



III
CONQUEST
THE LAST ARGUMENT OF KINGS

RULES OF ENGAGEMENT†

CONQUEST

THE LAST ARGUMENT OF KINGS

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RULES OF ENGAGEMENT

RULES VERSION 2.0



2023

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CORE RULES

THE RULES THAT FOLLOW ARE THE BASIC RULES YOU NEED IN ORDER TO UNDERSTAND HOW THE MODELS AND REGIMENTS INTERACT WITH EACH OTHER AND THE ENVIRONMENT. THESE CHAPTERS WILL TEACH YOU HOW TO ACTIVATE YOUR REGIMENTS, HOW TO MOVE THEM AND HOW TO ENGAGE IN COMBAT WITH THEM.



CHAPTER ONE



THE PRINCIPLES OF BATTLE

IN THIS SECTION
WE WILL INTRODUCE
THE BASIC PRINCIPLES
THAT DRIVE THE BATTLES
OF CONQUEST. IT MAY LOOK
LIKE A LOT AT FIRST, BUT IT
WILL SOON BECOME SECOND
NATURE AND YOU WILL FIND
YOURSELF REFERRING TO
THIS SECTION
OF THE RULEBOOK
LESS AND LESS.



A CIVILIZED WAR

War may be a brutal and bloody business but playing a wargame shouldn't be. It is a gentlemanly (or gentlewomanly) pursuit, best enjoyed in a companionable state with as few arguments as possible.

With that in mind, if you ever encounter a situation in which you feel the rules are unclear, discuss the matter with your opponent and come up with a solution together. If you are unable to agree, weigh up the most suitable solutions and settle the matter on the roll of a die.

Such situations should be extremely infrequent, as Conquest is constantly updated with errata and FAQs published on the website. The important thing is not to allow any rule-related issues to spoil your enjoyment of the game.

DICE

War is an uncertain business. We use dice to represent that uncertainty, be it the chance of landing a lethal blow or the odds of a Regiment standing and fighting even in the face of defeat. All dice rolls in Conquest use six-sided dice, sometimes called D6.

MAKING ROLLS

Most dice rolls in Conquest require the player to compare his dice roll against a Target Characteristic. This is often a Characteristic, such as Clash, Volley or Resolve, but can also be more esoteric such as a Stand's capacity to Resist Decay. When making one of these rolls you are looking to roll **less than or equal to** the desired Target Characteristic.

Whenever you compare a dice roll to a Characteristic it is referred to as a Characteristic Test.

AUTOMATIC PASS AND FAIL

If a rule calls upon you to roll a die and compare it to a Characteristic, i.e. a numerical representation of the Regiments' (or Characters') battlefield prowess, a result of "6" is always a failure, and with the exception of Defense Rolls, a result of "1" is always a success. – regardless of other modifiers. Even the best troops experience bad luck, and even the lowest of the low deserve a chance at victory.

RE-ROLLS

If a rule calls upon you to Re-Roll a die, simply pick it up and roll it again, abiding by the new result. Once a die has been Re-Rolled, it cannot be Re-Rolled again – regardless of the circumstances. In the event in which a rule calls for dice to be Re-Rolled that have already been Re-Rolled, any effects that would cause those dice to be Re-Rolled are ignored. Finally, should a rule or ability force you to Re-Roll a success whereas another rule would allow you to Re-Roll a fail, the two rules cancel each other out, and the Active Player Rolls without any Re-Rolls.

ROLL OFF

Occasionally, the rules will call upon you and your opponent to Roll Off. When this happens, you each roll a die – the one with the lowest result wins. If the result is a draw, Re-Roll. Keep Re-Rolling until there is a clear winner (this is an exception to the rule stating that you cannot Re-Roll a Re-Roll).

MEASURING DISTANCE

All distances in Conquest are measured in inches ("), and are always measured from the closest points. When measuring the distance between two Regiments, always measure from the point of each Regiment closest to the other Regiment. When measuring the distance between two Stands, as in the case

of measuring range, always measure from the point of each Stand closest to the other Stand. You are permitted to check the distance at any time, so you can always know whether or not your warriors are in range before they attempt a particular Action.

ARMIES, REGIMENTS, STANDS AND MODELS

In Conquest, each player commands an army of fantasy miniatures, ranging from shambling skeletons and iron-willed Dweghom Infantry to raging Avatara and rampaging dragons. This section covers how to arrange those miniatures in order to fight a battle.

THE ARMY

Simply put, your Army is all the Models you are bringing to the battle, whether they're lowly Force-Grown Drones, mighty Brutes or anything in between. Normally, you will use an Army List to work out exactly which Models go into your army. Whenever the rules refer to Your Army, or a Friendly Stand or Regiment, they mean every Stand in every Regiment and any Character Stands in your Army. Whenever the rules refer to Your Opponent's Army, or Enemy Stand or Regiment, they mean every Stand in every Regiment and any Character Stands under your opponent's command.

MODELS

A Model is an individual miniature that is mounted on a circular base, subsequently placed in its relevant rectangular base, called a Stand. Looking at the miniatures on each Stand you are able to quickly identify what Regiment you're seeing as well as any Regiment upgrades e.g. Command Models or Officers.

STANDS

When the rules refer to a Stand, they mean the whole rectangular base, including the Models mounted on it. For the purposes of the game, we treat the Models and their bases, however decorative, as part of the Stand. However, very few Stands – except for the largest and most fearsome of Monsters – act alone. Most fight together.

Example: Infantry Models fight on rectangular Stands alongside their comrades. An Infantry Stand has room for four Infantry Models, whereas a Cavalry, Brute or Monster Stand has room for only one Model.

As a Stand in a Regiment suffers Wounds, place a Wound Marker as a simple means of recording damage. Once the last Wound of a Stand is suffered, the Stand is removed as a casualty. All Stands in a Regiment mostly belong to the same Type. You would not, for example, have a mixed Regiment of Infantry and Cavalry Stands. Models on a Stand should be arranged, where possible, so they are facing in the same direction. This gives the Stand an easily identified front, a rear and two flanks, whose importance we will find out later. Stands are arranged together into Regiments.

Each Stand must have an appropriate number of Models represented on it, as shown below.

TYPES OF STAND

In Conquest, every Stand has a Type.

- **Infantry** are easily identified by having four Models on each Stand.
- **Cavalry** are tougher and faster than Infantry, but rarer; always one Model per Stand.
- **Brutes** are huge creatures, often twice the height of a human; always one Model per Stand.
- **Monsters** are the rarest of all, each with the raw might to match dozens of other warriors and the girth to fill an entire Stand on its own!

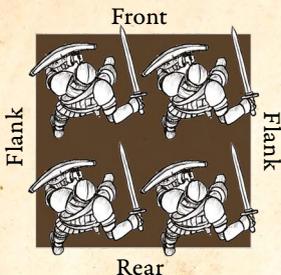


Fig. 1.1

STANDS AND SIZE

In Conquest, every Stand Type has a different size for the purpose of determining Line of Sight as we will discuss later on.

- All Infantry Stands are considered to have a Size of 1.
- All Brute and Cavalry Stands are considered to have a Size of 2.
- All Monster Stands are considered to have a Size of 3.

All Terrain features will also be assigned a Size. These values can vary as Terrain pieces are often hand-crafted and unique. We recommend these values as a guideline but encourage you to discuss this with your opponent and establish the size of the Terrain before each battle.

- All hills to be considered Size 2.
- All forests to be considered Size 3.
- Non-military buildings to be considered Size 2.
- Towers and wall fortifications to be considered Size 3.

When a Regiment, or a piece of Terrain, is placed on another piece of Terrain with a Size value, simply add the two sizes together to calculate whether they can see or be seen over

intervening Terrain. This, however, only works for pieces of Terrain that a Regiment would naturally pass over rather than through (see Chapter 10 “Terrain” for more information).

REGIMENTS

A Regiment is the basic fighting formation in Conquest. It can consist of anything from one individual Stand to dozens fighting side by side. Regiments mostly consist of the same Type of Stand, and usually all Stands in a Regiment share a common Characteristics profile. The most common exception is when the Regiment has been joined by a Character Stand, a heroic individual who stands head and shoulders above even the elite of the rank and file and brings its own Special Rules, which we will discuss later (see page 96).

All Stands in a Regiment fight together – individual Stands cannot leave the Regiment and act independently. Again, the only exception to this is when the Regiment has been joined by a Character Stand, which we will discuss later.

Whenever a Regiment performs an Action, every Stand in the Regiment is considered to be performing that Action. Furthermore, should a Special Rule or ability affect a Regiment, it affects all Stands within that Regiment, including any attached Character Stands, as per the effect of the Special Rule or ability. However, unless otherwise stated, Character Stands’ Special Rules do not affect the Regiment.

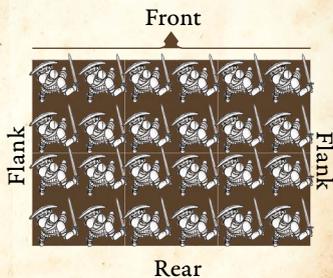


Fig. 1.2

FORMING A REGIMENT

To form a Regiment, take all the Regiment's Stands and place them in an array of **ranks** (rows) and **files** (columns), edge to edge and corner to corner. All Stands in the Regiment must be facing in the same direction, giving the Regiment a front, a rear and two flanks. A Regiment can never have fewer than two Stands in its front rank, unless the starting size of the Regiment is one Stand or it has been reduced to one due to casualties.

If possible, there should be an equal number of Stands in each rank. If this is not possible, the rear rank is left incomplete.

PLACING COMMAND MODELS

If an Infantry Regiment has any Command Models, i.e. a Leader, a Standard Bearer or any Officers, select a Stand in the Regiment and place them all on it. This Stand is called the Command Stand and can only contain up to four Command Models. Each Infantry Regiment can only have a single Command Stand that must be placed in the center of the front Rank or as close to the center as possible, in the case of an even number of Stands. You can find more information on Command Stands and how they work with different Types of Regiments on page 68.

REMOVING CASUALTIES

Inevitably, some Stands will be removed from a Regiment as the battle progresses. Casualties are nearly always removed from the Regiment's rearmost rank. Should the casualties be suffered by a Regiment Engaged in melee, Casualties need to be removed in such a way as to not affect the number of Stands in contact with any Enemy Regiment(s). You can find more information on Removing Casualties in Chapter 5 "Allocating Wounds & Removing Casualties" page 54.

LEGAL FORMATIONS.

A Regiment has a legal formation if:

- All its Stands are placed edge to edge and corner to corner;
- All ranks (with the possible exception of the rearmost) contain an equal number of Stands;
- All of the Stands are facing the same way;
- If there is a Stand that has suffered Wounds (i.e. does not have the starting number as its Wounds Characteristic), that Stand is in the rear rank;
- The Command Stand (if applicable) is in the center of the front rank.

Legal Conditions:

As a handy guide, a Regiment's placement is considered legal when:

- a) No Stand in the Regiment overlaps another at the end of its Activation.
- b) No Regiment overlaps another at the end of its Activation.
- c) All Stands in a Regiment are entirely within the bounds of play (Battlefield) throughout their activation (except for the Actions that bring the Regiment onto the battlefield from Reinforcements).

FACING ARCS

Each Regiment has a front arc, a rear arc and two flank arcs. These become important when the Regiment wishes to shoot at an Enemy, or when the Regiment charges into combat. To determine a Regiment's arcs, extend a 45° degree line from each of the Regiment's corners (Fig. 1.3). If the Regiment's Stands are square, you can do this by tracing a straight line from the corner Stand's inside back corner and extending it through its outside front corner.





LINE OF SIGHT

There are Actions in the game that require Line of Sight to a Target Regiment. To establish Line of Sight from one Regiment to another, the following criteria must be met:

- The Target Regiment must be within the Front Arc of the Acting Regiment, unless stated otherwise by a Special Rule.
- The Acting Regiment must be able to draw an unobstructed line, 1mm wide, between the center of the front facing of one Stand in its front rank, and the center of any facing of a Stand in the Enemy Regiment.
- There are no other Regiments or pieces of Terrain of equal or larger size obstructing Line of Sight to the Target Regiment.

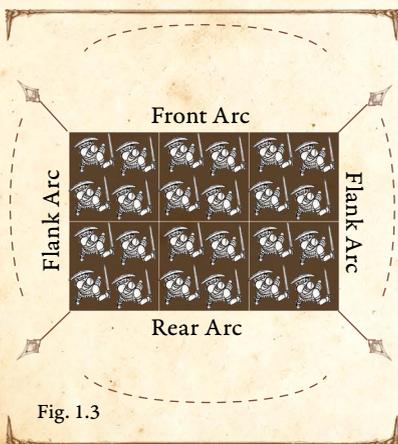


Fig. 1.3

THE CHARACTERISTIC PROFILE

Each Stand has a Characteristic Profile as a measure of its ability on the Battlefield. The Characteristic Profile is broken down into two Categories, eight Characteristics, as well as a number of Special Rules and Draw Events.

Name: Militia

Class: Light **Type:** Infantry

M	V	C	A	W	R	D	E
5	0	2	4	4	2	1	0

Draw Events: None

Special Rules: Shield, Support (2)

CATEGORIES

These are used to streamline interaction between certain rules.

- **Type** tells you whether the Stand is Infantry, Cavalry, Brute or Monster. Different Types interact differently with some rules (do not worry, we will point them out when they come up). More importantly, Type also reminds you how many Models should be on a Stand: 4 for Infantry, and 1 for Brutes, Cavalry or Monsters.
- **Class** is a weight class, graded from Light to Medium to Heavy. Light troops are generally more maneuverable, arriving at the battle early, whereas Heavy troops inflict and sustain more damage but arrive later on the battlefield. This classification reflects how Regiments operate within their respective Faction's military structure. A Heavy Regiment equivalent in one Faction

may be a Medium in another. It all comes down to how a Faction deploys a certain Regiment in combat without it necessarily being a metric for a Regiment's destructive capabilities.

CHARACTERISTICS

There are eight Characteristics in all, each one representing the Stand's comparative strength in that field. Most Characteristics run from 0 to 6, where 0 represents an inability to perform the associated Actions, a 1 is downright poor, and a 6 is amazing! Some Characteristics can reach values over 6, the most common ones being March and Wounds. Over the course of the game, Spells or Special Rules might cause a Stand's Characteristic to rise or fall. However, a Characteristic can never be reduced below 0.

Throughout the course of a game, you will be required to compare a dice roll to one of the Characteristics on a Stand's Profile. Whenever you are required to do so, it is called performing a Characteristic Test.

When a rule refers to a Stand's "unmodified Characteristic", it is asking for the number printed in the respective Regiment's Characteristic Profile in its associated Army List entry. However, Rules and Abilities that allow a Regiment to increase a Characteristic during List Building count as unmodified. That also applies to the benefits a Regiment receives by purchasing an Officer upgrade during list building.

Example: An Infantry Stand has an unmodified Resolve Characteristic of 3. When building your Army List, you have purchased an upgrade or made use of a Special Rule to increase the Resolve Characteristic value of that Regiment to 4. When a situation requires you to take an unmodified Resolve test during the game, you will treat the Regiment's unmodified Resolve Characteristic as 4 since the bonus was applied during List Building and not during the game, making it part of the Regiment's Characteristic Profile.

March (M)

The March Characteristic determines how far a Stand can move.

Volley (V)

Volley serves as a measure of the Stand's ability with ranged weapons, from javelins to shooting longbows, and even using mighty war machines.

Clash (C)

The Clash Characteristic describes how effective a Stand is in the press of melee, governing its likelihood to strike a decisive blow against an enemy.

Attacks (A)

Attacks tell us how many dice each Stand contributes when attacking an Enemy.

Wounds (W)

Wounds indicate how many damaging blows a Stand can take before it is removed as a casualty.

Resolve (R)

The Resolve Characteristic gives us a measure of the Stand's courage, and of the willingness of individual troops to hold fast when the battle turns against them.

Defense (D)

Defense serves as a measure of physical resilience, combining the protection from any armor with the Stand's innate toughness.

Evasion (E)

Evasion is another Defense Characteristic, but one that takes into account a Stand's ability to ignore harm through agility, resilience or magical protection, rather than endure through sheer hardness.

DRAW EVENTS & SPECIAL RULES

Under Draw Events, you will find a list of any Draw Events that the Regiment will be able to resolve during its Activation.

Under Special Rules, you will find a list of other abilities not governed by the Stand's Characteristics, such as Cleave (X), i.e. the ability to reduce your opponent's Defense Characteristic. This is also where you'll find details of any ranged attack a Stand possesses, in the form of the Barrage (X) Special Rule.

COMMAND CARDS

Each Character and Regiment has a Command Card. Command Cards are used during the Command Phase to determine when a Regiment or Character acts. Each Command Card depicts the following details:

- **The Regiment's or Character's Army List Entry.** To remind you which profile from the Army List you use to represent the Regiment's or Character's abilities.
- **An Artistic Depiction of the Regiment.** To help you and your opponent quickly identify the depicted Regiment or Character on the table.
- **A QR code scannable via our free Army Builder.** To help you and your opponent quickly reference a Regiment's Rules through our Army Builder database. Make sure to scan the QR code through the Army Builder, scanning it through your device's camera app would result in an error!

"IN CONTACT"

Many rules refer to two or more Stands being in contact with one another. A Stand is considered to be in contact with another Stand if they are touching in any way, including corner to corner. Two Regiments are considered to be in contact when their Stands are in contact with the Stands of another Regiment.







CHAPTER TWO



THE ROUND SEQUENCE

IN THIS SECTION
WE WILL INTRODUCE
THE SEQUENCE OF PHASES
THAT MAKE UP
A ROUND AND SET UP
THE FLOW AND RHYTHM
OF THE GAME.



To keep events moving cleanly, we split the battle itself down into a series of Rounds, each of which is further divided into a series of Phases. Both you and your opponent act in each Phase, harnessing every ounce of wit and guile in an attempt to seize the advantage for your stalwart troops.

When a Round starts, play proceeds through its Phases, and you must complete each one before beginning the next. Once all Phases are complete, so is that Round, and another Round begins. This process continues until the number of Rounds given in the Scenario are complete, or either you or your opponent has fulfilled the respective Scenario's Victory Conditions, or has conceded.



ROUND SUMMARY

I) REINFORCEMENT PHASE

- Both Players Roll for Reinforcements, i.e., those Regiments and Characters that have been chosen from the player's collection to participate in the battle but have not yet entered the field.
- Any Reinforcements due to arrive are placed to one side and will March onto the Battlefield during the Action Phase. Each Player will be aware of all the Regiments arriving on any given turn and can plan the next step accordingly.

II) COMMAND PHASE

- Both Players assemble their Command Stacks simultaneously, arranging their Regiments' and Characters' Command Cards in order to determine the order of play in later Phases.

III) SUPREMACY PHASE

- Both Players Roll Off to determine who is going to be the First Player, i.e., the player who will Activate their Command Stack first, or Activate their Supremacy Abilities.

IV) ACTION PHASE

- Starting with the First Player, the Players take turns activating a Regiment or Character Stand corresponding to the top Command Card of their Command Stacks, acting with each Regiment and Character Stand in turn until both Command Stacks are empty.

V) VICTORY PHASE

- Check the Scenario's Victory Conditions to see if either Player has won.
- If neither Player has won, a new Round begins.



I) REINFORCEMENT PHASE

Regiments are not deployed at the start of the game. Instead, they arrive as Reinforcements as play progresses.

Before the first Reinforcement Phase of the Battle begins, place each Character Stand into an eligible Regiment in their own Warband. A Regiment is eligible if it shares the same Type with the Character Stand.



From there, during each Reinforcement Phase, group your Regiments set aside as Reinforcements by their Class. You may then select a single Regiment that is able to arrive from Reinforcements this Round and have it count as having automatically arrived from Reinforcements. This Regiment can belong to any Class that is allowed to arrive from Reinforcements this Round.

Then, proceed to roll a die for each Regiment in each Class that is to arrive this Round as shown in the Reinforcement table. Do not Roll a die for the Regiment you selected to automatically arrive from Reinforcements. Character Stands do not Roll separately and do not affect their attached Regiment's Class. This is the Reinforcement Roll. For every successful Roll per Class, you select which Regiment of that Class will be arriving from Reinforcements. The rolls required are shown below:

REINFORCEMENT TABLE

Round	Required Roll
Round One	Light Regiments arrive on a roll of "4" or less.
Round Two	Light Regiments arrive on a roll of "4" or less. Medium Regiments arrive on the roll of "2" or less.
Round Three	Any remaining Light Regiments arrive automatically. Medium Regiments arrive on a roll of "4" or less. Heavy Regiments arrive on a roll of "2" or less.
Round Four	Any remaining Medium Regiments arrive automatically. Heavy Regiments arrive on a roll of "4" or less.
Round Five	Any remaining Heavy Regiments arrive automatically.

Reveal any Regiments that are selected to arrive this Round to your Opponent and place them to one side. They March onto the Battlefield during the Action Phase (see page 30).

II) COMMAND PHASE

At the start of the Command Phase, take all of the Command Cards for your surviving Regiments on the Battlefield, and any Command Cards for Regiments arriving as Reinforcements this Round, and arrange them in a face-down Command Stack. You should arrange your Command Stack carefully, placing the Regiment you want to act first right at the top, the Regiment you want to act last at the bottom, and the remainder organized in between. At this point, make sure that Command Cards in your Command Stack correlate to the Regiments that are currently in play. You may need to remove Command Cards belonging to Regiments or Character Stands that have been destroyed earlier in battle.

You may want to give some thought to how your opponent is organizing their Command Stack, as the sequence in which you activate Regiments and Characters Stands can bring huge advantages in the right circumstances. You may look at your Command Stack at any point during the Round; but you are not allowed to reorder it unless a rule instructs you to do so.



III) SUPREMACY PHASE

Now it is time to see who is going to seize the initiative and strike the first blow!

You and your opponent Roll Off. The Player whose Command Stack has the fewest Command Cards may add or subtract 1 from the result shown on the die, to a minimum of 0 and a maximum of 7, after it has been rolled. The Player with the lowest score (after any modifiers have been applied) is the First Player this Round. If the Roll Off is tied (after any modifiers have been applied), you and your opponent Re-Roll until there is a clear winner. The player with the fewest Command Cards in their Command Stack may keep adding or subtracting 1 from the result for the duration of this Roll Off.

SUPREMACY ABILITIES

Many Character Stands have a Supremacy Ability that they can use in this Phase, once per game (unless stated otherwise by the Supremacy Ability). When constructing your Army List, choose one of your Characters to be your Warlord, this Character Stand's Supremacy will be available to use during the battle. Supremacy Abilities are powerful special rules that may well turn the tide of the battle – using yours at the right moment may well spell the difference between victory and defeat. Once the First Player has been determined, the First Player declares if they are going to use a Supremacy Ability.

Regardless of whether the First Player chooses to use a Supremacy Ability, the second Player then declares if they are going to use a Supremacy Ability.

If a Player has access to more than one Supremacy Abilities, they may use only one in each Round, and must declare which one they are using during this Phase.

A Character Stand must be on the battlefield to use their Supremacy Ability, unless the Supremacy Ability explicitly states otherwise. Some Supremacy Abilities are always considered to be active. These do not need to be Activated and are always considered to be in use for as long as the Character Stand remains on the Battlefield, unless stated otherwise. Activating a Supremacy Ability does not cause an always active Supremacy Ability to be deactivated.



IV) ACTION PHASE

The Action Phase is where the majority of the Action of the battle takes place. Regiments march and march again, charge into melee, or fire volleys at distant foes. As a result, the Action Phase is also usually the longest

and most exciting Phase of the game, and needs breaking down into more detail than the others.

ORDER OF PLAY

The First Player draws the top card of their Command Stack and performs Actions with that Regiment or Character Stand. Once the Regiment's or Character Stand's Actions are complete, the second Player draws the top Card of their Command Stack and performs Actions with that Regiment or Character Stand.

PERFORMING ACTIONS

When it is your turn to perform Actions with a Regiment or Character Stand, follow the sequence of steps shown below:

1) DRAW COMMAND CARD

Draw the top Card from your Command Stack and reveal it to your opponent. Then indicate which Regiment or Character Stand on the battlefield you wish to Activate with it. In order to select a Regiment or Character Stand to Activate, the Army List Entry name on the Command Card must correlate with the Regiment or Character Stand you wish to Activate. Furthermore, the Regiment or Command Card you wish to Activate cannot have been Activated before during the same Round. A Command Card may only Activate a single Regiment unless stated otherwise by a Special Rule.

If you are not able to Activate any Regiments or Character Stands either because they have been destroyed previously in battle or because they all have been Activated previously in the Round, discard the Command Card, and draw the next Command Card as replacement. If there are no Cards remaining in your Command Stack, play passes to your opponent.

Example: A Nord Player draws a Raiders Command Card and reveals it to their opponent. Currently there are three Raiders Regiments on the battlefield, none of which

have been Activated previously in the Round. The Nord Player is free to choose any one of the three Regiments and Activate it.

Example: A Spires Player draws a Stryx Command Card and reveals it to their opponent. Currently there are three Stryx Regiments on the battlefield, all of which have already been Activated previously in the Round. This Command Card was meant to Activate a fourth Stryx Regiment that was destroyed earlier, before the Spires Player drew the last Stryx Command Card. The three remaining Stryx Regiments have already been Activated this Round and therefore cannot be Activated again. Since there is no other Stryx Regiment to Activate, the Spire Player must discard the Command Card and draw the next.

2) RESOLVE DRAW EVENT

If the Regiment or Character Stand's Command Card you have just drawn has one or more Draw Events, select one to resolve now. Draw Events are effects, similar to Special Rules, that are triggered the moment a Regiment or Character Stand is Activated following the draw of its respective Command Card. You are free to choose whether a Regiment under your control will activate its Draw Event, unless a Special Rule or the Draw Event itself makes its use mandatory.

Multiple Draw Events

If a Regiment or Character Stand has more than one Draw Event (as the result of a Spell or a Character's Special Rule, for example), you choose one of them to resolve. Should there be an instance in which a Special Rule or ability allows you to use multiple Draw Events, then the Active Player chooses the order in which they activate, fully resolving one before moving onto the next.

Not on the Battlefield

If the Regiment or Character Stand Activated is not currently present on the Battlefield (normally because it is arriving as Reinforcements this Round), its Draw Event is not resolved unless stated otherwise. Some

Draw Events – normally those used by some Character Stands – grant the opportunity to enter the Battlefield and are an exception to this rule.

3) TAKE FIRST ACTION

Assuming the Regiment survives its Draw Event (you never know!), it now takes its first Action. Choose one of the Actions from the Action list (see page 24) and follow the rules provided. Note that a Regiment that has arrived as Reinforcements must choose a March Action as its first Action in the Round when it comes onto the battlefield and cannot Charge during that Round.

4) TAKE SECOND ACTION

Once the Regiment's first Action is complete, it immediately takes a Second Action. A Regiment may not repeat an Action it took earlier in the same Round (i.e., a Regiment must take two different Actions each Activation) except for March Actions. A number of Special Rules and abilities can allow a Regiment to perform more than the standard two Actions per Activation. The timing and limitations of any of these extra Actions will be described in detail in the Special Rule or Draw Events that allow them.

5) DEACTIVATE REGIMENT

Once the Regiment has taken two Actions, its Activation ends. Place the Command Card near the Regiment or Character Stand it was used to Activate to remind you it has been activated this Round. Play then passes to your opponent. A Regiment that has been Activated cannot be Activated again in the same Round.

"Until End of Round" Draw Events

If a Regiment is granted a Characteristic bonus or Special Rule "until the End of the Round" as the result of a Draw Event on its Command Card, place an appropriate token beside the Regiment as a reminder. Remove the token when the effect is lost at the end of the Round.

UNABLE/UNWILLING TO ACT

If, for whatever reason, your Regiment or Character Stand cannot Act (or you do not want it to Act), simply skip the Action Phase and let play pass to the next Player.

A Regiment or Character Stand that forfeits its Actions, counts as having Activated but not having performed any Actions. Resolve any relevant Draw Events and Special Rules that would be activated before the "Take First Action" step, and then Deactivate the Regiment or Character Stand.

THE ACTION LIST

For ease of reference, they are split into In-Combat Actions and Out-of-Combat Actions. Out-of-Combat Actions can only be used if the Regiment is not in base-to-base contact with an enemy Regiment. Combat Actions can only be used if the Regiment is in base contact with an enemy Regiment.

OUT OF COMBAT ACTIONS

(see page 28)

MARCH

Choose a March Action if you want your Regiment to move around the Battlefield, regardless of whether you want it to advance, retreat or simply find a better location from which to fight. March is the only Action that can be performed more than once in an Activation.

CHARGE

Use a Charge Action if you want your Regiment to move into contact with an enemy to attack them in close combat.

RALLY

A Rally Action restores your Regiment's morale. You may have your Regiment take a Rally Action only if it is Broken.

REFORM

Use a Reform Action if you want your Regiment to alter its number of Ranks and Files or to turn to face a new direction.

TAKE AIM

Use a Take Aim Action to give your Regiment a bonus to its next Volley Action this Activation.

VOLLEY

A Volley Action is used to allow your Regiment to shoot at an enemy.

IN-COMBAT ACTIONS

(see page 44)

CLASH

Use a Clash Action if your Regiment is in base contact with one or more enemies, and you wish to strike blows against those enemies.

COMBAT RALLY

A Regiment will want to attempt a Combat Rally if it is Broken, in order to minimize the chance of it fleeing the battle.

COMBAT REFORM

Use a Combat Reform Action if you want your Regiment to alter its number of Ranks and Files and bring greater numbers to bear on an enemy in base contact.

INSPIRE

An Inspire Action can be used to give your Regiment a bonus to its next Clash Action this Activation.

WITHDRAW

A Withdraw Action is used when you want your Regiment to disengage from close combat with enemy Regiments.

V) VICTORY PHASE

With the Action Phase completed, it is time to see whether you or your opponent has won. If your opponent has conceded, or has had their Army wiped out, then you are the victor! Otherwise, the victory conditions for each battle are determined in the Scenario you are playing, and you will need to consult the Victory Conditions section of the Scenario you're playing to determine who (if anyone) has won at this point.

If neither Player has won the game, a new Round begins starting from the Reinforcement Phase until there is a clear victor, or the Scenario ends.





CHAPTER THREE



OUT-OF-COMBAT ACTIONS

IN THIS SECTION
YOU WILL FIND DETAILS
ON THE VARIOUS ACTIONS
THAT REGIMENTS
CAN TAKE WHILE
OUT-OF-COMBAT.



MARCH

Your Regiment can only take a March Action if it is not in contact with an Enemy Regiment. If your Regiment is in contact with an Enemy Regiment, you might instead want to perform a Withdraw Action (see page 50). Marching is the only Action a Regiment can perform more than once during a Round, without any Special Rules indicating otherwise.

MARCH DISTANCE

A Regiment Marches a distance, in inches, up to its March Characteristic. If there is more than one March Characteristic present in the Regiment, usually due to attached Character Stands, it must instead March up to the lowest March Characteristic present.

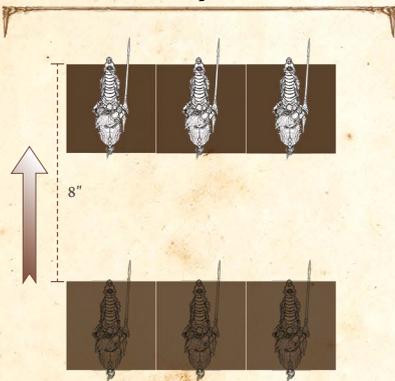


Fig. 3.1
The Regiment Marches directly forward. Note that the measurement is always taken from the front of the Regiment, to ensure it does not accidentally March further than it should.



DIRECTION OF MARCH

A Marching Regiment normally moves only in one direction during the course of a single March. However, it may Wheel during its move. In addition, a Regiment may choose to move directly sideways or backward but only up to half its regular March distance. A Regiment performing a March Action cannot move in more than one direction during the same Action, outside of performing a Wheel. This means that you cannot move forward and then sideways or backward at half speed in the same Action.

PERFORMING A WHEEL

To perform a Wheel, a Regiment pivots around one of its front corners, using the distance traveled by the opposite front corner as the distance traveled during the Wheel. Once the Wheel is complete, it may then continue moving directly forward.

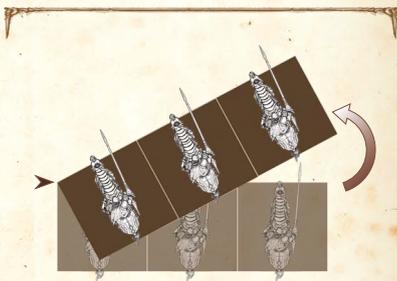


Fig. 3.2
When a Regiment Wheels, the distance traveled by the whole Regiment is equal to the distance traveled by the moving front corner.



A Marching Regiment may Wheel several times during its March, provided that its overall move is not greater than its lowest March Characteristic.

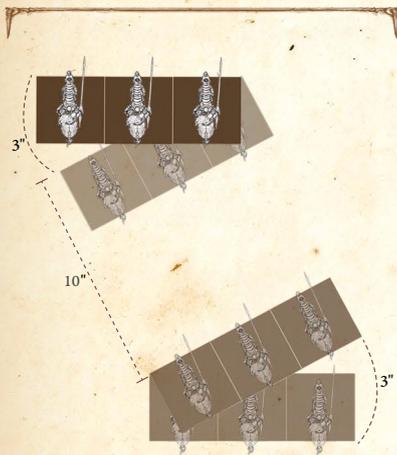


Fig. 3.3

This is an example of a March containing several Wheels. The total distance moved is equal to the sum of the two Wheels and the March forward (that is a 3" Wheel, followed by a 10" March forward and a final 3" Wheel).

MARCH RESTRICTIONS

A Regiment may not March to within 1" of an Enemy Regiment, Garrison Terrain or Impassable Terrain. However, a Regiment may freely March through any friendly Regiments that are not in contact with any Enemy Regiments, provided that at the end of its Activation the Regiment is not in an illegal position.

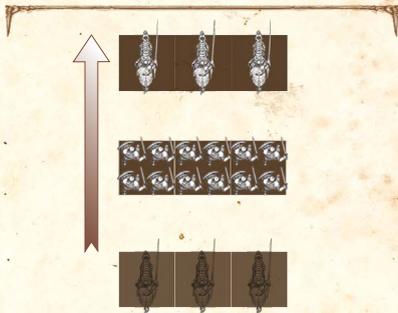


Fig. 3.4a

Above we see a successful March through a friendly Regiment.

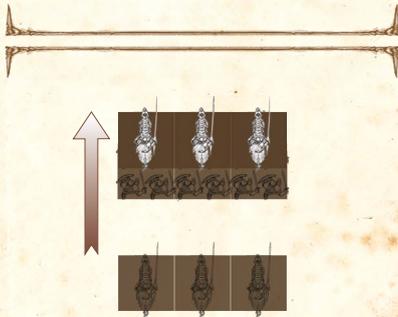


Fig. 3.4b

Above we see an illegal situation in which one Regiment ends its activation while overlapping another.

MARCH THROUGH

A Regiment that uses a March Action may march through friendly Regiments without penalty. However, it can only do so if it has sufficient March distance to pass through all such obstructions. If a single March Action is not enough to clear all such obstructions, a Regiment may use its second March Action to ensure it ends in a legal position. A Regiment cannot March through Enemy Regiments, friendly Regiments that are in contact with any Enemy Regiments or a Garrison Terrain occupied by an Enemy Regiment.

REINFORCEMENTS MARCHING ONTO THE BATTLEFIELD

A Regiment Marches from Reinforcements onto the Battlefield from your Reinforcement Zone, as determined at the beginning of each Round. Place the front edge of the Regiment's front Rank so it is touching the battlefield edge, and then complete the March as normal, measuring from the edge of the Battlefield rather than the front of the Regiment as you normally would. If one March Action is not enough to bring all of the Regiment's Stands onto the battlefield, then it must perform a second March Action to ensure all of its Stands are on the Battlefield. When a Regiment is entering the Battlefield, it must assume a formation and a point of entering that would allow it to do so.

Alternatively, you may bring your Reinforcements onto the Battlefield from any edge, provided that:

- The point of entry is between your Reinforcement Zone and your Reinforcement Line.
- The Regiment entering the Battlefield is no more forward than the most forward point of an enemy Regiment.

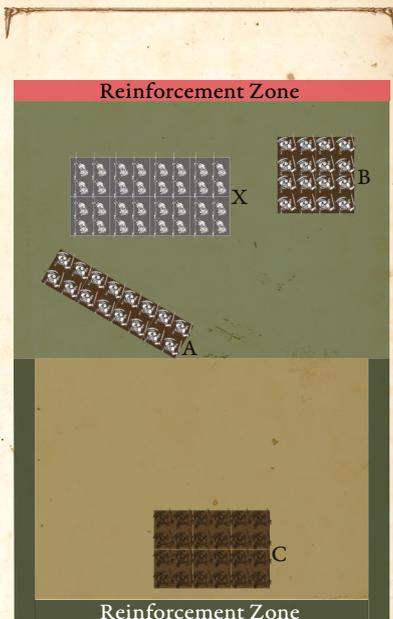


Fig. 3.5
Regiment C could enter on the (Green) Reinforcement Zone or from either side edge behind Regiment A. It cannot enter from the side edges behind Regiment B, as enemy Regiment X is itself closer to the friendly Reinforcement Zone than Regiment B.

REINFORCEMENT LINE

The Reinforcement Line is determined at the beginning of each Round. It is determined by marking a point on the Battlefield edges between your Reinforcement Zone and the rearmost edge of at least one Friendly Regiment. Heavy Regiments must arrive behind a Heavy or Medium Regiment; Medium Regiments behind a Heavy, Medium or Light Regiment, and Light Regiments must arrive behind any other Light, Medium or Heavy Regiments.

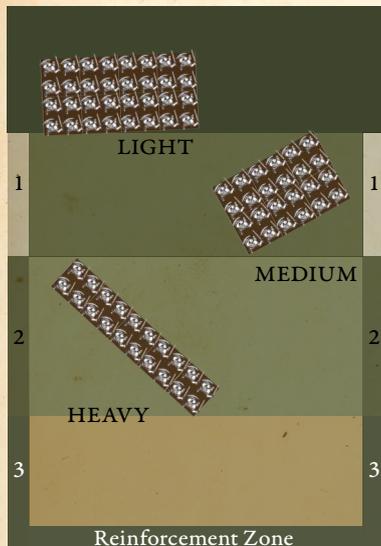


Fig. 3.6

A Light Regiment could arrive from the areas marked 1, 2 or 3. A Medium Regiment could arrive from the areas marked 1, 2 or 3, and a Heavy Regiment could arrive from area 2 or 3. Any Regiment could arrive from the Reinforcement Zone.

A Reinforcement Line may not move further forward from where it was set at the beginning of the Round; it may only be pushed backward to the next eligible Regiment. Should the Enemy Regiment(s) pushing the Reinforcement Line back have been destroyed, the Reinforcement Line is restored to where it was at the beginning of the Round. The Reinforcement Line is determined anew for every Player at the start of the next Round.

FAILED REINFORCEMENT

If it is not possible for the Regiment to enter the Battlefield according to the rules given above, the Regiment returns to Reinforcements. In the next Round that Regiment is considered to have automatically passed its Reinforcement Roll and may attempt to March onto the Battlefield as normal. If a Regiment can enter the Battlefield, then it must do so.

CHARGE

A Charge Action is the only way a Regiment can move into contact with an enemy Regiment (and therefore able to Clash with that enemy Regiment). A Regiment cannot perform a Charge Action during the Round in which it has arrived from Reinforcements.

DECLARING A CHARGE

When declaring a Charge, you may only choose one enemy Regiment to be the Target of your Charge and it must be within your front arc. You cannot choose more than one Regiment as the Target of a Charge.

Roll a die – this is the Charge Roll.

Add the Charge Roll to the Regiment's lowest March Characteristic. This is the Charge Distance. If the Charge Distance is greater than or equal to the distance, in inches, between the Charging Regiment and the Target, the Charge is successful. If the total is less than the distance between the Charging Regiment and the Target, the Charge is failed.

An Enemy Regiment is not a legal Charge Target if it is outside the maximum possible Charge Distance, taking into account all Special Rules and Abilities that would allow you to Charge further away, e.g. the Hundred Kingdoms Tourney Champion.

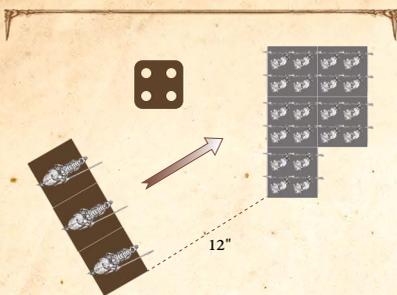


Fig. 3.7
The distance between the two Regiments is 12", and the Regiment's March Characteristic is 8. A Charge Roll of "4" gives a total Charge distance of (4+8) 12. Just enough to make the Charge a success.

THE CHARGE MOVE

If the Charge was successful, you may now move the Charging Regiment into contact with the Enemy Regiment, following the rules for a March Action (see page 28) and treat it as if it had a March Characteristic equal to the Charge Distance, but may only move directly forward.

At the start of this move, your Regiment is only permitted to Wheel once, up to 90°, so that the Charging Regiment will maximize

the number of Stands in contact and Engages as many Enemy Stands as possible. The free Wheel does not count toward the Charge Distance moved.

During a Charge Move, a Regiment may move through other Friendly Regiments not currently in contact with an Enemy Regiment, provided that at the end of its Activation it does not end up in an illegal position.

If the Charging Regiment cannot complete its Charge Move against the Target Regiment because its path is blocked by another Enemy Regiment, Garrison Terrain or Impassable Terrain, the Charge Action automatically fails (see "Failed Charge" further below).

A Charging Regiment may come within 1" of other enemy Regiments, Garrison Terrain and Impassable Terrain during a Charge Move. However, it may not contact an Enemy Regiment or Garrison Terrain if it did not declare a Charge against as part of its Charge Action.

ALIGNING A CHARGE

As soon as your Charging Regiment contacts the Target Regiment, it stops moving. Then, it aligns to the Enemy by performing a "free" Wheel of up to 90° until both the Charging Regiment's front and the Target Regiment are in contact on the charged facing.

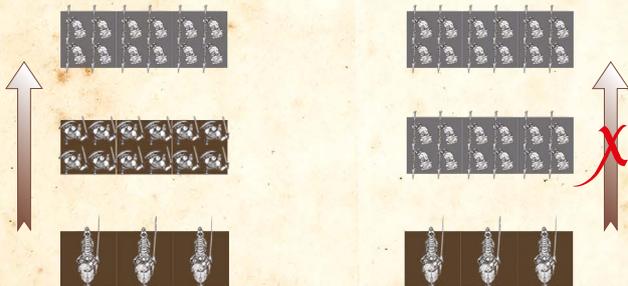


Fig. 3.8
Although the Household Knight Regiment is able to charge through a friendly Regiment, no Regiment may charge through an enemy Regiment.

If the Charging Regiment cannot Wheel flush to the Target Regiment (because of Terrain or another Regiment being in the way), then the Target Regiment Wheels in order to come into contact with the Charging Regiment. Should your opponent have placed their Regiments in such a way as to make it impossible to come into contact with the Target Regiment without coming into contact with another Regiment as well, complete the Charge normally and then force the offending Enemy Regiment 1" away from the Charging Regiment and complete the Wheel to align the Charge.

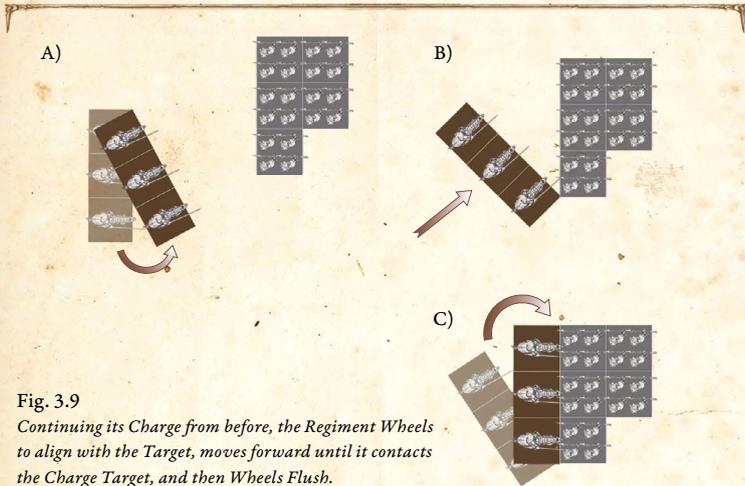


Fig. 3.9
Continuing its Charge from before, the Regiment Wheels to align with the Target, moves forward until it contacts the Charge Target, and then Wheels Flush.

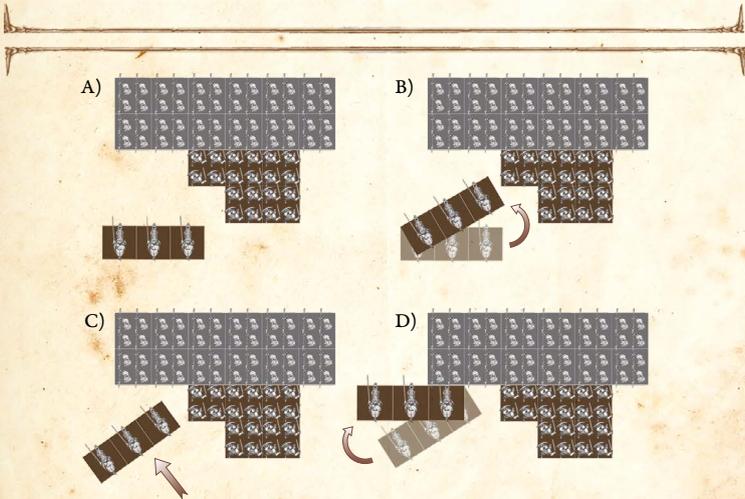


Fig. 3.10
In this example, the Regiment Wheels just enough to avoid colliding with the allied Infantry Regiment, completes the Charge Move, and then Wheels flush to the Charge Target.

CHARGING THROUGH

A Regiment is allowed to move through friendly Regiments that are not in contact with an Enemy Regiment when it performs a Charge Action. This can be the result of a Charge Action, but also as part of a sequence of Actions such as Marching and then Charging.

However, this is a very risky maneuver. If the combined movement total of the Activation(s) is not enough to completely clear the friendly Regiment (or if there is not enough space for the Charging Regiment to completely clear the Friendly Regiment), then both Regiments have become hopelessly mired and confused. The Charge fails, the Charging Regiment is returned to its last legal position, and both Regiments are now Broken. Place a Broken Marker next to both Regiments to show this status.

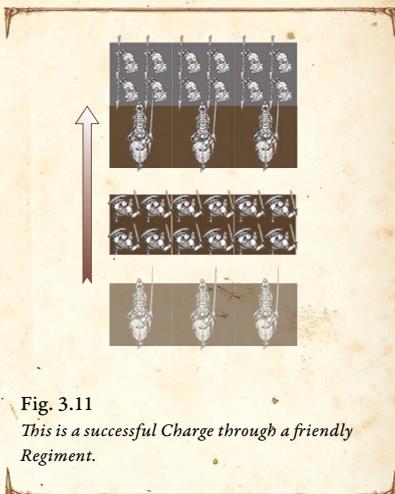


Fig. 3.11
This is a successful Charge through a friendly Regiment.

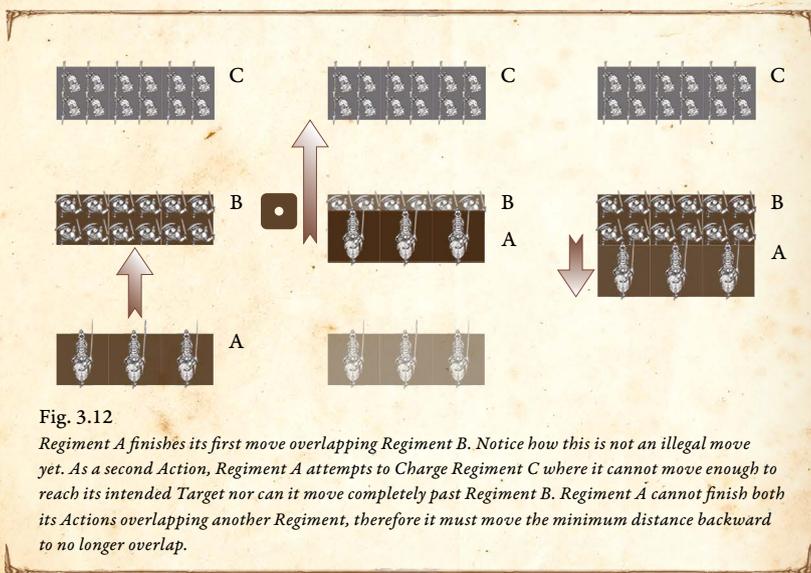


Fig. 3.12

Regiment A finishes its first move overlapping Regiment B. Notice how this is not an illegal move yet. As a second Action, Regiment A attempts to Charge Regiment C where it cannot move enough to reach its intended Target nor can it move completely past Regiment B. Regiment A cannot finish both its Actions overlapping another Regiment, therefore it must move the minimum distance backward to no longer overlap.

WHICH FACING?

If the Charging Regiment has a choice of facings to Wheel flush to (commonly because it contacts the Target Regiment on a corner), it always Wheels flush to the facing most of its Stands were in when the Charge was declared.

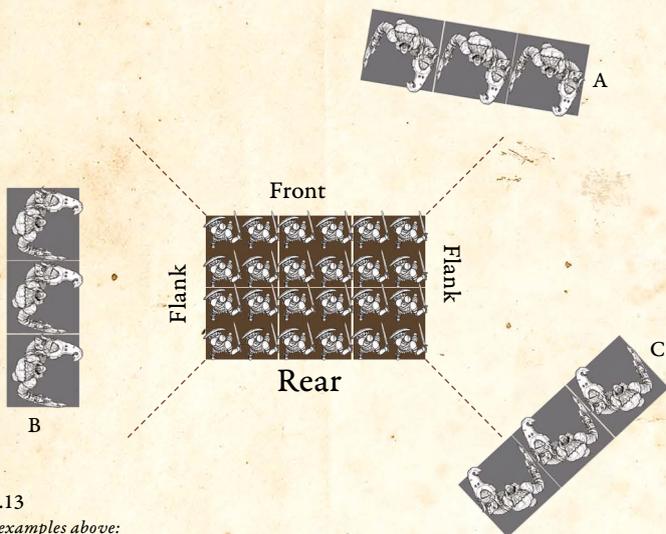


Fig. 3.13

In the examples above:

Regiment A would Wheel flush to the front.

Regiment B would Wheel flush to the left flank.

Regiment C would Wheel flush to the right flank.



CHARGING AND INSPIRE

Upon completion of a successful Charge Action, the Regiment immediately gains the “Inspired” Special Rule (see page 99). Note that the “Inspired” Special Rule does not affect Impact Attacks and is in effect wasted if the Regiment has no Actions left this Round, as it lasts until the end of the Regiment’s Activation.

FAILED CHARGE

If a Charge fails for any reason, the Charging Regiment Marches directly forward, without Wheeling, toward the Target Regiment a distance equal to the result on the die of the Charge Roll, halting 1" away from any Enemy Regiment and Garrison Terrain. If a Regiment fails a Charge Action, it loses all other Actions remaining this Round and its Activation ends.

IMPACT ATTACKS

Some troops – such as knights – rely on the sheer, overwhelming force of their impact to inflict damage on the foe.

Once a successful Charge is completed, Impact Attacks are immediately resolved as part of the Charge Action. Impact Attacks are only inflicted by Stands that have the **Impact (X)** Special Rule.

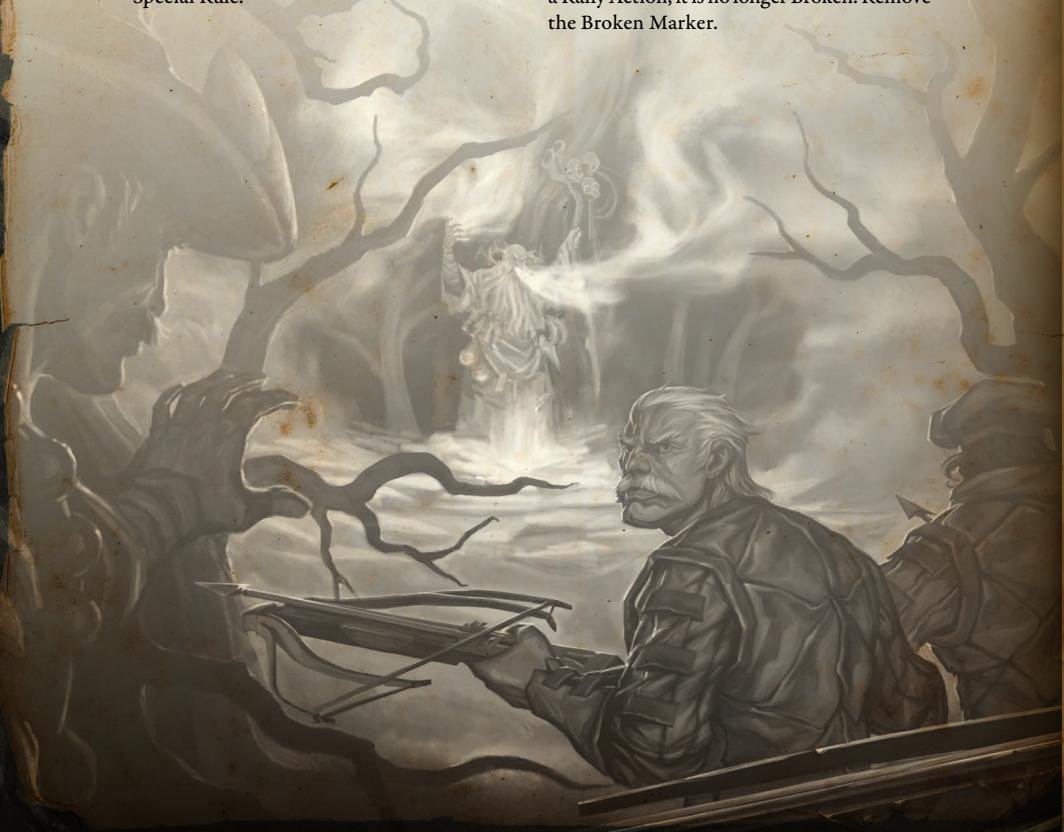
Stands in the Regiment inflict Impact Attacks equal to the **X** value in their **Impact (X)** Special Rule. Impact Attacks are resolved similarly to Clash Attacks in terms of Rolling to Hit, Defense Rolls and Morale Tests (see page 46). However, they do not benefit from any Special Rules that specifically affect Attacks made during a Clash Action. Unengaged Stands contribute Impact Attacks as normal equal to their **Impact (X)** value.

TAKE AIM

If your Regiment performs a Take Aim Action, it adds +1 to its Volley Characteristic for the next Volley Action it takes this Activation.

RALLY

Only a Regiment with the Broken Status can perform a Rally Action. If a Regiment performs a Rally Action, it is no longer Broken. Remove the Broken Marker.



REFORM

A Reform Action allows a Regiment to change its formation (its combination of Ranks and Files). The Reforming Regiment immediately adopts a new, legal formation, facing any direction (see page 13 for more on legal formations). Unlike a Combat Reform, the center of the Regiment must not move as a result of the Reform Action. During a Reform, no Stand may move further than the Regiment's lowest March Characteristic.

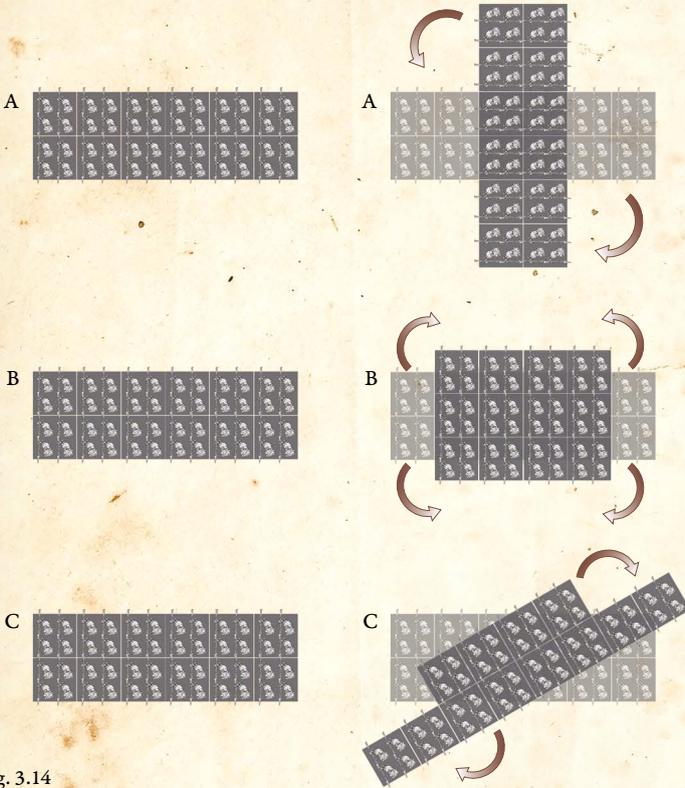


Fig. 3.14

Above, the Regiment makes a series of different Reforms. In A, it Turns to face its right flank. In B, it increases the number of ranks at the cost of reducing its files. In C, it increases its frontage (files) and makes a dramatic turn. Note how in all three cases, the Regiment remains centered on the same point.

VOLLEY

A Volley Action can only be used if an unengaged Regiment has at least one Stand with the Barrage (X) Special Rule – otherwise, it does not have a ranged weapon with which to make a Volley.

CHOOSING A TARGET AND LINE OF SIGHT

In order to check if a Volley Action can be declared, first determine whether at least one Stand of the Target Regiment is within Line of Sight and Barrage Range of at least one Stand in the Volleying Regiment. If the Target Regiment is outside Line of Sight and/or Barrage Range then you may not declare a Volley Action against that Target unless a Special Rule states otherwise. A Regiment performing a Volley Action cannot divide any of its Stand's shots amongst multiple

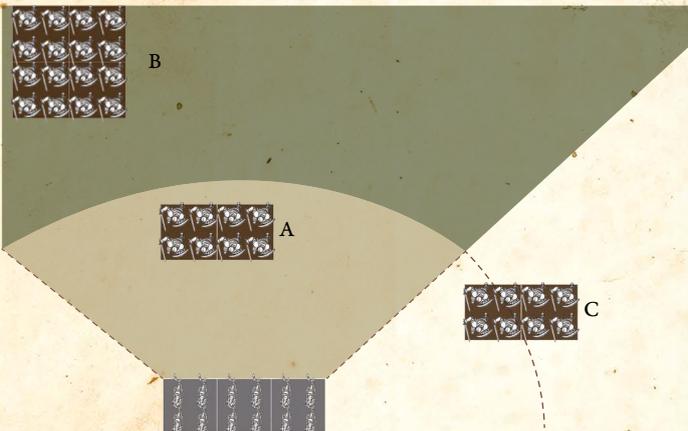


Fig. 3.15

In the example above, the Regiment can Target Regiment A with a Volley as it is both within range and within the front arc. It cannot Target Regiment B, because it is out of range, nor Regiment C, because it is outside the front arc.

Targets. All Stands in the Regiment must Target the same Enemy Regiment.

CHECK FOR OBSTRUCTION

For each Stand in the front rank of the Volleying Regiment, trace a straight line, 1mm wide, between any point of the front arc of the Volleying Stand and any point of any Stand in the Target Regiment.

If the line is interrupted by any Regiments or pieces of non-Obscuring Terrain of a Size equal to or larger than the Size of the Volleying

Regiment or the Target Regiment, then the shot is **Obstructed** and the Stand does not contribute any shots to the Volley. If the line is not interrupted by Regiments or Obscuring Terrain, that Stand's Volley is a **Clear Shot**. Regiments and pieces of Terrain of a smaller Size than the Volleying Regiment are ignored, as are Regiments and Terrain of a smaller size than the Target.

A Regiment can be targeted if it is in contact with an Enemy Regiment following all rules for Choosing a Target and Checking for Obstruction as normal.

CHECK FOR EFFECTIVE RANGE

You're nearly ready to unleash your Volley! First, however, you need to check if your Regiment is shooting at an Effective Range. The Range given for the Barrage (X) Special Rule is not the Regiment's optimal Range, but its maximum Range. Although Hits are possible at maximum Range, and quite deadly, Volleys are always more effective when unleashed at shorter ranges. To represent this, if the distance between each Stand of the Volleying Regiment and the Target is less than half the range of the Volleying Regiment's Barrage (X) Special Rule, then the Volleying Regiment receives a +1 bonus to their Barrage (X) Special Rule. This is called the **Effective Range**.

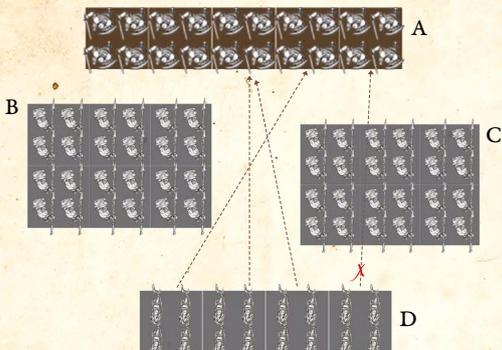


Fig. 3.16

Regiment D Targets Regiment A with its Volley. However, because of the presence of Regiments B and C, only three of the Stands have clear Shots, whilst one Stand is Obstructed and does not contribute shots to the Volley..

It is entirely possible that, when checking for Effective Range, some of the Volleying Regiment's Stands are within Effective Range and some others are not.

In this case, Stands that are within Effective Range would receive the +1 bonus to their Barrage (X) Special Rule while Stands that are not within Effective range would not, and Effective Range would have to be measured for each Stand as a result

DETERMINE THE NUMBER OF SHOTS

A Stand on the first rank making a Clear Shot fires a number of shots equal to the (X) in this Stand's Barrage (X) Special Rule.

If a Stand's shot is Obstructed, then it contributes no Shots when the Regiment performs a Volley Action. Stands in any Rank other than the first do not contribute any shots to the Volley.

To determine the total number of Shots, calculate the total dice contributed by all Stands in the first rank and add any additional shots that come up as a result of a rule or special ability, e.g. firing within Effective Range.

Example: An Infantry Regiment of 3 Stands with the Barrage (3) Special Rule might have 1 Stand firing within Effective Range and 2 Stands firing outside of Effective Range. Each Stand would add 3 Shots to the Volley and the Stand firing within Effective Range would add 1 more for a total of 10.

ROLLING TO HIT

Roll a number of dice equal to the Shots being fired.

Any die that is less than or equal to your Stand's Volley Characteristic is a Hit.

Any die that is greater than your Stand's Volley Characteristic is a Miss. Should the Volley Characteristic of the Volleying Stand be 6 or above, that Stand gains the Rapid Volley Special Rule.

Example: Your 3 Stand Infantry Regiment (Volley 2 and Barrage (3)) are Volleying at an Enemy Regiment for a total of 9 Shots. You roll 9 dice. Any result of a 1 or 2 is a Hit. Any result of a 3 or more is a Miss. Should the Volley Characteristic of the Volleying Regiment be a 6 or above, every roll of a 1 inflicts 2 Hits instead of 1 due to the Rapid Volley Special Rule.

THE DEFENSE ROLL

Now, your opponent rolls a number of dice equal to the number of Hits scored by the Volleying Regiment.

Any roll that is less than or equal to their Regiment's Defense or Evasion Characteristic, after any modifiers, is a successful Defense

Roll. The Regiment's armor or reflexes have saved them on this occasion!

Any roll that is greater than both their Regiment's Defense and Evasion Characteristics, after any modifiers, is a failed Defense Roll and the Regiment suffers a Wound.

Note that you only make one roll, which is compared to both the Defense and Evasion Characteristics. Also note that the Defense Roll is an exception to the rule that any die roll of "1" is an automatic success. If your Regiment has a Defense and Evasion of 0 (or had these Characteristics reduced to 0 by a Special Rule), it cannot pass a Defense Roll.

REMOVE CASUALTIES & MORALE

Keep a tally of the Wounds each Stand in a Regiment has taken and proceed to the Removing Casualties step (see page 54). Note that Wounds suffered from a Volley Action **do not** cause Morale Tests.







CHAPTER FOUR



COMBAT ACTIONS

IN THIS SECTION
YOU WILL FIND DETAILS
ON THE VARIOUS ACTIONS
THAT REGIMENTS
CAN TAKE WHILE
IN COMBAT.



CLASH

Your Regiment can perform a Clash Action if it is in contact with at least one Enemy Regiment. When performing a Clash Action, all Stands in contact with an Enemy Stand – called Engaged Stands – direct their Attacks at the Regiment the Enemy Stand belongs to. This includes any Stands that are corner-to-corner.

All Stands not in contact with an Enemy Stand are called Unengaged Stands. Unengaged Stands only contribute Support Attacks.

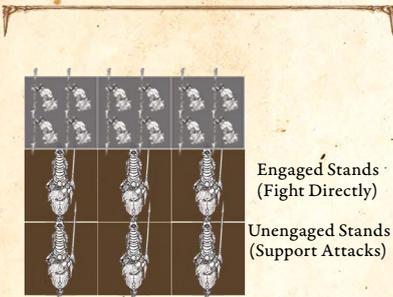


Fig. 4.1

CALCULATING THE NUMBER OF ATTACKS

Before Rolling To Hit, you need to determine the total number of Attacks being made.

ENGAGED STANDS AND ATTACKS

Each Engaged Stand makes a number of Attacks equal to its Attacks Characteristic.

Certain Special Rules and Draw Events can increase a Stand's Attacks Characteristic. This will increase the total number of Attacks a Stand generates by X when it performs its Attacks.

UNENGAGED STANDS AND ATTACKS

Each Unengaged Stand contributes 1 Support Attack, regardless of the Stand's Attack Characteristic. Certain Special Rules, such as the Support (X) Special Rule, can modify this number. Engaged Stands cannot perform Support Attacks.

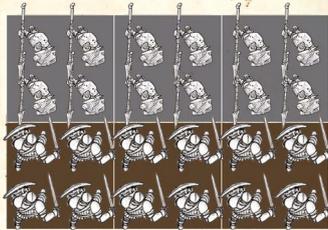


Fig. 4.2

Men-at-Arms Stands have an Attack Characteristic of 4. This gives a total of 4 Attacks per Stand, and 12 Attacks overall, from a 3 Stand Regiment.



Fig. 4.3

In this last example, each of the front three Stands contributes its full 4 Attacks. Each of the rear Stands contributes 1 support Attack.

INCOMPLETE RANKS

If your Regiment is in contact with an Enemy Regiment's flank or rear (or your Regiment itself is being attacked from the flank or rear), you'll sometimes discover that some of its Stands are not in contact due to incomplete Ranks.

When this happens, treat the Regiment as being a rectangle as long and as wide as its most complete Rank, ignoring the gaps created by such incomplete Ranks. Each of your Stands in "contact" with this abstract rectangle is considered to be in contact for the purpose of calculating the number of Attacks.

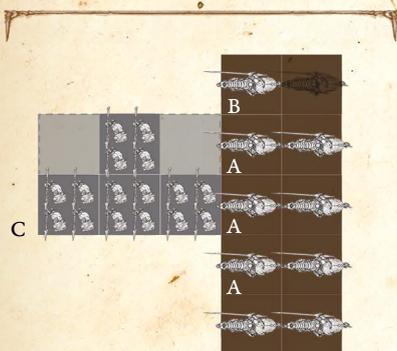


Fig. 4.4

Stands marked A Attack directly with their full complement of Attacks, as they are in contact with the enemy Regiment. Since the back Rank of Regiment C is incomplete, treat it as if it were complete for the purpose of determining how many Stands are engaged. This way Stand B is also considered engaged.



MORE THAN ONE TARGET

If your Regiment is in contact with two or more enemy Regiments, chances are that some of the Stands will be Engaged with Stands from two or more different Enemy Regiments.

If your Stand is in contact with Stands from two or more Enemy Regiments, you choose which Regiment each of your Engaged Stands Attack – direct all of the Stand's Attacks at the Target of your choice without splitting its Attacks. Similarly, you can choose which of the Enemy Regiments each of your Unengaged Stands Attack. Support Attacks from a single Stand cannot be split between two Enemy Regiments. In other words, if a Stand is contributing Support Attacks, it may do so against one (and only one) Enemy Regiment in contact with its Regiment.

Resolve each pool of Attacks separately, from Rolling To Hit all the way through to Testing Morale.

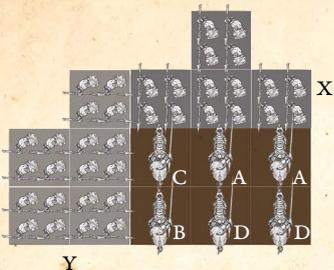


Fig. 4.6

Stands A must Attack Regiment X, as they are in contact. Stand B must Attack Regiment Y, as they are in contact. Stand C may Attack either Regiment X or Y. Similarly, Stands D may direct their Support Attacks against either X or Y. Both could Attack the same Regiment, or different Regiments.

You've caught the Enemy unprepared, with their attention turned to the front – it's time to reap the benefits as panic sweeps through their ranks.

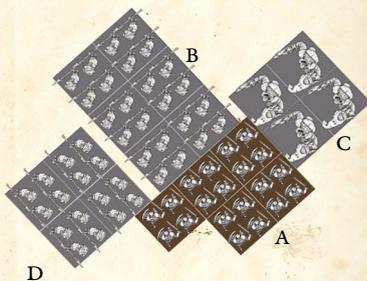


Fig. 4.7

Regiment A would re-roll successful morale saves against Attacks originating from Regiment C. Similarly, Regiment B would have to re-roll successful morale saves from Regiment A.

ROLL TO HIT

Roll a number of dice equal to the Attacks being made.

Any die that is less than or equal to your Regiment's Clash Characteristic is a Hit.

Any die that is greater than your Regiment's Clash Characteristic is a Miss, commonly referred to as a failed Hit. Should the Clash Characteristic of a Stand be 6 or above, that Stand gains the Relentless Blows Special Rule.

Example: Your Regiment of Force Grown Drones (Clash 1) are Attacking an Enemy Regiment for a total of 20 Attacks. You roll 20 dice. Any result of a 1 is a Hit. Any results of a 2 or greater are Misses.

FLANK & REAR ATTACKS

If the Active Regiment is Attacking the Enemy in the Flank or Rear, your opponent must Re-Roll any successful Morale Tests (page 12).

THE DEFENSE ROLL

Now, your opponent rolls a number of dice equal to the number of Hits your Stands have inflicted.

Any roll that is less than or equal to the Regiment's Defense or Evasion Characteristic, after any modifiers, is a successful Defense Roll. The Regiment's armor or reflexes have saved them on this occasion!

Any roll that is greater than both the Regiment's Defense and Evasion Characteristics, after any modifiers, is a failed Defense Roll and the Regiment suffers a Wound as a result.

Note that you only make one roll, which is then compared to both the Defense and Evasion Characteristics. Also note that the Defense Roll is an exception to the rule that

any die roll of “1” is an automatic success. If your Regiment has a Defense and Evasion of 0 (or has its Characteristics reduced to 0 by a Special Rule), it cannot pass a Defense Roll.

Example 1: *Your Regiment of Gilded Legion (Defense 3) suffers 6 Hits. You therefore roll 6 dice, needing to roll a 3 or less on each. You roll 1, 1, 2, 4, 4, 5. Three results are equal to or less than 3, preventing 3 of the possible 6 Wounds.*

Example 2: *Your Regiment of Vanguard Clones Infiltrators (Defense 1, Evasion 2) suffers 6 Hits. As your Evasion is higher than your Defense, you therefore need to roll a 2 or less on each die. You roll a 1, 2, 2, 3, 3, 5, preventing 3 of the possible 6 Wounds.*

Example 3: *Your Regiment of Centaur Avatars (Defense 3, Evasion 1) suffers 4 Hits with the Smite Special Rule, which reduces their Defense to 0 for those Hits. You therefore need to roll equal to or lower than the Evasion Characteristic of 1 to prevent any Wounds.*

REMOVING CASUALTIES AND TESTING MORALE

Keep a tally of the Wounds the Regiment has taken and proceed to the Removing Casualties step (see page 54). After that, your opponent may have to Test Morale (see page 60).



COMBAT RALLY

Only a Regiment with the Broken Status can perform a Combat Rally Action. If a Regiment performs a Combat Rally Action, it is no longer Broken. Remove the Broken Marker.



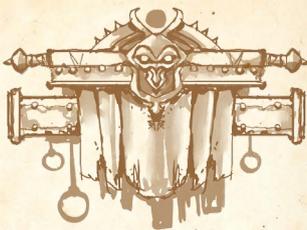
COMBAT REFORM

A Combat Reform Action allows a Regiment to change its formation (the configuration of its Ranks and Files) while in contact with one or more Enemy Regiments. You cannot use a Combat Reform to reduce the total number of Stands in contact. When performing a Combat Reform Action, roll a die. If the result is less than or equal to the highest Resolve Characteristic a Stand in the Regiment has, the Regiment has made a Clean Reform. If the result is greater than the highest Resolve Characteristic a Stand in your Regiment has, your Regiment has made a Fighting Reform.

CLEAN REFORM

If your Regiment performs a Clean Reform, it immediately adopts a new legal formation, facing any direction (see page 13 for more on legal formations).

The center of the Regiment must not move a distance greater than half the lowest March Characteristic of any Stand in the Regiment, rounded up, and no Stand may move further than its March Characteristic.



FIGHTING REFORM

If your Regiment makes a Fighting Reform it suffers 1 Wound for each of its Stands in contact with an enemy Regiment. Once any casualties have been removed, and Morale Tests taken, the Regiment adopts a new legal formation as per a Clean Reform.

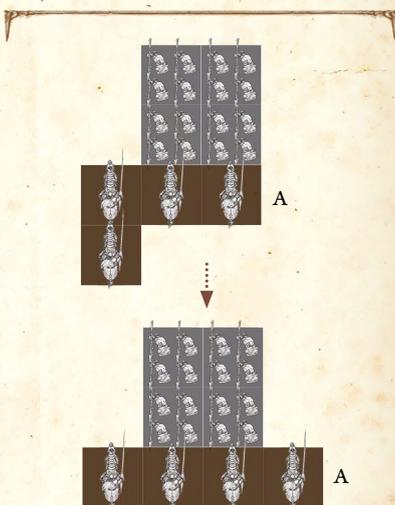


Fig. 4.8

Regiment A makes a Combat Reform to bring all of its Stands into contact with the enemy Regiment.

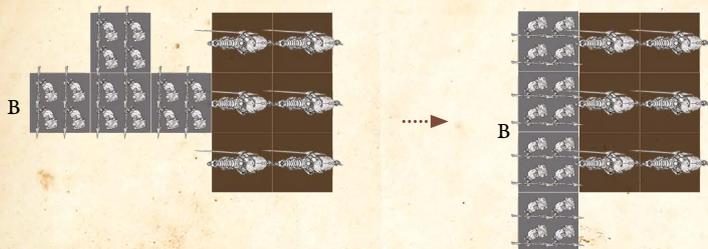


Fig. 4.9

Regiment B makes a Combat Reform not only to bring all of its Stands into contact with the enemy, but also to face them head on, instead of being attacked in the flank.

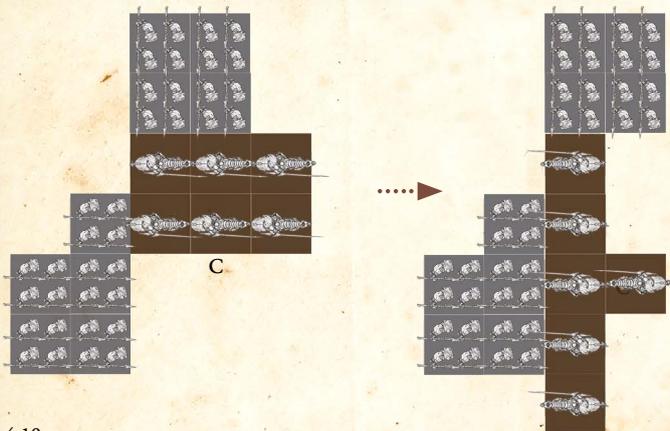


Fig. 4.10

Regiment C reforms to bring more Stands into contact with the Regiment to its rear. It also chooses to face the Regiment to its rear, leaving the other Regiment to its flank.

INSPIRE

When a Regiment performs the Inspire Action, the Regiment gains the Inspired Special Rule until the end of its Activation.

Inspired: This Regiment adds +1 to its Clash Characteristic until the end of the Regiment's Activation. If this modifies the Clash Characteristic to a 5 or greater, it does not receive the +1 Clash but instead may Re-Roll unmodified Hit Rolls of "6". The +1 to the Clash Characteristic from the Inspired Special Rule is always added in after all other Clash modifying rules have been applied.

Example: A Men-At-Arms Regiment (Clash 2) performs an Inspire Action as its first Action during its Activation. The Regiment thus gains the Inspired Special Rule until the end of its Activation. Therefore, when it performs its second Action and Clashes it will now do so with Clash 3. Once the Regiment finishes its Activation, it loses the Inspired Special Rule.

Example: A Dragonslayers Regiment (Clash 4) performs an Inspire Action as its first Action during its Activation and then proceeds to perform a Clash. During the Clash Action their Clash of 4 would not change but instead Re-Roll unmodified rolls of "6". Once the Regiment finishes its Activation, it loses the Inspired Special Rule.

WITHDRAW

A Withdraw Action is taken in order to remove your Regiment from melee. It can only be used by a Light or Medium Regiment, and only if the Regiment is in contact with one or more enemy Regiments. A Regiment performing this Action only counts as having performed a Withdraw Action.

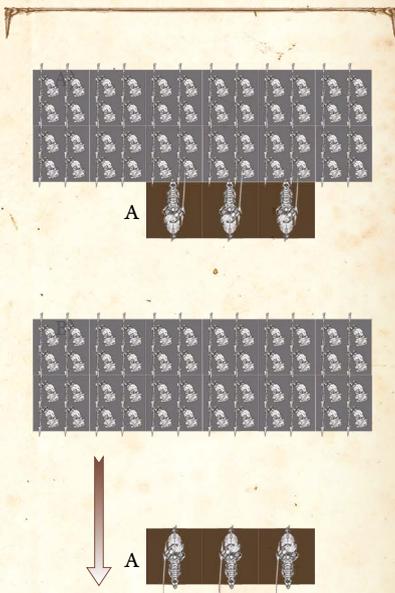


Fig. 4.11
Regiment A makes a Withdraw Action,
Reforming and Marching directly away from
the enemy Regiment.

When taking a Withdraw Action, roll a die. If the result is less than or equal to the highest Resolve Characteristic of any Stand in your Regiment, the Regiment has made a Clean Withdrawal. If the result is greater than the highest Resolve Characteristic of a Stand in your Regiment, your Regiment has made a Fighting Withdrawal.

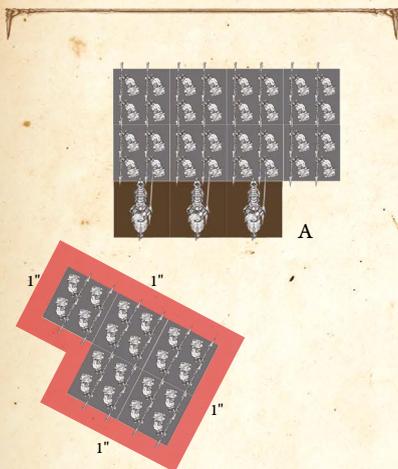


Fig. 4.12
Regiment A is limited in how far it can Withdraw by Marching backward (either due to an enemy Regiment physically blocking its path, or because its March would end within 1" of the enemy Regiment). In this case, it may be better off using its Withdraw Action to March to its right flank.

CLEAN WITHDRAWAL

If your Regiment makes a Clean Withdrawal, it immediately suffers D6 Wounds (as even the best executed Withdrawal is a risky endeavor), reforms facing away from the enemy Regiment(s) and immediately performs an out-of-sequence March Action (as part of this Withdraw Action) following the rules given on page 28. Remember that a Regiment cannot end its March within 1" of an Enemy Regiment, Garrison Terrain or Impassable Terrain. If the March cannot be completed for any reason, return the Regiment to its original position – the Withdraw Action has failed.

Note that a regiment making a Withdraw Action must keep its formation following the reform. This merely allows the Regiment to rotate on its axis and March away.

FIGHTING WITHDRAWAL

If your Regiment makes a Fighting Withdrawal, it immediately suffers D6 Wounds (roll one die) for each of its Stands in contact with an Enemy Stand. That is rolling 1 D6 and applying the indicated number of Wounds for all Stands in contact with an Enemy Stand. Once any Casualties have been removed and Morale Tests taken, it reforms facing away from the Enemy Regiment(s) and immediately performs an out-of-sequence March Action (as part of this Withdraw Action) following the rules described above for **Clean Withdrawal**.



CHAPTER FIVE



ALLOCATING WOUNDS & REMOVING CASUALTIES

IN THIS SECTION
YOU WILL FIND DETAILS
OF HOW WOUNDS
ARE INFLICTED,
ALLOCATED AND RESOLVED
USING THE SAME SYSTEM.



ALLOCATING WOUNDS & REMOVING CASUALTIES

Wounds are not assigned directly to a Regiment. Rather, each Wound suffered adds one Wound Marker to the **Wound Pool**. Once the size of the Wound Pool has been determined, begin to allocate the Wounds in the Wound Pool to Stands within the Regiment.

When allocating a Wound from the Wound Pool to the Regiment, start to allocate Wounds one by one to a Stand in the Regiment's rearmost rank, prioritizing Stands that have already suffered Wounds, and ignoring Character Stands, until the amount of Wounds suffered equals the Stand's Wounds



Characteristic. Each Wound allocated to a Stand is represented by placing an appropriate Wound Marker next to it.

Once the Wounds allocated to a Stand equal its Wounds Characteristic, that Stand is destroyed and will be **Removed as a Casualty**. Stands that have suffered enough Wounds to be removed as casualties are removed from the battlefield the moment the last Wound is suffered. A Stand that has suffered Wounds but is still in play is referred to as a **Wounded Stand**.

Always allocate Wounds to Stands in the following order, ignoring Character Stands: Wounded Stands must be allocated Wounds first.

A Stand must be destroyed before allocating Wounds to another Stand that has not suffered Wounds.

A Stand from alternating ends of a Regiment's rearmost rank, leaving the centermost Stand of a rank to suffer Wounds last.

A Stand that would cause the Regiment to reduce the number of Engaged Stands with an Enemy Regiment

Command Stands are always removed last. Wounds are nearly always allocated to a Regiment's rearmost rank. Should Stands be allocated Wounds suffered by an Enemy Regiment Engaged in melee, Wounds allocated should not cause the destruction of Stands that would affect the number of Stands in contact with any Enemy Regiment(s).

Effectively, this will mean you will remove Stands as Casualties from your rearmost rank, removing any that have suffered Wounds previously in the battle, while alternating removing from the left and right ends of the Regiment's ranks. Finally, you should remove Stands that are not in contact with an Enemy Regiment unless there is no other option available.

Continue allocating Wounds one by one until there are no more Wound Markers in the Wound Pool, or there are no Stands left to allocate the Wounds to. Each time a Stand suffers Wounds, the Wound Pool and its subsequent allocation of Wounds starts anew.

It is important to keep in mind that the next step in the process after Removing Casualties, i.e. Testing Morale, requires the players to keep an accurate tally of the number of Wounds a Regiment has suffered from a single Wound Pool. Once a Regiment has been Allocated Wounds and proceeded to Remove Casualties, it then takes a number of Morale Tests equal to the Wounds it has suffered.

Therefore, it is important to take note of the amount of Wounds suffered from any single Wound Pool.

Example: A Stand of Men-at-Arms (Wounds 4) takes damage from an Enemy Regiment in contact. After all Defense Rolls are made, there are 2 Wound Markers in the Wound Pool. A Stand in the Regiment's rearmost rank is assigned the Wound Markers, one at a time, until there are 2 Wound Markers allocated on that Stand.

Example: A Stand of Men-at-Arms (Wounds 4) takes damage from an Engaged Enemy Regiment. After all Defense Rolls are made, there are 6 Wound Markers in the Wound Pool. The first available Stand of Men-at-Arms is allocated Wounds, one at a time, until 4 Wounds have been allocated. Once 4 Wound Markers have been allocated, that Stand's Wounds Characteristic has been met and the Stand is immediately destroyed and Removed as a Casualty. The remaining 2 Wounds in the Wound Pool are then allocated to the next available Stand in the Regiment rendering it a Wounded Stand.

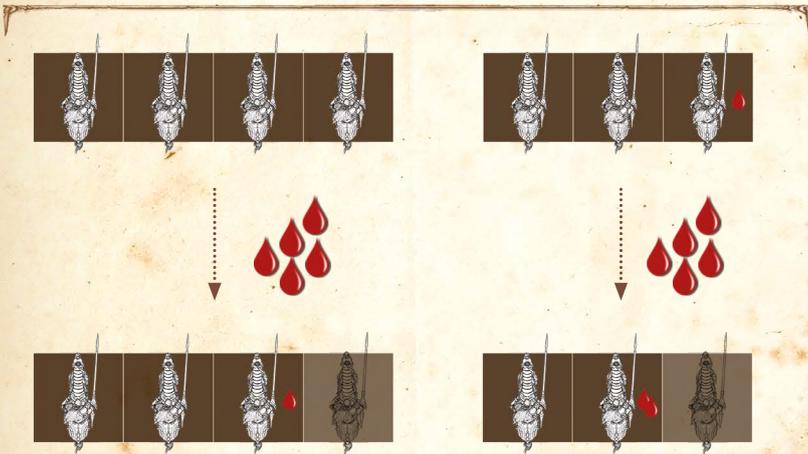


Fig. 5.1

The Cavalry Regiment (Wounds Characteristic of 4) suffers 5 Wounds. The first Stand is destroyed, and the leftover Wound is allocated to the next eligible Stand. As the Round progresses the Cavalry Regiment suffers another 5 Wounds. The previously Wounded Stand is destroyed, suffering 3 Wounds and the leftover 2 Wounds are allocated to the next eligible Stand..

HEALING

On occasion, a rule will call upon you to Heal a number of Wounds in one of your Regiments. When this happens, the rule will tell you the number of Wounds it Heals, which we refer to as Heal Points. If a rule calls upon you to Heal a Regiment, proceed in the following sequence, removing one Wound Marker per Heal Point until there are no more Wounds to Heal, or you have run out of Heal Points.

You cannot Heal a Regiment beyond the number of Stands it began the game with. In the case of multiple Healing abilities, resolve each one completely before moving to the next.

1) HEAL CHARACTERS

Remove any Wound Markers from the Character Stand if there are any present (see page 72 for more on Character Stands).

2) HEAL WOUNDED STANDS

Once all Wounds have been removed from any Character Stands, proceed to removing Wound Markers from the Regiment starting from the Regiment's Command Stand, if one is present. For each remaining Heal Point, remove one Wound Marker from a Wounded Stand in the Regiment until there are no more Stands in the Regiment that have suffered any Wounds.

3) RESTORE STANDS

Once there are no Wounded Stands remaining, you may restore a Stand to play that was removed as a Casualty earlier in the Battle (note that you cannot restore a Character Stand that has been removed as a Casualty). If the Regiment's Command Stand, or Stands containing Command Models, have been removed as casualties earlier in the game, then those must be restored first. If the number of remaining Heal Points is at least half the

unmodified Wounds Characteristic value of that Stand (rounding up), then you may spend that many Heal Points to return it to play with a number of Wounds remaining equal to the amount of Heal Points that were used to Restore it.

The Stand is returned to play in such a way that the Regiment maintains a legal formation. If there is no room to place the Stand, the Stand is not placed and all remaining Heal Points are lost. Return the Stand to the battlefield and place an appropriate number of Wound Markers beside the Stand so that the newly restored Stand has half its remaining Wounds (rounding up). Should the newly restored Stand be the Regiment's Command Stand or a Stand containing a Command Model, then any associated abilities or Special Rules are restored as well.

Next, return to the "Heal Wounded Stands" step and use the remaining available Heal Points if any.

Continue to repeat these steps until you no longer have any Wound Markers to remove or any more destroyed Stands to return to the battlefield.

As a complete example, the Household Knight Regiment in Figures 5.2 through 5.5 have 6 Wounds to Heal in total. The Character Stand has 2 Wound Markers, suffered as a result of a Duel, while the Regiment itself has a Stand with 1 Wound Marker. Finally the Regiment sustained a casualty earlier in the game losing one of its Stands.

TESTING MORALE

Once the Wound Pool is empty, it is time to see if the onslaught of blood and death has shaken the resolve of the troops – proceed to Testing Morale in Chapter 6!

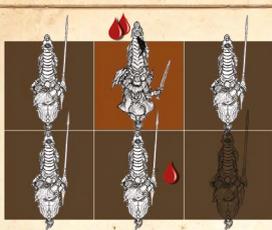


Fig. 5.2
First, the Character's Wounded Markers are removed costing 2 out of the 6 Heal Points.

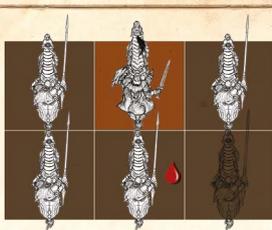


Fig. 5.3
Then, the Regiment's Wounded Marker is removed, costing one more Heal Point.

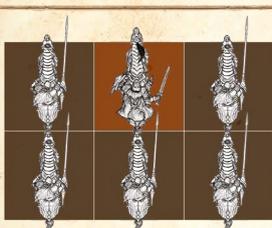


Fig. 5.4
The last 3 Heal Points are used to restore the Casualty.

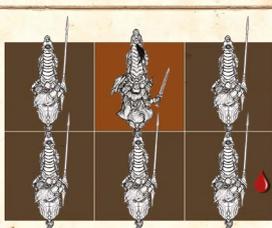


Fig. 5.5
...However, as the Stand has a Wounds Characteristic of 4, 3 Heal Points are not enough to Heal the Restored Stand completely, and it is left with a Wound Marker.





CHAPTER SIX



TESTING MORALE

IN THIS SECTION
YOU WILL FIND DETAILS
OF HOW A REGIMENT TESTS
MORALE AFTER HAVING
SUFFERED CASUALTIES AS
THE RESULT
OF AN ACTION.



A Regiment tests Morale after Wounds are suffered as the result of an Action. Morale is tested against a Regiment's Resolve.

CALCULATING A REGIMENT'S RESOLVE

If there is more than one Resolve Characteristic in the Regiment, use the highest, then add the following bonuses:

- +1 if the Regiment consists of 4-6 Stands,
- +2 if the Regiment consists of 7-9 Stands,
- +3 if the Regiment consists of 10 or more Stands.

These bonuses are not cumulative – i.e. you always use the highest.

TESTING MORALE

A Regiment tests Morale after Wounds are suffered as the result of an Action, Special Rule or other abilities. Morale is tested against a Regiment's Resolve. Once a Regiment has been allocated all Wounds from a single Wound Pool and removed any Casualties, roll a number of dice equal to the number of Wounds suffered by the Regiment. This is referred to as Testing Morale.

THE MORALE TEST

Each result that is less than or equal to the Regiment's highest Resolve Characteristic, after any modifiers, is a success. Each result that is greater than the Regiment's highest Resolve Characteristic, after any modifiers, is a fail.

For each failed Morale Test, the Regiment suffers 1 Wound – it is important to note that these Wounds do not trigger further Morale Tests. These Wounds are allocated as described in the Allocating Wounds and Removing Casualties on page 54.

Example 1: Your Regiment of Militia (Resolve 2) suffers 5 Wounds from a single Action. You roll 5

dice, scoring 1, 2, 3, 3, 6. This means two tests are passed and three are failed. 3 Wounds are allocated to a Stand in the Regiment.

Example 2: Your Regiment of Order of the Crimson Tower (Resolve 4) suffers 3 Wounds. You roll 3 dice, scoring 1, 3, 6. Two pass, and one fails. Another Wound is allocated to a Stand in the Regiment.

BROKEN REGIMENTS

If, during the course of a single Round, a Regiment loses half or more of the Stands that it started the Round with, it is immediately Broken. Interrupt the regular play sequence, place a Broken Marker beside it as a reminder, and then resume play.

A Broken Regiment ceases to be Broken if it successfully performs a Rally or Combat Rally Action, or if a Special Rule or ability removes the Broken status.

EFFECTS OF BEING BROKEN

BROKEN REGIMENTS:

- Use their unmodified Resolve Characteristic
- Are unable to perform a Charge Action during their Activation
- Cannot be Healed or have Stands Restored
- Their Stands do not count toward Seizing Objective Zones
- Cannot benefit from the Inspired Special Rule.

Additionally, Character Stands in a Broken Regiment:

- May not refuse a Duel Action
- May, as an Action, remove the Broken status from the Regiment they are attached to. This follows the rules of Rally or Combat Rally Actions (as appropriate) as if the Regiment had performed the Action.

SHATTERED REGIMENTS

If a Broken Regiment loses half or more of its remaining Stands over the course of a Round (counted from the moment it was Broken, not the start of the Round), it is immediately Shattered. Its warriors throw down their arms and run for safety. Remove all Stands of the Shattered Regiment from the Battlefield as casualties, and the Regiment is destroyed. A Regiment may be Broken and Shattered as the result of a single Action or Special Rule.

STRANDED REGIMENTS

As a Regiment suffers Casualties and Stands are removed, its melee opponents may find that they are no longer in contact – we refer to these as Stranded Regiments. As Casualties are removed from the rearmost rank, this commonly happens when a Regiment is fighting to its rear.

Note that only Regiments no longer in contact with an Engaged Enemy Regiment count as Stranded. If, for example, a Regiment was in contact with two enemy Regiments at the start of the Action, it only counts as Stranded if it is no longer in contact with either.

PRESS THE ATTACK

Once all Casualties have been removed (including any from failed Morale Tests) and two or more Regiments are no longer in contact, the Active Player must “Press the Attack”. The Active Player “pushes” the Stranded Regiment back into contact with the Enemy Regiment it was previously in contact with, by the shortest possible distance as described in Fig 6.1. They then choose another Stranded Regiment, and push that back into contact, and so on, until all their Stranded Regiments are back in contact.

PUSHING REGIMENTS

When you “push” a Regiment, you must aim to place the same number of Stands in contact (from both sides) as was the case before any Casualties were removed. If this is not possible, maximize the number of Stands in contact from both sides.

You may not “Press the Attack” to bring your Regiment into contact with an Enemy Regiment it was not previously Engaged with before Casualties were removed.

If a push cannot be completed for any reason,

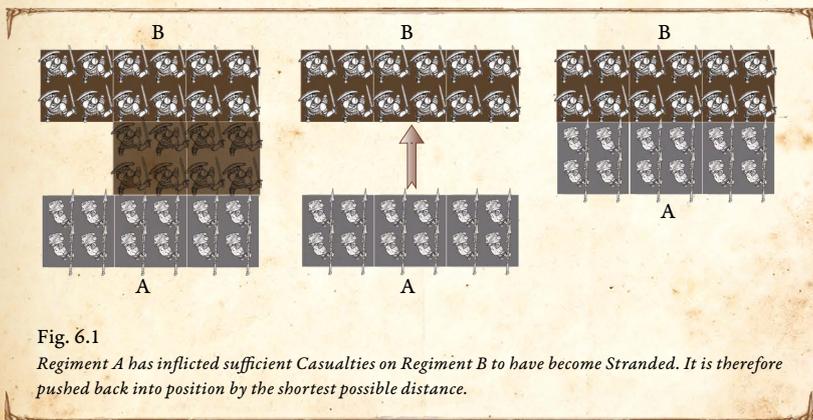


Fig. 6.1

Regiment A has inflicted sufficient Casualties on Regiment B to have become Stranded. It is therefore pushed back into position by the shortest possible distance.

then the Regiment returns to its previous position, before attempting the push, and remains Stranded. If, after "Pressing the Attack", there are any Stranded Regiments remaining, those Regiments are now considered Unengaged.

PRESS THE ATTACK, IMPACT ATTACKS AND MARCH SPECIAL RULES.

"Press the Attack" pushes do not inflict Impact Attacks. Nor do they benefit from any Special Rules triggered by March Actions, such as Fluid Formation.

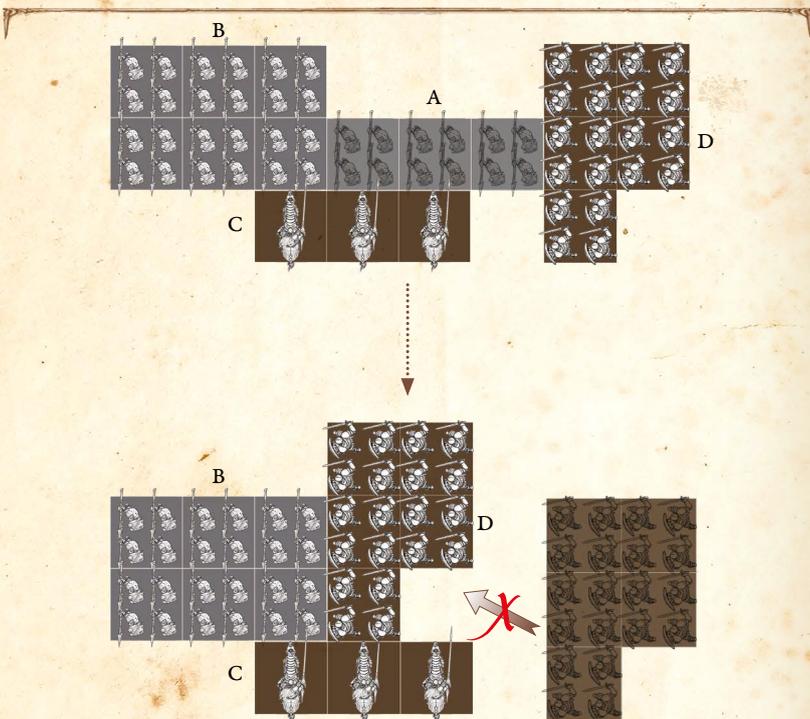


Fig. 6.2

Regiment A is destroyed. Regiments B and C are not pushed, as they are not Stranded. Regiment D is not pushed because its only opponent (A) has been destroyed.







ADVANCED RULES

THE RULES THAT FOLLOW ADD TO THE CORE RULES FOR A COMPLETE EXPERIENCE. IN THE FOLLOWING CHAPTERS YOU WILL DISCOVER THE ROLE OF CHARACTERS AND LEADERS, WHO ALLOW YOU TO WIELD POWERFUL MAGIC AND UNLOCK THE FULL POTENTIAL OF YOUR REGIMENTS WITH THEIR SPECIAL RULES AND DRAW EVENTS.



CHAPTER SEVEN



COMMAND MODELS

IN THIS SECTION
YOU WILL FIND DETAILS ABOUT
COMMAND MODEL UPGRADES
AND THEIR PLACE IN THE
REGIMENT.



COMMAND MODELS AND STANDS

Some Regiments have the option to take Command Models as upgrades, as detailed in their Army List entry. If there are Command Models in an Infantry Regiment, i.e. a Leader, a Standard Bearer or any Officers, select a Stand in the Regiment and place them all on it replacing regular Rank-and-File Models as needed. This Stand is called the **Command Stand** and can only contain up to four Command Models.

Adding Command Models to an Infantry Regiment does not add additional Stands. The Command Models simply replace the regular models. Regiments cannot have the same Command Model more than once. Most Infantry Regiments have a Leader Command Model that comes for free with the Regiment. In the rare occurrence where a Regiment has no Command Models, then it also does not have a **Command Stand**.

Each Infantry Regiment can have only a single Command Stand, which must be placed in the center of the front Rank and must be the last one to be removed as a casualty. Command Stands are always treated as having the same Characteristics Profile as the Regiment they are part of, unless stated otherwise. Command Models, however, may provide the Regiment they are part of with unique abilities and Special Rules.

Should the Command Stand be destroyed, then all associated abilities and Special Rules its Command Models confer to the Regiment are lost. You can read more about what Command Models offer later in this chapter or in the respective Factions' Army Lists.

COMMAND MODELS IN CAVALRY AND BRUTE REGIMENTS

Unlike Infantry Regiments, Command Models in Cavalry and Brute Regiments do not all go on the same Stand; after all, their Stands only have room for one Model. Instead, the Stand occupied by the Leader Command Model counts as the Regiment's Command Stand. Much like Infantry Command Stands it must also be placed at the center of the front Rank and be the last one to be removed as a Casualty.

Each Command Model in a Cavalry or Brute Regiment replaces a model on an existing Stand. In the occasion where a player wishes to purchase a Command Model but there is no regular Rank-and-File model to replace, the player must first purchase an additional Stand for the Regiment and then go about purchasing the Command Model. The player may then replace the newly available Rank-and-File model with the Command Model they wish to add to the Regiment.

Cavalry and Brute Regiments do not always have access to the same Command Models Infantry Regiments have. It is often the case that some Cavalry or Brute Regiments do not have access to any Command Models at all. In that case, these Regiments do not have a Command Stand. Furthermore, many Regiments also benefit from having a free Leader Command Model. You can easily identify which Regiments have a Leader or not by looking at the Army List Entry of that Regiment.

Similarly to Infantry Regiments, Cavalry and Brute Regiments can only contain up to four Command Models and cannot have the same Command Model more than once. When a Stand containing a Command Model is removed as a Casualty, then all associated abilities and Special Rules it confers to the Regiment are lost.



Example: *A Hundred Kingdoms player purchases a Regiment of Household Knights. The Regiment comes with 3 Stands including a free Leader. This means that the Regiment is composed of 2 Household Knights Stands and 1 Household Knight Leader Stand. The Stand on which the Leader Model is placed is the Regiment's Command Stand.*

Should the player wish to add a Standard Bearer to the Regiment, then the player will pay the additional cost of the Command Model and replace one of the regular Household Knights with a Household Knight Standard Bearer.

COMMAND MODELS AND MONSTER REGIMENTS

Monster Regiments do not have access to Command Models and therefore do not have a Command Stand.

"It was hard enough getting one to go where you wanted, let alone ranking them up and having them get along!"

COMMON COMMAND MODELS

Among the dozens of different Command Models employed by all Conquest Factions there are two common types found in most Regiments. These are Leaders and Standard Bearers:

LEADER

A Command Stand containing a Leader adds +1 Attack to the Command Stand's Characteristic Profile. If the Command Stand has the Barrage (X) Special Rule, then it also increases the Command Stand's Barrage (X) value by +1.

STANDARD BEARER

A Regiment with a Standard Bearer gains the Unstoppable Special Rule. In addition, the Standard Bearer adds +1 to the Regiment's March Characteristic on the second March Action the Regiment performs during its Activation until the end of that March Action.

OFFICERS

Every Faction has access to their own unique Command Models in addition to those listed here. These Command Models are represented by their own unique sculpts and are restricted to specific Regiments within the Faction. These Command Models are referred to as **Officers** and their unique abilities and Special Rules are clearly stated within their respective Faction's Army List.

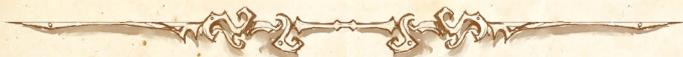
Like other Command Models a Regiment cannot have more than one of the same Officer. However, the same Officer Command Model may be fielded by different Regiments.

Example: *A Regiment of Force Grown Drones can include no more than one Catabolic Node in its ranks. However, multiple Force Grown Drone Regiments could all have a Catabolic Node each, assuming they have the points to spend.*





CHAPTER EIGHT



CHARACTERS

IN THIS SECTION
YOU WILL FIND DETAILS ON
CHARACTERS,
THE POWERFUL ABILITIES
THEY BESTOW AND HOW
THEY ARE PLACED IN THE
REGIMENT.



CHARACTER STANDS

Character Stands are a step up from Command Models. Like Command Models, they grant the Regiment they join powerful upgrades. Unlike Command Models, Character Stands sometimes represent the Character Model alone, or on a monstrous mount, or with their own Retinue.

THE CHARACTER PROFILE

Character Stands have a Characteristic Profile just as other Stands do, with their Type as a sole exception. A Character Stand's Type will mention the Type of troop it represents and therefore may be attached to and will also include the Character keyword.

Name: Imperial Officer

Class: Medium **Type:** Infantry
Character

M	V	C	A	W	R	D	E
5	2	2	4	4	3	3	0

RETINUES

Great commanders and warriors often go to battle accompanied by their most trusted advisors, bodyguards, and officers. To represent this, Infantry Characters have access to Retinue as described in their respective Army List entry. These Retinue Models can be purchased in addition to any other Upgrades or Abilities the Character Stand has access to.

These Retinue Models are placed on the Character Stand and confer certain unique abilities to it. Retinue Models do not have a Characteristics Profile of their own and therefore cannot be allocated Wounds, unless otherwise stated, but simply provide bonuses to the Character Stand they are a Retinue for.

RETINUE MODELS

Retinues are usually available to Infantry Characters and the Model used to represent them takes up a slot on the Character's Stand. A Character Stand can only have as many Retinue Models as the slots that are available on its Stand, usually up to 3.

It is not necessary to fill the Character Stand with Retinue upgrades. The slots left empty can either remain empty or have other Models placed on them. Either way, any Model on the Character Stand that was not purchased as a Retinue or other upgrade, is purely cosmetic and does not provide any additional benefits.

When a Character Stand is removed for any reason, all Models on the Character Stand are removed as well and any bonuses conferred by the Retinue are lost immediately upon destruction of the Character Stand.

RETINUE ABILITIES AND TIERS

Retinue Models come in different categories. Each category confers tiered abilities that become more potent the more Retinue upgrades you take of that category. Some Tiers of Retinue Models can only be unlocked by specific Characters as detailed in the Faction's Army List.

CHARACTER STANDS AND REGIMENTS

Character Stands cannot act alone – they must join a Regiment to take part in the battle. That being the case, you will assign each of your Character Stands to a Regiment of the

same Type, from their Warband, during the first Reinforcement Phase. Character Stands cannot join Regiments of a different Type than their own. A Character Stand may join a Regiment of a different Class without affecting the Class of the Stands in that Regiment. Some Characters reach such epic levels of power, or ride on monsters so large, they are considered Regiments on their own. In these cases, it will be clearly marked on the Character Stand's Special Rules. However, unless otherwise stated, Character Stands' Special Rules do not affect the regiment.

CHARACTER STAND POSITION

A Character Stand is always placed in the front Rank of a Regiment. A Regiment joined by a Character Stand can adopt any legal formation, so long as the Character Stand is always in the front Rank.

Character Stands are not required to remain with the same Regiment throughout the battle – they can move to other eligible Regiments as the battle unfolds, which we will discuss later. Each Regiment can only be joined by a single Character Stand at any one time.

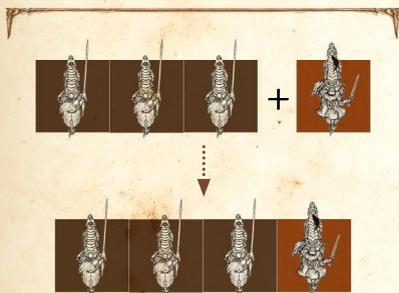


Fig. 8.1

CHARACTERS AND WOUNDS

Character Stands consist of a Model that is the physical representation of that Character and, if rules allow, by other upgrades such as a Retinue. A Character Stand is allocated its own Wound Markers and is removed as a Casualty once the number of Wound Markers allocated is equal to or greater than its Wounds Characteristic. Please note that Character Stands can only suffer Wounds through Duel Actions and Special Rules and abilities that specifically mention they cause Wounds to Character Stands. Regular Clash and Volley Actions cannot target a Character Stand that is attached to a Regiment. If a Character Stand is also a Regiment, these rules are ignored.

Should a Character Stand be destroyed and subsequently be removed from play, or simply be removed from a Regiment due to Seeking New Escort, then the Character Stand is no longer considered to be part of a Regiment and therefore cannot be Restored through Healing.

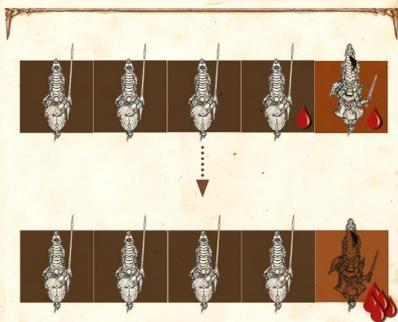


Fig. 8.2

A Character Stand may have sustained Wounds but not the Regiment they are attached to. In the event of the Character Stand being Removed as a Casualty, any excess Wounds that were allocated to the Character Stand will not spill over to the Regiment they were a part of.

CHARACTERS AND ACTIONS

Unlike Regiments, Character Stands can only perform a single Action each Round. Furthermore, they can only perform Actions unique to them. However, if the Regiment the Character Stand is attached to performs an Action, the attached Character Stand acts alongside the Stands in the Regiment, so it is perhaps more accurate to say that a Character Stand performs three Actions each Round: one when their Command Card is drawn, and two more when the Regiment they are attached to is Activated and performs its Actions.

A Character Stand's Class does not affect the Class of the Regiment they join. The Character Stand is assumed to be part of the Regiment and adds size to it for the purpose of Scaling, Resolve, etc. whilst being affected by any Special Rules, Draw Events and abilities that affect every Stand in the Regiment. Furthermore, all abilities and auras projected from a Character Stand are measured from the Character Stand itself.

If the Regiment the Character Stand is attached to performs a Clash or Volley Action, the Character Stand Attacks and fires Shots alongside it (the latter is assuming the Character Stand has the Barrage Special Rule with sufficient Range).

If the Character Stand is in contact with an Enemy Regiment, it uses its full Attacks. If not, it adds one Supporting Attack. Use a different colored dice to represent the Character Stand's Attacks, or Shots, at both the Hit and Defense Roll stages, as these will often have different Clash or Volley Characteristics and Special Rules.

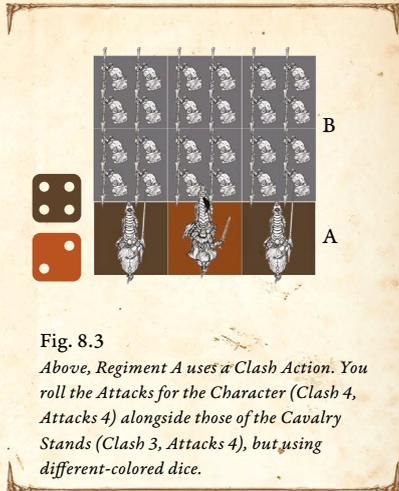


Fig. 8.3
Above, Regiment A uses a Clash Action. You roll the Attacks for the Character (Clash 4, Attacks 4) alongside those of the Cavalry Stands (Clash 3, Attacks 4), but using different-colored dice.

KILLING CHARACTER STANDS

Note that Character Stands cannot be Hit as part of a Clash or Volley Action. The only way to destroy a Character Stand is to destroy the Regiment they are attached to, or to slay them as part of a Duel Action or Special Rule.

DIE FIGHTING!

If the Regiment a Character Stand is attached to is destroyed, and the Character Stand or their attached Regiment has not performed any Actions this Round, the Character Stand immediately makes an out-of-sequence Clash Action against one enemy Regiment in contact with it – one last heroic stand, in other words! If there are no Enemy Regiments in contact with the Character Stand, then the Character Stand is removed as a Casualty without fanfare.

UNIQUE CHARACTER ACTIONS

Character Stands have a set of unique Actions only they can use. These function exactly as other Actions. When the Character Stand's Command Card is drawn, you resolve any Draw Events, choose an Action for your Character Stand to take, and then resolve that Action.

DUEL (COMBAT ACTION)

To resolve a Duel Action, choose an Enemy Character Stand in an Enemy Regiment in contact with the Regiment your Character Stand is attached to. The Character Stand does not need to be in contact with your Character Stand – we assume that voices travel

a long enough way, and so do bloodthirsty combatants in the swirling melee.

Your opponent can now elect to accept the Duel, or decline. If they decline, the Enemy Character Stand's Regiment becomes Broken and the Duel Action ends.

If they accept, both Character Stands Attack each other simultaneously, Rolling To Hit and making Defense and Resolve Rolls as usual. Any Wounds inflicted are applied only to the appropriate Character Stand, not its Regiment. If your Character Stand is slain during the Duel Action, your Regiment immediately takes a free Combat Reform Action. This Combat Reform does not require

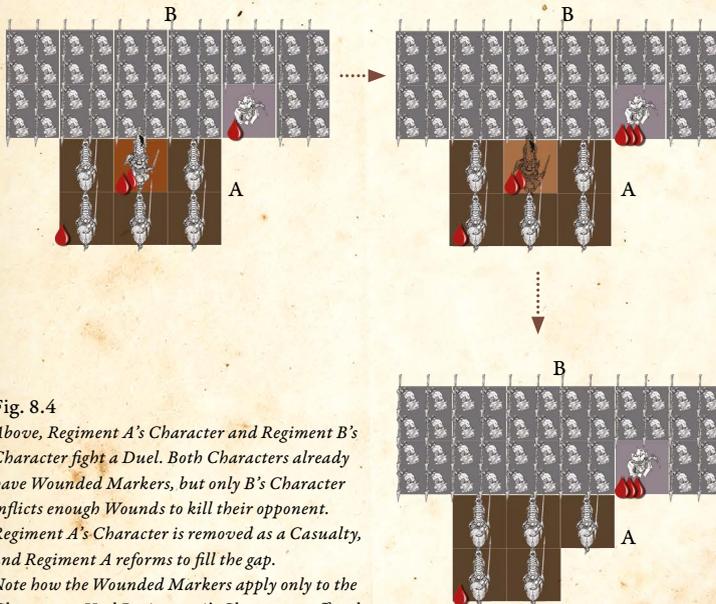


Fig. 8.4

Above, Regiment A's Character and Regiment B's Character fight a Duel. Both Characters already have Wounded Markers, but only B's Character inflicts enough Wounds to kill their opponent. Regiment A's Character is removed as a Casualty, and Regiment A reforms to fill the gap. Note how the Wounded Markers apply only to the Characters. Had Regiment A's Character suffered excess Wounds, they would have been discarded.

you to perform a Resolve Characteristic Test and is considered a Clean Reform. However, you may only reduce Ranks and Files by the minimum amount needed to fill the gap created by the Character Stand's demise.

If both Character Stands are destroyed as a result of the Duel Action, the Active Player Combat Reforms first.

SEEK NEW ESCORT (OUT-OF-COMBAT ACTION)

A Character Stand uses a Seek New Escort Action to leave their current Regiment and join another friendly Regiment that they can legally join regardless of the Warband the Regiment belongs to. Character Stands may not legally join Regiments already containing another Character Stand. You may not choose a Friendly Regiment currently in contact with an Enemy Regiment as the Target of the Seek New Escort nor can the Character Stand's Regiment currently be engaged with an Enemy Regiment. In addition, the Regiment this Character Stand is currently attached to, cannot have been Activated this Round.

Furthermore, Character Stands may not Seek New Escort into or out of Regiments Occupying Garrison Terrain.

RESOLVING THE ACTION

Once your Character Stand performs a Seek New Escort Action, choose a friendly Regiment of the same Type no further from the Character Stand's current Regiment than twice the Character Stand's March Characteristic.

Remove the Character Stand from its current Regiment. The Regiment immediately takes a free Reform Action. However, you may only reduce Ranks by the minimum amount needed to fill the gap created. Then, the Target Regiment takes a free Reform Action, adding the Character Stand to its formation. However,

you may not increase the Target Regiment's files, and may only increase Ranks by the minimum amount needed to fit the Character Stand in its front Rank.

SPELLCASTING (COMBAT OR OUT-OF-COMBAT ACTION)

The Action can only be performed by a Character Stand with the Wizard (X) or Priest (X) Special Rules. It allows the Character Stand to attempt to cast a Spell, as described on page 80.

THE WARLORD

One Character Stand, chosen when you build your army, is selected to be your Warlord – a powerful and influential figure capable of changing the course of the battle. Not only does your Warlord grant you a Supremacy Ability (see page 22), but they also gain the Turn the Tide Draw Event.



CHARACTER STAND PERSONALIZATION

CHARACTERS STANDS AND 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, such as Heirlooms, Trove-Finds, etc. or additional abilities and unique upgrades as described in their respective Faction's Army List and Entry.

Character Upgrades do not need to be visually represented on the Character Stand. Each Character Upgrade can confer Abilities, Characteristic bonuses, Special Rules, Draw Events and Supremacy Abilities.

These bonuses are lost as soon as the Character Stand is removed for any reason. However, Character Upgrades that change the Character Stand's Class, as in the case of Avatar Projection or Brood of Omgorah, the Character Upgrades need to be visually represented.

CHARACTER STANDS AND RETINUES

These options can only be taken by an Infantry Character Stand, unless stated otherwise. Certain Tiers of Retinues can only be reached by certain Character Stands. Unless otherwise specified, you need to have obtained the previous Tiers in order to obtain the Tier you wish.

***Example:** To obtain Tier 2, you must have purchased Tier 1 etc.*

Not every Character Stand has access to all categories of Retinues. Those allowed will be clearly stated in the relevant entry in the Army List, 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.

CHARACTER STANDS AND MASTRIES

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, though it is not uncommon for two such heroes to have mastered the same path.

Mastries are optional upgrade abilities for your Characters, which are noted on your Army List and confer bonus abilities to your Character Stand. A Character Stand may select one Mastery according to the Available categories listed on their Character Stand's entry. Each Mastery can only be purchased once unless stated otherwise.

There are three common categories for Mastries: Tactical, Combat and Arcane. Certain Factions, however, may have access to only some of them or even to Faction specific Mastery categories. All available Mastries and categories are listed in each Faction's Army List.



CHAPTER NINE



MAGIC

IN THIS SECTION
WE WILL INTRODUCE
THE MASTERS OF
THE MAGICAL ARTS
AND HOW TO WIELD THESE
POWERFUL FORCES.



In addition to its array of sword-wielding heroes, the world of Conquest also includes masters of the magical arts.



SPELLCASTING

The casting of Spells is governed by a unique Spellcasting Action.

A Spellcasting Action can only be performed by a Character Stand or a Regiment with the **Wizard (X)** or **Priest (X)** Special Rules, where X represents the spellcaster's magical competence, or magical aptitude. Magic is usually the domain of Characters, but occasionally a Regiment has access to one or more Spells. Regardless of whether a Character Stand or Regiment is performing it, all Spellcasting Actions follow the same rules. We will discuss this in more detail later; first let's take a look at the Spells themselves.



SPELLS

The number of Spells available to any given Wizard or Priest is detailed on their Army List Entry. Purchasing upgrades that give access to additional Spells does not grant additional raw power – only a wider variety. All Spells available, as well as their effects are detailed in that Faction's Army List.

SPELL PROFILES

Spells have a profile, detailing what they do. A Spell's profile has the following components.

Range: The maximum Range of the Spell, in inches. If the Range of the Spell is given as "Self", the Spell can only Target the Regiment

the spellcaster is currently attached to and will often have an effect on the whole Regiment.

Attunement: Represents the difficulty of casting a Spell. A Spell with a lower Attunement value is harder to cast.

Scaling: Certain Spells are marked as "Scaling". These Spells are harder to cast when affecting a larger number of Stands.

Effect: These are the effects that result from a successfully cast Spell.

EXAMPLE SPELLS

Name : Fire Dart

Range: 16" **Attunement:** 3

Effect : Inflicts one Hit per success on Target Enemy Regiment. These Hits have the Armor Piercing (2) Special Rule.

Name : Call Fog

Range: Self **Attunement:** 3 (Scaling)

Effect : When an Enemy Regiment performs a Volley Action against this Regiment, it treats its Barrage (X) value as if it was half, rounding up, until the end of the Round.

SPELLCASTING (IN OR OUT OF COMBAT ACTION)

To perform a Spellcasting Action, the spellcaster must have one or more Spells, and the **Wizard (X)** or **Priest (X)** Special Rule. The Action is resolved as follows:

CHOOSE SPELL & TARGET

Select one of the available Spells to cast and the Regiment you wish to Target. Spells that cause Hits require Line of Sight, while all other Spells do not. In either case, choose a Target within Range of the Spell. Additionally, when the spellcaster or the Regiment they have joined is Engaged with an Enemy Regiment, that Regiment is the only Regiment they may Target with Spells that cause Hits. Spells with a Range of “Self” can only Target the spellcaster’s own Regiment.

ROLL FOR SUCCESS

A spellcaster rolls a number of dice equal to the X value, as shown by the Wizard (X) or Priest (X) Special Rules. Each result equal to or lower than the Spell’s **Attunement** is a success. You must score at least **two** successes, for the Spell to be resolved, unless stated otherwise. However, some Spells are harder to cast, as determined by Scaling.

ENEMY INTERFERENCE

If a spellcaster or the Target of their Spells is within 8” of an Enemy Regiment or Character Stand with the Wizard (X) or Priest (X) Special Rule, while performing a Spellcasting Action, they suffer a -1 penalty to the Spell’s Attunement value, representing the disruptive efforts of their opponent. A spellcaster is defined as any Stand with the Wizard (X) or Priest (X) Special Rule.

***Example:** A Hundred Kingdoms’ Chapter Mage attempts to cast the Call Fog Spell on their own Regiment. They cast the Spell with 5 dice. However, a Dweghom Tempered Sorcerer is within 8” of the Chapter Mage’s Stand. As a result, successes are now scored on a 2 or under as Attunement has suffered a -1 penalty.*

SCALING

Not all Spells are equal. Some – usually those that conjure esoteric effects rather than inflict damage – are harder to cast if more Stands are present in the Target Regiment. This is represented by the Scaling attribute, listed beneath a Spell’s Attunement.

If a Spell has the “Scaling” attribute, it might require more than **two** successes to be cast. To determine this, total the number of Stands in the Target Regiment and consult the following table.

Stands	Additional Successes Needed
1–4 Stands	0
5–7 Stands	1
8–9 Stands	2
10+ Stands	3

Furthermore, when targeting a Monster Regiment with a “Scaling” Spell, the spellcaster requires 1 additional success.

If your spellcaster does not score the total required number of successes, the Spellcasting Action fails and the Action ends. Otherwise, proceed to resolve the effects of the Spell as well as any subsequent steps.

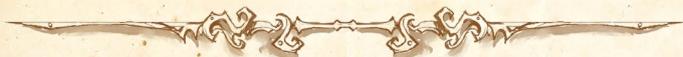
RESOLVE SPELL

Assuming you have scored the total required number of successes, resolve the effects of the Spell as it is described under the “Effect” of the Spell. If the Spell inflicts Hits, your opponent now makes any Defense Rolls, Removes Casualties and Tests Morale (see pages 46 and 60). Spells cast from the Target’s flank or rear do not benefit from the “Flank and Rear Attacks” rules.

Unless otherwise stated, Spells normally last until the end of the Round. If a spellcaster is removed for any reason before it is able to Activate again, the effect of any Spell that was Cast by that spellcaster remains in play until the end of the Round.



CHAPTER TEN



TERRAIN

IN THIS SECTION
WE WILL INTRODUCE
HOW FORCES INTERACT
WITH THEIR ENVIRONMENT
EITHER BY TAKING COVER
IN DENSE FORESTS OR
GARRISONING VANTAGE
POINTS.



Conquest Battlefields consist of two kinds of Terrain, each offering different tactical advantages and challenges: Zonal Terrain and Garrison Terrain. Zonal Terrain represents an area on the Battlefield that confers specific advantages or penalties but can otherwise be moved through without additional rules. Examples of Zonal Terrain include hills, swamps, rivers, and broken ground. Garrison Terrain pieces represent areas of dense Terrain, unsuitable for a Regiment to move through in formation, but offer substantial bonuses to warriors who seek to occupy them.



ELEVATION RULES

Areas of elevated Terrain, such as hills, allow your Regiments to see over other Regiments and Obscuring Terrain.

The Battlefield, and the Terrain upon it, are considered to be Elevation (0) unless otherwise stated.

Some Zonal and Garrison Terrain features, such as hills and castle walls, have the Elevation (X) rule. A Regiment on top of Zonal Terrain with Elevation X treats its Size as the total of their Size and the Terrain piece's Elevation.

***Example:** A Regiment of Militia Bowmen (Size 1) sits on top of a hill (Elevation 2), therefore treating their Size as if they were a Size 3 Regiment.*

Stands can trace Clear Shots over other Regiments and Obstructing Terrain with a lower Elevation. So, Stands at Elevation (3) can see over Stands at Elevation (2), Stands at Elevation (4) can see over Stands at Elevation (3) and Elevation (2) and so on. Similarly, a Stand directing a Volley at a Target with a higher Elevation ignores all Regiments and Obstructing Terrain with a lower Elevation value than the Target.



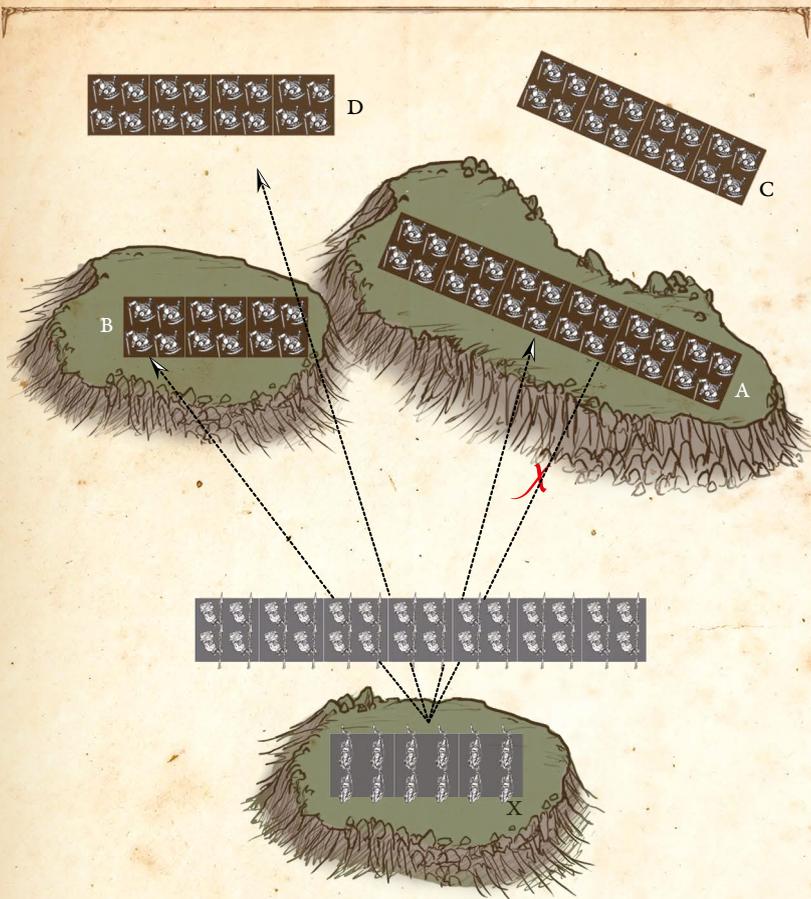


Fig. 10.1

Regiment X can direct a Volley at Regiment A without risk of obstruction, as Regiment X is on a hill (Elevation 2), and so is Regiment A. Similarly, it could also achieve clear shots at Regiment B. However, Regiment B also counts as Elevation 2, and therefore Obstructs shots toward Regiment D. Regiment C is safe as Regiment A being on an Elevation 2 hill obstructs Regiment X's Volley. Were the situations reversed, both Regiments A and B would be able to Volley at Regiment X. Regiment C and D would be obstructed by Regiments A and B.

ZONAL TERRAIN

Regiments can March into and through Zonal Terrain. However, different types of Zonal Terrain confer advantages and penalties, depending on the Special Rules assigned at the start of the battle.

Zonal Terrain can be of any size and shape. As Zonal Terrain is often modelled into the game board, it's important for you and your opponent to agree on the types and extents of each area of Zonal Terrain before the first Reinforcement Phase, just so there are no surprises. Rather than dictate the rules for particular areas of Zonal Terrain, we are instead providing a list of Zonal Terrain rules that can be applied to areas of your Battlefield. In theory, you can use as many of these as you wish for each area of Zonal Terrain, but we would recommend sticking with maybe two or three.

You'll also need to agree on which pieces of Zonal Terrain are also Obscuring or Obstructing Terrain. Normally this will be hills and forests, but ruins, cornfields and other features might also require some thought.



ELEVATION (X)

This rule is commonly used for rock formations, buildings or other raised areas. You'll normally want to grant the Elevated (2) rule in the case of an elevated feature, but may want to agree on a higher value with your opponent for things like high towers, castle walls, etc. Hills are always considered Size 2 and Forests are always considered Size 3.

OBSCURING

A Regiment drawing Line of Sight through this piece of Zonal Terrain as part of a Volley Action, halves the X value in its Barrage (X) Special Rule (rounding up) to a minimum of 1. Should a Regiment have all of its Stands within this piece of Zonal Terrain, then it does not suffer any penalties to its Barrage (X) Special Rule.

If a Regiment with all of its Stands within this piece of Zonal Terrain is drawing Line of Sight through another piece of Obscuring Zonal Terrain, then it suffers the penalty to its Barrage (X) Special Rule as normal.

OBSTRUCTING

Zonal Terrain with this Special Rule does not allow Line of Sight to be drawn through it. Stands that are on a piece of Obstructing Zonal Terrain can draw Line of Sight to Enemy Regiments and vice versa.

TRAVERSABLE

This rule is commonly used for pieces of Terrain a Regiment would often find itself traversing through rather than over, such as a Forest or Thicket. This piece of Zonal Terrain does not add its Size or Elevation to the total Size of a Regiment. For example, an Infantry Regiment (Size 1) traversing a piece of Forest (Size 3) would not be considered Size (4); it would instead be considered Size (1).

BROKEN GROUND

When a Regiment Charges through this piece of Zonal Terrain, roll a die for each Stand that Charges through Broken Ground. On a roll of "6", the Regiment suffers 1 Wound. A Cavalry Regiment will suffer 2 Wounds for each roll of "6". You may not take Defense Rolls against a Wound caused by Broken Ground. You do not need to Test Morale against Wounds caused by Broken Ground.

HINDERING TERRAIN

When a Regiment Charges through this piece of Zonal Terrain, the Regiment does not inflict any Impact Attacks during that Charge Action. Medium and Heavy Regiments do not benefit from the Inspired Special Rule during the Round in which they Charged through this piece of Zonal Terrain.

DANGEROUS TERRAIN

When a Regiment moves onto, or through, this piece of Zonal Terrain, Roll a die for each Stand that moves onto or through it. On a roll of "6", the Regiment suffers 1 Wound. A Cavalry Regiment will suffer 2 Wounds for each roll of "6". You may not take Defense Rolls against a Wound caused by Dangerous Terrain. You do not need to Test Morale against Wounds caused by Dangerous Terrain.

PERILOUS TERRAIN

When a Regiment moves onto, or through, this piece of Zonal Terrain, Roll a die for each Stand that moves through this piece of Terrain. For each roll of "4", "5" or "6", the Regiment suffers 1 Wound. A Cavalry Regiment will suffer 2 Wounds for each roll of "4", "5" or "6". You may not take Defense Rolls against a Wound caused by Perilous Terrain. You do not need to Test Morale against Wounds caused by Perilous Terrain.

IMPASSABLE TERRAIN

If there are any Terrain features on the battlefield that you and your opponent agree are unsuitable for Regiments to traverse, simply agree that they are Impassable Terrain.

Regiments cannot move through Impassable Terrain.

WATER

If a Regiment has at least half its total Stands within this piece of Zonal Terrain, it suffers a -1 penalty to its Clash Characteristic.

GARRISON TERRAIN

The rules for Garrison Terrain are used to represent features such as buildings and fortified positions. As with Zonal Terrain, it is important to agree to the boundaries of any Garrison Terrain features before the first Reinforcement Phase, as well as other properties, like Elevation (X).

In terms of the size of Garrison Terrain features, the rules presented here assume you are using pieces of Garrison Terrain roughly 4" to 6" in diameter. If you are using larger or smaller Garrison Terrain features, you may want to adapt the rules to match your collection. Just remember to discuss any changes with your opponent before the battle begins!

We recommend Garrison Terrain features be placed at least 6" apart and 6" from the edges of the Battlefield as well as not overlapping with any Objective Zones.

A Regiment cannot March into or through Garrison Terrain. In fact, it cannot March to within 1" of Garrison Terrain unless it is seeking to Occupy that Garrison Terrain.

OCCUPYING GARRISON TERRAIN

Each Garrison Terrain feature has a Defense (X) value and a Capacity (X) value as well as Elevation (X).

Only Infantry Regiments can Occupy Garrison Terrain and, even then, only if the number of Stands is equal to or less than the Capacity (X) value of the Garrison Terrain. For all game purposes, due to the close confines of Garrison Terrain, the Occupying Regiment will always be considered to have a front Rank composed of all of its remaining Stands. Most pieces of Garrison Terrain are considered to have Capacity (4). However, you may feel free to adjust this to fit the pieces of terrain in your collection.

Your Regiment Occupies an Unoccupied Garrison Terrain feature by Marching into

contact with it. Remove the Regiment from the table, and place any number of Stands or Models anywhere on the Garrison Terrain, to show who Occupies it. If the Regiment has any remaining Actions, they are lost and their Activation ends.

If there are too many Stands to fit inside the Garrison Terrain, your Regiment cannot Occupy it, and must halt its March 1" away.

While in Garrison Terrain, all Stands in the Occupying Regiment have +X Defense, where

X is the Defense value of the Garrison Terrain and consider their Size the same as the Elevation of the Garrison Terrain piece. Most pieces of Garrison Terrain are considered to have Defense (1). However, you may feel free to adjust this to fit the pieces of terrain in your collection. A Regiment within Garrison Terrain has a full 360° Line of Sight.

LEAVING GARRISON TERRAIN

Your Regiment can leave the Garrison Terrain it is Occupying by performing two March Actions.

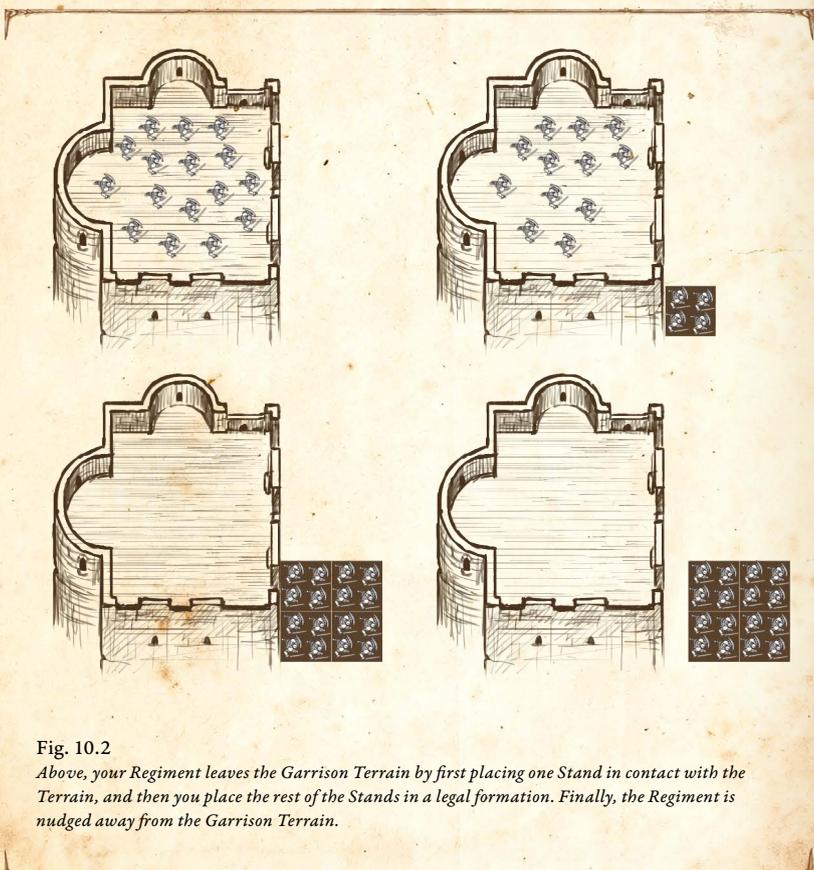


Fig. 10.2

Above, your Regiment leaves the Garrison Terrain by first placing one Stand in contact with the Terrain, and then you place the rest of the Stands in a legal formation. Finally, the Regiment is nudged away from the Garrison Terrain.

Return all Models and Stands to the Regiment and place one Stand anywhere in contact with any edge of the Garrison Terrain. Then, place all other Stands from your Regiment in a legal formation, with no Stand further from the Garrison Terrain than its lowest March Characteristic, at least 1" away from all Enemy Regiments and not overlapping other Friendly Regiments or pieces of Garrison Terrain.

If you cannot place all other Stands within the Regiment's March Characteristic, then you may place them up to double the Regiment's lowest March Characteristic, but the Regiment is now Broken.

If the Regiment cannot be placed within double its lowest March Characteristic, then the Regiment cannot leave the piece of Garrison Terrain it is Occupying at all.

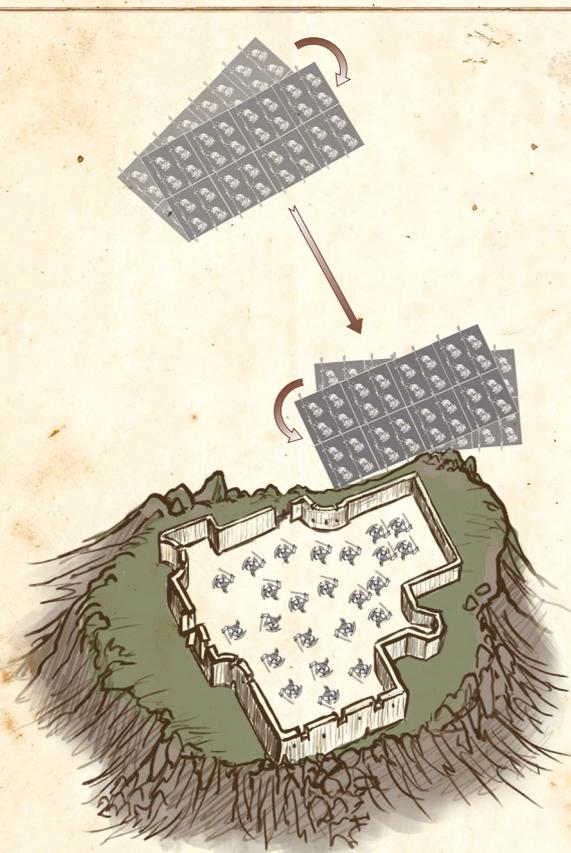


Fig. 10.3

Once the Regiment has successfully left the piece of Garrison Terrain, it is pushed 1" away from the piece of Garrison Terrain and its Activation ends. If it cannot be pushed 1" away because that would either bring the Regiment within 1" of an Enemy Regiment or cause it to overlap with other Regiments or pieces of Garrison Terrain, then push it as much as possible. This is the only exception allowing a Regiment to be within 1" of a piece of Garrison Terrain it is not Occupying or Engaging.

A Regiment cannot Occupy and leave a piece of Garrison Terrain in the same Round.



WITHDRAW FROM GARRISON TERRAIN

A Regiment Occupying a piece of Garrison Terrain may choose to leave it even if Engaged by Enemy Regiments. Follow the rules as explained above.

CHARGING GARRISON TERRAIN

Your Regiment may take a Charge Action against a piece of Garrison Terrain Occupied by an Enemy Regiment as if it were an Enemy Regiment itself.

As Garrison Terrain features are seldom rectangular in shape, Wheeling flush will not always be possible. Instead, Wheel your Regiment as close to Flush as you can by the shortest possible distance.

GARRISON TERRAIN AND IMPACT ATTACKS

Regiments do not benefit from the Impact (X) Special Rule when Charging a piece of Garrison Terrain.

CLASH ACTIONS AND GARRISON TERRAIN

If your Regiment is in contact with a piece of Garrison Terrain Occupied by an Enemy Regiment, it may take a Clash Action against that Occupying Enemy Regiment. In order to accommodate irregular Terrain features, all Stands in a Regiment's first Rank calculate their Attacks as if they were in contact with the Occupying Enemy Regiment while all other Stands contribute Supporting Attacks as normal.

The only exceptions are Stands in contact with other Enemy Regiments – these Attacks must Target one of the other Regiments in contact, even if they are also in contact with the Garrison Terrain.

The Clash Action is otherwise resolved as normal.

If your Regiment is Occupying a piece of Garrison Terrain and an Enemy Regiment is Engaging it, it may take a Clash Action against it. If it does so, all Stands in your Regiment Attack as if they were in contact with the Enemy Regiment.

If there is more than one Enemy Regiment in contact with the Garrison Terrain, you may have each Stand Target different Enemy Regiments in contact with it – even foregoing Attacks against one Enemy Regiment in favor of focusing on another. The Clash Action is otherwise resolved as normal.

WIPED OUT IN GARRISON TERRAIN

If a Regiment in Garrison Terrain is destroyed by any means, one Enemy Regiment that is in contact with the Garrison Terrain and is capable of Occupying the Garrison Terrain feature may immediately do so. This does not cost the Regiment any additional Actions; however, its Activation still ends. Any Enemy

Regiments in contact with the Garrison Terrain that cannot do so can immediately perform a free additional Reform Action instead.

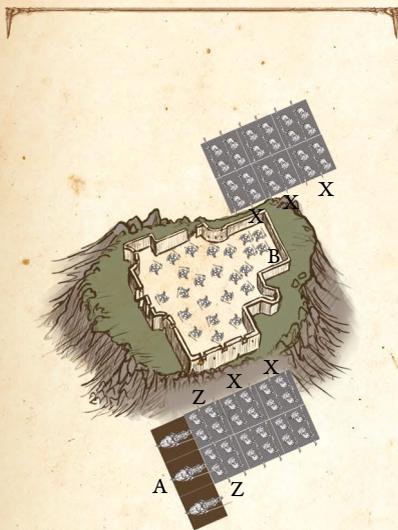


Fig. 10.4

Stands marked X would make their full Attacks against Regiment B in Garrison Terrain. Stands marked Z would make their full Attacks against Regiment A. All other friendly Stands support as normal. Regiment B has six full Stands remaining. If it performs a Clash Action, it may split these Stands' Attacks between the two Enemy Regiments in contact, or focus on attacking one.

VOLLEY ACTIONS AND GARRISON TERRAIN

A Regiment Occupying Garrison Terrain can make Volley Actions as normal. The Regiment may perform a Volley Action in any direction, measuring Range and calculating Line of Sight from any edge of the Garrison Terrain.

Calculate the Size of the Volleying Regiment as equal to the Elevation (X) rule of the Garrison Terrain feature for the purpose of drawing Line of Sight. Stands in the Regiment perform a Volley as normal. As some Special Rules, like Arcing Fire, do not work when Occupying a piece of Garrison Terrain, make sure to double check if the Regiment's Special Rules apply when Occupying terrain! ♦





CHAPTER ELEVEN



DRAW EVENTS

IN THIS SECTION YOU WILL
FIND A COMPREHENSIVE LIST
OF THE DRAW EVENTS USED
IN CONQUEST, WHETHER
THEY ARE NATURAL
ABILITIES, BESTOWED BY
SPELLS, OR ARE MANIFESTED
IN OTHER, STRANGER WAYS...



DRAW EVENTS

This section contains a comprehensive list of the Draw Events used in Conquest, whether they are natural abilities, bestowed by Spells, or are manifested in other, stranger ways. When a Stand is affected by multiple instances of the same Draw Event, those Draw Events do not stack, unless the Draw Event has a (+X) value.

You can opt not to resolve a Draw Event for any Command Card when it is drawn.

***Example:** A Stand is affected by the Bastion (1) Draw Event, and then another instance (usually from an upgrade or ability in the Regiment) of Bastion (1) is applied. As both instances of the Bastion Draw Event have a value of (1), the effects do not stack and the Stand will only have +1 Defense. If one of the instances of Bastion was listed as Bastion (+1), then the Stand would gain +2 Defense instead.*

Bastion X: Until the end of the Round, all Stands in this Regiment gain +X Defense.

Biotic Renewal: Roll a D6. This Regiment Heals a number of Wounds equal to the result. If the Regiment affected is not Infantry, reduce the Healing value to D3.

Burnout: Stands in this Regiment gain +1 Clash and +2 March Characteristic, as well as the Decay (3) Special Rule, until the end of the Round.

Double Time: If this Regiment performs two March Actions during its Activation, it may take a free additional March Action.

Fire and Advance: If this Regiment performs a Volley Action as its second Action during this Activation, it may take a free additional March Action immediately after the Volley Action is resolved.

Flux-Powered: Until the end of the Round, choose one of the following bonuses for this Regiment to receive:

- +2 Clash Characteristic
- +2 Attacks Characteristic

Murderous Volley: Until the end of the Round, if this Regiment has performed a Take Aim Action, Wounds caused to Regiments within 12" as part of this Regiment's Volley Action cause Morale Tests.

Regeneration X: This Regiment immediately Heals X Wounds. Character Stands in the Regiment are ignored for the purposes of the Heal from this Draw Event.

If a Character Stand has the Regeneration (X) Draw Event, Heal only the Character Stand for X Wounds. Any additional Wounds Healed are lost.

Seize the Day: Draw your next Command Card. That Regiment is Activated immediately. Once the Regiment has completed its Activation, the Character Stand takes its Action.

Turn the Tide: Select a Regiment within 12" of this Character Stand that has not been Activated this Round. Immediately Activate that Regiment and perform its Actions. The Regiment selected to be Activated cannot resolve any Draw Events, as its Command Card has not been drawn.

Once the Activated Regiment has completed its Actions, the Character Stand performs its own Action(s). The next time a Command Card representing the same entry as the Regiment that was Activated with this Draw Event is drawn, place the Command Card in the discard pile without Activating that Regiment and it is now your opponent's turn to Activate a Regiment.



SPECIAL RULES

This Appendix contains a comprehensive list of the Special Rules used in Conquest. When a Special Rule or ability confers multiple instances of the same Special Rule (X), these Special Rules do not stack, unless the Special Rule specifically mentions it. When a Stand is affected by multiple instances of the same Special Rule, those Special Rules do not stack, unless the Special Rule has an (+X) value. If a Stand gains a Special Rule with an (+X) value, the Stand is considered to have had a value of 0 prior to gaining the (+X).

***Example 1:** A Stand has the Cleave (1) Special Rule listed on its Characteristic Profile. Another rule or ability gives that Stand another instance of the Cleave (1) Special Rule. As both of these Special Rules share the same value, they do not stack and the Stand will have the Cleave (1) Special Rule. If the second instance of the Cleave (X) Special Rule was instead Cleave (+1) Special Rule, then the Cleave (1) and the Cleave (+1) Special Rule would stack, and the Stand would have Cleave (2).*



Arcing Fire: Until the end of the Round, when this Regiment performs a Take Aim Action, it may ignore Line of Sight when performing a Volley Action against any Enemy Regiment in its front Arc, that is within Line of Sight of any friendly Regiment. If it does so, it does not receive the normal +1 Volley from the Take Aim Action. A Regiment cannot make use of this Special Rule when Occupying Garrison Terrain.

Armor Piercing (X): When a Stand with this Special Rule performs a Volley or Spellcasting Action, any Hits caused by those attacks reduce the Target Regiment's Defense by X. E.g. A Stand with Armor Piercing (2) would reduce the Target's Defense by 2 during Defense Rolls from its Volley Action.

Aura of Death (X): When an Enemy Regiment is in contact with a Stand with this Special Rule, that Regiment suffers Hits for each Stand with this Special Rule it is in contact with. These Hits are resolved at the beginning of the "Draw Command Card" step, after the Active Player has declared which Regiment the Command Card will Activate, before resolving any Draw Events, or deciding to be "Unable/Unwilling to Act".

Should the Regiment be destroyed by this Special Rule before the "Resolve Draw Event" step, then the Active Player discards the Command Card and may Draw their next Command Card and perform Actions with it. Regiments Occupying Garrison Terrain are not affected by the Aura of Death (X) Special Rule. Similarly, a Regiment Occupying Garrison Terrain does not inflict Aura of Death Hits to Enemy Regiments Engaging it.

Barrage (X): A Stand with this Special Rule contributes X Shots when its Regiment performs a Volley Action. The Range, as well as any Special Rules, are given in a second set of parentheses after the Barrage (X) Special Rule. E.g. *Barrage (4) (24", Armor Piercing (1))* indicates that the Stand has a Barrage Special Rule with 4 Shots, a 24" Range and the Armor Piercing (1) Special Rule. If a Stand has multiple Barrage (X) profiles, you must choose one of them to use.

Blessed: Once per Round, declared before rolling any dice, Stands with this Special Rule may choose to Re-Roll all their failed Hit Rolls during a Clash or Volley Action, or all of its failed Defense Rolls. All Stands in the Regiment must Re-Roll the same Roll at the same time.

Bloodlust: When a Regiment with this Special Rule is currently on the battlefield and takes an Action, if the Regiment is not in contact with an Enemy Regiment, roll a D6. If the result is less than or equal to the highest Resolve Characteristic in the Regiment, you may perform an Action as normal. If the result is higher, you must perform a Charge Action against the closest Enemy Regiment in Line of Sight and within the Regiment's maximum Charge Distance.

If there is no eligible Target to Charge, you must perform a March Action directly toward the closest Enemy Regiment in Line of Sight. A Regiment must always March its maximum March Distance when forced to move as a result of this Special Rule. This Special Rule allows a Regiment to Charge a Target even in the Round in which it arrived on the Battlefield from Reinforcements.

Bodyguards: When this Regiment has a Character Stand attached to it, it does not become Broken as a result of the Character Stand refusing a Duel.

Bravery: This Regiment, including Character Stands, ignores the Fearsome and Terrifying (X) Special Rules. In addition, at the start of the Regiment's Activation, after resolving any Draw Events but before performing its first Action, remove the Broken status from this Regiment.

Brutal Impact (X): When a Stand with this Special Rule inflicts Impact Attacks, those Impact Attacks reduce the Target Enemy Regiment's Defense by X for the purposes of making Defense Rolls against those Impact Attacks.

E.g. A Stand with Brutal Impact (2) would reduce the Target's Defense by 2 when making Defense Rolls from its Impact Attacks.

Cleave (X): When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making

Defense Rolls against those Attacks.

E.g. A Stand with Cleave (2) would reduce the Target's Defense by 2 during Defense Rolls from those Attacks.

Counter-Attack: During an Enemy Regiment's Clash Action performed against this Regiment, each unmodified Defense Roll of "1" causes 1 Hit to the Active Enemy Regiment. These Hits do not benefit from any other Special Rules that affect Clash Actions.

Character Stands with this Special Rule involved in a Duel, inflict 1 Hit to the Enemy Character for each unmodified Defense Roll of "1". These Hits do not benefit from any other Special Rules that affect Duel Actions.

Dauntless: This Regiment may never be Broken and always counts as having the Inspired Special Rule. Character Stands benefit from this Special Rule only if they have "Dauntless" themselves as part of their Characteristic profile or have gained this Special Rule from an ability, Character Upgrade, etc. In instances where this Regiment or Stand can never benefit from the "Inspired" Special Rule, this rule supersedes it.

Decay (X): At the end of the Regiment's "Deactivate Regiment" step, every Stand in the Regiment rolls X number of dice, where X is equal to the Decay (X) value. For each roll of "5" or "6", the Regiment suffers 1 Wound. Wounds caused from this Special Rule do not cause Morale Tests. If a Regiment has several instances of Decay (X), add all of the X values together.

If a Regiment containing a Character Stand is affected by the Decay (X) Special Rule, then the Character Stand suffers Decay (X) as well. All Wounds are allocated as per the "Allocating Wounds and Removing Casualties" section of the rules.

Example: Applying Decay (2) and then Decay (3) would equal Decay (5).

Deadly Blades: When a Stand with this Special Rule performs a Clash or Duel Action, any failed Defense Roll of “6” rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

Deadly Shot: When a Stand with this Special Rule performs a Volley Action, any failed Defense Roll of “6” rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

Deadshots: A Stand with this Special Rule always counts as under the effects of a Take Aim Action.

Devout: When a Regiment with this Special Rule is the Target of a Priest (X)’s Spellcasting Action, one failed Spellcasting die is converted to a success. If the Regiment has a Character Stand attached to it with this Special Rule, then the Regiment also counts as having “Devout” for as long as the Character Stand remains attached to it.

Dread: Enemy Regiments in contact with a Regiment with this Special Rule cannot benefit from the effects of the “Inspired” Special Rule. In instances where a Regiment or Stand always benefits from the “Inspired” Special Rule, this rule is superseded.

Fanatical Devotion: When a Regiment or Character Stand with the Priest (X) Special Rule successfully casts a Spell, with a Range other than “Self”, with this Regiment as its Target, this Regiment Heals for 3 Wounds.

Fearless: A Regiment with this Special Rule ignores the effects of the Fearsome and Terrifying (X) Special Rules. If a Character Stand has this Special Rule, then it does not apply it to the rest of the Regiment and only benefits from this Special Rule as part of a Duel Action.

Fearsome: Enemy Regiments in contact with this Regiment must roll a D6 before being

able to perform a Combat Rally or Combat Reform Action. If the result is less than or equal to the highest Resolve Characteristic in the Regiment, you may perform an Action as normal. If the result is higher, then the Action fails and is lost.

Fiend Hunter: Stands with this Special Rule may Re-Roll all failed Hit Rolls against Monster and Brute Regiments.

Flank: This Regiment does not contribute a die to the Reinforcement Roll. Before rolling each Reinforcement Pool for each Class, each player declares whether a Regiment with this Special Rule automatically enters the Battlefield or remains in Reinforcements. A Regiment cannot enter the Battlefield before its Class will normally be able to and cannot remain in Reinforcements past the Round its Class is required to enter automatically.

Flawless Drill: Once per game, this Regiment may perform a free additional Combat Reform Action during its Activation.

Flawless Strikes: When a Stand with this Special Rule performs a Clash or Duel Action, all Hit Rolls of “1” count the Target’s Defense as 0 for that Attack. Additional Hits generated by other Special Rules do not benefit from this Special Rule.

Fluid Formation: This Regiment may perform a free additional Reform Action during its Activation. This free Reform Action must be performed before the Regiment takes its first Action, or at the end of its Activation after all other Actions have been resolved.

A Regiment with this Special Rule can draw Line of Sight from all Arcs, not just its Front, and may perform Volley Actions against Regiments in its flank or rear as well. Where this is the case, count the closest Rank or File of the Regiment as the first Rank.

Flurry: A Stand with this Special Rule Re-Rolls all failed Hit Rolls when performing a Clash or Duel Action.

Fly: A Regiment containing only Stands with this Special Rule can March over other Regiments and Impassable Terrain, provided the Regiment does not end its Activation overlapping any Regiments or Impassable Terrain.

Glorious Charge: When a Stand with this Special Rule performs a successful Charge, its Impact Attacks are resolved with +1 Clash Characteristic and Terrifying (+1) until the end of the Round.

Hardened (X): When this Regiment makes a Defense Roll, reduce any Cleave (X), Brutal Impact (X) or Armor Piercing (X) Special Rule by the value of Hardened (X) when resolving that Defense Roll.

Impact (X): This Regiment performs Impact Attacks equal to X where X is the value of the Impact (X) Special Rule (see page 36).

Indomitable: When this Regiment rolls a Resolve Test, treat one failed result as a success.

Inspired: This Regiment receives +1 to its Clash Characteristic until the end of the Regiment's Activation. If this modifies the Clash Characteristic to a 5 or greater, it does not receive the +1 Clash but instead may Re-Roll unmodified Hit Rolls of "6".

Irregular: This Regiment does not affect Friendly and Enemy Reinforcement Lines. A Stand without this Special Rule may not join this Regiment.

Iron Discipline: This Regiment suffers no penalties for having an Enemy Regiment in contact with its Flank or Rear arcs. *E.g. it is able to benefit from the Support (X) Special Rule and is not required to re-roll successful Morale Tests.*

Lethal Demise: For every failed Defense Roll this Regiment makes, the Enemy Regiment in contact that caused the Hits suffers one Hit for each Wound suffered by this Regiment. These Hits do not benefit from any other Special Rules and are resolved against the Enemy Regiment's front arc.

Linebreaker: A Stand with this Special Rule ignores the Shield Special Rule and Bastion (X) Draw Event, when performing a Clash or Duel Action, or when resolving Impact Attacks.

Loose Formation: A Stand with this Special Rule always counts as Obscured from Enemy Volley Actions and cannot make use of the Impact (X) Special Rule. In addition, Spells will only inflict half their number of Hits (rounding up) against a Stand with this Special Rule.

Oblivious: Regiments with this Special Rule receive only 1 Wound for every 2 failed Morale Tests, rounding up.

Opportunists: A Stand with this Special Rule may re-roll failed Hit Rolls when performing a Clash or Volley Action against an Enemy Regiment's Flank or Rear Arc.

Overrun: At the end of this Regiment's Charge Action, if the Enemy Regiment in contact is Broken, this Regiment may perform its Impact Attacks again.

A Regiment with this Special Rule may perform up to two Charge Actions during a single Activation. The Regiment's Activation still comes to an end if it fails a Charge Roll.

Parry: All Hit Rolls of "1" made against a Regiment with this Special Rule during a Clash or Duel Action must be Re-Rolled.

Phalanx: This Regiment counts its Defense Characteristic as 1 point higher against all Hits originating from its front Arc. Furthermore, this Regiment cannot benefit from the Inspired Special Rule, its maximum Charge Distance is always its March value +3" and it cannot Occupy Garrison Terrain.



Precise Shot: When a Stand with this Special Rule performs a Volley Action, all Hit Rolls of “1” count the Target’s Defense as “0” for that Attack. Additional Hits generated by other Special Rules do not benefit from this Special Rule.

Priest (X): This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand’s Magic Level (see page 80). If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.

Quicksilver Strike: A Character Stand with this Special Rule resolves all of its Attacks first during a Duel Action. If both Character Stands in the Duel Action have this Special Rule, the Attacks are resolved simultaneously.

Rapid Volley: When a Stand with this Special Rule performs a Volley Action, each Hit Roll of “1” causes an additional automatic Hit on the Target. This additional Hit does not benefit from any Special Rules that trigger during the Roll To Hit Step. Attacks from Character Stands do not benefit from this Special Rule.

Relentless Blows: When a Stand with this Special Rule performs a Clash or Duel Action, each Hit Roll of “1” causes an additional automatic Hit on the Target. This additional Hit does not benefit from any Special Rules that trigger during the “Roll to Hit” step.

Shield: This Regiment counts its Defense Characteristic as 1 point higher against all Hits originating from its front Arc. Character Stands count their Defense Characteristic as 1 point higher during a Duel Action. A Regiment cannot make use of this Special Rule when Occupying Garrison Terrain.

Shock: When this Regiment performs a successful Charge Action, this Stand gains the benefit of the “Inspired” Special Rule twice, applied one after the other. This is an exception to Special Rules and multiple instances of them not stacking.

Smite: Enemy Regiments count their total Defense Characteristic as 0 against Hits caused by a Stand with this Special Rule during a Clash Action. This Special Rule also affects the Hits from Character Stands during a Duel Action.

Support (X): This Regiment’s Stands contribute X Supporting Attacks during a Clash Action instead of 1. While a Regiment is engaged by enemy Regiments in its Flank or Rear, they lose the Support X Special Rule.

Sureshot: This Regiment is not considered Obscured by Terrain when determining Line of Sight during a Volley Action.

Tenacious: Whenever this Regiment makes a Defense Roll, treat one failed die Roll as a success.

Terrifying (X): Regiments in contact with Stands with this Special Rule reduce their Resolve Characteristic by X, where X is the value in the Terrifying (X) Special Rule, for the purposes of making Morale Tests against Wounds taken from that Regiment.

Torrential Fire: When a Stand with this Special Rule makes a Volley Action Targeting an Enemy Regiment within half its Barrage Range, each successful Hit Roll causes an additional automatic Hit on the Target. These additional shots do not benefit from this Special Rule.

Unstoppable: This Regiment may Re-Roll failed Charge Rolls.

Untouchable: This Regiment Re-Rolls failed Defense Rolls of “6”.

Unyielding: Your opponent cannot claim an Objective that is contested by a Stand with this Special Rule.

Vanguard: When a Regiment with any number of Stands with this Special Rule enters the Battlefield from Reinforcements, it may perform a free additional March Action during this Activation. This Special Rule has no effect if there are any enemy Stands within 8” of where the Regiment arrives on the Battlefield.



Wizard (X): This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level (see page 80). If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.

You and what Army?: A Stand with this Special Rule does not cause its Regiment to become Broken when an attached Character Stand declines a Duel Action.





CHAPTER TWELVE

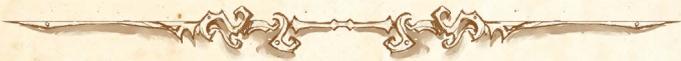


FIGHTING A BATTLE

IN THIS SECTION YOU WILL
FIND BATTLE SCENARIOS TO
ADD AN EXTRA LEVEL OF
STRATEGY TO YOUR GAMES.
COMPLETE THE OBJECTIVES
TO ENSURE VICTORY OVER
YOUR OPPONENT!



No two battles are the same. Reinforcement Zones, Objectives – even the composition of the Armies themselves – can vary wildly. To represent this, we use a selection of Scenarios, each of which alters the form and scope of the battle. This rulebook includes four Scenarios, there are also additional Scenarios on the Tournament page of the Para-Bellum Games website, but you should feel free to invent your own!



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 of 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, all of which are selected from a single Faction's Army List. 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. Depending on the Character Stand it is chosen for, it will also 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 Warband. 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.

SET UP THE BATTLEFIELD

Terrain is an important part of Conquest: TLAOK, as your forces interact with their environment either by taking cover in dense forests or garrisoning vantage points. Each table's Terrain pieces should be pre-arranged before the battle begins and will not move or change throughout the game.

Terrain follows all normal rules found in Chapter 10 of the Conquest TLAOK rulebook and may be set up according to the following rules:

- No piece of Terrain is placed on top of an Objective Zone or Objective Marker.
- No piece of Terrain is within 9" of another Terrain piece.
- No piece of Terrain should have a footprint larger than 9"x6".
- Smaller Terrain pieces can be grouped together to form a single Terrain piece. This combination of Terrain pieces should not create a footprint larger than 9"x6". *E.g. A ruined hamlet can be combined with a few pieces of broken wall to create a larger ruined structure.*
- Can only include up to 2 pieces of Garrison Terrain on each Battlefield.
- The Battlefield should contain about 6 pieces of Terrain but no more than 8.

ASSIGN CHARACTERS STANDS

Each Character Stand in your Army must join a Regiment before the first Reinforcement Phase begins. The best way to do this is to set up your entire Army beside the Battlefield, with your Character Stands already in the Regiments in their Warbands that they'll be fighting from at the start of the battle.

REINFORCEMENTS

Regiments are not deployed at the start of the Battle. They are held to one side, and arrive later in the Battle, as described on pages 20 and 30.

Note that if a Regiment is held back as Reinforcements, so is the Character Stand that has been attached to it. The Character Stand cannot move to another Regiment until its initial Regiment has entered the Battlefield, using the Seek New Escort Action. The Character Stand's Class has no effect on when the Regiment the Character Stand has joined will come onto the battlefield from Reinforcements.

SECONDARY OBJECTIVES

Battles are primarily decided by Seizing Territory and destroying the opposition. However, as the fight goes on, opportunities unfold for one side or the other to claim an advantage. These are referred to as Secondary Objectives.

Each Faction has its own deck of Secondary Objective cards, representing the goals it considers pivotal to victory. While some Secondary Objective decks share some common cards, no two Faction decks are exactly the same. A player who adheres closely to the martial and ideological goals of the warriors under their command is that much more likely to achieve victory!

DRAWING SECONDARY OBJECTIVES

Shuffle your Secondary Objective deck and draw the top five cards. Your opponent does the same. Discard two cards of your choosing – this allows you to have some control over the style of objectives your Army will be pursuing during the battle. Keep your cards hidden from your opponent during the course of the game.

SCORING SECONDARY OBJECTIVES

Each Secondary Objective card gives you the conditions required for completing it. Once you have completed a Secondary Objective, make a note of the Round number it was completed on, on your Army List. Note that some decks contain multiples of the same card. You cannot achieve the same Secondary Objective card more than once per Round.

FIGHT THE BATTLE

With all the preliminaries complete, it's time to battle!

The Game Length heading will tell you how many Rounds to play, and the Victory Points heading gives you the information you need to know when you've won a mighty triumph, or cravenly plunged into the depths of defeat.

Players can ask to see their Opponent's list as well as scan any Command Card currently on table at any time. A player cannot ask their Opponent to scan a card that is currently in the Command Stack and instead must use the Army Builder, Faction Army List or their Opponent's Army List to reference that Regiment's rules.

When Activating a Regiment, make sure to leave its Command Card close to the Regiment, in a way that does not disrupt play, as a reminder that the Regiment has been Activated and to be easily accessible by both players in case they want to scan the card.

EARNING VICTORY POINTS

Battlefield dominance is determined from Round to Round. At the end of each Round, consult the Victory Conditions to work out how many Victory Points you've scored that Round – your opponent does the same. Keep a running total of the Victory Points as the game

goes on. Once the battle is finished, these will be used to determine the winner!

SEIZING TERRITORY

Victory Points are often earned for Seizing Territory – battlefield quarters, center of the battlefield, objective markers, etc. A single Regiment can only be used to Seize one Objective per Round, e.g. it can claim a battlefield quarter, or an Objective Zone. The Player with the most Stands in range of an Objective Seizes that Objective. Monster Stands count as 3 Stands for the purposes of Seizing Territory. Note that only Medium and Heavy Stands can Seize Territory, including Character Stands, regardless of the Regiment they are attached to. Light Stands can only Contest an Objective, they cannot claim it. The purpose of Light Regiments is to scout and secure the Battlefield, preparing the way for those who follow them into the fray. Therefore, when you determine Victory Points for Seizing Territory, all Light Stands are ignored. Instead, they are counted for denying any of your opponent's scoring Stands.

DETERMINE THE VICTOR

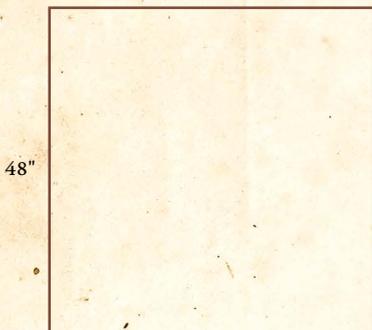
Obviously, if your forces are wiped out, or you choose to concede, victory goes to your opponent. Otherwise, each Scenario has its own unique conditions for scoring points and securing victory which you will have to follow to come out victorious.



SCENARIO ONE

HEAD TO HEAD

Player 2 Reinforcement Zone



48"

Player 1 Reinforcement Zone

FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

This scenario is played on a 4' x4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defense values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

DEPLOYMENT

Both players roll off.

The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

GAME LENGTH

Play continues for 10 Rounds, or until one side has scored 8 points, been eliminated or conceded.

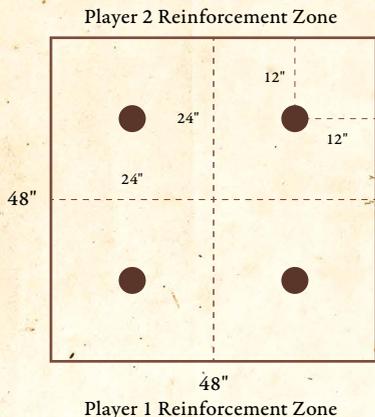
VICTORY POINTS

At the end of each Round, you score points for the following:

- 1 Victory Point for each enemy Command Card removed from play.
- 2 Victory Points for killing the enemy Warlord. (Stacks with secondary objective).
- 1 Victory Point for each Secondary Objective Completed.

SCENARIO TWO

BREAKTHROUGH



FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

This scenario is played on a 4' x 4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defense values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

Objective Zones 6" in diameter are placed in the center of each of the 4 quarters of the Table. The Objective on the half of the table closest to your Reinforcement zone are considered Friendly. The Objectives on the opposite side of the table are considered to be enemy.

DEPLOYMENT

Both players roll off.

The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

GAME LENGTH

Play continues for 10 Rounds, or until one side has scored 5 points, been eliminated or conceded.

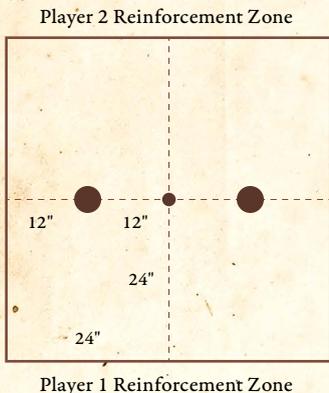
VICTORY POINTS

At the end of each Round, you score points for the following:

- 1 Victory Point for Securing a friendly Objective Zone (regardless of how many).
- 2 Victory Points for each Secured enemy Objective Zone.
- 1 Victory Point for each Secondary Objective completed.

SCENARIO THREE

MAELSTROM



FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

This scenario is played on a 4' x4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defense values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

One Objective Zone 3" in diameter is placed in the center of the table.

Two 6" diameter Objective Zones are placed 12" away from the central objective and 24" away from each player's zone.

DEPLOYMENT

Both players roll off.

The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

All Regiments are held back as Reinforcements.

GAME LENGTH

Play continues for 10 Rounds, or until one side has scored 8 points, been eliminated or conceded.

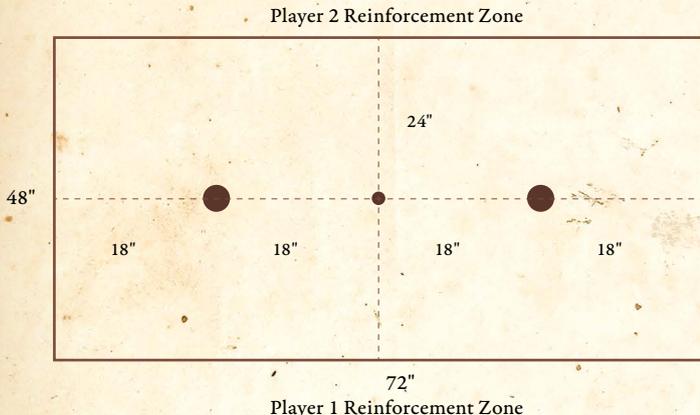
VICTORY CONDITIONS

At the end of each Round, you score points for the following:

- 1 Victory Point for securing the 3" diameter Objective Zone Marker.
- 2 Victory Points for securing each 6" diameter Objective Zone Markers.
- 1 Victory Point for securing each Secondary Objective.

SCENARIO FOUR

PINCER ATTACK



FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

This scenario is played on a 6' x 4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defense values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

An Objective Zone 6" in diameter is placed in the center of the Table exactly 36" from the sides and 24" from the Player's Reinforcement Zone. Two Objective Zone Markers 12" in diameter are each placed 18" from the sides and 24" from each Player's Reinforcement Zone.

DEPLOYMENT

Both players roll off. The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

GAME LENGTH

Play continues for 10 Rounds, or until one side has scored 8 points, been eliminated or conceded.

VICTORY CONDITIONS

At the end of each Round, you score points for the following:

- 1 Victory Point for securing the 6" diameter Objective Zone Marker.
- 2 Victory Points for securing each 12" diameter Objective Zone Marker.
- 1 Victory Point for securing each Secondary Objective.

