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Game: **CONQUEST: FIRST BLOOD (2026 VERSION)**

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CONQUEST FIRST BLOOD

BASICS

Rolling dice

Characteristic tests: If the result is equal to or under the tested characteristic it is a success; otherwise it is a failure. If the roll is affected by both re-rolling all failures and re-rolling all successes, they cancel out and both rules are ignored.

An unmodified roll of 6 is always a failure. If a characteristic is modified to 0, any test using it is automatically failed.

The initial dice rolled when resolving any attack, hit, block, or test are the **primary roll**. Apply any effects that trigger from its results simultaneously. No matter how many sources of **re-rolls**, a single die can never be re-rolled more than once. Any additional dice or re-rolls are all rolled together in the **secondary roll**. These results are final, and cannot trigger any re-rolls or additional dice.

Measuring

Measure all distances in inches, and always horizontally from a model's base. Players may measure distances at any time. Rules that affect warriors *within* a distance do so while any part of the warrior's base is within the effect's range.

If an effect halves a characteristic or distance, always **round up** to the nearest whole number.

Armies and models

Your collection of models in a battle are your **warband**. All models in your warband are **warriors**. Warriors from your warband are **friendly warriors** and warriors not from your warband are **enemy warriors** or **enemies**. When playing with teammates, your teammate's warriors are **allied** warriors.

All warriors have one or more **battlefield roles** in their profile, eg: *infantry, cavalry, brute, monster, character, spellcaster*. Factions also have their own unique battlefield roles.

Command cards

All warlords, heroes, monsters, and regiments have a corresponding **command card**. You may never include multiples of the same command card.

At the start of every round, arrange all of your command cards faceup and visible to all players. When it is your turn to activate a command card, select 1 and flip it facedown to indicate it has been activated and cannot be activated again for the rest of the round.

Command abilities and special rules that affect friendly warriors also affect the warrior themselves unless otherwise stated.

Warriors benefit from a command ability or special rule if they begin an action within the **COMMAND RANGE (CR)** of the character (no LoS required). All abilities and rules granted during a round expire at the end of the round unless otherwise indicated. Duplicates of the same command ability or special rule are not cumulative and provide no additional effect beyond the first.

The player currently performing command abilities during the command phase or activating a command card during the action phase is the **active player**. If multiple effects trigger at the same time, the active player chooses the resolution order.

Engagement range

The 1" area around a warrior's base is its **engagement range**. Warriors within 1" of an enemy and within LoS are **engaged**. While engaged with an enemy, warriors may only perform combat actions.

Line of sight (LoS)

LoS must be drawn any time an action, special rule, spell, or effect requires a **target**. Draw a line the width of the warrior's base to the width of the target's base. If any part of this line travels uninterrupted between the warriors, the warrior has LoS to the target. Any intervening warriors or obscuring terrain are ignored when drawing LoS if they are a smaller **SIZE** than the warrior *and* closer to the warrior than to the target.

Placing

When a warrior is **placed**, place it anywhere within the indicated distance, ignoring all warriors and terrain in between. Effects that trigger on **moving** do not trigger on placing. If a warrior must be placed **wholly within** a distance, no part of its base may be placed further than that distance. A warrior may be placed into or out of enemy engagement ranges, and even onto or off a vantage point, regardless of the elevation (if there is room for it to fit).

ROUND SEQUENCE

A game consists of 6 rounds, each divided into phases.

1. SUPREMACY PHASE

Both players roll a die. The player that rolls lower is the **supremacy player** and acts first this round. On a tie, the player with less VPs chooses the supremacy player (on a tie, re-roll).

2. COMMAND PHASE

The supremacy player performs 1 **command ability** with each *character* in their warband, then the other player does the same.

Broken characters cannot perform command abilities. Command abilities last until the end of the round. A warrior may benefit from multiple different command abilities at once.

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

All *characters* have access to the following command abilities in addition to any unique command abilities listed in their profile:

Rallying cry: All *broken* friendly warriors within command range immediately rally. Additionally, friendly warriors within command range may re-roll all failed **RESOLVE** tests when performing combat rally actions.

Press forward: Friendly warriors within command range that perform **march** actions may instead move their entire **MARCH**.

Duel: Target a single enemy *character* within command range and LoS, who must then either **accept** or **decline** the duel.

A *broken* character can never decline a duel, and a character participating in a duel cannot perform or be targeted by another duel. A character on a vantage point cannot perform or be targeted by a duel unless both characters are on that same vantage point.

- If declined, the enemy character immediately becomes *broken* and this command ability ends.
- If accepted, place this character engaged with the enemy character by the shortest distance possible. If this is not possible, place the enemy engaged with this character.

If neither character can be placed to engage the other, a duel cannot be performed.

While participating in a duel, a character may only be targeted by their duel opponent with **clash** or **volley** actions, and can only engage/be engaged by their duel opponent. Other warriors within 1" are not engaged with the characters, warriors cannot provide *outnumber* assisting attacks, and they ignore the dueling characters for determining if they are in combat.

The duel lasts until either character is slain, leaves engagement with their duel opponent, or until the end of the round.

3. ACTION PHASE

The supremacy player chooses 1 command card and activates all warriors of that type, one at a time. Players alternate until all command cards have been activated. To activate a regiment or *character*, follow these steps:

1. Choose command card

Choose 1 **command card** that has not been activated this round.

2. Select warrior to activate

Choose 1 **warrior** from the card's profile. When a regiment is activated, all warriors are activated, but each perform their own draw events and perform their own actions individually. A single warrior completes their entire activation before resolving the next.

3. Perform draw events

If a **draw event** is triggered when that warrior is activated, it occurs before performing any actions with that warrior. All draw events are optional and a warrior may perform multiple draw events.

4. Perform actions

Perform 2 **actions** with that warrior. Engaged with an enemy: can only perform **combat actions**. Not engaged: can only perform **out-of-combat actions**. A warrior cannot perform the same action multiple times in one activation, with the exception of **march**.

5. Repeat until all warriors of the card have activated

Choose another warrior and perform its draw event(s) and actions, until all warriors of that regiment have activated.

4. VICTORY PHASE

Players remove any command cards from which all warriors have been slain, then calculate any VPs determined by the scenario.

ACTIONS

MOVEMENT ACTIONS

For all movement, measure the distance from the model's base and move in a straight line. A warrior may move in any direction and may split its total distance amongst multiple directions. It cannot move through any other warriors (friend or enemy).

MARCH

Out of combat action. The warrior moves up to its **MARCH**. They may continue moving when they enter an enemy's engagement range, but may not leave it unless allowed to do so.

If the warrior moves in 1 straight line and ends their movement engaged with an enemy, it is a **charge** and they become *inspired* this activation. A warrior may only charge once per activation.

March actions may be performed multiple times during an activation, but during subsequent march actions, the warrior may only move half their **MARCH** (round up).

REPOSITION

Combat action. The warrior moves up to half its **MARCH** (round up). They may leave enemy engagement ranges, but if they do they become *broken*.

MELEE ACTIONS

INSPIRE

Combat action. The warrior becomes **inspired** this activation: +1 to their **ATTACK**.

CLASH

Combat action. Choose an enemy within engagement range and follow the attack sequence. A warrior may divide their attacks freely amongst enemies within engagement range. Roll attacks and blocks against each enemy separately.

If a target is engaged by any other friendly warriors (that are not themselves engaged with any other enemies), they assist in the clash and cause the target to be **outnumbered**. *Broken* warriors are always ignored when determining if a warrior is outnumbered.

If the enemy is *outnumbered*, roll an additional attack against the enemy. The number of friendly warriors needed to outnumber the enemy is determined by the target's battlefield role:

- **Infantry** are outnumbered when 1 warrior is assisting.
- **Brute** or **cavalry** are outnumbered when 2 warriors are assisting.
- **Monsters** are outnumbered when 3 warriors are assisting.

SHOOTING ACTIONS

TAKE AIM

Out of combat action. May only be performed if the warrior has *Barrage X*. This warrior becomes **aimed** this activation: +1 to X.

VOLLEY

Out of combat action. May only be performed if the warrior has *Barrage X*. They target 1 enemy within their barrage range and LoS, checking for any intervening warriors or obscuring terrain, then they follow the attack sequence.

Obscured: If any part of the LoS is impeded by terrain of at least half the size of the target, the target warrior gains +1 **DEFENSE**.

Intervening: If any part of the LoS is impeded by another visible warrior (friendly or enemy) of at least equal **SIZE** of the target, they cannot be targeted with a volley action.

Any intervening warriors or obscuring terrain may be ignored if they are a smaller **SIZE** than this warrior, *and* closer to this warrior than to the target.

MORALE ACTIONS

RALLY

Out of combat action. May only be performed while *broken*. The warrior **rallies** (remove their broken marker).

COMBAT RALLY

Combat action. May only be performed while *broken*. The warrior **rallies** (remove their broken marker), then must immediately take a single **RESOLVE** test. If passed, they may continue their activation as normal. If failed, their activation immediately ends.

UNIQUE ACTIONS

Any action listed in a warrior's profile is an **unique action**. If they specify whether they are combat actions or out of combat actions, they may only be performed when you can perform actions of that type. Those actions listed as neither type can be performed while engaged or unengaged.

Unique actions that serve as an alternate and more powerful version of a basic action may be performed instead of the basic version. They cannot be performed in the same activation as the basic version.

Unique actions are treated as the basic action for all other purposes. They only use their specific special rules and *never* benefit from special rules listed in the warrior's profile or bonuses granted from spells, command abilities, or statuses.

OUT OF SEQUENCE ACTIONS

Some special rules allow warriors to perform free actions during their activation or to perform actions outside their activation. Any actions performed outside of a warrior's 2 selected actions during their activation are **out of sequence actions**. These follow all the normal limitations of the action, and when performed during an activation do not allow the warrior to perform duplicate actions.

STATUSES

A warrior cannot be affected by multiple instances of the same status. When a warrior becomes affected by a status, indicate it with a marker. A status lasts until removed.

Inspired: +1 to **ATTACK**.

Aimed: +1 to **Barrage** special rule (the warrior must have this special rule to have this status).

Broken: Suffer these effects until they rally or are slain:

- Automatically fails all **RESOLVE** tests.
- May only perform the **rally** or **combat rally** actions.
- Is ignored when determining **outnumbered** warriors during **clash** actions (both friendly and enemy).
- Cannot perform **command abilities** and any command abilities currently active immediately expire.
- Cannot perform **spells**.

When a warrior is **driven back** (either by becoming *broken* from an enemy within their engagement range or from a special rule), the broken warrior is moved directly away from the enemy that caused them to be driven back until there is 2" between them or they contact another warrior or impassable terrain.

Rally: When a *broken* warrior rallies, immediately remove their broken marker.

ATTACKS

If a rule inflicts hits on a warrior, the enemy player rolls the indicated number of dice and assigns them as **hits**. Results of 6 are always failures and discarded. Set hits to the side (keeping their results visible).

The target then **blocks**, rolling dice equal to either their **DEFENSE** or **EVASION** (chosen by the defender). The defender may roll more block dice than the number of hits they suffered.

The defending player compares their results to the hit results. They negate hits by using a single block result to negate a single hit of an equal result or higher. For each hit not blocked, the defender suffers a wound.

If multiple warriors are attacked or suffer hits simultaneously, the order in which they are resolved are chosen by the activating player. Fully roll attacks, hits, and blocks for a single warrior before resolving the next.

THE ATTACK SEQUENCE

When performing **clash** actions and **volley** actions, attacking is resolved in the same way.

Roll dice equal to...

- this warrior's **ATTACKS** if a clash action.
- This warrior's **BARRAGE** if a volley action.

The attacker then takes the dice with the lowest results up to their...

- CLASH** if a clash action.
- VOLLEY** if a volley action.

These dice are hits against the enemy.

Results of 6 when attacking or blocking are always failures and are discarded.

The defender then attempts to **block**. They roll dice equal to either their **DEFENSE** or **EVASION** – the choice is theirs – and compare their results to the attacking warrior's hits. **Each block result can negate a hit that is the same number or higher.**

For each hit not blocked, the target suffers a **wound**; place a wound marker on the warrior.

WOUNDS AND RESOLVE

A warrior with any wound markers is **wounded**. When a warrior has wound markers equal to their **WOUNDS**, they must immediately perform a **RESOLVE** test. Roll a die: if the result is equal to or under the warrior's **RESOLVE** they ignore the wound but become *broken*.

A warrior suffers that wounds in excess of their **WOUNDS** suffers -1 **RESOLVE** for each excess wound suffered for the ensuing test. If this test is failed, the warrior is slain and removed from the battlefield. If a warrior's **RESOLVE** is reduced to 0, the resolve test automatically fails.

If a warrior passes the test, remove wound markers until the warrior has 1 wound remaining and they become *broken*.

A *broken* warrior automatically fails all **RESOLVE** tests and is slain if they accumulate wound markers equal to or beyond their **WOUNDS** characteristic.

A **slain** or **destroyed** warrior is removed from the battlefield.

If a warrior within engagement range causes an enemy to be *broken*, they are immediately **driven back**. They are moved directly away from the enemy that caused them to be driven back until there is 2" between them or they contact another warrior or impassable terrain.

Healing and raising

When a warrior is healed, remove wound markers from them equal to the amount healed.

If a rule allows a slain warrior to return to the battlefield, it will specify where to place them. The warrior may be activated normally this round if their command card has not yet been activated.

MONSTERS

During its activation, a monster may move through enemy non-monster warriors if the enemy is not engaged with any other friendly warriors. If a monster is placed or ends its movement on top of an enemy warrior, move that warrior the minimum distance out from under the monster's base.

Monster wounds

A monster has 2 profiles: it begins the battle using its top profile, then the first time it accumulates wound markers equal to its **WOUNDS**, instead of testing **RESOLVE**, immediately remove all wound markers and use the **injured profile** from then on.

If the enemy that caused the monster to become injured was engaged with the monster, the monster is immediately *driven back* from the enemy. Any wound markers suffered in excess of their **WOUNDS** characteristic are carried over and allocated to the monster's injured profile.

A *monster* can only be *broken* or *driven back* while using its **injured profile**. A monster that has degraded to its injured profile cannot switch back to its original profile during a battle, regardless of any healing it receives. A monster using its injured profile always counts as being **wounded**.

Monster characters

A monster that purchases a *rider* option gains the *character* battlefield role and follows all the above restrictions.

Monsters with a rider replace the monster's standard command card with the rider-specific command card. A warband cannot include both the ridden and unridden version of a monster.

Monster characters can only target other monster characters with the **duel** command ability. A monster character that is not injured can decline duels without penalty as they cannot be *broken*.

FIGHTING A BATTLE

1. Choose a scenario

Scenarios dictate victory conditions, how your forces are deployed, and what twists of fate affect the battle.

2. Choose a battlefield size

Games are usually played on a 4'x4' battlefield. However, small skirmishes of 500pts per side may be better on a 2'x2' or 3'x3' Battlefield.

3. Set up the battlefield

Both players arrange terrain on the battlefield to best facilitate a bloody (but fair) battle.

3. Rolling for priority

Both players roll-off: the winner is the **first player**, who chooses their deployment zone.

4. Choose tactics

Each scenario includes a series of **tactics** that both players may employ to help influence the battle in their favor. Starting with the first player, each player chooses 1 tactic to utilize in this battle. Each player must select a different tactic.

5. Deployment

Starting with the first player, alternate placing 1 **command card** facedown wholly within your deployment zone further than 9" from all enemy command cards. Command cards may be placed in any orientation as long as the entire card is within your deployment zone and not on top of any non-zonal terrain or another command card.

6. Reveal command cards

Starting with the first player, players alternate revealing their command cards. When you reveal a card, remove it from the battlefield and place all warriors of the command card's profile wholly within 3" of its original location. Warriors may be placed beyond their deployment zone but may not be placed onto other command cards.

If a warrior cannot be placed wholly within 3" of their command card due to other warriors or terrain, warriors of that command card must be placed wholly within your deployment zone, as near as possible to the command card's original position.

7. Fight the battle

Players begin the battle with the first supremacy phase. Each scenario specifies the duration of the battle (usually 6 rounds) and how to achieve victory.

MUSTERING A WARBAND

Before the battle, players agree on the **point value** available to build their warbands. Each warrior and upgrade includes a points cost which are added together.

All warriors are categorized into **slots**: their role, rarity, and how available they are. Each **warlord**, **hero**, **regiment**, or **monster** may only be included in your warband once regardless of their slot. A *monster character* counts as both a warlord and a monster, using up both slots.

A warband may include any number of **mainstay regiments** and any number of **restricted regiments**, but the warband must include 1 mainstay regiment for each restricted regiment. When included in your warband, a **retinue regiment** becomes a mainstay instead of a restricted.

Each regiment includes the option to individually purchase **additional warriors** at the indicated number of points. The maximum number of warriors allowed in each regiment is determined by the size of the battle.

The maximum number of warlords, heroes, and monsters, and the total number of warriors in each regiment, depend on the point value of the battle. Infantry, brute, and cavalry regiments may only purchase additional warriors up to the indicated limit.

A regiment/character profile cannot be included multiple times in the same warband.

Maximum of each slot in your warband

Point value	Monsters	Heroes	Warlords
1-500pts	0	0-1	1
501-1,000pts	0-1	0-2	1
1,001-1,500pts	0-1	0-3	1
1,501-2,000pts	0-2	0-4	1-2
2,001pts+	0-3	0-5	1-3

Maximum warriors in each regiment

Point value	Infantry	Brutes & Cavalry
1-500pts	4-8	1-2
501-1,000pts	4-12	1-3
1,001-1,500pts	4-16	1-4
1,501-2,000pts	4-20	1-5
2,001pts+	4-24	1-6

Command models

Regiments may purchase options to promote warriors to command models: a **leader** or **standard bearer**. A regiment may not purchase the same command model multiple times. One warrior cannot be both types and must be modeled appropriately.

Leader: This warrior gains the *character* battlefield role and +1 to their **WOUNDS**. A leader's command abilities that affect friendly warriors can only affect warriors within their own regiment.

Standard bearer: All friendly warriors within the **COMMAND RANGE** of any standard bearers may re-roll all **RESOLVE** tests of 6.

Upgrades

Characters may only purchase upgrades from the army lists corresponding to their battlefield role. Each *character* may purchase 1 upgrade. Warlords may instead purchase up to 2 upgrades. A *monster character* cannot purchase upgrades. All upgrades are exclusive and cannot be duplicated in your warband.

Warbands of Legend

Instead of mustering your warband using your army list roster, you may instead select an available **Warband of Legend**. These are a thematic and focused way to build your warband; composed of a specific selection of characters, regiments, and monsters that provide alternative army rules and unique upgrades as well as a different warband organization options.

COMMON SPECIAL RULES

Special rules are always active. Duplicates of the same special rule on the same warrior have no further effect. Special rules with an X scale in power relative to their value. A special rule +X adds to the value of the same special rule if the warrior already has it, otherwise it is treated as a special rule X.

DRAW EVENTS are special rules that have effects that trigger when a warrior is activated. They occur before performing any actions with a warrior. All draw events are optional and a warrior may perform multiple draw events.

Armor Piercing X: During this warrior's volley actions, each assigned hit roll of X or lower reduces the target's **DEFENSE** by 1 for the duration of the action.

Aura of Death X (DRAW EVENT): Each enemy engaged with this warrior immediately suffers X hits. Roll separately for each.

Barrage X (X"): This warrior can perform volley actions with X attacks and a range of X".

Bastion: When this warrior would be *driven back* they may choose to not be moved. Also, while engaged with only 1 enemy, that enemy never counts as *charging*.

Blessed: Each time this warrior rolls attacks, hits, or blocks, they may re-roll a single result.

Bloodlust: This warrior gains +1 **ATTACK** while engaged with multiple enemies.

Bodyguard: Whenever a friendly *character* of the same size or smaller within 1" would suffer wounds, you may choose for this warrior to suffer any wounds in their stead. This warrior cannot be allocated more wounds than they have remaining. The friendly *character* must be of the same elevation.

Bravery (DRAW EVENT): This warrior immediately rallies.

Brutal: When this warrior *charges*, all enemies within engagement range suffer -1 **DEFENSE** this activation.

Burnout (DRAW EVENT): During this activation, this warrior gains +1 **CLASH** and +1 **ATTACK**. At the end of their activation, they suffer 1 wound. The warrior can still test their **RESOLVE** if slain.

Cleave X: During this warrior's **clash** actions, each assigned hit roll of X or lower reduces the target's **DEFENSE** by 1 for the duration of the action.

Counter-Attack: After an enemy **clash** action targeting this warrior, if this warrior suffered no wounds, the enemy may immediately be *driven back*. A warrior that survives by passing a **RESOLVE** test still counts as having suffered wounds.

Dauntless: This warrior can never be *broken*. They can never decline a duel and may not leave enemy engagement ranges during **reposition** actions.

Deadly Blades: Against wounds caused by this warrior's **clash** actions, enemies must re-roll successful **RESOLVE** tests.

Deadly Shot: Against wounds caused by this warrior's **volley** actions, enemies must re-roll successful **RESOLVE** tests.

Def: During this warrior's **volley** actions, re-roll attack results of 6.

Dodge: During volley actions targeting this warrior, enemies must re-roll attack results of 1.

Dread: Enemy warriors engaged with this warrior can never be *inspired*.

Elusive: When performing the **reposition** action, this warrior does not become *broken* when leaving enemy engagement ranges.

Fearless: This warrior never suffers the effects of the *dread*, *fearsome*, and *terrifying* special rules.

Fearsome: Enemies engaged with this warrior must re-roll successful **RESOLVE** tests when performing a **combat rally** action.

Feral: This warrior can never seize critical sites or artefacts.

Fiend Hunter: When this warrior performs a **clash** or **volley** action against a *brute* or *monster*, hits of 1 that are not blocked inflict an additional wound.

Flank: After this warrior *charges*, this warrior may be placed anywhere remaining within enemy engagement ranges.

Flawless Strikes: During this warrior's **clash** actions, hits may only be blocked by rolls below their result. Hit rolls of 1 cannot be blocked.

Flurry: During this warrior's **clash** actions, re-roll attack results of 6.

Fly: During this warrior's activation, whenever they move they may choose to be *placed* instead. A warrior that is placed does not count as *charging*.

Hardened: When rolling to block, for each result of 1 roll an additional block die.

Impact X: When this warrior *charges*, each enemy in engagement range immediately suffers X hits. Roll separately for each.

Indomitable: When testing **RESOLVE**, this warrior does not suffer a penalty to their **RESOLVE** from suffering excess wounds.

Iron Discipline: This warrior never counts as being *outnumbered*.

Juggernaut (UNIQUE COMBAT ACTION): Any warriors of equal size or smaller currently engaged with this warrior may immediately be *driven back*.

Lethal Demise X: When this warrior is slain, all enemies within engagement range immediately suffer X hits. Roll separately for each.

Oblivious: This warrior may test **RESOLVE** while *broken*.

Opportunist: When performing a **clash** action against an *outnumbered* enemy, gain +1 **CLASH**.

Overrun: Whenever this warrior destroys an enemy within their engagement range, this warrior may immediately move up to half their **MARCH** (round up). This does not allow a warrior to leave enemy engagement.

Overwhelm: During this warrior's **clash** actions, enemies must re-roll block results of 1.

Parry: During **clash** actions targeting this warrior, enemies must re-roll attack results of 1.

Pavise: While this warrior is unengaged, gain +1 **DEFENSE**.

Phalanx: When performing **clash** actions, other friendly unengaged warriors with this special rule within 1" assist in *outnumbering* the enemy. Assisting warriors must be on the same elevation as the clashing warrior.

Precise Shot: During this warrior's **volley** actions, hits may only be blocked by rolls below their result. This means hit rolls of 1 cannot be blocked.

Quicksilver Strikes: During this warrior's **clash** actions, enemy warriors cannot use their **EVASION** to block.

Rapid Volley: During **volley** actions, for each attack result of 1, roll an additional attack.

Regeneration (DRAW EVENT): This warrior heals 1.

Relentless Blows: During **clash** actions, for each attack result of 1 roll an additional attack.

Shield: This warrior re-rolls block results of 6.

Smite: After performing a **clash** action, all enemies hit by this warrior become *broken* and are *driven back*.

Spellcaster X: This warrior gains the *spellcaster* battlefield role and may spend essence to cast spells. They roll for attunement during each command phase.

Support: While unengaged, this warrior may use the engagement range of 1 friendly warrior of an equal **SIZE** or smaller within 1" to perform combat actions, so this warrior may perform combat actions such as *inspire* or *clash* even if they themselves are not engaged. The friendly warrior must be of the same elevation.

Sureshot: This warrior ignores intervening warriors and obscuring terrain when performing **volley** actions.

Swarm: This warrior may contribute to *outnumbering* an enemy while engaged with other enemies.

Tenacious: This warrior gains +1 **RESOLVE** while engaged with multiple enemies.

Terrifying: Enemies engaged with this warrior suffer -1 to their **RESOLVE**.

Torrential Fire: During this warrior's **volley** actions, enemy warriors cannot use their **EVASION** to block.

Trample: When performing a **clash** action against a warrior of a smaller **SIZE**, roll an additional attack.

Unstoppable: When performing **march** actions, this warrior may enter and leave enemy engagement ranges freely.

Unyielding: After causing an enemy to be *driven back*, this warrior may immediately move up to 2" directly towards a *driven back* enemy. This move will stop upon contacting another warrior and even allows the warrior to leave enemy engagements.

Vanguard: During the deployment phase, before placing warriors from this command card, you may place this card anywhere wholly within 9" of its original position following usual restrictions. It must be placed further than 6" away from any enemy warriors.

MAGIC

Warriors with the *spellcaster* battlefield role may spend **essence** to cast spells. A *broken* spellcaster may still roll for attunement but cannot cast any spells.

During each command phase before performing their command ability, this warrior rolls for **attunement**. Roll 6 dice: for each result equal to or lower than the warrior's *Spellcaster X* special rule, they gain an **ESSENCE**. Results of 6 are always failures.

All essence is lost at the end of the round. Each spellcaster tracks and spends from their own essence pool. A spellcaster can have no more than 6 essence at any time.

Each spell has an **essence cost** (*X Essence*). This cost is spent immediately before resolving the spell. If a spellcaster does not have enough essence for a spell, it cannot be performed.

Spell types

Command ability: During the command phase, a spellcaster may spend the indicated essence cost to perform this command ability. A warrior without the *character* battlefield role can still perform this spell and use its command ability as if they were a *character*. This does *not* allow a character to perform multiple command abilities during the command phase.

Incantation: Incantations may be performed whenever the spell's specified criteria is met within the spellcaster's **COMMAND RANGE** (regardless of LoS). They may be performed during any activation, friendly or enemy. Spend the essence cost and apply the effect immediately; it lasts until the end of that action. The same incantation can only be cast once per warrior's activation.

Unique action: Spellcasters may have unique actions that either serve as an alternate and powerful version of a basic action, or a special effect. During the spellcaster's activation, they may spend the indicated essence cost to perform the unique action.

FIRST BLOOD

ROUND SEQUENCE

1. SUPREMACY PHASE

Both players roll a die. The player that rolls lower is the **supremacy player** and acts first this round. On a tie, the player with less VPs chooses the supremacy player (on a tie, re-roll).

2. COMMAND PHASE

The supremacy player performs 1 **command ability** with each *character* in their warband, then the other player does the same.

Broken characters cannot perform command abilities.

In addition to their unique command abilities, all *characters* have access to these:

Rallying cry: All *broken* friendly warriors within command range immediately rally. Also, friendly warriors within command range may re-roll all failed **RESOLVE** tests for combat rally actions.

Press forward: Friendly warriors within command range that perform **march** actions may instead move their entire **MARCH**.

Duel: Target a single enemy *character* within command range and LoS, who must then either **accept** or **decline** the duel. A *broken* character can never decline a duel.

- If declined, the enemy immediately becomes *broken*.
- If accepted, place this character engaged with the enemy. If not possible, place the enemy engaged with this character.

A duelling character may only be targeted by their opponent with **clash** or **volley** actions, and can only engage/be engaged by them. Other warriors within 1" are not engaged and warriors cannot provide assisting attacks.

3. ACTION PHASE

The supremacy player chooses 1 command card and activates all warriors of that type, one at a time. Players alternate until all command cards have been activated.

1. Choose 1 unactivated command card
2. Select 1 warrior from the card to activate
3. Perform draw events (optional)
4. Perform actions

Perform 2 actions with that warrior. Engaged with an enemy: only perform **combat actions**. Not engaged: only perform **out-of-combat actions**. A warrior cannot perform the same action multiple times in one activation, except **march**.

5. Repeat until all warriors of the card have activated
Choose another warrior and perform its draw event(s) and actions, until all warriors of that regiment have activated.

4. VICTORY PHASE

Players remove any command cards from which all warriors have been slain, then calculate any VPs (see the scenario).

ACTIONS

MOVEMENT ACTIONS

MARCH

Out of combat action. The warrior moves up to its **MARCH**. They may continue moving when they enter an enemy's engagement range, but may not leave it unless allowed to do so.

If the warrior moves in 1 straight line and ends their movement engaged with an enemy, it is a **charge** and they become *inspired* this activation. A warrior may only charge once per activation.

During subsequent march actions in the same activation, a warrior may only move half their **MARCH** (round up).

REPOSITION

Combat action. The warrior moves up to half its **MARCH** (round up). They may leave enemy engagement ranges, but if they do they become *broken*.

MELEE ACTIONS

INSPIRE

Combat action. The warrior becomes *inspired* this activation: +1 to their **ATTACK**.

CLASH

Combat action. Choose an enemy or enemies in engagement range and follow the attack sequence. If a target is engaged by any other friendly warriors (not themselves engaged with other enemies), the target is **outnumbered**. *Broken* warriors are always ignored when determining this. If *outnumbered*, roll an additional attack against the enemy.

- **Infantry** are outnumbered when 1 warrior assists.
- **Brute/cavalry** are outnumbered when 2 warriors assist.
- **Monsters** are outnumbered when 3 warriors assist.

SHOOTING ACTIONS

TAKE AIM

Out of combat action. If the warrior has *Barrage X*, they become **aimed** this activation: +1 to X.

VOLLEY

Out of combat action. If the warrior has *Barrage X*, they target 1 enemy within range and LoS, then follow the attack sequence.

Obscured: If any part of the LoS is impeded by terrain of at least half the size of the target, the target warrior gains +1 **DEFENSE**.

Intervening: If any part of the LoS is impeded by another visible warrior (friendly or enemy) of at least equal **SIZE** of the target, they cannot be targeted with a volley action.

Intervening warriors or obscuring terrain are ignored if they are a smaller **SIZE** than this warrior, *and* closer than to the target.

MORALE ACTIONS

RALLY

Out of combat action. May only be performed while *broken*. The warrior **rallies** (remove their broken marker).

COMBAT RALLY

Combat action. May only be performed while *broken*. The warrior **rallies**, then must take a **RESOLVE** test. If passed, they may continue their activation. If failed, it immediately ends.

UNIQUE ACTIONS

Action in a warrior's profile are **unique actions**. Unique actions that are an alternate version of a basic action may be performed instead of the basic version, but not in the same activation.

They *never* benefit from special rules in the warrior's profile or bonuses granted from spells, command abilities, or statuses.

OUT OF SEQUENCE ACTIONS

Any actions performed outside of a warrior's 2 selected actions during their activation are **out of sequence actions**.

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TERRAIN

Players should agree on the definitions of terrain features on the battlefield before the battle begins.

Zonal terrain features are flat zones that are **SIZE** 0 and affect all warriors within them. A warrior with any part of their base within zonal terrain is considered to be within it.

TERRAIN TRAITS

Hindering: Warriors that move through hindering terrain never count as *charging*.

Broken ground: Warriors that move through broken ground suffer -1 to their **MARCH**.

Water: Warriors suffer -1 **RESOLVE** while in water.

Impassable: Warriors cannot move through or placed onto impassable terrain.

Obscuring: LoS drawn from a warrior not within this terrain passing through this terrain is always counted as **obscured**.

Elevation X: This terrain has a size of X. All warriors and other terrain features within this elevation add +X to their size when determining LoS.

Dangerous: A warrior that moves through or comes into contact with dangerous terrain immediately suffers a single hit.

Size and terrain

All non-zonal terrain has a **SIZE**, used for determining if LoS is obscured or blocked.

Height	Size	Height	Size
≥2"	2	≥5"	5
≥3"	3	≥6"	6
≥4"	4		

COMMON TERRAIN TYPES

Chasm: *Impassable* and *Dangerous*.

Forest: *Hindering* and *Obscuring*.

Marsh: *Broken Ground* and *Hindering*.

Molten fissure: *Broken Ground* and *Dangerous*.

Pond: *Hindering* and *Water*.

Ruins: *Broken Ground* and *Obscuring*.

Hill: *Elevation 1*.

BARRICADES

Rubble, short walls, and fences (shorter than 2" in height and less than 1" in depth) can be used by warriors to take a defensible position. Barricades are **SIZE** 1. Warriors may ignore barricades when moving during their activation but may not end a move on top. Warriors that move over or are engaged with enemies across a barricade never count as *charging*.

If a *brute* or *monster* moves over a barricade during their activation, the barricade is immediately destroyed; remove it from the battlefield. Warriors in contact with a barricade may perform the **dismantle** action:

DISMANTLE: Out of combat action. This action may only be performed if this warrior is in contact with a barricade. Destroy the barricade and remove it from the battlefield.

VANTAGE POINTS

Any elevated position where warriors may move and fight upon. Vantage points have the *elevation X* trait, where X is equal to the vantage point's **SIZE**.

A vantage point cannot be moved onto; a warrior must be placed upon it. A warrior may only move across or be placed onto a vantage point if its base wholly rests on the terrain feature.

A warrior may engage enemies upon a vantage point if the warrior's total **SIZE** is greater than that of the vantage point the enemy is upon.

Cavalry and *monsters* cannot be placed upon a vantage point. Warriors in contact with a vantage point may perform the **climb** action:

CLIMB: Out of combat action. This action may only be performed if this warrior is in contact with a vantage point of equal **SIZE** to or smaller to this warrior. Place this warrior onto or off of the vantage point wholly within 3". This action cannot be performed if there is not enough room for the warrior to be placed. *Cavalry* and *monsters* cannot perform this action.

Pathways

Ladders, stairs, doorways, tunnels, or any other method of accessing parts of vantage points. An unengaged warrior may travel through a pathway by ending their movement in contact with it. Place them in contact with the other side of the pathway.

A pathway may have multiple entrances/exits. *Cavalry* and *monsters* cannot travel through a pathway. A warrior that cannot travel through a pathway due to enemies may instead perform the **breach** action:

BREACH: Out of combat action. This action may only be performed if this warrior is in contact with a pathway that they cannot travel through due to enemies. They perform a **clash** action targeting any enemies within 3" of the other side of the pathway. *Cavalry* and *monsters* cannot perform this action.

Overhangs

Vantage points may be suspended from the ground or have open doorways, with enough space for warriors to move through. These areas underneath vantage points are overhangs. Warriors may draw LoS under overhangs freely. If a warrior is at least partially underneath an overhang, it cannot draw LoS to warriors on top of that vantage point or vice versa.

A warrior may only move under overhangs that are of an equal or greater **SIZE** than themselves.

Windows and openings

LoS may be drawn through windows and openings to and from warriors with 1" of the opening. Only warriors within 1" of the opening can be obscured from this terrain.

Precarious terrain

When a warrior is *driven back* into contact with the edge of a vantage point, they lose their footing and fall. Place the warrior at the bottom of the vantage point as near as possible to where they fell from.

The warrior then immediately suffers hits equal to the total difference of elevation from where they fell from to where they were placed. The battlefield is treated as elevation 0.

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