Moaning Moon are now assisted in their quest for carnage by half-elves devoted to the teachings of Vile-Tis.

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THE DWARVES OF MID-NOR

In ancient times the goblins were the dwarves' slaves. When they rebelled, the dwarven lords sent five warriors to the depths of the earth to exterminate the god Rat and his brotherhood who were responsible for the goblin uprising.

These dwarves failed their mission and only four of them returned to see the light of day: one of them, Mid-Nor, had remained in the depths...

It is said that the dwarven warriors confronted a monstrous hydra. Terrified, they broke their oaths and fled. But Mid-Nor fought this nine-headed god for a long time and ended up impressing the latter. When the hydra was able to finish him off, it instead offered him a pact. In exchange for his allegiance it would give him the power to get revenge on his cowardly brothers.



THE OPHIDIAN ALLIANCE

The manuscripts of ancient times tell of the history of two civilizations, the Utopia of the Sphinx and the Ophidian Alliance, which would have conquered Aarklash if they hadn't mutually destroyed each other. The ancient reptiles of the Ophidian Alliance found refuge in the entrails of the magical high places of Aarklash. There they transformed the networks of caves into sanctuaries. These lairs are guarded by their army's most powerful marksmen: the enigmatic Serpentes.

Only the judges of the Ophidian Alliance, the wicked Sydions, sometimes venture out to the surface with their faces unmasked.



THE PATHS OF DESTINY



THE GOBLINS OF NO-DAN-KAR

When dealing with goblins one should never trust appearances. Their prolific race has multiplied all over Aarklash. Wherever you may go, they will already be there before you. When anger takes hold of them, they gather and swarm over their enemy.

A very long time ago the goblins were the dwarves of Tir-Nâ-Bor's slaves. At the calling of the god Rat they fled, causing indescribable panic. So they founded an empire in the swamps of No-Dan-Kar and then spread across the continent.

Among the goblins there are an impressive number of inventors. Their species is divided into a multitude of tribes of which most would have a hard time naming their emperor, Izothop.

Scattered, the goblins are a nuisance. United by a common language and under the same banner, they become a scourge.



THE ORKS OF BRAN-O-KOR AND BEHEMOTH

The result of the crossing of human and goblin genetic strains, orcs were created during the Age of Steel by the alchemists of Dirz. While trying to create warriors to defend their empire, these depraved scientists didn't think that the seeds of insurrection had been sown in the blood of their creatures. The orcs revolted and took the road to freedom. Their journey led them to Bran-Ô-Kor, the Land of the Brave. The god Jackal took them under his wing. After having ensured their strength by giving them the soul of noble warriors, he opened for them the gates to the world of spirits. Others refused to live in this region that they judged to be arid and hostile, and left in search of a more hospitable domain. This second exodus led them to the Behemoth Chain. There, their tribe discovered the Creation consciousness thanks to the Tree-Spirit.



THE DAÏKINEE ELVES



The eternal forest of Quithayran, on the western shores, is a wild domain where nature alone imposes its law. Between its ancient trees prowl the protectors of this sacred place, the Daïkinee elves.

This fierce people has bound its fate to that of the Fairies, the immortal spirits of Quithayran. Day after day the Daïkinees struggle against the corruption threatening this temple of life.



THE WOLFEN OF YLLIA



In the age when the gods still walked on Aarklash, the goddess Moon gave her blessing to the most powerful of the wolves. He became the First-Born, the ancestor of the noble and savage race of the Wolfen.

Ages have passed. Whole empires have risen and then fallen into oblivion. Vain warlords fight amongst themselves for their few lines in the annals of history. But the Wolfen have remained faithful to the eternal cycle of nature that has made them the continent's greatest predators.

Alas, the age of the Rag'narok has befallen Aarklash, bringing with it the corruption of Darkness and the promise of a war without mercy. Anger consumes the heart of the Wolfen and obscures their pure soul. The war packs are growing in number. Those who once fought for domination now struggle for the very survival of their race.



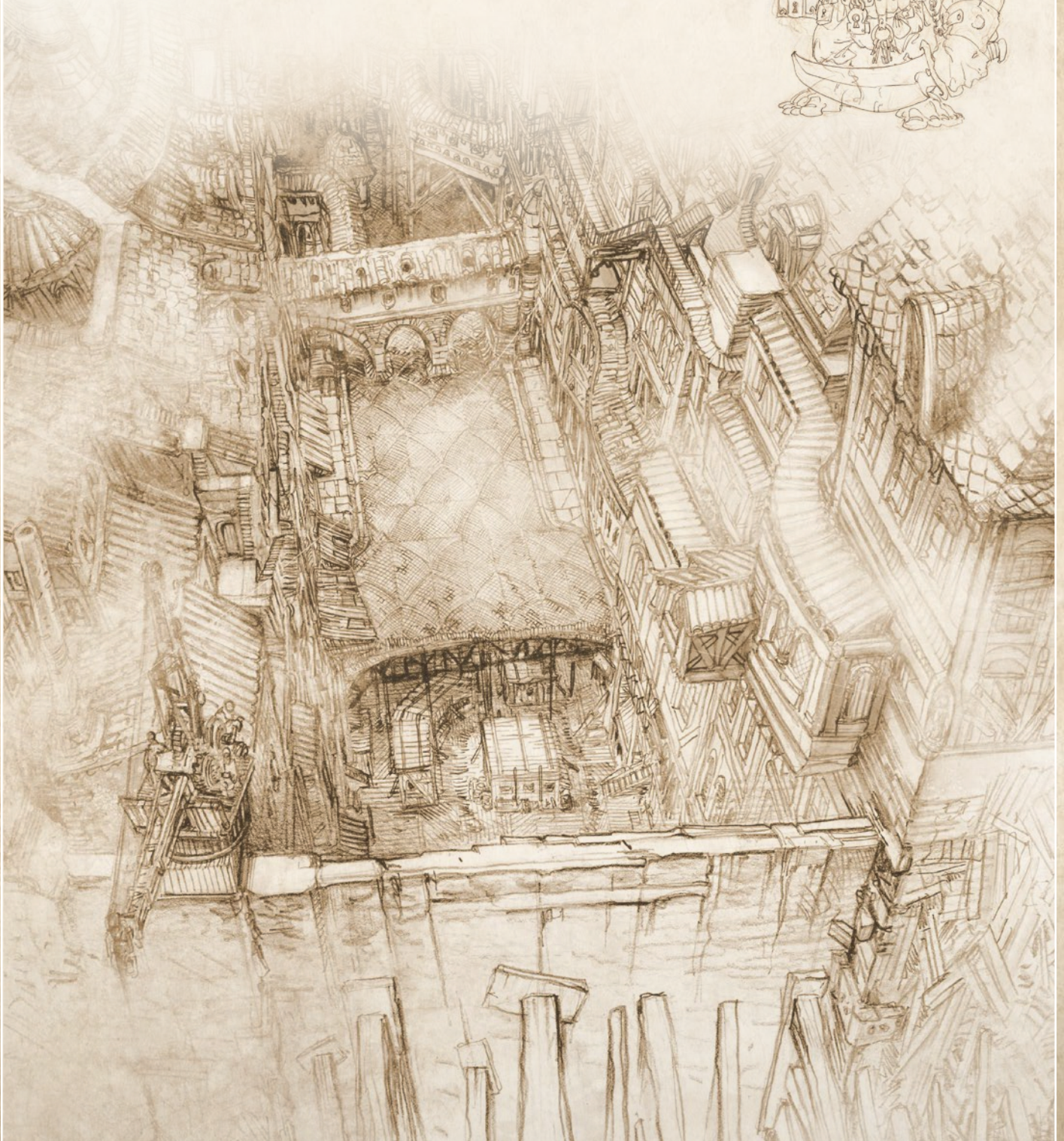


THE FREE CITY OF CADWALLON

Cadwallon. Its name alone bears the grandeur of this free enclave. Outside of its boundaries lies a world being gnawed at by the Rag'narok and sliding progressively toward total war.

A land of asylum for some, of prosperity for others, the Jewel of Lanever is desired by all nations while the victims of the wars continually to swell its population and labor force.

Cadwallon, whose name gives hope, is also a trap. Living in the City of Thieves is above all a daily struggle to find one's place and to keep it.



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A FAST AND DYNAMIC GAME

Confrontation is played by thousands of players throughout the world. Its simple rules and many tactical possibilities make it an endlessly renewed game, which never goes out of style.

The qualities of **Confrontation** are many:

- It's a **skirmish** format miniature game.
- It makes two players face off: **1 vs 1**. But it's possible to have multiple opponents face each other.
- Each player creates their army from a pool of **200 to 500 points**.

- Each player fields, in the end, **between 5 and 20 miniatures**.
- Playing time is always **between 45 minutes and 2 hours**, depending on the game format chosen.
- A great many **scenarios** are available, which continually renew the play experience.
- And especially, **Confrontation** offers a great modularity, with the ability to customize armies through **artifacts, spells, miracles, etc.**



WHAT YOU NEED TO PLAY

To learn and play **Confrontation**, you simply need to get the rules, models (chosen from among the hundreds contained in the historic catalog), and an opponent.

As for the rest:

- A play area of **120x60cm (4 ft x 2 ft)** with some terrain.
- A **measuring tape**
- A few **6-sided dice**.
- Game **tokens**.





KICKSTARTER

TUESDAY

APRIL 17TH

3PM ECT - 9PM PARIS TIME (9 GMT+1)

The re-release of Confrontation Classic is a major event in the world of miniature games. The goal of Éditions Sans-Détour is to give life once again to the greatest skirmish game via a special event box the contents of which have never been equaled.

178

unique miniatures

16

playable factions

regrouped in
a single box



The 3.5 game rules



A complet BATTLE
SET to play with
2 or 4 players

Of course, this box will be enhanced by each stretch goal and bonus which will be reached during the campaign, especially extra miniatures.

DURING THE KICKSTARTER CAMPAIGN

Many more surprises are still to be discovered on Kickstarter in April 2018.

- An exceptional **Early Bird Legend**.
- Other game contests to unlock exclusives which were never sold in stores.
- Clips and events to discover additional models which will be added to the box.
- Stretch goals to unlock to add yet more things!
- Battle sets as add-on to play with 2 or 4 players.
- Etc.

CONFRONTATION™ CLASSIC

WHO ARE WE?

↳ ÉDITIONS SANS-DÉTOUR

Sans-Détour is a French publisher who is celebrating its 10th anniversary this year. They are known for publishing the French edition of the **Call of Cthulhu** roleplaying game, as well as many other game lines.

They are especially renowned for offering memorable prestige editions, with plentiful contents of exceptional quality!



HOMAGE AND RESPECT

The re-release of **Confrontation Classic** will be made with respect to the historic work of **Rackham** and of the **Confederation of the Red Dragon**, previous publishers of **Confrontation**. Fans from the beginning, we take as much pleasure in planning this re-release event for ourselves as for every player who are already following us.



*"... the mortals will revel in the new age **Resurrection** all will cover themselves in glory."*
Briareos – Chronieler

CONFRONTATION™ RESURRECTION

2019


AFTER THE RAG'NAROK

- A new miniature game in the spirit and respect of **Confrontation**.
- Backwards compatibility with models made available through the **Confrontation Classic** Kickstarter
- A great presentation on Kickstarter, to make sure you get the best quality, at the best price, and at massive quantities!

And also:

- The development of boardgames compatible with **Confrontation** miniatures.
- The launch of the **Confrontation** roleplaying game, which will also allow the use of your miniatures.
- Other projects we have queued up for many long years...



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