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CONQUEST

FIRST BLOOD

BASICS

Dice and measuring

All rolls use D6. You roll *equal to or under* a **target characteristic** to succeed. Regardless of modifiers, a 6 is always a failure, and (with the exception of **DEFENSE** rolls) a 1 is always a success.

If a die is re-rolled, it cannot be re-rolled again.

If you and your opponent must **roll off**, each player rolls a die and the *lowest* result wins (on ties, you can re-roll repeatedly).

Measure all distances in inches, and always measure from the closest points (between 2 models, from the closest points of their bases). Check distances at any time.

When a model must be **within X"**, some part of its base must be within X". If an entire regiment must be **within X"** then some part of any model's base from that regiment must be within X". When a model must be **wholly within X"**, all of that model's base must be within X". When an entire regiment must be **wholly within X"** then all models' bases from that regiment must be wholly within X".

A model is **in contact** with another model if their bases touch.

Armies and models

Your **army** is all the models described in your **army list**.

A **model** is an individual miniature, mounted on a circular base.

Every model has a **type** (infantry, cavalry, brute, or monster); a weight **class** (light, medium, or heavy); **characteristics** (which can never be reduced to below 0), and **special rules**. Infantry models have a **SIZE** of 1. Brute and cavalry models have a **SIZE** of 2. Monster models have a **SIZE** of 3.

All terrain features are assigned a **SIZE**: hills 2, forests 3, non-military buildings 2, towers and wall fortifications 3. When a model or terrain is placed on terrain, add the sizes together.

Regiments

A **regiment** consists of any number of models of the same type.

A regiment usually has **leader** and **standard bearer** command models, and possibly additional specialized command models. Once a command model is removed as a casualty, the associated bonuses are lost. Individual models cannot leave a regiment and act independently.

Each model in a regiment must be within a certain distance away from the regiment's leader. The maximum distance a model can be from its regiment's leader is the **command range**.

Leaders and standard bearers

A **leader** has 1 more attack than the **ATTACK** of the regiment and a **command range** of 5". Measurements to and from the regiment are usually made from the leader model.

A regiment with a **standard bearer** gains the *unstoppable* special rule and adds +1" to the second **march** action they execute each round. The standard bearer also counts as a leader for all measurement, rule references and model placement purposes. The standard bearer must always remain within command range of the leader.

Each regiment must have a minimum of 1 leader model. If the regiment does not have a leader option, or if the leader becomes a casualty, an **acting leader** takes its place. This model counts as the leader for measuring distances and command range (use a marker as a reminder). If the leader is removed as a casualty, select the new acting leader so it has as many models from its regiment as possible within its command range.

Stranded models

Models left out of command range of their leader(s) for any reason are **stranded**. At the beginning of a regiment's activation, before drawing events, if that regiment has any stranded models it must roll a number of morale tests equal to the sum of the stranded models' remaining **WOUNDS**. These wounds are allocated to stranded models only, starting from the model that is the furthest from the leader, then the second furthest and so on. Such wounds do not cause further morale tests.

Morale tests taken as a result of being stranded do not benefit from the effects of incantations, abilities or nearby characters. Effects that negatively impact the **RESOLVE** of the stranded models are applied as normal.

Line of sight (LOS)

To have LOS, you must be able to draw an unobstructed line between any point of the acting model's base and any point of the target's base. Models or terrain that have a smaller **SIZE** than the acting model or target are ignored for the purposes of drawing this line. If the model has LOS to a target, then that target has LOS to the model as well, unless it stated otherwise.

ROUND SEQUENCE

The game consists of a number of **rounds**, each divided into **phases**. Both players act in each phase.

REINFORCEMENT PHASE

Some regiments can be held in reserve and come into the game as **reinforcements** (usually those with the *flank* special rule).

Place any regiments that arrive in this round to one side; they will **march** onto the table during the action phase. Your regiments can always march onto the table from your side of the table or from your reinforcement zones.

Regiments that have not entered the battlefield by the end of the game are considered destroyed during the final round of the game for all VP scoring purposes.

COMMAND PHASE

Take all the **command cards** for your surviving regiments on the battlefield, and any cards for regiments arriving as reinforcements this round, and arrange them in a facedown **command stack** in your desired order of activation (with the regiment acting first at the top).

You may look at your command stack at any time during the turn, but may not reorder it unless a rule specifies otherwise.

SUPREMACY PHASE

You and your opponent roll off. The player whose command stack has the fewest cards may add or subtract 1 from their result (to a minimum of 0 and a maximum of 7). The player with the lowest final score is the **first player** this round. On a tie, re-roll (the player with the fewest cards may continue to add or subtract 1).

ACTION PHASE

Starting with the first player and proceeding alternately, players follow this sequence. If your regiment cannot act (or you do not want it to act), skip that action and move onto the next.

1. Draw command card: Draw the top card from your command stack, reveal it to your opponent, and indicate which regiment it represents on the battlefield.

Each command card is linked to the army list entry, not a specific regiment on the battlefield. If the command card you draw represents a destroyed regiment, discard the card and draw the next one as replacement. If there are none left in your command stack, play passes to your opponent.

2. Resolve draw event: If the command card you drew has **draw events**, resolve them now. If it has several, choose only one to resolve. If you are allowed multiple draw events, choose the order they activate, fully resolving one before moving to the next.

If the activated regiment is not on the battlefield (normally because it arrives as reinforcements this round), its draw event is not resolved (with the exception of draw events that grant the opportunity to enter the battlefield).

If a character regiment's command card is drawn before that character has arrived on the battlefield, and the character does not have a draw event that will allow the character to march onto the battlefield before taking an action, that action is lost.

3. Remove casualty tokens: After taking wounds, a regiment receives a **casualty token** for every model that is removed from play as a casualty. These tokens are removed at the beginning of the regiment's activation, after draw events have been resolved but before any actions are taken.

4. Take first action: If the regiment survives its draw event it now takes its **first action**. A regiment that has arrived as reinforcements must choose a **march** action as its first action when it appears on the battlefield and cannot **charge** that round.

5. Take second action: The regiment then immediately takes a **second action**. It may not repeat an action it took earlier in the same round unless both are **march** actions.

6. Deactivate regiment: The activation ends: place the command card near it to remind you it has been activated and cannot be activated again this round. Play then passes to your opponent.

If a regiment is granted a bonus *'until end of round'* as the result of a draw event, place the command card beside it as a reminder.

VICTORY PHASE

If your opponent has conceded or their army has been wiped out, you are the victor. Otherwise, the scenario determines the battle's victory conditions. If neither player has won, begin a new round.

OUT-OF-COMBAT ACTIONS

You can only use out-of-combat actions if your regiment is not engaged with an enemy regiment. If a regiment is engaging but not engaged, it may use out-of-combat actions as normal actions, as well as combat actions.

MARCH

None of the regiment's models can be engaged. **The regiment marches a distance, in inches, up to its MARCH.** If the regiment has more than 1 value, every model can only march up to the lowest. Move the regiment's leader(s) first, then move all other models making sure they are within command range.

Models belonging to the same regiment do not block movement; you may move between other friendly regiments' models if there is enough space for the moving model's base to pass between. No models' bases may overlap at the end of any march action. No model may end its march movement engaged by or engaging an enemy model.

The march action may be taken more than once per round, but if a regiment performs a second or more march action during the same activation, reduce its **MARCH** by half for that action.

Reinforcements marching onto the battlefield

A reinforcement regiment marches onto the battlefield from your side of the table or from your **reinforcement zone**, as determined at the start of each round. Measure from the edge of the battlefield. If 1 march action is not enough to bring all of the regiment's models onto the battlefield, it must perform a second.

If a regiment cannot enter the battlefield, it returns to reinforcements and may attempt to enter the battlefield next round.

CHARGE

A charge is the only way a regiment can engage or be engaged by an enemy regiment and move into engagement range of it.

A regiment that arrived from reinforcements this round cannot charge.

Select an enemy regiment(s) within LOS as the target(s) of your charge, then select 1 model in the charging regiment. If the distance between that model and the closest enemy model in the target regiment(s) is equal to or less than the charging regiment's **MARCH** (including any modifiers), it is a successful charge.

Otherwise the charge has failed: do not move any models and the action is lost. The regiment may then to take its next action, if there are any left. A failed charge still counts as having performed a charge action, so the regiment may not attempt to charge again until its next activation.

At least 1 model in the charging regiment must have LOS to the target(s). Models in the charging regiment do not block LOS or movement. An enemy regiment is not a legal charge target if it is outside the regiment's maximum **MARCH** (taking into account all special rules and abilities).

Charge movement

Move all your charging models up to their charge distance, so that they end up with at least 1 enemy model from the target regiment(s) in their engagement range.

The charging models must move directly and following the shortest route toward the enemy model they wish to engage, and end their charge move within command range of their regiment's leader. When charging more than 1 enemy regiment, attempt to engage enemy models belonging to all target regiments. If the charge distance is not enough to reach all charge targets, models in the charging regiment must move to engage models from as many target regiments as possible.

During this charge move, you may enter and move within the engagement range of enemy models, even ones you have not selected as a charge target. If a model is unable to engage an enemy model, move it as close as possible to the nearest enemy model belonging to a target regiment whilst making sure all models remain within command range.

At the end of a successful charge action the regiment gains *inspired* until the end of the round. Models in a charging regiment may select any targets in their engagement range to attack, not just models from regiments they have charged.

Impact attacks

Once a successful charge is completed, Models with the *Impact (X)* special rule may resolve **impact attacks**. A model's impact attacks may only target enemy models within 1" regardless of the models engagement range, unless stated otherwise. If the charging regiment charged more than 1 enemy regiment, allocate impact attacks making sure that each charging model performs impact attacks to only 1 target regiment.

Impact attacks do not receive a bonus from *Inspired*.

Resolve impact attacks in the same way as clash attacks, but they do not benefit from any rules that specifically affect attacks made during a clash action. Unengaged models contribute impact attacks as normal equal to their *Impact (X)* value.

If a model resolves its impact attacks and is no longer engaging an enemy model as a result, it may immediately perform a 2" move towards the closest enemy model that was part of the charged regiment(s).

TAKE AIM

The regiment gains *Aimed Shot* until the end of its activation.

VOLLEY

This action can only be used by a regiment that has at least 1 model with *Barrage*. Choose a legal target enemy regiment.

The target regiment must be in **range** of the volleying regiment's *Barrage (X)* rule. Measure range for each model in the regiment from their base to the base of any of the target regiment's models. A model that is out of range does not contribute shots in this volley action.

The target regiment must be **within LOS**. You must be able to draw an unobstructed 1mm thin line between any point of the acting model's base to any point of the target model's base. Models or terrain of a smaller **SIZE** than the **SIZE** of the acting model or target are ignored. A model in the volleying regiment that cannot draw LOS to any models in the target regiment does not contribute shots in this volley action.

Both volleying and target regiment must not be engaged, unless the target regiment is a monster regiment.

Attack and defense rolls

Multiple the number of models with *Barrage X* that are in LOS of a model in the target regiment by X and roll that many D6.

If a model in the volleying regiment traces LOS to one of the target regiment's models through obscuring terrain, or through the base of a model with a smaller **SIZE** than the target model, then that regiment counts as **obsured**. When firing at obscured targets, the acting model reduces their **VOLLEY** by 1 (to a minimum of 1).

Any result less than or equal to the regiment's **VOLLEY** is a hit. If a model's **VOLLEY** is 6 or more, that model gains *Rapid Volley*.

Your opponent then makes a **defense roll** by rolling D6 equal to the number of hits. Any die less than or equal to their regiment's **DEFENSE** or **EVASION** is a success. Any roll greater than both is a failure and causes a **wound**.

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 it cannot succeed on a defense roll.

Tally up the wounds and allocate them. **Wounds suffered from a volley do not cause morale tests**.

RALLY

Only a broken regiment may take this action. Your regiment is no longer broken; remove the broken marker.

COMBAT ACTIONS

You can only use combat actions if models in your regiment are engaged, or have enemy models within their engagement range. If a regiment is engaging but not engaged, it may use out-of-combat actions as normal actions, as well as combat actions.

CLASH

Your regiment can use a clash action if any of its models are engaging models from an enemy regiment.

Every model has a 1" aura from the edge of its base called its **engagement range**. Any model within an enemy model's engagement range is considered to be **engaged** by that model. No LOS is required, and a model behind terrain can be engaged.

Longer engagement ranges mean a model can **attack through** other models. If you can draw a thin 1mm line between any part of the attacking model's base and any point of the target model's base, and it goes through another model's base, the attacking model is *attacking through* the intervening model; otherwise it may attack it as normal. In both cases the target model (and the regiment it belongs to) are engaged.

When a model cannot be selected as a legal target for an attack, that model is not engaged even if it is within the engagement range of an enemy model.

Maneuvering while engaged

When a clash action is taken, move all models belonging to the clashing regiment up to 2" towards any enemy model so they may engage them. If they are unable to engage any enemy models, move them so they end up closer to the closest enemy model than they were at the beginning of the clash action. Acting models perform this move before any attacks are made and must always end that move within their leader(s)' command range. Models may also choose to remain stationary.

Charging or moving as part of a clash action and performing a combat reform are the only ways in which an engaged model may move without disengaging from combat entirely.

Models moving in this way may move as they please, but may not leave the engagement range of any enemy models that engage them and must end their move within their regiment's command range. During this move, a model may engage and be engaged by models it wasn't engaged with at the beginning of the clash or charge action.

Selecting targets

Each model in the acting regiment must choose 1 enemy regiment within its engagement range to target. Then follow these steps:

1. Choose a model from the target regiment that is within this model's engagement range.
2. Draw a direct line between any point of this model's base and the chosen model to determine whether the model has to **attack through** another model.

If it is impossible for the clashing model to target that model for any reason, for example not being able to attack through enemy models with *Shield*, it needs to select another target.
3. Once a legal target has been selected, the model(s) attack it. Even though a clashing model selects a specific model as a target for its attacks, the ensuing damage is allocated to the target regiment.

All models from the clashing regiment count as attacking at the same time for purposes of resolving these attacks, even if the regiment's attacks are allocated to multiple enemy regiments.

The number of attacks a model directs towards a target regiment is equal to the attacking regiment's **ATTACKS**.

Attack and defense rolls

Roll D6 equal to the model's ATTACKS. Any die less than or equal to your regiment's **CLASH** is a hit. Any greater are a miss.

If the attacking regiment's **CLASH** is 6 or more, they gain *Relentless Blows*.

Your opponent then makes a **defense roll** by rolling D6 equal to the number of hits. Any die less than or equal to their regiment's **DEFENSE** or **EVASION** is a success. Any roll greater than both is a failure and causes a **wound**.

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 it cannot succeed on a defense roll.

Tally up the wounds and allocate them. **Your opponent may then have to test morale**.

INSPIRE

The regiment gains +1 **CLASH** for their next clash action performed this round.

If this takes **CLASH** to 5 or greater, they do not gain this modifier, but may instead re-roll any unmodified rolls of 6 during their next clash action.

COMBAT REFORM

You may move any models belonging to this regiment, following the *maneuvering while engaged* rules, up to their **MARCH**. This is not a **march** action, so any rules that add to a model's **MARCH** during a march action do not apply.

DISENGAGE

This action can only be used by a regiment that has 1 or more of its models engaged by an enemy model(s). If models in this regiment engage enemy models without being engaged themselves, there is no need for a disengage as the regiment can just march away.

To determine how far a regiment can move when disengaging, roll D6 and add the result to the regiment's **RESOLVE** to find the **disengage distance**. Move the regiment's models (as you would during a march action) up to their disengage distance so they are no longer engaged. The leader(s) of the disengaging regiment must end this movement outside of all enemy models' engagement ranges.

Each enemy model engaging a model in the disengaging regiment gets to perform 1 **attack of opportunity** against it. These attacks take place after the disengaging regiment declares a disengage action, but before it rolls for its disengage distance. They are resolved like a clash action, gaining the bonuses of any clash specific special rules as well as testing morale, but they do not gain the benefits of *inspiration*.

After attacks of opportunity are resolved and all models in the regiment have moved up to their disengage distance, if the leader(s) and all models have successfully left all enemy engagement ranges, the regiment has performed a **clean disengagement**.

If the leader(s) of the regiment has left all enemy engagement ranges but some of the regiment's models still remain engaged, then all engaged models are removed as casualties until only the models that are not engaged are left. If the leader(s) of the regiment has not managed to leave all enemy engagement ranges it is a **fighting disengagement**: the leader(s) model is removed as a casualty and a new acting leader is promoted.

Casualties resulting from a fighting disengagement do not result in additional morale tests.

Once a regiment disengages it is considered **broken**.

COMBAT RALLY

Only engaged broken regiments may take this action. The regiment is no longer broken; remove the broken marker.

WOUNDS & CASUALTIES

When allocating wounds and resolving casualties as part of an action or special rule, do so in this order:

1. The regiment receives and allocates wounds that derive from actions. This includes all out-of-combat, in-combat, and character actions as well as faction-specific actions and special rule actions.
2. Then the regiment proceeds to test morale, where applicable, and allocates wounds.

ALLOCATING WOUNDS

After wounds have been inflicted, the player in control of the target regiment assigns wounds to each eligible model up to their **WOUNDS**, starting with already wounded models. You must assign as many wounds as possible to 1 model before moving on to the next. When a model has wounds equal to its **WOUNDS**, it is removed from play as a **casualty**; place a **casualty token** next to its regiment.

Remove these tokens at the beginning of the regiment's activation, after draw events have been resolved but before any actions are taken. If an entire regiment is destroyed, remove all its casualty tokens.

Some models have access to 2 **WOUNDS** characteristics: when the first is reduced to 0, they immediately use the second (*wounded* on the profile), with any leftover damage allocated to this second **WOUNDS** characteristic. When wounds in the *wounded* profile are reduced to 0, remove the model as a casualty.

When wounds are inflicted as a result of any source of damage that requires engagement range to a model, allocating wounds starts with engaged enemy models, moving to unengaged models when all engaged models have been removed as casualties. However, if there is a previously wounded model that is currently outside of engagement range of the clashing regiment, or unengaged for any reason, that model must be allocated wounds first, before allocating wounds to engaged models. Once the unengaged wounded model has been removed as a casualty, proceed to allocate wounds to engaged models as normal.

If the leader of the target regiment is engaged, it is the last of the engaged models to be allocated wounds. If the leader is removed as a casualty, select another model to be promoted to leader.

HEALING

If you heal wounds in your regiment, follow this sequence and remove 1 assigned wound until there are no more wounds to heal:

1. **Heal wounded models:** Remove wounds previously allocated to a model, removing all wounds from 1 model before moving on to the next. Once all models have had their wounds removed, proceed to restoring casualties. A model on a *wounded* profile may not return to its *non-wounded* state.
2. **Restore casualties:** You may return 1 model onto the battlefield per casualty token on the regiment being healed. To restore a casualty, you must be able to heal that model for its full amount of **WOUNDS**. Excess healing is lost. For every model returned onto the battlefield in this way, remove a casualty token. If there are no more casualty tokens on that regiment, no more casualties can be restored.

Models returning to the battlefield must be placed within command range of the leader. They may be placed within engagement range of enemy models, but only if the regiment being healed is already engaged by, or the model engages, the enemy model's regiment. If there is no way in which a model may return onto the battlefield within command range of its leader, the model cannot return to the battlefield and any excess healed wounds are lost.

MORALE

To test morale, at the end of the action that caused wounds, roll D6 equal to the number of wounds suffered.

Add these bonuses to the regiment's **RESOLVE** if appropriate:

- +1 if the regiment consists of 8+ models;
- +1 if a brute or cavalry regiment consists of 2 or more models.

Each result equal to or less than the regiment's **RESOLVE** (after any modifiers) is a success. Each result greater is a fail. **For each fail, the regiment suffers 1 wound** (these do not trigger further morale tests), but add casualty tokens as normal. Once all engaged models have been allocated wounds, allocate remaining wounds to unengaged models.

If, during a single round, a regiment loses half or more of the models it started the round with, it is immediately **broken**. Place a broken counter beside it. Broken regiments cannot declare a **charge** action, cannot restore casualties, cannot benefit from *Inspired*, may not benefit from any bonuses gained by being in a character's or officer's commanding presence, and cannot seize objectives. Their special rules cease to function.

CHARACTERS AND OFFICERS

Army list entries with *Character* in their type do not follow the normal rules for forming a regiment, but are instead a **character regiment** in themselves. The character model itself is the acting leader with a **COMMAND RANGE** (CR) as listed on its profile. A character model is always within its own command range.

Character regiments follow normal rules, with these exceptions:

- Certain rules apply when targeted by ranged attacks or other abilities.
- Character regiments may include other specialized models and be further upgraded.
- Characters have an extra set of actions.
- Characters provide abilities to non-character regiments when they are within that regiment's command range.
- Character regiments cannot be broken.

Character regiments are formed around a central character model that has various abilities, retinue options and items. A character regiment is restricted to the character model and their retinue. A character regiment always receives the benefits of the *Fluid Formation* special rule.

RETINUES

An infantry character regiment may include a maximum of 3 **retinue models**. These count as troops within a regiment. Refer to the faction's army list.

ITEMS

Character models have access to the item catalogues (heirlooms/trove-finds/ relics/mutations/treasures) in each army list. Each item may only be selected once per army. Usually, each character model may only select 1 item from specific categories.

CHARACTER REGIMENTS IN COMBAT

Each model in a character regiment resolves their attacks separately, but wounds count as if they were all inflicted at the same time. A target regiment takes all morale tests at the same time at the end of the action.

Wounds must be allocated to any retinue models first, before any can be allocated to the character model. The exception to this is when a character model is involved in a **challenge** action, in which case the character model is the only model that can be allocated the wounds suffered by that action. This can lead to multiple models in the character regiment being allocated wounds at the same time.

Any special rules in the characteristic profile of a model in a character regiment affect only that model and not the regiment.

When a regiment inflicts damage on a character regiment as a result of a clash, draw event or special rule that is part of a combat action or *impact* attacks, the player in command of the attacking regiment tallies up the number of wounds. Then the player in command of the character regiment selects 1 model from the regiment to receive the hits and make any ensuing rolls.

Resolve hits as follows:

1. Resolve the number of hits equal to the remaining **WOUNDS** on the selected model. Roll **defense rolls** and use any applicable special rules as normal.
2. If the model has not been removed as a casualty then repeat this process and start a new round of defense rolls until that model loses its final wound, adjusting the number of hits to the remaining **WOUNDS** of the model.
3. If the model has been destroyed and there are hits still left unresolved, the player in command of the target character regiment selects another model and repeats the process until all hits have been resolved.

When allocating wounds and resolving casualties as part of an action or special rule, do so in this order:

1. The character regiment receives and allocates wounds that derive from all out-of-combat, in-combat, and character actions as well as faction-specific and special rule actions.
2. Then the regiment proceeds to test morale, where applicable, and allocates wounds.

When resolving attacks against a model in the character regiment, use that specific model's characteristic profile and special rules.

All allocated wounds start with engaged non-character models, moving to unengaged non-character models when all engaged models have been removed as casualties.

The character regiment then rolls for morale, based on how many wounds it has suffered during this process.

All wounds inflicted on a character regiment count as having been inflicted at the same time.

When models in a character regiment are removed as casualties, they leave a casualty token as normal. That token can then be used to return any retinue model from the regiment to the battlefield. A character model that has been destroyed does not leave a casualty token and may not be restored.

When a character regiment performs a combat action or inflicts *impact* attacks against an enemy regiment, each model in the character regiment selects a regiment to attack and resolves their attacks separately. Wounds count as if they were all inflicted at the same time. The target regiment also takes all morale tests at the same time.

CHARACTER REGIMENTS OUT OF COMBAT

When a regiment inflicts damage on a character regiment as a result of a volley, incantation, draw event or special rule that is *not* part of a combat action or *impact* attacks, the player commanding the character regiment chooses which model(s) will take any defense rolls, wounds and morale tests.

The player in command of the attacking regiment tallies up the number of wounds. Then the player in command of the character regiment selects 1 model from the regiment to receive the hits and make any ensuing rolls.

Resolve hits as follows:

1. Resolve the number of hits equal to the remaining **WOUNDS** on the selected model. Roll **defense rolls** and use any applicable special rules as normal.
2. If the model has not been removed as a casualty then repeat the process and start a new round of defense rolls until that model loses its final wound, making sure to adjust the number of hits to the remaining **WOUNDS** of the model.
3. If the model has been destroyed and there are hits still left unresolved, the player in command of the target character regiment selects another model and repeats the process until all hits have been resolved.

Regardless of how many times a model is allocated hits, the rolls still count as a single defense roll sequence. If a rule allows you to re-roll defense rolls, you may re-roll defense rolls against all hits.

Once a hit allocation round is completed, you can no longer go back to re-roll failed results.

Once all hits have been resolved, surviving models that have suffered wounds in this action take morale tests equal to the wounds they have suffered. Wounds inflicted on models that have been removed as casualties are disregarded.

CHARACTER REGIMENT ACTIONS

When character regiments activate, they may choose any action from the in-combat, out-of-combat, or character action list. The character actions are **challenge!** and **spellcasting**.

Challenge

To perform this action, select an enemy character model within the acting character model's command range, regardless of whether that enemy character regiment is engaged or not.

The acting character regiment moves as close to the target character regiment as possible, up to its **MARCH**, so that the acting character regiment can engage and be engaged by its target. Follow the rules for *maneuvering while engaged* and ensure that all models in the regiment stay within command range.

When this action is declared and after the acting character regiment has performed its move, if the acting character regiment has successfully engaged its target, then the target character model in that regiment must move the minimum distance needed to engage the acting character model, if it is not already engaged. This move ignores all movement restrictions. If there is no way for the target character model to engage the acting character model, then move intervening models the minimum distance required in order to open up enough space for the target character to move through so that its base does not overlap with any other model's. This additional movement does not trigger attacks of opportunity.

Once both character models are engaging each other, they attack one another as if they were performing a clash action. These attacks count as simultaneous and trigger morale tests as normal for the models that have been inflicted wounds.

If the acting character model has *not* been able to engage its target and resolve the **challenge** action, the active character model ends its move and proceeds to take any remaining actions, if any. Since the action was not resolved, give the target enemy character the **provoked** status.

Provoked character models

When a character model is **provoked**, the character regiment it belongs to must respond to the challenge in one of these ways:

- The character regiment may reply to the enemy challenge by declaring and resolving an out-of-sequence **challenge** action against the character regiment that provoked it. If once again it is not possible for the 2 character models to engage each other and resolve the challenge, the provoked character model loses the provoked status and the action is resolved. This out-of-sequence **challenge** action does not count towards whether a character regiment has acted.
- The character regiment may deny the challenge against the character regiment that provoked it. The provoked character model loses its **commanding presence** abilities, and the regiment may not declare a challenge action until the end of its next activation.

COMMANDING PRESENCE

When a non-character regiment's leader is within command range of a friendly character model, that regiment receives these bonuses:

- The regiment may test morale using the character's **RESOLVE**.
- The regiment may be targeted by *command* abilities.

COMMAND ABILITIES

When a character regiment or a regiment containing an officer is activated, after resolving draw events but before taking the regiment's first action, the player chooses whether a model within that regiment with a *command* ability will use it to affect its own regiment or a friendly regiment within command range instead.

OFFICERS

Officers are powerful command models. Although not characters in their own right, officer models assume the role of the leader in a regiment whilst also granting powerful bonuses to nearby regiments within their command range. An officer army list entry has the word **officer** in their type.

Officers in regiments

Officers do not have their own command card, but replace the leader in a regiment, assuming their role in addition to all other rules they have. The leader the officer replaces is demoted and becomes another model in the regiment. The entire regiment including the officer is activated using the same command card and takes actions as normal with these exceptions:

- Officers may use any *command* abilities they have as if they were characters, after resolving draw events but before their regiment takes its first action.
- Officers have their own characteristics and special rules that are different than the ones fielded by the regiment, and operate differently in combat.
- Any special rules listed on the characteristic profile of an officer model apply only to the officer and do not benefit the rest of the regiment.
- When an officer model declares a challenge against another officer, treat the two as if they were characters and proceed to resolve the ensuing challenge sequence as normal, including the rules for being **provoked** and denying the challenge..
- When an officer declares a challenge or is challenged by a character neither of the two becomes **provoked** and there are no consequences for denying a challenge. If the two models do not end up engaged with each other, neither becomes provoked and the sequence ends there.

MAGIC

Spellcasting is usable only by models with the *wizard (X)* or *priest (X)* special rules (X is the caster's **level of attunement**). See each faction's army list for incantation options.

Casting sequence

1. **Choose incantation and target:** LOS between the caster model and the target regiment is required. The target must be within the incantation's **RANGE** (in inches). A spellcaster model may perform incantations even when engaged. If the range is **self**, the incantation can only target the regiment the caster's own regiment (including the caster).

When a regiment with *wizard (X)* or *priest (X)* uses a spellcasting action, it is its leader or acting leader that counts as manifesting the incantation (so check LOS and range from that model).

2. **Roll for success:** The spellcaster rolls a number of dice equal to their wizard/priest X level. **Each result equal to or lower than the incantation's ATTUNEMENT is a success.** Normally, you must score at least 2 successes.
3. **Enemy interference:** If your casting model is performing an incantation within 10" of an enemy caster, the incantation's **ATTUNEMENT** is considered 1 point lower (minimum 1).

Resolving the incantation

If your caster does not reach the required number of successes, the incantation fails and the action ends with no further effect.

If you succeed in casting, follow the effect instructions. If the incantation inflicts hits, your opponent now makes any defense rolls, removes casualties and tests morale.

Unless otherwise noted, incantations normally last until the end of the round.

TERRAIN

Elevated terrain allows regiments to see over other regiments and obscuring terrain. The battlefield is **ELEVATION 0** unless otherwise stated. Some zonal and garrison terrain features, such as hills and castle walls, have **ELEVATION (X)**, meaning they count as X **SIZE**. A model on top of such a feature treats its **SIZE** as the total of their **SIZE** and the terrain's **ELEVATION**.

Terrain does not block LOS regardless of **ELEVATION** unless it is **obstructing**, in which case the normal LOS rules apply.

Regiments can march into and through **zonal terrain**. Players should agree on the types and extents of each area of zonal terrain before the start of the game.

Broken ground: If your regiment charges through this terrain, roll a die for each model that does so. On 6, the regiment suffers 1 hit (brute and cavalry regiments suffer 1 wound instead). Do not take defense rolls. These wounds cause morale tests.

Dangerous terrain: If your regiment moves through this terrain, roll a die for each model that does so. On 6, the regiment suffers a wound (brute and cavalry regiments suffer 2 wounds instead). Do not take defense rolls. These wounds cause morale tests.

Very dangerous terrain: If your regiment moves through this terrain, roll a die for each model that does so. On 4-6, the regiment suffers a wound (cavalry regiments suffer 2 wounds instead). Do not take defense rolls. These wounds cause morale tests.

Elevation X: Usually used for hills, buildings, and other raised areas (normally with an **ELEVATION** of 2). Hills are always 2 and forests are always 3.

Obstacle: Usually used for fences, barriers, short walls or any linear terrain that does not exceed 5" in length and 1" in width (normally with an **ELEVATION** of 1). Models charging through obstacles cannot perform *impact* attacks that round and are must spend 2" of movement to get past it. A model cannot end its movement on top of an obstacle. A model can *attack through* an obstacle to engage an enemy model on the other side.

Hindering terrain: Models charging through hindering terrain cannot perform *impact* attacks that round. Medium and heavy regiments cannot claim the *Inspiration* bonus when charging into or through this terrain.

Water: A model within this zonal terrain suffers -1 to its **CLASH** (minimum 1).

Obscuring: LOS may be drawn through obscuring terrain, but all volley actions that trace their LOS obscuring terrain count as **obscured**.

Obstructing: LOS cannot be drawn through obstructing terrain. Follow the normal rules for drawing LOS when interacting with this terrain.

Impassable terrain: Models cannot be placed on impassable terrain or move through it.

RUINS

A ruin is zonal terrain, usually with a base of about 4" to 6" in diameter. Ruins must be placed at least 6" apart and 6" from the edges of the battlefield and outside objective zones.

Regardless of their actual height, Ruins have **ELEVATION X**, where X is the number of floors you can place models on plus 1, where each floor is 3" high.

Regiments wholly within a ruin terrain piece gain +1 **DEFENCE** against volley actions from regiments not wholly within the same piece of ruin terrain.

Regiments charging enemy regiments that are wholly within a ruin terrain piece do not inflict *impact* attacks. Brute and cavalry

regiments do not gain the *inspiration* bonuses for charging an enemy wholly within a ruin terrain piece and treat the terrain as dangerous terrain. Models cannot *attack through* the walls of a ruin.

Ruins and movement

Each floor is considered to be 3" higher than the immediately lower floor. Only infantry models may be moved directly upwards or downwards between floors, spending 3" of movement to navigate each floor in addition to any lateral movement.

For a model to move onto a floor, its base must be able to fit on that floor completely. Regiments may charge upwards or downwards, but models that moved from one floor to another during their charge move do not gain the *inspiration* bonus and do not inflict *impact* hits.

A model can engage an enemy model on a different floor of a ruin if it is 1 floor directly above or below. Any point of the target model's base must be directly above or below any point of the engaging model's base.

A model is considered within command range of any of its regiment's leaders if it is within the leader model's command range on the same floor or 1 floor above or below.

GARRISON TERRAIN

Garrison terrain are enclosed buildings and fortifications with a base 5-7" in diameter.. If using larger or smaller garrison terrain, you may wish to adapt these rules. Players should agree on the boundaries of any such terrain before the first start of the game.

Regiments cannot march into or through garrison terrain. They cannot be placed on it unless they are seeking to occupy that garrison terrain.

Occupying garrison terrain

Each garrison terrain feature has **DEFENCE X** and **CAPACITY X**. Only infantry regiments can occupy garrison terrain, and only if the number of models is equal to or less than the terrain's **CAPACITY** (usually 4).

A regiment occupies an unoccupied garrison terrain feature by marching into contact with it. Only 1 regiment can occupy 1 garrison terrain piece at a time regardless of whether there is room for more models. Remove the regiment's models from the battlefield, and place one of its leaders on the garrison terrain's base to show who is occupying it. The regiment's activation immediately ends.

A regiment occupying garrison terrain has +X **DEFENCE**, where X is the garrison's **DEFENCE** (usually 1).

A regiment occupying garrison terrain can draw LOS from any point of its base. They piece are considered to have the same **SIZE** as the **ELEVATION** of that terrain piece, allowing it to see and be seen over other regiments and terrain pieces.

Character regiments occupying garrison terrain do not project a command range as they are not currently on the battlefield. Only the character regiment itself can be the target of its character model's *command* abilities.

Leaving garrison terrain

A regiment can leave garrison terrain by using its first action to march. Place the regiment's models touching any part of the garrison terrain piece's base and within command range of their leaders and outside engagement range of enemy models. If it is not possible to place all the regiment's models in this way, then place as many as possible and remove the rest as casualties (controlling player's choice which models). These casualties do not generate casualty tokens.

Once models have been placed on the battlefield, you may perform the **march** action as normal. A regiment performing a **march** action to leave a garrison terrain piece is considered to

have performed an action regardless of whether it chooses to then move away from the terrain piece.

The regiment may then perform its second action. When a regiment leaves a garrison terrain piece that piece is no longer occupied by that regiment.

Charging garrison terrain

If a regiment is engaging the occupied garrison terrain and attempts to perform a **clash** action against its occupants, it may do so even though it is the terrain piece that is within engagement range and not enemy models. As there are no individual models within engagement range, allocate wounds.

If the occupying regiment is destroyed and all its models are removed as casualties, the clashing regiment may now opt to occupy the garrison terrain, if it can legally do so.

Regiments occupying garrison terrain have a 1" engagement range, measured from any point of the garrison terrain piece, regardless of any special rules that might alter that range. When a regiment occupying garrison terrain performs a **clash** action against an enemy regiment, all its attacks count as being under the effects of *inspiration* and its models re-roll failed hit-rolls of 6.

Disengage actions and garrison terrain

A regiment occupying garrison terrain cannot perform a **disengage** action. The only way they can leave garrison terrain is for to not be engaged by an enemy regiment and to march out as if per the normal rules for leaving a garrison.

Volley actions and garrison terrain

A regiment occupying garrison terrain can perform **volley** actions as normal, measuring range from any point of the garrison terrain's base for all models in that regiment. When determining LOS, the acting regiment is considered to have the same **SIZE** as the **ELEVATION** of that terrain. A regiment occupying a garrison terrain piece may perform **volley** and **aim** actions even if it is engaged by an enemy regiment.

FIGHTING A BATTLE

Each model has a **points value**. Your army's points value is equal to the total points values of every model in your army, plus those of any upgrades you've purchased. Battles of 1,000 points are recommended.

BUILDING AN ARMY

An army consists of **character regiments, officers, and regular regiments** selected from a single faction's army list.

Character regiments

Your army must include only 1 character regiment consisting of a character model. Most infantry character regiments may purchase additional retinue models to add to the character regiment; these add to the prowess of a character regiment and confer unique abilities.

Officer models

Officers are upgrades to regiments conferring unique abilities and adding to the combat prowess of that regiment and other regiments around them. 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. **Each officer model may be included up to 2 times.**

Regiments

Each Regiment may be included up to 4 times. Each comes with a number of models specified in its army list entry. The regiment may have a leader or include the option to purchase one; if not, a model in the regiment becomes the **acting leader**.

A model in the regiment may be promoted to **standard bearer** for free once the regiment has reached a certain number of models (including officers).

You may purchase additional models for a regiment, if the option is available. An infantry regiment may not number over 13 models including officers, and cavalry and brute regiments may not number over 4 models including officers.

SET UP THE BATTLEFIELD

A 4' x 4' battlefield with about 10 pieces of terrain is recommended.

FIGHT THE BATTLE

The battle plays for a set number of rounds, or until a specific VP threshold has been reached. If a player's forces are completely wiped out, this constitutes a loss for that player. A player's forces are wiped out if there are none of their models left on the battlefield and no further reinforcements are available in this or subsequent rounds.

Objective zones

The player with the most models within range of an objective zone claims that objective. Objective zones cannot be seized during the first round of a game.

For the purposes of seizing objectives:

- Every 2 light infantry regiment models count as 1 model.
- Each light cavalry and brute regiment model counts as 2 models.
- Each medium and heavy infantry regiment model counts as 1 model.
- Each medium and heavy cavalry and brute regiment model counts as 2 models.
- Each monster regiment model counts as 6 models.
- Each character, retinue and officer model counts as 1 model.

Deployment zones

Before starting a game, players roll-off. The player that rolls lowest chooses which player deploys their first regiment. That player then places one of their regiments wholly within their deployment zone (as specified in the scenario). Then the opposing player deploys one of their regiments in their own deployment zone.

Keep alternating deploying regiments until there are none left to deploy. If a player runs out of regiments to deploy, their opponent finishes deploying all of their remaining regiments.

Regiments in reinforcements

Regiments that remain outside the battlefield as **reinforcements**, usually due to special rules, are set aside and not deployed. They come onto the battlefield from reinforcements as follows:

- No reinforcements come on to the battlefield during round 1.
- Reinforcements come on to the battlefield from your reinforcement zone during rounds 2 and 3.
- Reinforcements come on to the battlefield from any point of the sides of the table, excluding the opponent's reinforcement zone, from rounds 4 and onwards.

Regiments **march** onto the battlefield and cannot **charge** in the round they arrive.

Regiments that have not entered the battlefield by the end of the game are considered to have been destroyed during the final round of the game for all VP scoring purposes.

CONQUEST

FIRST BLOOD

DRAW EVENTS

Draw events do not stack unless the draw event has a (+X) value.

Burnout: All models in this regiment gain +1 **CLASH** and +2 **MARCH** and the *decay* (3) special rule, until the end of the round.

Double Time: Draw the next command card. If the card is for a regiment with a leader within command range of this character, that regiment acts immediately. If it **marches** twice, it may make an additional **march** action. If not, place it on the bottom of your command stack. This character then takes 1 action and ends their activation.

Fire and Advance: Draw the next command card. If the card is for a regiment with a leader within command range of this character, that regiment acts immediately. If it uses a **volley** action as its second action, it may afterwards take a third action, which must be a **march**. If not, place it on the bottom of your command stack. This character then takes 1 action and ends their activation.

Flux-powered: All models in this regiment gain either +2 **CLASH** or +2 **ATTACKS** until the end of the round.

SPECIAL RULES

When a regiment is affected by multiple instances of the same special rule, they do not stack, unless the rule has an (+X) value. If a regiment gains a special rule with an (+X) value, the regiment is considered to have had a value of 0 prior to gaining the (+X).

Aimed Shot: Models in this regiment add +1 to their **VOLLEY** for the next volley action it takes this activation. If this modifies **VOLLEY** to a 5 or greater, instead of receiving the modifier it may re-roll hit rolls of 6.

Armor Piercing (X): When this model performs a **volley** action, any hits caused reduce the target regiment's **DEFENSE** by X.

Aura of Death (X): When a regiment is engaged by this model, that regiment takes X hits. This does not trigger morale tests. Resolve these hits after the enemy regiment activates any *command* abilities but before it takes its first action. If there are multiple *Aura of Death* values in the regiment, use the highest one. These hits are resolved as if they were part of a clash action for the purposes of wound allocation.

Should the regiment be destroyed by this special rule before the *take first action* step, the active player discards the command card and may draw their next command card and perform actions with the regiment it activates.

Regiments occupying garrison terrain are not affected by this special rule, and a regiment occupying garrison terrain does not inflict *Aura of Death* hits to enemy regiments engaging it.

Barrage (X): This model contributes X shots when its regiment performs a **volley** action. The range, as well as any special rules, are given after the rule.

Blessed: Once per round, declared before rolling any dice, this model may choose to re-roll any of its failed hit rolls during a **clash** action, or any of its failed defense rolls. All stands in the regiment must re-roll the same roll at the same time.

Bravery: This model ignores the *Fearsome* and *Terrifying* (X) rules. Also, a regiment including these models loses its broken status at the beginning of its activation. If an officer or character model has *bravery*, the regiment they are part of may lose its broken status at the beginning of its activation.

Brutal Impact (X): When this model inflicts *impact* attacks, those attacks reduce the target enemy model's **DEFENSE** by X when making defense rolls against those impact attacks.

Cleave (X): When this model performs a **clash** action or participates in a **challenge**, any hits caused by those attacks reduce the target's **DEFENSE** by X when making defense rolls against those attacks.

Counter-attack: When an enemy regiment performs a **clash** action against these models, 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 models with this rule involved in a **challenge** 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 a challenge.

Dauntless: This regiment may not be broken and always counts its **clash** actions as *inspired*.

Decay (X): At the end of this regiment's *deactivate regiment* step, roll X dice. For each 5 or 6, the regiment suffers 1 wound. These wounds do not cause morale tests. If a regiment has several instances of *Decay* (X), add all of the X values together.

Deadly Blades: When this model performs a **clash** or **challenge** action, any failed defense roll of 6 rolled by the target regiment causes it to suffer 2 wounds instead of 1.

Deadly Shot: When this model performs a **volley** action, any failed defense roll of 6 rolled by the target regiment causes it to suffer 2 wounds instead of 1.

Devout: When this regiment is the target of a **priest** (X)'s incantation, 1 failed spellcasting die is converted to a success.

Dread: Enemy regiments engaged by this regiment may never count as *inspired*. If this regiment or model always counts as *inspired*, this rule is superseded.

Fanatical Devotion: Whenever this regiment is the target of a friendly incantation cast by a model with the **priest** (X) rule, it is healed for 3 wounds.

Fearless (X): This model ignores the effects of the *Fearsome* and *Terrifying* (X) special rules. If a character stand has this rule, it does not apply it to the rest of the regiment and only benefits from this rule as part of a **duel** action.

Fearsome: Enemy regiments in contact with any of these models making a **combat rally** action must roll D6: if the result is less than or equal to their **RESOLVE**, the combat rally succeeds. If not, it fails and the regiment remains broken.

Feral: When this regiment is on the battlefield and takes an action, if the regiment is not engaging or engaged by an enemy regiment, roll D6: if the result is less than or equal to its highest **RESOLVE**, you may perform an action as normal. This roll is not affected by special rules that allow you to automatically pass a **RESOLVE**-related roll.

If the result is higher, the regiment must perform a **charge** action against the closest enemy regiment in LOS with casualty tokens on it. A regiment with this special rule cannot declare a charge target that is outside of its maximum possible charge distance as a result of this rule.

If there is no eligible target, you must perform a **march** action directly toward the closest enemy regiment in LOS. A regiment must always march its maximum march distance when forced to move as a result of this rule. This rule allows a regiment to charge a target even in the round in which it arrived on the battlefield from reinforcements.

Fiend hunter: This model may re-roll failed hit rolls against monsters, brutes, and cavalry.

Flank: This regiment can enter the game from reinforcements as detailed in the rules for reinforcements.

Flawless Strikes: When this model performs a **clash** action or participates in a **challenge**, all hit rolls of 1 count the target's **DEFENSE** as 0 for that attack. Additional hits generated by other rules do not benefit from this rule.

Fluid Formation: This model ignores the broken ground, dangerous and hindering terrain rules.

Flurry: This model may re-roll all failed hit rolls when performing a **clash** or as part of a **challenge** action.

Fly: A regiment composed entirely of these models can **march** and **charge** over other regiments and impassable terrain. During this move models ignore enemy engagement ranges.

Models in this regiment cannot end their march on top of impassable terrain, overlapping with the bases of other models or within engagement range of enemy models. This rule does not apply when a regiment is disengaging, charging or moving vertically on a piece of ruin terrain.

Glorious Charge: This regiment may add the *inspire* bonus to *impact* attack rolls. Also, when it successfully completes a **charge** action, it counts as having *terrifying* (1) until the end of that action.

Hardened (X): When models in this regiment make a defense roll, reduce any *Cleave* (X), *Brutal Impact* (X) or *Armor Piercing* (X) rule by the value of *Hardened* (X) when resolving that defense roll.

Heavy Impact: This model doubles the number of *impact* attacks it rolls upon completing a successful charge.

Impact (X): Models in this regiment perform X *impact* attacks.

Indomitable: Each time this regiment takes a morale test, discard 1 failed dice with no effect.

Inspiring Presence: While a regiment is within command range of this character, that regiment may not be broken. If it is already broken it loses its broken status at the end of an action in which the regiment finds itself within command range of a character model with this rule.

Lethal Demise: This model cannot heal wounds. It suffers wounds as a result of an enemy regiment performing a **clash** action against it (but not as a result of morale tests), that enemy regiment receives an equal amount of hits.

Linebreaker: This model ignores *Shield* when performing a **clash** action, participating in a **challenge**, or when resolving *impact* attacks.

Oblivious: This regiment suffers only 1 wound for every 2 failed morale tests, rounding up.

Opportunists: This model may re-roll failed hit rolls when performing a **clash** action against a broken regiment.

Overcharge: This regiment gains access to this action:

Overcharge (combat and out-of-combat action): When performing this action the regiment places an overcharge marker besides its model(s). When the regiment performs a **volley** action, the regiment may discard any number of overcharge markers. For each marker discarded, the regiment gains the *Barrage* (+2) and *Armor Piercing* (+1) rules, to a maximum of *Armor Piercing* (2), until the end of the round.

Overrun: When this regiment declares a **charge** action against a broken regiment or causes the target of their charge action to become broken as a result of their *impact* attacks, this regiment may perform their *impact* attacks again.

If the enemy regiment is shattered or destroyed by this regiment's *impact* attacks, this regiment is allowed to perform a **charge** action as its second action even if the regiment has already performed a charge action this round.

Parry: All hit rolls of 1 made against this model during a **clash** action or **challenge** must be re-rolled.

Precise Shot: When this model 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 rule.

Priest (X): This regiment or character model can perform the *spellcasting* action during its activation. X is its magic level. If the regiment or character model does not have any incantations available, then it only counts toward enemy interference.

Quicksilver Strike: This character model resolves all of its attacks first during a **challenge**. If both character models in the challenge have this rule, the attacks are resolved simultaneously.

Rapid Volley: When this model 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.

Relentless Blows: When this stand performs a **clash** action or participates in a **challenge**, 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: Models in this regiment gain +1 **DEFENSE** against all hits. A model cannot *attack through* an enemy model with this rule. A model may not benefit from this rule if the regiment it is part of is broken.

Smite: Enemy regiments count their total **DEFENSE** as 0 against hits caused by this model during a **CLASH** action. This rule also affects the hits from character models during a **challenge**.

Support: This model has its engagement range increased to 2.5". In addition, it re-rolls its successful defense and hit rolls of 1 against enemy models within 1" of it.

Sureshot: This model never counts its volleys as obscured by intervening regiments or terrain. However, incantations and other effects still obscure targets.

Tenacious: Whenever this regiment makes a defense roll, discard 1 failed die roll without effect.

Terrifying (X): Enemy regiments suffering casualties as a result of a clash action from one or more of these models suffer a -X penalty to their **RESOLVE** (this applies to all models in the enemy regiment) until the end of the **clash** action.

In addition, enemy regiments engaged with 1 or more of these models making a **combat rally** action must roll a die: if the roll is equal to or less than their **RESOLVE**, the combat rally succeeds. If not, it fails, and the regiment remains broken.

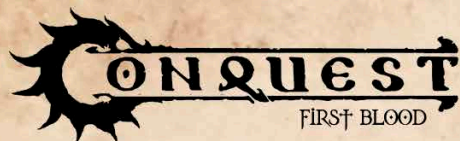
Throwing Weapons: This model may perform a volley action with this profile: *Barrage* 1 (3"). This volley action may be performed even when engaged and may target an engaged enemy regiment.

Torrential fire: When this model performs a **volley** action against an enemy regiment within range, each successful hit roll causes an additional automatic hit on the target. These additional shots do not generate further rolls.

Unstoppable: This regiment adds 2" to its charge distance.

Unyielding: While this regiment is wholly within range an objective, the opponent may not claim that objective regardless of the number of models.

Wizard (X): This regiment or character model can perform the *spellcasting* action during its activation. X is its magic level. If the regiment or character model does not have any incantations available, then it only counts toward enemy interference.



ROUND SEQUENCE

REINFORCEMENT PHASE

Place **reinforcements** that arrive in this round to one side; they will **march** onto the table during the action phase.

- **Round 1:** No reinforcements arrive.
- **Rounds 2 and 3:** Reinforcements arrive from your reinforcement zone
- **Round 4 onwards:** Reinforcements arrive from any point of the sides of the table, excluding the opponent's reinforcement zone.

COMMAND PHASE

Arrange the **command cards** for your surviving regiments, and any arriving as reinforcements this round, in a facedown **command stack** in your desired order of activation.

SUPREMACY PHASE

Players roll off. The player whose command stack has the fewest cards may + or -1 from their result (min 0, max 7). The lowest scorer is the **first player** this round. Re-roll ties.

ACTION PHASE

Starting with the first player and proceeding alternately:

1. **Draw command card** and indicate the matching regiment you wish to activate with it.
2. **Resolve draw event** if the card has any.
3. **Remove casualty tokens** from the activated regiment.
4. **Take first action.** A regiment arriving as reinforcements must **march** as its first action and cannot **charge**.
5. **Take second action.** The regiment may not repeat an action unless both are **march** actions.
6. **Deactivate regiment.** Play then passes to your opponent.

VICTORY PHASE

If neither player has won, begin a new round.

OUT-OF-COMBAT ACTIONS

You can only use these actions if your regiment is not engaged. If a regiment is engaging but not engaged, it may use these actions as normal actions, as well as combat actions.

MARCH

None of the regiment's models can be engaged. **Move up to the regiment's MARCH** (use the lowest value in the regiment). Move the leader(s) first, then move all other models making sure they are within command range.

Models in the same regiment do not block movement; you may move between other friendly regiments' models if there is enough space for the moving model's base.

No models' bases may overlap at the end of any march action. No model may end its march movement engaged by or engaging an enemy model.

The march action may be taken more than once per round, but the second or more march action is half **MARCH**.

CHARGE

A charge is the only way a regiment can engage or be engaged by an enemy regiment and move into engagement range of it. A regiment that arrived from reinforcements this round cannot charge.

Choose 1 enemy regiment(s) within LOS as the target(s). If the distance between 1 model you choose in your regiment and the closest enemy model in the target regiment(s) is equal to or less than your regiment's **MARCH**, it is a successful charge. If the charge is failed, do not move any models and the action is lost. The regiment cannot charge again until its next activation.

Move all your charging models up to their charge distance, so that they end up with at least 1 enemy model from the target regiment(s) in their engagement range.

The charging regiment gains *inspired* until the end of the round. Models in a charging regiment may select any targets in their engagement range to attack, not just models from regiments they have charged.

Impact attacks

Once a successful charge is completed, Models with the *Impact (X)* special rule may resolve **impact attacks**. These may only target enemy models within 1". **Impact attacks do not receive a bonus from Inspired.** Unengaged models contribute impact attacks as normal equal to their *Impact (X)* value.

If a model resolves its impact attacks and is no longer engaging an enemy model as a result, it may immediately perform a 2" move towards the closest model in the charged regiment(s).

TAKE AIM

The regiment gains *Aimed Shot* until the end of its activation.

VOLLEY

Your regiment must have at least 1 model with *Barrage*.

Choose a target regiment in **range** of this rule. Measure for each model from their base to the base of any of the target regiment's models. A model out of range does not contribute shots.

The target regiment must be **within LOS**. Ignore intervening models or terrain of a smaller **SIZE** than the **SIZE** of the acting model or target. A model that cannot draw LOS to any target models does contribute shots.

Both volleying and target regiment must not be engaged, unless the target regiment is a monster regiment.

Multiple the number of models with *Barrage X* that are in LOS of a model in the target regiment by X and roll that many D6.

If a model traces LOS through obscuring terrain, or through the base of a model with a smaller **SIZE** than the target, that regiment counts as **obscured**: reduce **VOLLEY** by 1 (min 1).

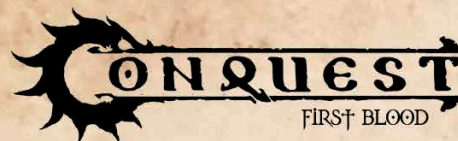
Any result less than or equal to the regiment's **VOLLEY** is a hit. If a model's **VOLLEY** is 6 or more, that model gains *Rapid Volley*.

Your opponent then makes a **defense roll**: D6 equal to the number of hits. Any die less than or equal to their regiment's **DEFENSE** or **EVASION** is a success. Any roll greater than both is a failure and causes a **wound**. If your regiment has a **DEFENSE** and **EVASION** of 0 it cannot succeed on a defense roll.

Tally up the wounds and allocate them. **Wounds suffered from a volley do not cause morale tests.**

RALLY

Only a broken regiment may take this action. Your regiment is no longer broken; remove the broken marker.



ROUND SEQUENCE

REINFORCEMENT PHASE

Place **reinforcements** that arrive in this round to one side; they will **march** onto the table during the action phase.

- **Round 1:** No reinforcements arrive.
- **Rounds 2 and 3:** Reinforcements arrive from your reinforcement zone
- **Round 4 onwards:** Reinforcements arrive from any point of the sides of the table, excluding the opponent's reinforcement zone.

COMMAND PHASE

Arrange the **command cards** for your surviving regiments, and any arriving as reinforcements this round, in a facedown **command stack** in your desired order of activation.

SUPREMACY PHASE

Players roll off. The player whose command stack has the fewest cards may + or -1 from their result (min 0, max 7). The lowest scorer is the **first player** this round. Re-roll ties.

ACTION PHASE

Starting with the first player and proceeding alternately:

1. **Draw command card** and indicate the matching regiment you wish to activate with it.
2. **Resolve draw event** if the card has any.
3. **Remove casualty tokens** from the activated regiment.
4. **Take first action.** A regiment arriving as reinforcements must **march** as its first action and cannot **charge**.
5. **Take second action.** The regiment may not repeat an action unless both are **march** actions.
6. **Deactivate regiment.** Play then passes to your opponent.

VICTORY PHASE

If neither player has won, begin a new round.

OUT-OF-COMBAT ACTIONS

You can only use these actions if your regiment is not engaged. If a regiment is engaging but not engaged, it may use these actions as normal actions, as well as combat actions.

MARCH

None of the regiment's models can be engaged. **Move up to the regiment's MARCH** (use the lowest value in the regiment). Move the leader(s) first, then move all other models making sure they are within command range.

Models in the same regiment do not block movement; you may move between other friendly regiments' models if there is enough space for the moving model's base.

No models' bases may overlap at the end of any march action. No model may end its march movement engaged by or engaging an enemy model.

The march action may be taken more than once per round, but the second or more march action is half **MARCH**.

CHARGE

A charge is the only way a regiment can engage or be engaged by an enemy regiment and move into engagement range of it. A regiment that arrived from reinforcements this round cannot charge.

Choose 1 enemy regiment(s) within LOS as the target(s). If the distance between 1 model you choose in your regiment and the closest enemy model in the target regiment(s) is equal to or less than your regiment's **MARCH**, it is a successful charge. If the charge is failed, do not move any models and the action is lost. The regiment cannot charge again until its next activation.

Move all your charging models up to their charge distance, so that they end up with at least 1 enemy model from the target regiment(s) in their engagement range.

The charging regiment gains *inspired* until the end of the round. Models in a charging regiment may select any targets in their engagement range to attack, not just models from regiments they have charged.

Impact attacks

Once a successful charge is completed, Models with the *Impact (X)* special rule may resolve **impact attacks**. These may only target enemy models within 1". **Impact attacks do not receive a bonus from Inspired.** Unengaged models contribute impact attacks as normal equal to their *Impact (X)* value.

If a model resolves its impact attacks and is no longer engaging an enemy model as a result, it may immediately perform a 2" move towards the closest model in the charged regiment(s).

TAKE AIM

The regiment gains *Aimed Shot* until the end of its activation.

VOLLEY

Your regiment must have at least 1 model with *Barrage*.

Choose a target regiment in **range** of this rule. Measure for each model from their base to the base of any of the target regiment's models. A model out of range does not contribute shots.

The target regiment must be **within LOS**. Ignore intervening models or terrain of a smaller **SIZE** than the **SIZE** of the acting model or target. A model that cannot draw LOS to any target models does contribute shots.

Both volleying and target regiment must not be engaged, unless the target regiment is a monster regiment.

Multiple the number of models with *Barrage X* that are in LOS of a model in the target regiment by X and roll that many D6.

If a model traces LOS through obscuring terrain, or through the base of a model with a smaller **SIZE** than the target, that regiment counts as **obscured**: reduce **VOLLEY** by 1 (min 1).

Any result less than or equal to the regiment's **VOLLEY** is a hit. If a model's **VOLLEY** is 6 or more, that model gains *Rapid Volley*.

Your opponent then makes a **defense roll**: D6 equal to the number of hits. Any die less than or equal to their regiment's **DEFENSE** or **EVASION** is a success. Any roll greater than both is a failure and causes a **wound**. If your regiment has a **DEFENSE** and **EVASION** of 0 it cannot succeed on a defense roll.

Tally up the wounds each stand has taken and allocate wounds. **Wounds suffered from a volley do not cause morale tests.**

RALLY

Only a broken regiment may take this action. Your regiment is no longer broken; remove the broken marker.

COMBAT ACTIONS

You can only use these actions if your regiment is engaged, or has enemy models within their engagement range. If a regiment is engaging but not engaged, it may use out-of-combat actions as normal actions, as well as these actions.

CLASH

Every model has a 1" aura from the edge of its base (its **engagement range**). Any model within an enemy model's engagement range is **engaged** by it. No LOS is required, and a model behind terrain can be engaged. When a model cannot be selected as a legal target for an attack, it is not engaged even if it is within the engagement range of an enemy model.

When a clash action is taken, move all models in the clashing regiment up to 2" towards any enemy model so they may engage them. If they cannot engage any enemy models, move them to end up closer to the closest enemy model than they were at the beginning of the action. Move before any attacks are made and always end the move within your leader(s)' command range. Models may also choose to remain stationary.

During this move, a model may engage and be engaged by models it wasn't engaged with at the start of the clash or charge.

Each model in your regiment must choose 1 enemy regiment within its engagement range to target. Then choose a model from that regiment within this model's engagement range and draw a direct line between the model's bases to determine whether the model has to **attack through** another model. Once a legal target has been selected, the model(s) attack it.

Roll D6 equal to the model's ATTACKS. Any die less than or equal to your regiment's **CLASH** is a hit. Any greater are a miss. If the regiment's **CLASH** is 6+, they gain *Relentless Blows*.

Your opponent then makes a **defense roll**: D6 equal to the number of hits. Any die less than or equal to their regiment's **DEFENSE** or **EVASION** is a success. Any roll greater than both is a failure and causes a **wound**. If your regiment has a **DEFENSE** and **EVASION** of 0 it cannot succeed on a defense roll.

Tally up the wounds and allocate them. **Your opponent may then have to test morale.**

INSPIRE

The regiment gains +1 **CLASH** for their next clash action this round. If this takes **CLASH** to 5+, they do not gain this modifier, but may instead re-roll any unmodified rolls of 6.

COMBAT REFORM

You may move any models in this regiment, following the *maneuvering while engaged* rules, up to their **MARCH**. This is not a **march** action.

DISENGAGE

A regiment with 1 or more of its models engaged by an enemy model(s) may use this action. The regiment's **RESOLVE** plus the roll of a D6 is the **disengage distance**. Move the regiment up to this distance so the models are no longer engaged. The leader(s) must end this move outside of all enemy models' engagement ranges.

Each enemy model engaging a model in the disengaging regiment may perform 1 **attack of opportunity** against it. These take place before the disengage distance is rolled, are resolved like a clash action, but do not gain the benefits of *inspiration*.

If the leader(s) and all models successfully leave all enemy engagement ranges, the regiment has performed a **clean disengagement**.

If the leader(s) of the regiment has left all enemy engagement ranges but some of the regiment's models still remain engaged, then all engaged models are removed as casualties.

If the leader(s) of the regiment has not left all enemy engagement ranges it is a **fighting disengagement**: the leader(s) is removed as a casualty and a new acting leader is promoted. These casualties do not result in additional morale tests.

Once a regiment disengages it is **broken**.

COMBAT RALLY

Only engaged broken regiments may take this action. The regiment is no longer broken; remove the broken marker.

MORALE

Roll D6 equal to the number of wounds suffered. Add these bonuses to the regiment's **RESOLVE** if appropriate:

- +1 if the regiment has 8+ models;
- +1 if a brute or cavalry regiment has 2 or more models.

Each result equal to or less than the regiment's **RESOLVE** is a success. Each result greater is a fail.

For each fail, the regiment suffers 1 wound (these do not trigger further morale tests), but add casualty tokens as normal. Once all engaged models have been allocated wounds, allocate remaining wounds to unengaged models.

If, during a single round, a regiment loses half or more of the models it started the round with, it is immediately **broken**.

Broken regiments cannot declare a **charge** action, cannot restore casualties, cannot benefit from *Inspired*, may not benefit from any bonuses gained by being in a character's or officer's commanding presence, and cannot seize objectives. Their special rules cease to function.

MAGIC

Spellcasting is usable only by models with the wizard (*X*) or priest (*X*) special rules (*X* is the caster's **level of attunement**).

Casting sequence

1. **Choose incantation and target:** LOS between the caster model and the target regiment is required. The target must be within the incantation's **RANGE**. A spellcaster model may perform incantations even when engaged. If the range is **self**, the incantation can only target the regiment the caster's own regiment (including the caster).

When a regiment with wizard (*X*) or priest (*X*) uses a spellcasting action, it is its leader or acting leader that counts as manifesting the incantation (check LOS and range from that model).

2. **Roll for success:** The spellcaster rolls a number of dice equal to their wizard/priest *X* level. **Each result equal to or lower than the incantation's ATTUNEMENT is a success.** Normally, you must score at least 2 successes.

3. **Enemy interference:** If your casting model is performing an incantation within 10" of an enemy caster, the incantation's **ATTUNEMENT** is considered 1 point lower (minimum 1).

Resolving the incantation

If your caster does not reach the required number of successes, the incantation fails and the action ends with no further effect.

If you succeed in casting, follow the effect instructions. If the incantation inflicts hits, your opponent now makes any defense rolls, removes casualties and tests morale.

Unless otherwise noted, incantations normally last until the end of the round.

COMBAT ACTIONS

You can only use these actions if your regiment is engaged, or has enemy models within their engagement range. If a regiment is engaging but not engaged, it may use out-of-combat actions as normal actions, as well as these actions.

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Each model in your regiment must choose 1 enemy regiment within its engagement range to target. Then choose a model from that regiment within this model's engagement range and draw a direct line between the model's bases to determine whether the model has to **attack through** another model. Once a legal target has been selected, the model(s) attack it.

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2. **Roll for success:** The spellcaster rolls a number of dice equal to their wizard/priest *X* level. **Each result equal to or lower than the incantation's ATTUNEMENT is a success.** Normally, you must score at least 2 successes.

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