

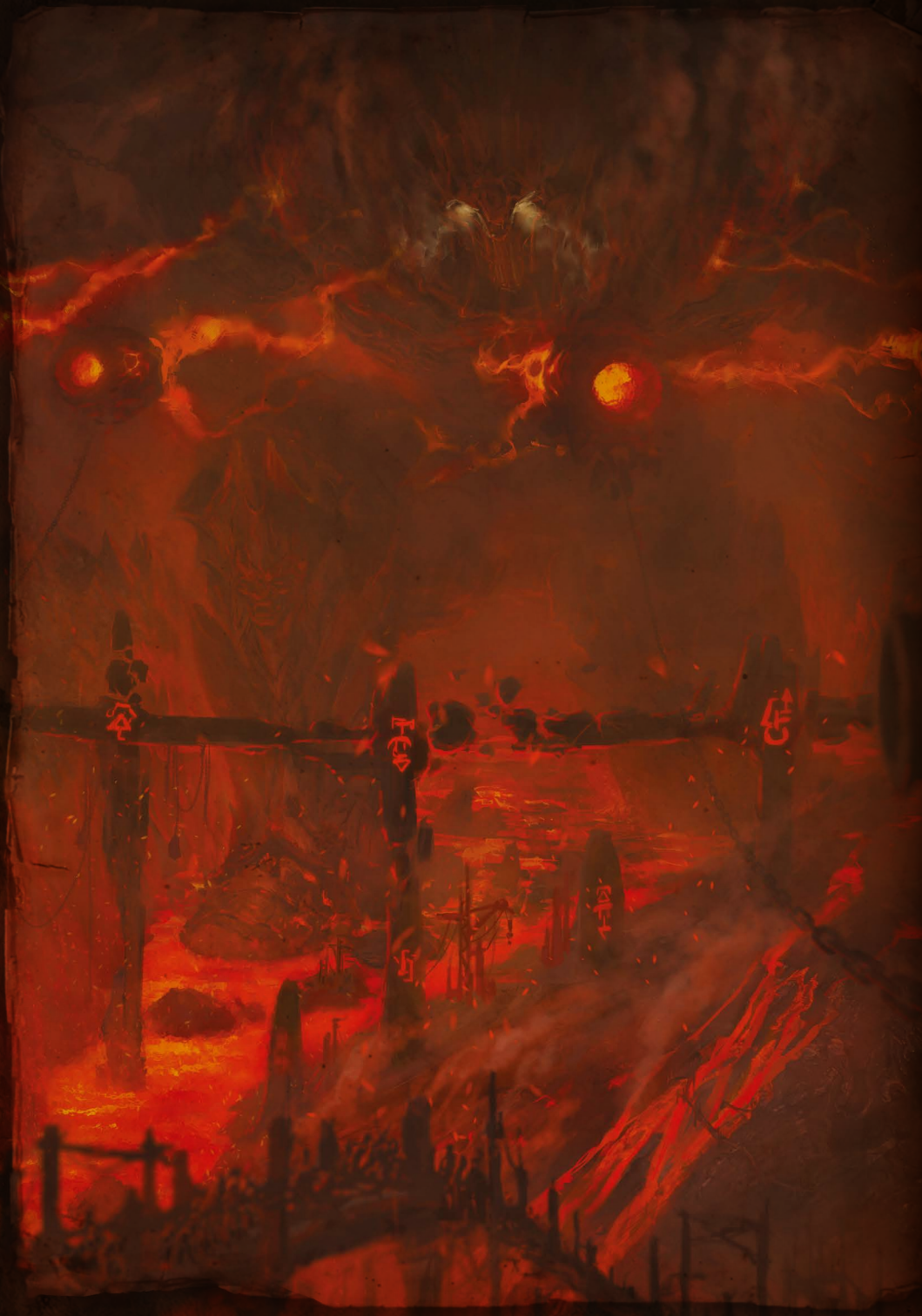
CONQUEST

THE LAST ARGUMENT OF KINGS



W'ADRHÛN

Army List



ARMY LISTS

THE RULES THAT FOLLOW WILL SHOW YOU HOW THE MODELS AND WARBANDS INTERACT WITH EACH OTHER AND THE ENVIRONMENT. THESE CHAPTERS WILL TEACH YOU HOW TO ACTIVATE YOUR WARBANDS, HOW TO MOVE THEM AS WELL AS HOW TO ENGAGE IN COMBAT WITH THEM.

ARMY LISTS

The force you bring to the Battlefield is chosen using an Army list. To help ensure you're playing a fair and balanced game, these Army lists are chosen to equal points values.

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances. Your Army's points value is equal to the total points values of every Stand in your Army, plus those of any upgrades you've purchased for those Stands. The higher the points value, the more lethal the Army you've selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of two types of entities: Character Stands and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one Character Stand to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each Character Stand in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include a Regiment of the same type – i.e. Infantry, Cavalry or Brute – as your Character Stand to ensure that they have a Regiment to join at the start of the battle.

Each Regiment is drawn from the Regiments section of the Army List. It will also, depending on the Character Stand it is chosen for, count as a Mainstay or a Restricted choice. Each Character Stand's Warband has a Regiment allowance of 4 Regiments. A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list. As a further restriction, you must include one Mainstay choice for each Restricted choice in your Army. Therefore, a Warband that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one Character type, and a Restricted choice for another – check the Character's Army List entry to be sure.

OPTIONAL UPGRADES

Many Character Stands and Regiments have additional options that can be purchased for them, such as Abilities, Command Models, or even extra Stands (in the case of Regiments). If you purchase any of these upgrades, simply add the points cost to that of the Character Stand or Regiment for which the upgrade was purchased.



ARMY RULES

This Army follows the additional ruleset included herein.

HYMNS OF THE BRAVE

When a Character Stand in this Army destroys an Enemy Character Stand as the result of a Duel Action, the Regiment this Character Stand is currently attached to gains the Fanatic Special Rule until the end of the Round.

WAR CHANT

One of the distinctive features of the W'adrhun is their War Chant. When creating your Army List, each Warband (including the Character Stands) must select to follow the Cult of Famine, Death or War. The Character Stand and all Regiments in the Warband must choose the same Cult, unless a Special Rule dictates otherwise.

Monster Regiments and Regiments with the Unsung Special Rule are not considered to follow any Cult and do not benefit from these rules. Items, Masteries or other rules may later change a Character or Regiment's Cult to Conquest or another Cult, however the initial choice remains unaffected for the rest of the Warband.

CHANT IN SEQUENCE

At the beginning of the Battle, designate a visible area outside the Battlefield where you will be placing Chant Markers. This designated area is now considered to be your Sequence. When you Draw a Command Card belonging to a Regiment or Character Stand that begins the Round on the Battlefield, if that Regiment or Character Stand follows a Cult, place 1 Chant Marker corresponding to its Cult in the Sequence.

If there are two or more Chant Markers in the Sequence, a Regiment may "Chant the Battlecry". A Character Stand cannot "Chant the Battlecry", but are affected by the effects granted to the Regiment they are attached to. Unless instructed otherwise, when a Regiment places the 3rd Chant Marker in the Sequence, that Regiment must immediately

"Chant the Battlecry".

The "Chant in Sequence" and "Chant the Battlecry" are resolved immediately during the Draw Command Card step of the Action Phase, after drawing the Command Card but before resolving any Draw Events. There may never be more than 3 Chant Markers in the Sequence. If you have reached 3 Chant Markers and are required to place another Chant Marker (commonly because the 3rd Chant Marker is placed by a Character Stand), place a Chant Marker belonging to the Cult for the Active Regiment or Character Stand, and then discard 1 of the previously placed Chant Markers.

You can never discard more than 3 Chant Markers when you "Chant the Battlecry".

CHANT THE BATTLECRY

Follow these steps in order to Chant the Battlecry;

1. Exchange a Conquest Marker in the Sequence for a Famine, Death or War Chant Marker. Repeat this until you have no Conquest Chant Markers remaining in the Sequence.

2. Choose one of the following:

- a) Chant the Battlecry for one of the Cults by discarding up to 3 Chant Markers for the selected Cult. Gain the tier of benefits listed equal to the number of Chant Markers discarded.
- b) Chant the Battlecry for the Cult of Conquest. To do this, discard Chant Markers from at least 2 different Cults (to a maximum of 3 Markers) and gain the benefits listed equal to the number of Chant Markers discarded.

3. Finally, discard any unused Chant Markers from the Sequence.

The bonus of each Cult Tier is cumulative and will last until the end of the Round unless stated otherwise. You will gain the benefit of all Tiers below the one you activate when you Chant the Battlecry.

Chant Markers Required	Battlecry			
	Famine	Death	War	Conquest
Tier 1 (2 Markers)	This Regiment gains +2" Charge Distance and the Shock Special Rule.	This Regiment gains +1 to its Clash Characteristic.	This Regiment immediately loses the "Broken" status. In addition, it adds +1 to its Defense Characteristic until the end of the Round.	This Regiment gains +3 to its March Characteristic when performing its first March Action during its Activation.
Tier 2 (3 Markers)	This Regiment gains the Relentless Blows Special Rule.	This Regiment gains the Flawless Strikes Special Rule.	This Regiment adds +1 to its Resolve Characteristic and gains the Cleave (1) Special Rule.	This Regiment adds +2 to its Evasion Characteristic (to a maximum of 3).
Tier 3 (3 Markers and the Fanatic Special Rule)	This Regiment gains the Impact (+2) and Glorious Charge Special Rules.	This Regiment gains the Untouchable and Deadly Blades Special Rules.	This Regiment gains the Blessed and Counter-Attack Special Rules.	This Regiment may perform a third Action, normal restrictions apply, during its Activation this Round.

Example:

Example: The Sequence already has 1 Famine, 1 Death and 1 War Chant Markers. A Conquest Regiment Activates next. As the maximum number of Chant Markers has been reached, a Conquest Chant Marker is placed in the Sequence, and the player chooses to discard the Death Chant Marker to only have 3 Chant Markers in the Sequence. Then, as there are 3 Chant Markers in the Sequence and a Regiment is active, that Regiment must Chant the Battlecry. The Regiment replaces the Conquest Chant Marker with a Famine Chant Marker, and now chooses a bonus from the table. As the Sequence has 2 Famine and 1 War Chant Markers, they may choose the bonus from Famine Tier 1, which corresponds to the number of Famine Chant Markers in the Sequence. The player discards the 2 Famine Chant Markers to Chant the Battlecry and then discards the remaining War Chant Marker from the Sequence.

SUPREMACY ABILITIES

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

MATRIARCH QUEEN

The Matriarch Walks: The Character Stand gains the following Draw Event for the duration of the Battle. This Supremacy ability is always considered to be active.

The Matriarch Walks: Target Friendly non-Monster Regiment within 8" of this Character Stand, or Monster Stand (in the case of Apex Master), gains the Fanatic Special Rule until the end of the Round.

CHIEFTAIN

Shock Assault: All Friendly Regiments gain the Shock Special Rule. If they already have the Shock Special Rule they gain the Flurry Special Rule during any Activation in which they perform a successful Charge Action. This Supremacy ability is always considered to be active.

PREDATOR AND MOUNTED PREDATOR

Thrill of the Kill: All Friendly Regiments may Re-Roll their Charge Rolls this Round. In addition, all Friendly Light Regiments add +3" to their Charge Distance, all Friendly Medium Regiments add +1" to their Charge Distance and all Friendly Heavy Regiments gain the Impact (+1) Special Rule.

SCION OF CONQUEST:

Vision of Conquest: Until the end of the Round, each time you would draw a Command Card from your Command Stack, instead search your Command Stack and play a Command Card of your choice. In addition, until the end of the Round, all Regiments that would add a Chant Marker to the Chant Sequence add a Conquest Chant Marker instead

CHARACTERS

You may include any number of Character Stands, but at least one Character Stand must be included as your Warlord.

Matriarch Queen

100 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Matriarch Queen	Infantry	Heavy	5	2	3	5	5	4	3	0

Special Rules: Cleave (1), Inspiring Presence

Draw Event: To the Last Breath

Number of Stands: 1

Models per Stand: 1

Options:

Artefacts: May purchase a single Artefact at the indicated points cost.

Warband:

Mainstay: Blooded
Warbred
Braves
Hunters

Restricted: Apex Predator
Drum Beast
Raptor Riders
Quail
Tontorr

Retinue:

Teachings of Conquest: Available
Combat: Available
Arcane: Restricted

Masteries: Teachings of Conquest, Combat



SCION OF CONQUEST**100 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Scion of Conquest	Infantry	Medium	6	1	3	5	5	4	2	2

Special Rules **Cleave (2), Priest (4)****Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:****Artefacts:** May purchase a single Artefact at the indicated points cost.**Cult:** A Scion of Conquest belongs to the Cult of Conquest**A Scion of Conquest knows all of the following Spells at no additional point cost.***Crescendo**Dissonance**Cacophony***Warband:**

Mainstay: *Blooded*
 Braves
 Chosen of Conquest

Restricted: *Chosen of Famine*
 Chosen of Death
 Chosen of War

Retinue:

Teachings of Conquest *Available*
Combat *Restricted*
Arcane *Available*

Masteries: *Teachings of Conquest, Combat,*
 Arcane

CHIEFTAIN**100 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Chieftain	Infantry	Medium	5	1	3	5	5	3	3	0

Special Rules**Cleave (2)****Draw Event:**

None

Number of Stands:

1

Models per Stand:

1

**Options:****Artefacts:** May purchase a single Artefact at the indicated points cost.**Way of War:** May select one of the following abilities at no additional cost:**Way 1)** The Regiment this Character Stand is currently attached to gains the Bellowing Shout Draw Event.**Way 2)** The Regiment this Character Stand is currently attached to gains the Double Time Draw Event.**Warband:***Mainstay:*

Braves
Blooded
Veterans

Restricted:

Drum Beast
Quatl
Raptor Riders
Thunder Riders
Warbred

Retinue:*Teachings of Conquest**Restricted**Combat**Available**Arcane**Not Available***Masteries:**

Teachings of Conquest,
Combat

PREDATOR**90 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Predator	Infantry	Light	6	3	3	5	5	3	2	1

Special Rules**Barrage (3) (18", Armor Piercing (1), Deadly Shot), Fiend Hunter****Draw Event:**

None

Number of Stands:

1

Models per Stand:

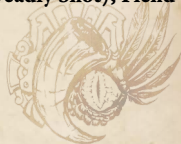
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Options:**Artefacts:** May purchase a single Artefact at the indicated points cost.**Way of the Hunt:** May select one of the following abilities at no additional cost:**Hunt 1)** The Regiment this Character Stand is currently attached to gains the Sureshot Special Rule.**Hunt 2)** The Regiment this Character Stand is currently attached to gains the Fire and Advance Draw Event.**Warband:***Mainstay:*

Braves
Blooded
Hunters
Hunting Pack
Raptor Riders

Restricted:

Apex Predator
Slings
Tontorr
Quatl

Retinue:*Teachings of Conquest**Available**Combat**Restricted**Arcane**Not Available***Masteries:***Teachings of Conquest, Combat*

MOUNTED PREDATOR**110 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Predator	Cavalry	Light	8	3	3	5	6	3	2	1

Special Rules:**Barrage (3) (18", Armor Piercing (1), Deadly Shot), Fiend Hunter****Draw Event:**

None

Number of Stands:

1

Models per Stand:

1

Options:**Artefacts:** May purchase a single Artefact at the indicated points cost.**Way of the Hunt:** May select one of the following Draw Events as a Way of the Hunt:**Hunt 1)** The Regiment this Character Stand is currently attached to gains the Sureshot Special Rule.**Hunt 2)** The Regiment this Character Stand is currently attached to gains the Fire and Advance Draw Event.**Warband:***Mainstay:*

Braves
Hunters
Hunting Pack
Raptor Riders

Restricted:

Apex Predator
Slingers
Quatl
Tontorr

Retinue:*Teachings of Conquest**Not Available**Combat**Not Available**Arcane**Not Available***Masteries:***Teachings of Conquest, Combat*

CHARACTERS AND CHARACTER UPGRADES

Magical Items and Heraldry are an important part of a Faction's culture and history. Each Faction has access to a list of Character Upgrades as described in their Army List. Unless noted otherwise, each entry may only be selected once in your Army List, and it does not have to be visually represented on the Character Stand. Each Character Upgrade confers abilities or attributes to the Character Stand, and their bonuses are lost as soon as the Character Stand is removed from the game for any reason.

Unless otherwise specified, the following restrictions apply for Hundred Kingdom Character Stands:

- Only Character Stands with the Wizard (X) or Priest (X) Special Rules may select an Arcane Character Upgrade.
- Only Character Stands possessing at least 1 Tier in the Tactical Category may select a Banner Character Upgrade.
- Character Stands with the Priest (X) Special Rule may not purchase Armor Character Upgrades.
- If a Character Stand can have more than one Character Upgrade, they must purchase upgrades from different categories.

ARTEFACTS

Each Artefact may only be included in your Army once.

BANNERS

Roar of the Tribe

45 points

Each Tribe has its own Battlecry, taught and preserved by the Voices, gifted chanters from all walks of life. It is a testament to the blossoming culture of the W'adrhún that these battlecries form a perfect Chant.

Once per battle, when the Regiment this Character Stand is currently attached to places a Chant Marker in the Sequence, that Regiment may immediately Chant the Battlecry, discarding only 1 Chant Marker, and may count as Chanting any Tier of the Chant.

Death's Gaze

40pts

(Infantry Characters Only)

Crafted by the most dedicated of Death's Cult, Death's Gaze is much more than a series of stone throwing axes with ornate bone handles. They are a blessing of the cult of Death granted to warriors whose vision of war is not merely victory, but the end of one's foes before they even have a chance to flee.

The Regiment the Character Stand is currently attached to gains the Impact (2) Special Rule.

While this Regiment consists of 4 or more Stands, this Regiment gains the Glorious Charge Special Rule as well.

Scars of Endekar

40 points

Endekar of the Tribe of the Spear Tree was the first to perfect the art of body scarring. It is said that when was asked why he was marking his own skin, his answer was simple: "I will not be thought a coward simply because none have scarred me."

The Regiment this Character Stand is currently attached to adds +1 to its Evasion Characteristic (to a maximum of 3).

The Blood Horn

30 points

Aitta of the Bloodhusk Tribe was known for many things, but one above all else: her single-minded aggression in combat. Crafted from one of the tusks of Ulla, her legendary mount, the sound of the Blood Horn resonates with her song, urging warriors beyond their limits.

All Friendly Regiments within 8" of this Character Stand may Re-Roll their Charge Rolls.

ARMORS

Beads of Death 25 points

"Like wind, like light, like heat, Death is a force" says the Cult of Death. Their prayer beads seem to support this creed, absorbing the force of blows, even if they break in the process.

This Character Stand gains the Tenacious Special Rule.

Hide of the Silent Hunter 25 points (Predator and Mounted Predator Only)

The leaders of the W'adrhûn have learned to bide their time and study their enemies' tactics, easily determining the weak spots in their adversaries' plans.

The Regiment this Character Stand is currently attached to gain the Bastion (1) Draw Event.

Kill Marks 20 points

Carved with verses of past victories and the names of the defeated, one's Kill Marks are made of fire hardened clay and are carried onto the field as a show of prowess. Carry enough of them and their benefits outweigh their burden.

The Monster Regiment this Character Stand is currently attached to gains the Impact (+2) Special Rule.

Heartsblood Draught 5pts

Brewed with the blood of the hardest dinosaurs and mixed with ingredients known only to the cult of War, this concoction is said to imbue the drinker with the endurance and stamina of W'adrhûn beasts. While the effects are not permanent, the addiction it causes, unfortunately, is.

This Character Stand adds +1 to its Wound Characteristic.

WEAPONS

Brood of Omgorah 45pts

Omgorah the Unbound is said to have single-handedly destroyed the Spire of Ghan'ta. Legends claim that once driven into frenzy would not stop, would not feel pain and would not die. Choosing one of his brood for a mount can be a dangerous choice but not without its rewards...

The Character Stand changes its Type to Cavalry, adds +2 to its March Characteristic and gains the Brutal Impact (2) and Impact (4) Special Rules and may no longer purchase any Retinue Models. The Character Stand may not purchase the Apex Master Mastery as well.

Death's Reach 25pts (Predator and Mounted Predator only)

W'adrhûn warriors have the potential nurture such a spiritual bond with these beasts, where the beast and rider can coordinate their movements and hunt as one, decimating their prey.

This Character Stand adds +1 to its Attacks Characteristic and gains the Cleave (+1) Special Rule. If this Character Stand has the "Apex Rider" Special Rule, the Monster Regiment the Character Stand is currently attached to gains +1 Attack Characteristic.

Beast Drums 25 points

All know and hear the Chants but to have the Beast Drums beat in their rhythm next to you is something else entirely.

This Character Stand adds +1 to its Attacks Characteristic and gains the Flurry Special Rule.

Kiss of the Dilosaur 20 points

None know if the venomous Dilosaur was a beast of old preserved by the Spires or if it was one of their creations. Even if not lethal in small dosages, the venom of the Dilosaur causes horrible pains; especially if a coated blade delivers into the bloodstream.

Enemy Regiments and Character Stands must Re-Roll successful Defense Rolls caused by this Character Stand.

Glaives of Iskarant 15 points

Iskarant the Dancing Warrior was known for two things: his fluid fighting style that dominated the opponent through a relentless series of attacks and the specially crafted two-sided glaives he had forged to support this style.

For every two successful Hits from this Character Stand during a Duel Action, the Enemy Character Stand must make one additional Defense Roll.

The Hidden Fang

10 points

When one sees a W'adhrún warrior, one can't not notice their heavy, obvious weapons to match their built. So when the Hidden Fang is drawn, few expect the fast strike of a dagger.

This Character Stand gains the Quicksilver Strike Special Rule.

TALISMANS

Dreamcatcher

35 points

The dreamcatcher that captured these living nightmares has long been a favored tool of the shaman. When released from their prison, the spiteful sylphs that it imprisons know to guide the warrior's shots toward their targets. If the master is pleased, they might be given a few days freedom to run rampant.

The Character Stand gains the following Draw Event:

Wind's Children: Target Friendly Regiment within 8" gains the Torrential Fire Special Rule.

Mantle of the Devoted

30 points

While different Tribes favor different Cults, there are some individuals who are recognized as true paragons among a Cult. Seeing one's leader clad in the Cult's mantle can inspire a warrior to reach undreamed of levels of fervor.

The Regiment this Character Stand is currently attached to gains the Fanatic Special Rule.

Eritu's Mark

25 points

Among the tribes the name of Eritu is whispered in awe. No other W'adhrún has lived as long as he has or earned as many honors as he has. It is considered a tremendous honor to have one's bone plates carved by this grizzled veteran.

This Character Stand adds +2 to its Defense Characteristic.

Tribal Spear

20 points

To be awarded the Spear of one's Tribe is to have proven to be the most able warrior in the Nighudda, the proving ring. To be worthy of keeping it, you must prove your worth as a combatant at every opportunity.

This Character Stand adds +1 to its Attack

Characteristic for each Chant Marker in the Sequence.

Touched by the Goddess

15 points

None knows the exact criteria by which the Scion's choose those that their Living God will favor. All that we know is that only one has ever denied their call.

This Character Stand follows the Cult of Conquest.

Sacred Censer

5 points

The intricacies of the creation of sacred objects differ from Cult to Cult, but their absolute secrecy is a common factor. None know what it is the Sacred Censers burn but they are designed to protect warriors from the foul touch of enemy magic.

This Character Stand gains the Priest (+1) Special Rule.

ARCANE

Essence of the Phonopteryx

20pts

When leading their kin into battle, many a Scion are known to consume parts of the beast known as Phonopteryx, making their chants as loud as the beast's roar.

This Character Stand increases the Range of all of its Spells by 6" (Spells with a Range of "Self" are unaffected). If the Effect of any of its Spells indicate a range, increase that Spells Effect range by 6".

Primordial Splinter

20pts

Much was found in the remnants of the broken Spires that spawned the oases; much that perhaps should have been left forgotten. Infinitely less than a shard, these slithers of primordial essence are still powerful enough to elevate one's magic to beyond mortal interference.

This Character Stand gains the Priest (+X) Special Rule, where the X value is equal to the number of Chant Markers in the Sequence.

CHARACTERS AND RETINUES

Retinue options are only available to Infantry Character Stands. Certain Tiers of Retinue upgrades can only be reached by certain Character Stands. Unless otherwise specified, you need to have obtained all previous Retinue Tiers from a category in order to obtain the Tier you wish. Example: *To obtain Tier 2 in a Retinue, you must first have purchased Tier 1 in that same Retinue etc.*

Not every Character Stand has access to all categories of Retinues. Those allowed will be clearly stated in the relevant Army List Entry, with the indication of either “Available” or “Restricted.” The Character Stand selects Tiers freely from any category it has Available, while they may only reach Tier 2 on the Restricted categories. In addition, purchasing a Tier from a Restricted category will cost double the points indicated.

Tier	Teachings of Conquest	Combat	Arcane
1	The Regiment this Character Stand is currently attached to, gains the Indomitable Special Rule. (10 points)	This Character Stand adds +1 to its Wounds Characteristic. (10 points)	This Character Stand gains the Wizard (+1) or Priest (+1) Special Rule. (10 points)
2	This Character Stand and any Regiment they are attached to count as following the Cult of Conquest. (20 points)	This Character Stand adds +1 to its Attacks Characteristic. (15 points)	This Character Stand counts a Regiment as 2 less Stands for the purposes of Scaling. (20 points)
3	The Regiment this Character Stand is currently attached to gains the Flank Special Rule. (10 points)	This Character Stand adds +1 to its Clash Characteristic. (20 points)	This Character Stand always treats one failed Spellcasting die as a success when performing a Spellcasting Action. (15 points)

MASTERIES

Character Stands are heroes of renown or highly gifted individuals, who excel above and beyond the masses. Be it through luck, education, training and effort or other powers at work, Character Stands have mastered abilities that make them exceptional.

Masteries are optional upgrade abilities for your Characters, which are noted on your Army List and confer bonus abilities to your Character Stand. As a rule of thumb a Character Stand may select **one** Mastery according to the Available categories listed on their Army List profile, however there are cases in which a Character Stand may be able to purchase more than one. This will be clearly stated in the Character Stand's Army List Entry.

Each Mastery can only be purchased once, unless stated otherwise. There are three categories for Masteries: Tactical, Combat and Arcane.

TEACHINGS OF CONQUEST

Loyalty **30 points**

The ability to command loyalty comes from the individual, not the trinkets one wears, no matter how powerful.

All Regiments in this Character Stand's Warband have their Reinforcement Roll value adjusted by +1 (e.g. a Roll of 4 or less becomes a 5 or less). A Roll of "6" is always a failure. Roll any Regiment affected by this Mastery in a separate pool.

Long Lineage **15 points**

This Character Stand may purchase one additional Character Upgrade (Artefacts), from this Army List, at its indicated point cost.

Wasteland Adder **15 points**

"The oasis feeds. The wasteland teaches."

– W'adrhún proverb.

All non-Monster Stands in the Regiment this Character Stand is attached to gain the Flank Special Rule.

COMBAT

Expose Weakness **20 points**

During a Duel Action, Enemy Character Stands cannot ignore or reduce the number of Hits suffered from this Character Stand.

Marksmanship **15 points**

This Character Stand adds +2 to its Barrage (X) Special Rule. If it does not already have the Barrage (X) Special Rule, it gains the Barrage (3) (20") Special Rule instead.

Disorienting Strikes **10 points**

Enemy Character Stands subtract -1 from their Clash Characteristic, when they participate in a Duel Action against this Character Stand.

Apex Master **5 points** **(Matriarch Queen or Predator Infantry Stands Only.)**

Any W'adrhún must earn the respect of a beast to ride it. Some W'adrhún will only ride beasts that have done the same.

This Mastery may be purchased multiple times. The Character Stand gains the Apex Master Special Rule and must choose to ride an Apex Predator in their Warband.

ARCANE

Magus **20 points**

This Character Stand reduces the number of additional successes it requires due to Scaling by -1, to a minimum of 0.

One Voice**20 points**

A word can shape an event. A Chant can shake the world.

When this Character Stand performs a Spellcasting Action, add a number of dice to the Spellcasting roll equal to the number of Chant Markers in the Sequence.

Focused**15 points**

Requires Arcane Retinue Tier 3. The Character Stand may Re-Roll two failed Spellcasting die Rolls when performing Spellcasting Actions.

SPELLS

Some character Stands can purchase Spells from the following list:

SCION OF CONQUEST

Name	Range	Attunement	Effect
Cacophony	12"	4 (Scaling)	Target Regiment may not resolve Draw Events until the end of the Round.
Crescendo	Self	4	Add a Conquest Chant Marker to the Sequence. Reveal your next Command Card. If it belongs to a Regiment, draw that Command Card and the Regiment activates immediately, otherwise return it to the top of the Command Stack. Regiments activated this way do not add a Chant Marker to the Sequence.
Dissonance	Self	4	Until the end of the Round, each time an enemy Spellcaster attempts to cast a Spell onto a Regiment within 12" of this caster or attempts to Cast a Spell while within 12" of this caster, you may discard two Chant Markers from the Sequence and cancel the effects of that Spell.



REGIMENTS

You may include Regiments as part of your Characters' Warband.

BRAVES

115 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Braves	Infantry	Medium	5	1	2	4	5	2	2	0

Special Rules:

Bloodlust, Shield, Support (2)

Draw Event:

None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand

35 points

Options:

Command Models and Officers

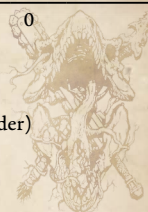
This Regiment may take up to one Officer

Champion

15 points

Standard Bearer

15 points



BLOODED

135 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Blooded	Infantry	Medium	5	1	2	6	5	3	2	1

Special Rules:

None

Draw Event:

None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand

40 points

Options:

Command Models and Officers

This Regiment may take up to one Officer

Aberration

25 points

Champion

15 points

Standard Bearer

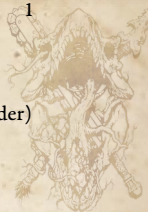
15 points

Tracker

15 points

Skirmisher

15 points



VETERANS**200 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Veterans	Infantry	Medium	5	1	3	5	6	3	2	1

Special Rules:**Shield****Draw Event:**

Forged in Battle

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand

70 points

Options:**Command Models and Officers****This Regiment may take up to one Officer***Chief*

25 points

Champion

20 points

Standard Bearer

20 points

**HUNTERS****155 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Hunters	Infantry	Light	6	2	2	5	5	2	1	0

Special Rules:**Barrage (4) (14", Armor Piercing (1), Deadly Shot)****Draw Event:**

None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand

45 points

Options:**Command Models and Officers****This Regiment may take up to one Officer***Flint Knapper*

15 points

Tracker

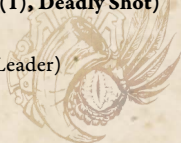
15 points

Skirmisher

15 points

Standard Bearer

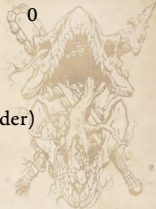
10 points



SLINGERS**170 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Slings	Infantry	Light	6	3	2	4	5	2	1	0

Special Rules:	Barrage (4) (18", Torrential Fire)
Draw Event:	None
Number of Stands:	3 (including Command Stand with Leader)
Models per Stand:	4
Additional Stand	50 points



Wounds caused by this Regiment as a result of a Volley Action cause Morale Tests. This Rule does not apply to Character Stands that have joined the Regiment.

Options:

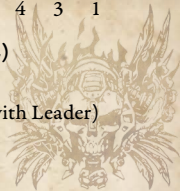
Command Models and Officers This Regiment may take up to one Officer

<i>Flint Knapper</i>	15 points
<i>Skirmisher</i>	15 points
<i>Standard Bearer</i>	10 points

CHOSEN OF CONQUEST**230 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Chosen of Conquest	Infantry	Medium	5	1	3	5	7	4	3	1

Special Rules:	Cleave (1), Fanatic, Impact (2)
Draw Event:	None
Number of Stands:	3 (including Command Stand with Leader)
Models per Stand:	4
Additional Stand	80 points



The Chosen of Conquest always follow the Cult of Conquest.

Options:

Command Models and Officers

<i>Standard Bearer</i>	20 points
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CHOSEN OF DEATH**230 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Chosen of Death	Infantry	Medium	6	1	3	8	5	3	0	3

Special Rules:**Cleave (1), Fanatic****Draw Event:**

None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand*70 points***The Chosen of Death always follow the Cult of Death.****Options:****Command Models and Officers***Standard Bearer**20 points***CHOSEN OF FAMINE****200 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Chosen of Famine	Infantry	Light	6	1	3	8	5	4	0	2

Special Rules:**Fanatic****Draw Event:**

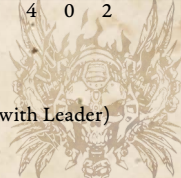
None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand*55 points***The Chosen of Famine always follow the Cult of Famine.****Options:****Command Models and Officers***Standard Bearer**20 points*

WARBRED**210 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Warbred	Brute	Medium	6	1	2	5	5	3	3	0

Special Rules:**Cleave (2), Impact (2), Relentless Blows****Draw Event:**

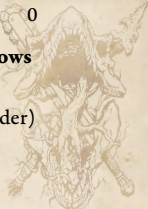
Burnout

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

1

Additional Stand*65 points***HUNTING PACK****140 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Hunting Pack	Cavalry	Regiment	8	1	2	6	3	2	1	1

Special Rules:**Fluid Formation, Irregular, Opportunists, Unsung, Vanguard****Draw Event:**

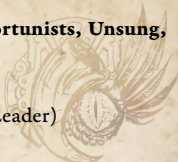
None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

6

Additional Stand*40 points***A Hunting Pack Regiment cannot be joined by a Character Stand.**

RAPTOR RIDERS**190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Raptor Riders	Cavalry	Light	8	2	2	5	5	3	2	2

Special Rules:**Barrage (2) (12", Armor Piercing (1)), Fluid Formation, Flurry****Draw Event:**

None

Number of Stands:

3

Models per Stand:

1

Additional Stand*60 points***Options:****Command Models and Officers***Huntress (Standard Bearer and Leader)**20 points***THUNDER RIDERS****250 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Thunder Riders	Cavalry	Heavy	6	1	3	5	6	3	3	0

Special Rules:**Brutal Impact (2), Impact (4), Linebreaker, Trample (2), Unstoppable****Draw Event:**

None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

1

Additional Stand*80 points*

CHOSEN OF WAR**210 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Chosen of War	Brute	Medium	6	1	3	5	6	4	3	1

Special Rules:**Cleave (1), Fanatic, Linebreaker, Shield, Unstoppable, Impact (2)****Draw Event:**

None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

1

Additional Stand*points*

The Chosen of War always follow the Cult of War.

QUATL**150 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Quatl	Monster	Light	9	1	2	8	10	3	3	2

Special Rules:**Cleave (1), Fly, Impact (4), Irregular, Terrifying (1)****Draw Event:**

Bellowing Shout

Number of Stands:

1

Models per Stand:

1

DRUM BEAST**230 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Drum Beast	Monster	Heavy	7	1	3	10	24	4	3	0

Special Rules:

Cleave (2), Brutal Impact (2), Impact (5), Linebreaker, Sound of the Drums, Trample (6)

Draw Event:

None

Number of Stands:

1

Models per Stand:

1

A Drum Beast must purchase one of the following Special Rules at the indicated point cost

Expert Drummers

20 points

Cult Shrine

20 points

TONTORR**240 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Tontorr	Monster	Heavy	7	2	2	10	24	3	3	0

Special Rules:

Barrage (8) (14", Armor Piercing (1)), Brutal Impact (2), Cleave (2), Impact (5), Linebreaker, Oblivious, Relentless Blows, Trample (8), Vantage Point

Draw Event:

None

Number of Stands:

1

Models per Stand:

1

APEX PREDATOR**190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Apex Predator	Monster	Heavy	7	1	3	11	12	4	3	0

Special Rules:

Cleave (2), Deadly Blades, Fearless, Fiend Hunter, Impact (5), Terrifying (2), Unstoppable

Draw Event:

None

Number of Stands:

1

Models per Stand:

1

COMMAND MODELS

Certain Regiments have the option of taking Command Models. Each Regiment may only take each Command Model once. If the Command Model is removed as a casualty, all benefits are lost. A Command model is purchased on top of the model it replaces. In the case of Cavalry or Brute Stand you need to pay for the Stand and the Command Model.

Aberration

A Regiment with 5 or fewer Stands, excluding Character Stands, may include an Aberration. The Regiment gains the Lethal Demise Special Rule.

Flint Knapper

This Regiment Re-Rolls failed Hit Rolls of “6” when performing a Volley Action. Furthermore, Enemy Regiments do not benefit from the Hardened (X) Special Rule when making Defense Rolls against this Regiment’s Volley Attacks.

Champion

The Regiment adds +1 to its Attacks Characteristic.

Chief

The Regiment gains the Flurry Special Rule.

Skirmisher

The Regiment adds +1 to its March Characteristic and may perform a free additional Withdraw Action once each Round in addition to its two normal Actions.

Tracker

The Regiment gains the Flank and Fiend Hunter Special Rules.

DRAW EVENTS AND SPECIAL RULES

DRAW EVENTS

Bellowing Shout: Place a Conquest Chant Marker in the Sequence.

Drum Beat: Add one Chant Marker that matches the Cult of any Chant Marker already in the Sequence.

Forged in Battle: When the Regiment resolves this Draw Event, it may choose a Tier 1 Battlecry belonging to either its own Cult or the Cult of Conquest. Treat the Regiment as if it has Chanted the Battlecry with this effect, but do not discard any Chant Markers. This Draw Event may not be resolved if the Regiment already Chanted the Battlecry this Round using the Chant in Sequence rules.

To the Last Breath: Select a friendly Regiment within 8" of this Character Stand. That Regiment Heals 4 Wounds. Each Regiment may be the target of To the Last Breath Draw Event only once per Round.

SPECIAL RULES

Apex Master: This Character Stand does not use a separate Stand, and must join a Monster Regiment in its Warband. The Regiment Marches based on the Monster Regiment's March Characteristic as opposed to the lowest March Characteristic value in the Regiment.

The Character Model must be physically represented on the Monster Regiment it is attached to (e.g. Apex Queen model), can no longer perform the "Seek New Escort" Action and no longer has access to a Retinue. The Character Stand is still considered to be attached to the Regiment even without a Stand and therefore can be involved in Duel Actions. Furthermore, the Character Stand is considered to be in contact with any Enemy Stands the Monster Regiment is in contact with.

The Monster Regiment Re-Rolls failed Defense Rolls of "6". The Character Stand gains the "You and what Army?" Special Rule.

Fanatic: When a Regiment with this Special Rule chooses a Tier bonus due to Chant the Battlecry, it always counts as having discarded from the Sequence an additional Chant Marker belonging to their Cult (to a maximum of four), but may only choose their own Cult's bonus.

Cult Shrine: This Regiment counts as following the Cult of Conquest and benefits from and uses the War Chant Army Rule.

Expert Drummers: This Regiment gains the Drum Beat Draw Event.

Inspiring Presence: The Regiment this Character Stand is currently attached to gains the Bravery Special Rule.

Sound of the Drums: As long as the Drum Beat is on the Battlefield, your Regiments are not obligated to Chant the Battlecry (it becomes optional).

Trample (X): At the end of this Regiment's Activation, if this Regiment is in contact with an Enemy Regiment in its front arc, each Stand in this Regiment with this Special Rule causes X additional Hits where X is equal to the Stand's Trample (X) value. These additional Hits do not benefit from any of the Regiment's Special Rules and Hit automatically.

Unsung: This Regiment never follows a Cult (they do not place Chant Markers and they may never Chant the Battlecry).

Vantage Point: Regiments with this Special Rule may perform an additional Volley Action for free, even if they are in Combat or they have already performed the Volley Action, but must target a Regiment they are not in contact with and suffer -1 to their Volley Characteristic for this free Action.







We are always evolving and expanding our Ruleset, follow this QR code and stay up to date.

