

II CONQUEST FIRST BLOOD



HUNDRED KINGDOMS
Army List



ARMY LISTS

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

No two battles are the same. Deployment zones, objectives – even Army composition itself – 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, but you should feel free to invent your own!



ARMY LISTS

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

POINTS VALUES

Every Model in a game of Conquest First Blood! has a points value, representing its overall worth and prowess on the Battlefield. Models 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 Model in your Army, plus those of any upgrades you have purchased for those Models. The higher the points values, the larger in terms of numbers and power the Army you have selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of about 800 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing stopping you from choosing a larger or smaller size for your confrontation, as long as you and your opponent agree. Indeed, smaller games of 300 or 400 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of three types of entities: Character Regiments, Officers and Regular Regiments. Each one of those options is drawn from the Army List of each Faction's respective Army List. You must include one Character Regiment and any number of either Officers or Regular Regiments in your Army, subject to the following rules:

CHARACTER REGIMENTS

Every Army must include only one Character Regiment consisting of a Character Model(s) as described in the Character's section of your Faction's Army List Entry.

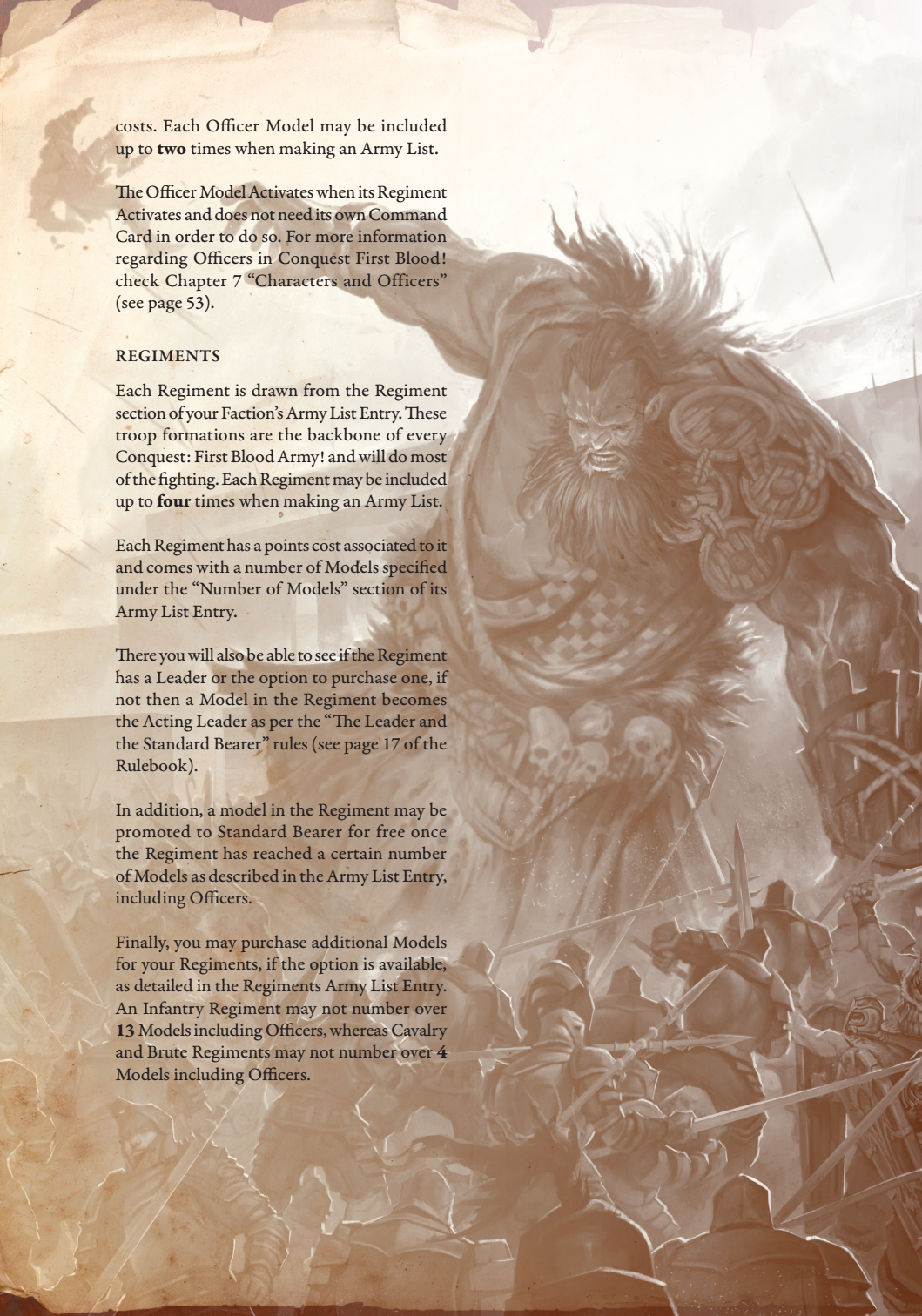
Most Infantry Character Regiments may purchase additional Retinue Models to add to the Character Regiment. These Retinue Models add to the prowess of a Character Regiment and confer unique abilities. You will find more information about Retinue Models under the "Retinues" section of each Army List.

OFFICER MODELS

Officers are upgrades to Regiments conferring unique abilities and add to the combat prowess of that Regiment and other Regiments around them as described in the Officer's section of your Faction's Army List Entry. In addition, Officers have their own Characteristics Profile and can make use of **[Command]** Abilities.

An Officer Model may be added to any Regiment that has access to it. You can see if a Regiment can take an Officer in the Regiment's Army List Entry as well as the Officers' respective point





costs. Each Officer Model may be included up to **two** times when making an Army List.

The Officer Model Activates when its Regiment Activates and does not need its own Command Card in order to do so. For more information regarding Officers in Conquest First Blood! check Chapter 7 “Characters and Officers” (see page 53).

REGIMENTS

Each Regiment is drawn from the Regiment section of your Faction’s Army List Entry. These troop formations are the backbone of every Conquest: First Blood Army! and will do most of the fighting. Each Regiment may be included up to **four** times when making an Army List.

Each Regiment has a points cost associated to it and comes with a number of Models specified under the “Number of Models” section of its Army List Entry.

There you will also be able to see if the Regiment has a Leader or the option to purchase one, if not then a Model in the Regiment becomes the Acting Leader as per the “The Leader and the Standard Bearer” rules (see page 17 of the Rulebook).

In addition, a model in the Regiment may be promoted to Standard Bearer for free once the Regiment has reached a certain number of Models as described in the Army List Entry, including Officers.

Finally, you may purchase additional Models for your Regiments, if the option is available, as detailed in the Regiments Army List Entry. An Infantry Regiment may not number over **13** Models including Officers, whereas Cavalry and Brute Regiments may not number over **4** Models including Officers.

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

IMPERIAL ACADEMIES

When building a Hundred Kingdoms Army you may include any one Officer for free into your list. This free Officer cannot be included in the list on their own and will require a Regiment to join. That Regiment needs to be purchased separately paying its points as normal.

CHAIN OF COMMAND

Whilst an Officer Model is within Command Range of a friendly Character Model then the following applies:

Any Regiment whose Leader Model is within Command Range of that Officer Model, can be targeted by the Character's **[Command]** Abilities as if they were within the Character's Command Range.

THE LAST CASUALTY OF THE FALL

After the unGod's demise and Cleon's death the Orders split, recognizing the need for their Commander's betrayal but unable or simply unwilling to forgive and follow him. Today the Orders follow their own path and none are more monastic than the members of the Order of the Ashen Dawn. Each member of this esoteric order being ready and capable of serving as Priory Commanders themselves, they are a terrifying force to face.

As future leaders and students of history, Cleon's death and the betrayal of the Legion's Commander is still a matter of great debate and divisiveness. Where one stands on the matter reflects greatly on the way they view leadership and how they approach conflict.

Order of the Ashen Dawn Models are all considered to be individual Character Models ignoring the restriction of having only one Character per Army List. When Order of the Ashen Dawn Models are selected in your Army List, no other Character Models may be fielded and your force no longer benefits from the Imperial Academies Army Rule.

When fielding Order of the Ashen Dawn Models or a Priory Commander, you must choose a stance to take on the matter of Cleon's death. The selected stance will affect all Order of the Ashen Dawn and Order of the Crimson Tower Models and Priory Commander in the Army.

• The Ultimate Sacrifice:

As powerful as Cleon was he could not overpower a being as powerful as Hazlia. No sacrifice is too great, no price too high. Cleon was prepared to give his life to destroy Hazlia, it was a mercy to die at the hands of a faithful. A mercy to the Father of Mercy himself.

Ashen Dawn, Priory Commander and Crimson Tower Models in the Army gain the Blessed Special Rule.

• The Ultimate Betrayal:

Mercy? Calling upon Cleon's Grace, weakening him, using Hazlia's blade to stab the Son of Duty in the back, polluting the very essence of honor with Hazlia's taint, this is not mercy. Only arrogance and hubris, to think that a mere mortal could do what his god could not.

When an Ashen Dawn, Priory Commander or Crimson Tower Model is within range of an Objective Zone and there are no other Ashen Dawn, Priory Commander and Crimson Tower Models in range of the same Objective Zone, they count as 6 Models for purposes of Seizing that Objective Zone.





CHARACTERS

IMPERIAL OFFICER

No Cost

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Medium	5	2	2	4	5	4	3	0	7

SPECIAL RULES

Nothing to Prove: This Character Model does not become Provoked as a result of being the target of a Challenge! Action and does not suffer any negative effects for doing so.

Tactician: Officer Models in this Army always count as if they are within Command Range of this Character Model.

Forward Scouts: Imperial Ranger Corps Regiments in this Army gain the Flank Special Rule.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- The Character Regiment has access to the following Retinue:
Steel Legion
- May purchase a single Heirloom at the indicated points cost

COMMAND ABILITIES

Each Round the Imperial Officer may use up to two different Command Abilities:

- **Press the Advance! [Command]:** Target friendly Regiment gains the Flurry Special Rule until the end of its next Activation.
- **To the Colors! [Command]:** Target friendly Regiment immediately loses its Broken status.
- **Hold your Ground! [Command]:** Each Model in Target friendly Regiment's Models counts as two for the purposes of Seizing Objectives.
- **Tactical Retreat! [Command]:** When Target friendly Regiment performs a Disengage Action this Round, it does not receive any Attacks of Opportunity and does not become Broken.



NOBLE LORD (INFANTRY)**No Cost**

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Medium	5	1	3	5	5	4	3	0	6

SPECIAL RULES

Weapon Arts: May choose **two** of the following Special Rules as Weapon Arts, representing either the weapons they are carrying, or the skills honed on the battlefield.

Brawler	<i>The Character Model gains the Cleave (+1) Special Rule.</i>
Expose Weakness	<i>During a Challenge! Action involving this Character Model, choose a Special Rule on the Enemy Character. That Character does not benefit from the chosen Special Rule for the duration of the Challenge! This rule does not affect Retinue Models.</i>
Relentless	<i>The Character Model gains the Flurry Special Rule.</i>
Powerful Physique	<i>The Character Model gains the Hardened (1) Special Rule.</i>
Duellist	<i>The Character Model gains the Parry Special Rule.</i>
Former Household Guard	<i>The Character Model gains the Support Special Rule.</i>

CHARACTER

- This Character Regiment is comprised of 1 Model.
- The Character Regiment has access to the following Retinue:
Own's Banner Household Guard
Hardened Men-at-Arms
- May purchase a single Heirloom at the indicated points cost

COMMAND ABILITIES

Each Round the Imperial Officer may use up to two different Command Abilities:

- **Brace! [Command]:** Target friendly Regiment may Re-Roll failed Defense Rolls of "6" until the end of the Regiment's next Activation.
- **Onwards! [Command]:** Target friendly Regiment gains the Unstoppable Special Rule until the End of its Next Activation
- **Polearm Tactics [Command]:** Target Friendly Regiment with the Support Special Rule do not suffer the negative effects of Engaging Enemy Models within 1" until the end of the Regiment's next Activation.

NOBLE LORD (CAVALRY)

NO COST

Type	Class	M	V	C	A	W	R	D	E	CR
Cavalry Character Regiment	Medium	8	1	3	5	7	4	3	0	6

SPECIAL RULES Shield, Brutal Impact (2), Impact (3)

Knightly Entourage: When this Character Regiment is in range of an Objective, all other Friendly Mounted Squire Models in this Army counts as three Models for the purposes of Seizing that same Objective. This rule only applies as long as the Models are currently Seizing the same Objective as the Noble Lord.

House Colors: This Character Regiment can add a single Mounted Squire Model as a Retinue Model for 45pts. This Mounted Squire Model has the same Characteristic Profile as any Model in a Mounted Squires Regiment and may purchase a Banner from the Heirlooms list for the indicated point cost. Even though it is a Mounted Squire Model carrying it, the Banner still counts towards the number of Heirlooms the Noble Lord (Cavalry) may take.

May take **one** of the following Special Rules as Weapon Arts, representing either the weapons they are carrying, or the skills honed on the battlefield.

Brawler	<i>The Character Model gains the Cleave (+1) Special Rule.</i>
Purebred Warhorse	<i>The Character Model Re-Rolls failed Defense Rolls of "6".</i>
Jouster	<i>The Character Model gains the Impact (+2)-Special Rule.</i>

CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase up to two Heirlooms at the indicated points cost
- The Character Regiment has access to the following Retinue:

Own's Banner Household Knight

COMMAND ABILITIES

Each Round the Noble Lord may use up to two different Command Abilities:

- **Onwards! [Command]:** Target Friendly Regiment gains the Unstoppable Special Rule until the End of its Next Activation.
- **Wedge! [Command]:** Target Friendly Regiment Re-Rolls failed Hit Rolls when performing Impact Attacks.



PRIORY COMMANDER

70 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Cavalry Character Regiment	Heavy	7	1	4	7	7	3	3	0	8

SPECIAL RULES Shield, Brutal Impact (2), Cleave (1), Impact (4)

Crimson Order: This Regiment gains the Dread Special Rule during a Round in which it performs a Charge Action, until the end of the Round.

Descendants of the Legendary Legions: This Regiment gains the Terrifying (+1) Special Rule during a Round in which it performs a Charge Action or when in Range of an Objective Zone, until the end of the Round. Furthermore, This Regiment cannot be Broken and is always considered as if it has passed any Morale or Resolve Characteristic Test.

Martial Traditions: When this Character Regiment is selected in your Army List, your force no longer benefits from the Imperial Academies Army Rule. Instead all Order of the Crimson Tower Models add +1 to their Attacks Characteristic.

Heroes of the Hundred Kingdoms: When an Order of the Crimson Tower Regiment is within range of an Objective Zone, all friendly Infantry Regiments within range of the same Objective Zone Re-Roll failed Hit Rolls of "6" and failed Morale Rolls of "6".

CHARACTER

- This Character Regiment is comprised of 1 Model.
- May take up to two Heirlooms at the indicated points cost. This Character Model cannot select from Arcane Heirlooms.

COMMAND ABILITIES

Each Round the Priory Commander may use one Command Ability:

- **Breakthrough! [Command]:** Target Objective Zone this Character Regiment is in Command Range of. Friendly Regiments with the "Crimson Order" Special Rule gains the Unstoppable Special Rule when Charging Enemy Regiments within range of that Objective Zone.
- **Secure! [Command]:** Target Friendly Regiment with the "Crimson Order" Special Rule, all Models in that Regiment count as five Models for the purpose of Seizing Objective Zones until the end of the Round.

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Light	5	3	1	2	4	4	1	2	6

SPECIAL RULES Wizard (5), Barrage 3 (15")

Protective Glyphs: While this Character is on the Battlefield, Enemy Incantations targeting friendly Regiments count as if affected by Enemy Interference regardless of their distance from a friendly Wizard/Priest.

Arcane Excellence: This Character Regiment may perform two Spellcasting Actions per Activation. The Character Regiment may not cast the same Incantation more than once per Activation.

Nothing to Prove: This Character Model does not become Provoked as a result of being the target of a Challenge! Action and does not suffer any negative effects for doing so.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- The Character Regiment has access to the following Retinue:

Hardened Men-At-Arms

- May take a single Heirloom at the indicated points cost.
- The Chapter Mage has access to the following Incantations

Flame Burst

Ninuah's Caress

Aetheric Interference

Roiling Earth

THEIST PRIEST**NO COST**

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Medium	5	1	2	4	5	4	3	0	6

SPECIAL RULES Cleave (1), Priest (5), Devout, Fearless, Heavenly Blessing, March of the Faithful

Heavenly Blessing: When this Character Model casts an Incantation on a Friendly Regiment with the Devout Special Rule, that Incantation is automatically cast successfully. You do not need to roll to cast that Incantation. Furthermore, all Models in this Character Regiment count as Devout.

March of the Faithful: This Character Model, Officer, Leaders, Standard Bearer Crusader and Archangel Models in this Army counts as two Models for the purposes of Seizing Objectives. Acting Leaders do not benefit from this Special Rule.

Armed only by Faith: Militia and Militia Bowmen Regiment in this Army gains the Dauntless Special Rule.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- The Character Regiment has access to the following Retinue:

Sicarii

- May have a single Heirloom at the indicated points cost.
- The Theist Priest has access to the following Incantations

Fortitude of Faith

Divine Purpose

Burst of Faith

CRUSADING NOBLE LORD

No Cost

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Medium	5	1	3	5	5	4	3	0	6

SPECIAL RULES Fearless, Cleave (2)

Inspire Fanaticism: Each Infantry Model in this Character's Army has the Devout Special Rules. Furthermore, if that Model already has the Devout Special Rule, they gain the Fanatical Devotion Special Rule instead.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- The Character Regiment has access to the following Retinue:
Crusaders
- May have a single Heirloom at the indicated points cost.

COMMAND ABILITIES

Each Round the Crusading Noble Lord may use up to one Command Abilities

Fell the Mighty [Command]: Target a Friendly Infantry Regiment. Until the end of the Round, they gain the Fiend Hunter Special Ability.

Follow me! [Command]: This Regiment gains the Unstoppable and Flurry Special Rule during a Round in which it performs a Charge Action or when in Range of an Objective Zone until the end of the Round. Furthermore, any other Friendly Regiment performing a Charge Action against the same Enemy Regiment gains the Unstoppable and Flurry Special rule.

ORDER OF THE ASHEN DAWN**130 POINTS**

Type	Class	M	V	C	A	W	R	D	E	CR
Cavalry Character Regiment	Heavy	7	1	4	6	6	4	3	0	6

SPECIAL RULES Brutal Impact (1), Cleave(1), Impact (3)

Blessed by Cleon: This Regiment cannot be Broken and Re-Rolls failed Morale or Resolve Characteristic Test.

Legends Amongst Legends: When an Order of the Ashen Dawn Model is within Range of an Objective Zone, all friendly Infantry Regiments within range of the same Objective Zone always count as being Inspired.

CHARACTER

- This Character Regiment is comprised of 1 Model.

COMMAND ABILITIES

Each Round the Order of the Ashen Dawn Model may use one Command Ability:

- **Shard of Cleon [Command]:** This Order of the Ashen Dawn Model gains the Relentless Blows Special Rule and adds +1 to its Attack Characteristic until the end of the Round. At the end of its Activation this Model suffers a Wound. This Wound does not cause Morale Tests.
- **Shard of Hazlia [Command]:** This Order of the Ashen Dawn Model gains the Dread Special Rule and adds +4 to its Attack Characteristic until the end of the Round. At the end of its Activation this Model suffers 4 Wounds. This Wound does not cause Morale Tests. An Order of the Ashen Dawn Model that has activated this [Command] Ability no longer has the ability to Seize Objective Zones

INCANTATIONS

CHAPTER MAGE

Name	Range	Attunement	Effect
Flame Burst	10"	3	Inflicts one Hit per success. Hits have the Armor Piercing (1) Special Rule.
Ninuah's Caress	6"	3	For each success, Target Friendly Regiment Heals two Wounds.
Aetheric Interference	10"	3	Target Friendly Regiment. When an Enemy Regiment performs a Spellcasting Action on that Regiment, it counts its Wizard/Priest level as 1 lower.
Roiling Earth	8"	2	Target Enemy Regiment loses the Shield Special Rule until the beginning of their next Activation.

THEIST PRIEST

Name	Range	Attunement	Effect
Fortitude of Faith	8"	2	Target Friendly Regiment gains the Oblivious Special Rule until the end of its next Activation.
Divine Purpose	Self	2	This Character Model gains the Cleave (+1) and Deadly Blades Special Rules until the end of the Round.
Burst of Faith	8"	3	Inflicts one Hit per success. Hits have the Armor Piercing (1) Special Rule.

OFFICERS

The Profiles listed below are for the Officer Models available in this Army List. Each Regiment entry will list which Officer(s) is available to the Regiment and the point cost required to add it to the Army List.

A Regiment can never take more than one Officer, regardless of whether a Regiment has multiple listed as Officer Upgrades and no Officer can be selected more than **twice** per Army.

ARMSMASTER

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Armsmaster	Infantry Officer	Medium	5	2	3	5	4	3	3	0	5	Cleave (1), Parry, Flurry

Renowned Duellist: When this Officer Model declares a Challenge! against a Character Model, that Character Model becomes Provoked as if the Armsmaster was a Character Model itself.

DRILLMASTER

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Drillmaster	Infantry Officer	Medium	5	2	2	4	4	3	2	0	5	Cleave (1)

Each Round the Drillmaster may use the following Command Ability:

Ready Your Weapons! [Command]: Target friendly Regiment gains the Flurry Special Rule until the End of their next Activation.

ERRANT OF THE ORDER OF THE SHIELD

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Errant of the Order of the Shield	Infantry Officer	Medium	5	2	3	4	4	4	2	0	5	

Jury and Executioner: After Draw Events are resolved but before the Regiment performs its first Action the Errant of the Shield may choose one of the two roles to adopt. A role lasts until the beginning of this Regiment's next Activation at which point the Officer loses all benefits from that role.

Jury: The Officer adds +1 to its Attacks Characteristic and the Shield Special Rule. In addition, Militia and Militia Bowmen within Command Range, Re-Roll failed Hit Rolls of "6" when performing a Clash or Volley Action.

Executioner: The Officer gains the Cleave (+2) Special Rule. In addition, if during a Clash Action, this Officer Model directs its Attacks against a Character Regiment, it Re-Rolls failed Hit Rolls.

NEOPHYTE

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Neophyte	Infantry Officer	Light	5	1	2	3	4	3	1	1	5	Priest (2), Devout

Power of Faith [Command]: Friendly Regiments within this Officer's Command Range gain the Devout Special Rule. In addition, if this Officer casts an Incantation that affects a friendly Militia or Militia Bowmen Regiment, all Friendly Militia and Militia Bowmen Regiments within Command Range of this Officer are also effected by the Incantation.

Incantations: When this Officer's Regiment Activates, the Regiment may perform a free Spellcasting Action. The Neophyte has access to the following Incantation.

Fortitude of Faith (See Theist Priest Incantations)

NULL MAGE

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Null Mage	Infantry Officer	Light	5	2	2	3	4	3	2	2	5	Barrage 3 (15", Armour Piercing 1)

Arcane Interference: When an enemy Spellcaster attempts to cast an Incantation within 10" of this Officer Model, for every Spellcasting dice rolled that does not score a success inflicts 1 Wound on the Spellcaster. These Wounds cannot be mitigated or saved but do not cause Morale Tests.

SERVITE

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Servite	Infantry Officer	Light	6	1	1	2	3	3	1	1	5	None

To the Front Lines!: Friendly Militia or Militia Bowmen Regiments within this Officer Model's Command Range gain +1 March and the Unstoppable Special Rule.

SEASONED VETERAN

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Seasoned Veteran	Infantry Officer	Medium	5	1	2	4	4	3	2	0	5	Shield

Each Round the Seasoned Veteran may use the following Command Ability:

Interlocking Shields [Command]: Target friendly Infantry Regiment with the Shield Special Rule, adds +1 its Defense Characteristic until the end of Round.

HEIRLOOMS

BANNERS

Standard of Steel **30 points**
Any Attack that Targets this Character Regiment can never gain the benefit of the Inspire Action.

Standard of the Unknown Legionnaire **30 points**
This Regiment's Character Model gains the following [Command] Ability
Higher Calling [Command]; Target Friendly Broken Regiment, the Regiment loses its Broken status. In addition, the Regiment gains the Terrifying (1) Special Rule until the end of the Regiment's next Activation.

Pennant of the Empire **25 pts**
Household Guard Regiments within the Character Regiment's Command Range, never become Broken.

Icon of Saint Lazarus **20 points**
Regiments within the Character Regiment's Command Range, gain +1 Resolve.

ARMORS

Indomitable Plate (Infantry Character Model Only) **15 points**
The Character Model gains +1 Wound and +1 Defense.

Bakkian Token **10 pts**
The Character Model gains +1 Evasion.

Mask of Eaklides **5 points**
The Character Model may Re-Roll any failed Defense Rolls of 6.

WEAPONS

Caledburn **15 points**
When participating in a Challenge!, the Character Model gains the Flurry Special Rule and the Enemy Character Model must Re-Roll all successful Defense Rolls.

Laurean Lance **10 points**
The Character Model gains the Brutal Impact (+1) Special Rule and may Re-Roll any failed Hit Rolls when performing Impact Attacks.

The Flesh Cleaver **10 points**
The Character Model gains the Fiend Hunter and Deadly Blades Special Rules.

TALISMANS

Finite State Prototype **15 points**
The Character Model counts as having the Wizard (1) Special Rule for the purpose of Enemy Interference. In addition, all Enemy Models within 3" of the Character Model suffer a -3 to the Attunement Value of any Incantation they attempt to Cast, instead of the usual -1.

Lady's Blessing **15 points**
The first time this Character Model would suffer a Wound each Round that Wound is ignored.

Pendant of Saint Nicholas **15 points**
The Character Regiment gains the Blessed Special Rule.

ARCANE

Last Resort

25 points

Once per game, during a Clash or Challenge! Action this Character gains +3 Attacks and the Smite Special Rule until the end of that Action.

Hopes and Prayers

20pts

Once per game, when the Character Model would be removed as a Casualty, do not remove the Model. Instead, at the end of the Activation that would have removed this Character Model as a Casualty, Heal this Character so it has 1 Wound remaining.

Arcane Tome

20 pts

This Character Model ignores Enemy Interference when performing a Spellcasting Action.



RETINUES

These options can be taken by any Infantry Character Regiment, unless stated otherwise as per the Retinues rules (see Conquest First Blood v2.0 Rulebook page 52).

Not every Character Regiment has access to all Retinues. Those allowed will be clearly stated in the relevant entry in the Army List. The March Characteristic and Class of Retinue Models are the same as the Character Model they are the Retinue of.

OWN'S BANNER HOUSEHOLD GUARD

25 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	1	2	2	2	3	3	0	Cleave (1), Support

HARDENED MEN-AT-ARMS

15 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	1	2	1	2	2	2	0	Shield, Hardened (1)

OWN'S BANNER HOUSEHOLD KNIGHT

90 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Cavalry	*	1	2	5	5	3	3	0	Brutal Impact (2), Shield, Impact (3)

STEEL LEGION

30 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	1	3	1	2	3	3	0	Cleave (2), Relentless Blows

SICARII

35 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	1	2	2	2	5	2	1	Cleave (1), Devout, Fearless

CRUSADERS

20 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	1	2	1	2	4	2	0	Devout, Shield



REGIMENTS

MEN-AT-ARMS

90 POINTS / +15 PER MODEL

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	1	2	2	2	0	Leader

SPECIAL RULES Shield

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +15 points per Model to a maximum of 12.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.

Any Men-at-Arms Regiment may include ONE of the Officers presented below:

Neophyte 20 points

Seasoned Veteran 20 points

HOUSEHOLD KNIGHTS

120 POINTS / +90 PER MODEL

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	1	2	4	5	3	3	0	-

SPECIAL RULES Brutal Impact (2), Shield, Impact (2)

REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +90 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.
- If the Regiment numbers 3 Models, one of the Models is upgraded to a Standard Bearer for free.

HOUSEHOLD GUARD**140 POINTS / +25 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	1	2	3	3	0	Leader

SPECIAL RULES Cleave (1), Support**REGIMENT**

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +25 points per Model to a maximum of 12.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.

Any Household Guard Regiment may include ONE of the Officers presented below:*Armsmaster* 20 points**GILDED LEGION****165 POINTS / +30 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Heavy	5	1	3	1	2	4	3	0	Leader

SPECIAL RULES Cleave (1)**Only the Finest:** Gilded Legion Models in this Regiment have an Engagement range of 2.5"**REGIMENT**

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +30 points per Model to a maximum of 12.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.

Any Gilded Legion Regiment may include ONE of the Officers presented below:*Drillmaster* 20 points*Seasoned Veteran* 20 points

STEEL LEGION**170 POINTS / +30 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	3	1	2	3	3	0	Leader

SPECIAL RULES Cleave (2), Relentless Blows**Legacy of Glory:** When this Regiment is in range of an Objective, other friendly Regiments in range of the same Objective Re-Roll failed Morale Tests of "6".**REGIMENT**

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +30 points per Model to a maximum of 12.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.

Any Steel Legion Regiment may include ONE of the Officers presented below:*Drillmaster* 20 points**MERCENARY CROSSBOWMEN****110 POINTS / +20 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	5	2	1	1	2	2	1	0	Leader

SPECIAL RULES Barrage 2 (15", Armor Piercing 1)**REGIMENT**

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +20 points per Model to a maximum of 12.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.

LONGBOWMEN**130 POINTS / +20 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	3	1	1	2	2	1	0	Leader

SPECIAL RULES Cleave (1), Barrage 1 (20", Armour Piercing 1)**REGIMENT**

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +20 points per Model to a maximum of 12.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.

MILITIA**70 POINTS / +10 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	5	1	1	1	2	2	1	0	Leader

SPECIAL RULES Shield, Support**REGIMENT**

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +10 points per Model to a maximum of 12.
- If the Regiment numbers 12 Models, one of the Models is upgraded to a Standard Bearer for free.

Any Militia Regiment may include ONE of the Officers presented below:*Errant of the Order of the Shield* 30 points*Neophyte* 20 points*Servite* 10 points**MILITIA BOWMEN****70 POINTS / +10 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	5	1	1	1	2	2	1	0	Leader

SPECIAL RULES Barrage 2 (15")**REGIMENT**

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +10 points per Model to a maximum of 12.
- If the Regiment numbers 12 Models, one of the Models is upgraded to a Standard Bearer for free.

Any Militia Bowmen Regiment may include ONE of the Officers presented below:*Errant of the Order of the Shield* 30 points*Neophyte* 20 points*Servite* 10 points

HUNTER CADRE**110 POINTS / +20 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	2	3	1	2	3	1	2	Leader

SPECIAL RULES Fearless, Fiend Hunter, Cleave (1), Barrage 1 (15"), Armour Piercing 1)

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +20 points per Model to a maximum of 12.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.

Any Hunter Cadre Regiment may include ONE of the Officers presented below:

Null Mage *15 points*

IMPERIAL RANGER CORPS**110 POINTS / +20 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	3	1	1	2	2	1	2	Leader

SPECIAL RULES Barrage 2 (15"), Fluid Formation

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +20 points per Model to a maximum of 12.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.

CRUSADERS**120 POINTS / +20 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Heavy	5	1	2	1	2	4	2	0	Leader

SPECIAL RULES Devout, Shield**REGIMENT**

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +20 points per Model to a maximum of 12.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.

SICARII**140 POINTS / +35 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	2	2	2	5	2	1	Leader

SPECIAL RULES Cleave (1), Devout, Fearless

Zealotry: When this Regiment is Engaged with an Enemy Regiment already Engaged with another Friendly Regiment with the Devout Special Rule, this Regiment gains Cleave (+1) and Flurry Special Rule.

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +35 points per Model to a maximum of 12.

MOUNTED SQUIRES**85 POINTS / +60 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Light	9	1	2	4	4	2	2	0	-

SPECIAL RULES Shield**REGIMENT**

- This Regiment is comprised of 1 Model.
- You may add additional Models for +60 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.
- If the Regiment numbers 3 Models, one of the Models is upgraded to a Standard Bearer for free.

ORDER OF THE CRIMSON TOWER**180 POINTS / +140 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Heavy	8	1	3	5	5	3	3	1	-

SPECIAL RULES Brutal Impact (2), Shield, Terrifying (1), Cleave (1), Impact (3)

Crimson Order: This Regiment gains the Dread Special Rule during a Round in which it performs a Charge Action, until the end of the Round.

Descendants of the Legendary Legions: This Regiment gains the Terrifying (+1) Special Rule during a Round in which it performs a Charge Action or when in Range of an Objective Zone, until the end of the Round. Furthermore, This Regiment cannot be Broken and is always considered as if it has passed any Morale or Resolve Characteristic Test.

REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +140 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.
- If the Regiment numbers 3 Models, one of the Models is upgraded to a Standard Bearer for free.

ORDER OF THE SEALED TEMPLE**140 POINTS / +120 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	1	3	4	5	3	3	0	-

SPECIAL RULES Fluid Formation, Impact (4), Shield, Master Horsemen**Master Horsemen:** When a Model with this Special Rule performs a March or Charge Action, it may move through intervening Friendly Models so long as its base does not overlap with any other Model's base at the end of the Action.**REGIMENT**

- This Regiment is comprised of 1 Model.
- You may add additional Models for +120 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.
- If the Regiment numbers 3 Models, one of the Models is upgraded to a Standard Bearer for free.

ARCHANGEL**400 POINTS**

Type	Class	M	V	C	A	W	R	D	E	CR	Command Models
Monster	Heavy	7	1	3	12	10	4	3	1	6	-
Wounded Profile		5	1	4	6	10	5	2	2	8	-

SPECIAL RULES Devout, Impact (5), Fearless, Terrifying (1)**WOUNDED** Devout, Impact (5), Fearless, Terrifying (2)**The Archangel must select one of the following weapon options at no additional cost:**

- **Flamberge:** This Regiment gains the Cleave (2) and Linebreaker Special Rules.
- **Shield and Spear:** The Regiment gains the Shield, Flurry and the Hardened (1) Special Rules.

Beacon of Faith: While this Regiment is not Wounded - Friendly Regiment with the Devout Special Rules Within this Regiment's Command Range gain +1 to their Clash Characteristic.**Beacon of Hope:** When this Regiment is Wounded - Friendly Regiment with the Devout Special Rules Within this Regiment's Command Range do not take Morale test.**REGIMENT**

- This Regiment is comprised of 1 Model.

