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Hello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

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BLACK & WHITE VERSION

v3

Feb 2023

Game:	**CONQUEST: THE LAST ARGUMENT OF KINGS**
Publisher:	**Para Bellum Wargames (2019)**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

CONQUEST
THE LAST ARGUMENT OF KINGS

BASICS

Dice and measuring

All rolls use D6. You roll *equal to or under* a **target characteristic** to succeed; so 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 regiments, from the point of each that is closest to the other regiment). Check distances at any time.

Armies, stands and models

Your **army** is all the models described in your **army list**. A **model** is an individual miniature, mounted on a circular base.

An infantry **stand** consists of 4 models. A brute, cavalry or monster stand has only 1 model. All models on a stand must belong to the same type, facing in the same direction.

Every stand has a **type** (infantry, cavalry, brute, or monster); a weight **class** (light, medium, or heavy); **characteristics**, and **special rules**.

A stand has a **front**, a **rear** and two **flanks**.

Infantry stands have a **SIZE** of 1. Brute and cavalry stands have a **SIZE** of 2. Monster stands 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 regiment or terrain is placed on another piece of terrain with a **SIZE** value, add the sizes together to check whether they can see or be seen over intervening terrain.

Regiments

A **regiment** consists of any number of stands of the same type. Individual stands (except characters) cannot leave a regiment and act independently. When a regiment performs an action, every stand in the regiment performs that action, and if a special rule or ability affects a regiment, it affects all stands within that regiment, including any attached character stands. However, unless otherwise stated, **character stands' special rules do not affect the regiment**.

To form a regiment, place all of its stands in an array of **ranks** (rows) and **files** (columns). A regiment can never have fewer than 2 stands in its front rank (unless it has suffered casualties or its starting size is 1 stand). If possible, there should be an equal number of stands in each rank, otherwise leave the rear rank incomplete. Place command models on a single **command stand** of up to 4 command models.

A regiment has a legal formation if all its stands are placed edge to edge and corner to corner; all ranks (with the possible exception of the rearmost) contain an equal number of stands; all its stands are facing the same way; a stand that has suffered wounds is in the rear rank; and any command stand is in the center of the front rank.

A regiment's placement is legal when no stand in the regiment overlaps another and no regiment overlaps another at the end of its activation; and all stands in a regiment are entirely within the bounds of play throughout its activation (except when coming on board as reinforcements).

Each regiment has a **front**, a **rear**, and 2 **flank arcs** determined by extending a 45° line from each of the regiment's corners.

Each regiment has a **command card** used during the command phase to determine when a regiment acts.

Line of sight (LOS)

To establish LOS, the target regiment must be within the front arc of the acting regiment. You must be able to draw an unobscured line between the centre of the front facing of a stand in your front rank and the centre of *any* facing of a stand in the enemy regiment, and there are no other regiments or pieces of terrain of equal or larger size obstructing LOS to the target regiment.

Two stands, and the regiments they are in, are **in contact** if they are touching in any way, including corner to corner.

ROUND SEQUENCE

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

Before the first reinforcement phase, place each character stand into an regiment of the same **type** in their own warband.

REINFORCEMENT PHASE

Regiments are not deployed at the start of the game, but arrive as **reinforcements**. Group your regiments by **class**.

You may then select 1 regiment that is allowed to arrive from reinforcements this round and have it count as having automatically arrived from reinforcements.

Reinforcement roll: Then, roll D6 per regiment for each class that is due to arrive this round as shown in the reinforcement table. Character stands do not roll separately and do not affect their attached regiment's class. For every successful roll per class, select which regiment of that class will be arriving from reinforcements.

Turn	Required roll
1	Light regiments arrive on a 4 or less.
2	Light regiments arrive on a 4 or less. Medium regiments arrive on a 2 or less.
3	Light regiments arrive automatically. Medium regiments arrive on a 4 or less. Heavy regiments arrive on a 2 or less.
4	Medium regiments arrive automatically. Heavy regiments arrive on a 4 or less.
5	Heavy regiments arrive automatically.

Set aside arriving regiments; they will **march** onto the table during the action phase.

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 (regiment acting first at the top).

You may look at your command stack at any time during the turn, but you 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 min of 0 and a max 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).

Each warlord has a **supremacy ability** they can use in this phase, once per game. The first player declares if they are going to use one, then the second player declares if they are going to use one.

If you have more than 1 supremacy ability you may use only 1 each turn, which you must declare. A character must be on the battlefield to use their supremacy ability unless stated otherwise.

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 step 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 matching single regiment or character stand you wish to activate with it.

If you cannot activate any regiments/character stands because they have been destroyed or already activated this round, 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**, you may resolve them now. If it has several, you may choose which one to resolve.

If the activated regiment/character stand is not on the battlefield, its draw event is not resolved (with the exception of draw events that grant the opportunity to enter the battlefield).

If your regiment/character stand cannot act (or you do not want it to), skip the action phase and let play pass to your opponent. The regiment/character stand counts as having activated; resolve any relevant draw events and special rules now, then deactivate it.

3. Take first action: If the regiment/character stand 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 comes onto the battlefield and cannot **charge** that round.

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

5. Deactivate regiment: The regiment/character stand's 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 the end of the round*' as the result of a draw event, place a token beside it as a reminder, and remove the token when the effect is lost at the end of the round.

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 in contact with an enemy regiment.

MARCH

The regiment cannot be in contact with an enemy regiment. **The regiment marches a distance, in inches, equal to its MARCH.** If the regiment has more than 1 value, it uses the lowest one. This is the only action that may be performed more than once per round.

The regiment normally moves in one direction, but may **wheel** during its move. It may also move directly sideways or backwards, but only up to half its regular **MARCH** distance.

To wheel, a regiment pivots around one of its front corners (the distance travelled by the opposite corner is the distance moved). Once complete, it may then continue moving directly forward. A regiment may wheel several times during its march.

A regiment may not march to within 1" of an enemy regiment, garrison terrain, or impassable terrain. A regiment may march through any friendly regiments that are not in contact with any enemy regiments, provided that at the end of its activation it is not in an illegal position. A regiment cannot march through enemy regiments, friendly regiments that are in contact with enemy regiments, or garrison terrain occupied by an enemy regiment.

Reinforcements marching onto the battlefield

A reinforcement regiment marches onto the battlefield from your **reinforcement zone**, as determined at the start of each round. Place its front edge touching the battlefield edge, then complete the march normally, measuring from the edge of the battlefield. If one march action is not enough to bring all of the regiment's stands onto the battlefield, it must perform a second.

Alternatively, you may bring reinforcements onto the battlefield from any edge if the point of entry is between your reinforcement zone and your **reinforcement line**, and the regiment entering is no more forward than the most forward point of an enemy regiment.

The reinforcement line is determined at the start of each round by marking a point between your reinforcement zone and the rearmost edge of at least 1 friendly regiment. Heavy regiments must arrive behind a heavy or medium regiment; but medium and light regiments may arrive behind any class of regiment.

A reinforcement line may not move further forward from where it was set at the start of the round; it may only be pushed backward to the next eligible regiment. Should the enemy regiment(s) pushing the reinforcement line back be destroyed, the line is restored to where it was at the start of the round.

If a regiment cannot enter the battlefield this way, it returns to reinforcements. Next round, it is considered to have automatically passed its reinforcement roll and may march onto the battlefield as normal. If a regiment can enter the battlefield, it must do so.

CHARGE

A charge is the only way a regiment can move into contact with an enemy regiment. A regiment cannot charge if it arrived from reinforcements this round.

Declare a charge and choose 1 enemy regiment within your front arc and maximum possible charge distance to be the target. Make a D6 **charge roll** and add this to the regiment's lowest **MARCH** to find the **charge distance**. If this equals or exceeds the distance to the target, the charge is successful. If it is less, the charge fails.

Charge movement

If the charge is successful, you may move your regiment into contact with the enemy regiment, following **march** action rules, as though it had a **MARCH** equal to the charge distance. It may only move directly forward. At the start of this move, your regiment may wheel once up to 90°, to engage as many enemy stands as possible. It may move through other friendly regiments if it is not in an illegal position at the end of its activation.

If your regiment cannot complete its charge because its path is blocked by another enemy regiment, garrison terrain, or impassable terrain, the charge action automatically fails. You may come within 1" of these, but cannot contact them.

Your regiment stops moving as soon as it contacts the target regiment, then it aligns to the enemy, by performing a free wheel of up to 90° until both the charging regiment's front and the target regiment are in contact on the charged facing. If your regiment has a choice of facings to wheel flush to, it always wheels flush to the facing most of its stands were in when the charge was declared.

If your regiment cannot do so, the target regiment wheels in order to come into contact. If your opponent cannot do so without coming into contact with another regiment, complete the charge normally, force the offending enemy regiment 1" away from your regiment, then complete the wheel to align the charge.

A regiment may charge through friendly regiments that are not in contact with an enemy regiment. But if the combined movement is not enough to completely clear the friendly regiment (or if there is not enough space), the charge fails, the charging regiment is returned to its last legal position, and both regiments are **broken**.

A regiment that successfully completes a charge immediately gains the inspired special rule. This does not affect impact attacks and is wasted if your regiment has no actions left this round.

Failed charges

If a charge fails, your charging regiment marches directly forward, without wheeling, toward the target regiment a distance equal to the result of the charge roll, halting 1" away from enemy regiments and garrison terrain. It loses any other actions this round.

Impact hits

Once a successful charge is completed, stands that have the **impact X** special rule resolve **impact hits**. These are resolved like **clash** action attacks, but do not benefit from special rules that affect attacks made during a clash action.

Unengaged stands contribute impact attacks as normal equal to their **impact X** value.

TAKE AIM

Your regiment adds **+1 to its VOLLEY** for the next **volley** action it takes this turn.

RALLY

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

REFORM

Your regiment may change its formation. It immediately adopts a legal formation, facing any direction. No stand may move further than the regiment's lowest **MARCH**. Unlike a combat reform, the centre of the regiment must not move as a result of the reform.

VOLLEY

This action can only be used by an unengaged regiment has at least 1 stand with the **barrage X** special rule. All stands must target the same enemy regiment. At least 1 stand of the target regiment must be within LOS and barrage range of at least 1 of the stands in your regiment.

For each stand in the front rank of your regiment, trace a straight line between any point of the stand's front arc and any point of any stand in the target regiment. If the line is interrupted by any regiments or non-obscuring terrain of a **SIZE** equal to or larger than that of either regiment, the shot is **obstructed** and the stand does not contribute any shots to the volley.

If the line is not interrupted, that stand's volley is a **clear shot**. A regiment in contact with an enemy regiment may be targeted.

If the distance between each stand of your regiment and the target is less than half the range of your regiment's **barrage X** special rule, you are in effective range and gain +1 to your **barrage X**. Some of the regiment's stands may be in effective range and some may not.

Each stand in the first rank with a clear shot fires shots equal to X. If a stand's shot is obstructed, or if it is in a rank other than the first, it contributes no shots.

Attack and defence rolls

Roll D6 equal to the number of shots fired. Any die less than or equal to your stand's **VOLLEY** is a hit. Any greater are a miss.

If the **VOLLEY** of the shooting regiment's stand is 6 or more, they gain the **rapid volley** special rule (*each hit roll of 1 causes an additional hit on the target; character stands do not benefit*).

Your opponent then rolls dice equal to the number of hits. Any die less than or equal to their regiment's **DEFENCE** or **EVASION** is a successful **defense roll**. 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 pass a defense roll.

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

COMBAT ACTIONS

You can only use combat actions if your regiment is in contact with an enemy regiment.

CLASH

Engaged stands are those in contact with an enemy stand, even corner-to-corner. **Unengaged** stands are those not in contact with an enemy stand, and can only contribute support attacks.

Each engaged stand makes a number of **attacks** equal to its **ATTACKS**. Each unengaged stand contributes 1 **support attack**, regardless of its **ATTACKS**. Engaged stands cannot make support attacks.

If your regiment is in contact with an enemy regiment's flank or rear (or you're being attacked from the flank or rear) and some of its stands aren't in contact due to incomplete ranks, treat your regiment as being as long and as wide as its most complete rank, ignoring gaps created by incomplete ranks. Each of your stands in 'contact' with this abstract rectangle is considered in contact for the purpose of calculating the number of attacks.

If your regiment is in contact with 2 or more enemy regiments, choose which regiment each of your engaged stands attacks. You may not split a stand's attacks. You may also choose which of the enemy regiments each of your unengaged stands contributes support attacks against.

Resolve each pool of attacks separately, from rolling to hit all the way through to testing morale.

Attack and defence rolls

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

If the **CLASH** of the attacking regiment's stand is 6 or more, they gain the **relentless blows** special rule (*each hit roll of 1 causes an additional hit on the target*).

If the active regiment is attacking the enemy in the flank or rear, your opponent must re-roll any successful morale tests.

Your opponent then rolls D6 equal to the number of hits. Any die less than or equal to their regiment's **DEFENCE** or **EVASION** is a successful **defense roll**. 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 pass a defense roll.

Tally up the wounds the regiment has taken and remove casualties. **Your opponent may then have to test morale**.

COMBAT RALLY

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

COMBAT REFORM

This action allows your regiment to change its formation while in contact with the enemy. You cannot use this action to reduce the number of stands in contact (yours, or those of enemy regiments).

Roll D6. If the result is less than or equal to the highest **RESOLVE** in your regiment, it has made a **clean reform**. If the result is greater, it has made a **fighting reform**.

If your regiment makes a clean reform, it immediately adopts a new legal formation, facing any direction. The regiment's centre must not move greater than half its **MARCH** (round up), and no stand may move further than its **MARCH** characteristic.

If your regiment makes a fighting reform, it suffers 1 wound for each of its stands in contact with an enemy regiment. Once any casualties have been removed and morale tests taken, it then adopts a new legal formation, as for a clean reform.

INSPIRE

The regiment gains the **inspired** special rule (*+1 CLASH until the end of its activation. If this modifies its CLASH to 5 or more, it does not receive the +1 but instead may re-roll unmodified hit rolls of 6*).

WITHDRAW

This action removes your regiment from melee. **It can only be used by a light or medium regiment**, and only if they are in contact with 1 or more enemy regiments.

Roll D6. If the result is less than or equal to the highest **RESOLVE** in your regiment, it has made a **clean withdrawal**. If the result is greater, it has made a **fighting withdrawal**.

If your regiment makes a clean withdrawal, it immediately suffers D6 wounds, reforms facing away from the enemy regiment(s), and performs an out-of-sequence **march** action. A regiment cannot end a march action within 1" of an enemy regiment, garrison terrain, or impassable terrain. If the march cannot be completed for any reason, return the regiment to its initial position: the withdraw action has failed. A regiment making a withdrawal action must keep its formation following the reform.

If your regiment makes a fighting withdrawal, roll D6 and each stand in contact with an enemy regiment suffers that many wounds. Once casualties have been removed and morale tests taken, it reforms and marches as for a clean withdrawal.

WOUNDS & CASUALTIES

REMOVING CASUALTIES

Each wound suffered adds 1 wound marker to the **wound pool**. Once the pool's size has been determined, allocate the wounds one by one to stands in this order, ignoring character stands:

1. Wounded stands. A stand must be destroyed before allocating wounds to another stand that has not suffered wounds.

2. A stand from alternating ends of a regiment's rearmost rank, leaving the centermost stand of a rank to suffer wounds last.

3. A stand that would cause the regiment to reduce the number of engaged stands with an enemy regiment.

4. Command stands.

If stands are allocated wounds while in melee, the wounds should not cause the destruction of stands that would affect the number of stands in contact with any enemy regiment(s).

Once the wound markers allocated to a stand equal its **WOUNDS**, it is destroyed and removed as a casualty. A stand that has suffered wounds but is still in play is a **wounded stand**.

Continue allocating wounds until there are no more wound markers in the wound pool, or there are no stands left to suffer the wounds. Take note of the number of wounds suffered from a single wound pool, as the regiment must then take morale tests.

HEALING

If you heal a regiment, in the following order remove 1 wound marker per **heal point** until there are no more wounds to heal, or you have run out of heal points:

1. **Heal characters:** Remove wound markers from any characters.

2. **Heal wounded stands:** Once all characters are healed, remove wound markers from the regiment, starting with any command stands.

3. **Restore stands:** When there are no wounded stands remaining, you may restore a stand to play that was removed as a casualty (not a character stand). Command stands, or stands containing command models, must be restored first. If the number of remaining heal points is at least half the unmodified **WOUNDS** value of that stand (rounding up), you may spend that many heal points to return it to play with a number of **WOUNDS** remaining equal to the amount of heal points that were spent.

The stand is returned to play so that the regiment maintains a legal formation. If there is no room to place it, the stand is not placed and all remaining heal points are lost.

Place an appropriate number of wound markers beside it so that the newly restored stand has half its remaining **WOUNDS** (rounding up). If it is the regiment's command stand or a stand containing a command model, any associated abilities or special rules are restored as well.

Then, return to the **heal wounded stands** step and use any remaining available heal points.

Repeat these steps until you no longer have any wound markers to remove or any more destroyed stands to return to the battlefield.

MORALE

A regiment tests **morale** against its **RESOLVE** after wounds are suffered as the result of an action, special rule, or other abilities.

If there is more than 1 **RESOLVE** characteristic in the regiment, use the highest, then add this bonus (not cumulative): +1 if the regiment consists of 4-6 stands; +2 if the regiment consists of 7-9 stands; or +3 if the regiment consists of 10+ stands.

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

Each result equal to or less than the regiment's **RESOLVE** (after any modifiers) is a success. Each result greater (after any modifiers) is a fail. For each fail, the regiment suffers 1 wound (these do not trigger further morale tests).

Broken: If, during a single round, a regiment loses half or more of the stands it started the round with, it is immediately **broken**. Place a broken counter beside it and resume play.

Broken regiments use their unmodified **RESOLVE**, are unable to perform a **charge** action, cannot be healed or have stands restored, cannot benefit from the **inspired** special rule, and do not count towards seizing objective zones.

Additionally, character stands in broken regiments may not refuse a **duel** action. They may, as an action, remove the broken status from the regiment they are attached to (follow the rules for a **rally** or **combat rally** action, as if the regiment had performed that action).

Shattered: If a broken regiment loses half or more of its remaining stands during a round (from the moment it was broken, not the start of the round), it is immediately **shattered**. Remove all its stands from the battlefield as casualties; the regiment is destroyed.

Stranded: A regiment becomes **stranded** when stands are removed and it is no longer in contact with *any* enemy regiment (usually when the regiment is fighting to its rear).

Press the attack

Once casualties have been removed and 2 or more regiments are no longer in contact, the active player *must* **press the attack**. They push the stranded regiment back into contact with the enemy regiment it was previously in contact with, by the shortest distance. They then do the same with any another stranded regiments until all their stranded regiments are back in contact.

When you push a regiment, you must aim to place the same number of stands in contact (from both sides) as was the case before casualties were removed. If this is not possible, maximise the number of stands in contact from both sides.

You may not **press the attack** to bring your regiment into contact with an enemy regiment it was not engaged with before casualties were removed.

If a push cannot be completed for any reason, the regiment returns to its pre-push position, and remains stranded. Pushes do not inflict impact hits or benefit from any special rules triggered by march actions (eg, **fluid formation**).

COMMAND MODELS

Some regiments have the option to take **command models** as upgrades. If there are command models in an infantry regiment, select a stand in the regiment and place them all on it, replacing regular rank-and-file models as needed.

This is called the **command stand** and can only contain up to 4 command models.

Adding command models to an infantry regiment does not add additional stands; they replace regular models. **A regiment cannot have the same command model more than once.** If a regiment has no command models, it does not have a command stand.

Each infantry regiment can have only 1 command stand, which must be placed in the center of the front rank and must be the last one to be removed as a casualty. Command stands always have the same characteristics as the regiment they are part of, unless stated otherwise, though command models may provide the regiment they are part of with special abilities and rules.

If the command stand is destroyed, all associated abilities and special rules its command models confer to the regiment are lost.

In **cavalry** and **brute** regiments, the stand occupied by the leader command model counts as the regiment's command stand. Each command model in the regiment replaces a model on an existing stand. If you wish to purchase a command model but there is no regular rank-and-file model to replace, you must first purchase an additional stand for the regiment and then purchase the command model that replaces it.

Monster regiments do not have access to command models and do not have a command stand.

COMMON COMMAND MODELS

Leader: A command stand with a leader adds +1 **ATTACKS** to the command stand. If the command stand has the **barrage (X)** special rule, it also increases that X value by +1.

Standard bearer: A regiment with a standard bearer gains the **unstoppable** special rule *(may re-roll failed charge rolls)*. Also, the regiment adds +1" to their **MARCH** on the second **march** action it performs during its activation until the end of that **march** action.

CHARACTERS

Characters stands grant powerful upgrades to the regiment they join. The stand may display the character model alone, on a monstrous mount, or with a retinue.

Character stands (except those large and powerful characters considered regiments on their own) must join a regiment of the same type from their warband to take part in a battle. A character stand must always be in the front rank of a regiment.

Each regiment may only be joined by a single character at a time.

RETINUES

Infantry characters may purchase **retinue** upgrades: models placed on the character stand that confer bonuses to it. These do not have a characteristic profile and cannot be allocated wounds unless otherwise stated.

A character stand can only have up to as many retinue models as the slots available on its stand (usually up to 3). Not all slots on a character stand need to be filled; any model not purchased as a retinue is cosmetic and does not provide any additional benefits.

Each category of retinue models confers tiered abilities. Some tiers can only be unlocked by specific characters. Unless otherwise specified, you need to have obtained the previous tiers in order to obtain a higher tier.

Allowable categories are indicated as either **available** (any tier) or **restricted** (up to tier 2 only, and selecting the tier costs double the points).

See each faction's army list for retinue options.

THE WARLORD

When you build your army, select 1 character stand to be your **warlord**. Your warlord grants you a supremacy ability, and gains the **turn the tide** draw event.

KILLING CHARACTERS

A character stand is allocated its own wound markers and is removed as a casualty once the number of wound markers allocated is equal to or greater than its **WOUNDS**.

Character stands only suffer wounds through **duel** actions and special rules, and they cannot be targeted by a **clash** or **volley** action. If a character is marked is also a regiment, these rules are ignored.

If the regiment a character stand is attached to is destroyed, so is the character stand. If this happens, and the stand or its attached regiment has not performed any actions this round, the character stand immediately makes an out-of-sequence **CLASH** action against 1 enemy regiment in contact with it.

If a character stand is destroyed and removed from play, or removed from a regiment due to **seeking new escort**, it is no longer considered to be part of that regiment and therefore cannot be restored through healing.

When a character stand is removed, also remove their retinue and items and lose all the bonuses that these conferred.

CHARACTER ACTIONS

Character stands only take a single action each round when their command card is drawn, and only actions unique to them. However, they do take actions along with their regiment when their regiment's command card is drawn.

A character stand's class does not affect the class of the regiment they join. The stand is part of the regiment and adds **SIZE** to it for the purpose of scaling, **RESOLVE**, etc., whilst being affected by any special rules, draw events and abilities that affect every stand in the regiment. All abilities and auras projected from a character stand are measured from the character stand itself.

If the regiment the character stand is attached to performs a **clash** or **volley** action, the stand attacks and fires shots (if it has the **barrage** rule) alongside it. If the stand is in contact with an enemy regiment, it uses its full attacks. If not, it adds 1 supporting attack.

Use different colored dice to represent the character stand's attacks for both to hit and defence rolls, as they will have different characteristics and/or special rules.

Duel (combat action)

Choose a character stand in an enemy regiment in contact with your character stand's regiment (the character stands themselves do not have to be in base contact). Your opponent can elect to accept the duel, or decline. If they decline, the enemy character stand's regiment becomes **broken** and the duel action ends.

Characters in broken regiments may not refuse duels.

If they accept, both character stands attack simultaneously, rolling to hit, defence, and resolve rolls as usual. Any wounds inflicted are applied only to the appropriate character stand.

If your character stand is slain during the duel action, your regiment immediately takes a free combat reform action. This does not require a roll against the regiment's **RESOLVE** and is considered a clean reform. However, you may only reduce ranks and files by the minimum amount needed to fill the gap created by the character stand's destruction.

If both character stands die as a result of the duel, the active combat reforms first.

Seek new escort (out-of-combat action)

The character stand leaves their current regiment and joins another friendly regiment in any warband. Character stands may not join a regiment already containing a character stand.

Choose a friendly regiment of the same type no further from the character's current regiment than twice the character's **MARCH**.

The friendly regiment may not be currently in contact with an enemy regiment, and the character stand's regiment cannot be engaged with an enemy regiment or have activated this round.

Character stands may not seek new escort into or out of regiments occupying garrison terrain.

Remove the character stand from its current regiment, which immediately takes a free reform action. You may only reduce ranks and files by the minimum amount needed to fill the gap.

Then the target regiment takes a free reform action, adding the character stand to its formation. You may not increase files, and may only increase ranks by the minimum amount needed to fit the Character stand in its front rank.

Spellcasting (combat or out-of-combat action)

This action can only be taken by a character stand with the **wizard (X)** or **priest (X)** special rules.

UPGRADES

Each faction has access to a list of **character upgrades**. Unless specified otherwise, each entry may be only be selected once in your army list, and it does not have to be modelled on the character (however, character upgrades that change the character stand's class must be visually represented).

See each faction's army list for upgrade options.

MASTERIES

Masteries are optional upgrade abilities. A character stand may select only 1 mastery from their available categories. Each can only be purchased once unless stated otherwise.

There are 3 common mastery categories (tactical, combat and arcane), and possible faction-specific categories. See each faction's army list for mastery options.

MAGIC

Spellcasting can only be performed by character stands with the **wizard (X)** or **priest (X)** special rules (X is the caster's **magic level**). Occasionally a regiment has access to one or more spells.

See each faction's army list for spell options.

A spell's **RANGE** is the maximum range of the spell, in inches. If the range is **self**, the spell can only target the regiment the caster is attached to and will often effect the entire regiment.

Spellcasting (combat or out-of-combat action)

To take this action, the stand must have one or more spells, and the **wizard X** or **priest X** special rule.

Choose spell and target: Select one of the stand's spells to cast, and the regiment you wish to target. Spells that cause hits require LOS, while all other spells do not.

In either case, choose a target within range of the spell. When your spellcaster or the regiment they are attached to is engaged with an enemy regiment, that regiment is the only regiment they may target with spells that cause hits. Spells with a range of **self** can only target the caster's own regiment.

Roll for success: The spellcaster rolls a number of dice equal to their magic level (X). **Each result equal to or lower than the spell's ATTUNEMENT is a success. You must score at least 2 successes** for the spell to be resolved, unless stated otherwise (some spells are harder to cast, as determined by **SCALING**).

Enemy interference: If the spellcaster or their target is within 8" of an enemy regiment or character stand with the **wizard X** or **priest X** special rule, the caster suffers a -1 **ATTUNEMENT**.

Scaling: If a spell has the **SCALING** attribute, it might require more than 2 successes to be cast. Total the number of stands in the target regiment:

Stands	Additional successes needed
1-4 stands	0
5-7 stands	1
8-9 stands	2
10+ stands	3

When targeting a monster regiment with a SCALING spell, the spellcaster requires 1 additional success.

If your spellcaster does not score the total required number of successes, the spellcasting fails and the action ends.

Resolve spell: If you have scored the required number of successes, follow the effects of the spell. If the spell inflicts hits, your opponent now makes any defense rolls, removes casualties and tests morale. Spells cast from the target's flank or rear do not benefit from the *flank and rear attacks* rules.

Unless otherwise noted, spells last until the end of the round (even if the caster is removed before they can activate again).

TERRAIN

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

Stands can trace clear shots over other regiments and obstructing terrain with a lower ELEVATION. A stand firing a volley at a target with a higher **ELEVATION** ignores all regiments and obstructing terrain with a lower **ELEVATION** than the target.

Regiments can march into and through **zonal terrain**. Players should agree on the types and extents of each area of zonal terrain before the first reinforcement phase. Apply the following rules, usually just 2 or 3, to each area of zonal terrain. Also agree on which pieces of zonal terrain are also obscuring or obstructing terrain (usually hills and forests, but possibly ruins, cornfields etc).

Elevation X: Usually used for hills and other raised areas (normally with a value of 2). Hills are always 2 and forests are always 3.

Obscuring: A regiment drawing LOS through this terrain as part of a volley action halves the X value in its **barrage (X)** rule (rounding up) to a minimum of 1. A regiment with all of its stands within the terrain does not suffer this penalty (however if is drawing LOS through another piece of obscuring zonal terrain it does).

Traversable: Used for terrain a regiment would traverse through rather than over, such as a forest or thicket. It does not add its **SIZE** or **ELEVATION** to the total **SIZE** of a regiment.

Broken ground: If your regiment charges through this terrain, roll a die for each stand that does so. On a 6, the regiment suffers 1 wound (cavalry regiments suffer 2 wounds instead). Do not take defense rolls or test morale.

Hindering terrain: A regiment that charges through hindering terrain does not inflict any impact hits during that charge action. Medium and heavy regiments do not benefit from the **inspired** special rule in the round they charged through this terrain.

Dangerous terrain: If your regiment moves onto or through this terrain, roll a die for each stand that does so. On a 6, that regiment suffers a wound (cavalry regiments suffer 2 wounds instead). Do not take defense rolls or test morale.

Perilous terrain: If your regiment moves onto or through this terrain, roll a die for each stand that does so. On a 4-6, that regiment suffers a wound (cavalry regiments suffer 2 wounds instead). Do not take defense rolls or test morale.

Impassable terrain: Regiments cannot move through this terrain.

Water: A regiment with at least half its stands within this terrain suffers -1 to its **CLASH**.

GARRISON TERRAIN

Garrison terrain are features 4-6" in diameter, like buildings and fortified positions. 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 reinforcement phase. Place garrison terrain at least 6" apart and 6" from the edges of the battlefield, and not overlapping any objective zones.

Regiments cannot march into or through garrison terrain. They cannot march to within 1" of garrison terrain unless they are seeking to occupy it.

Each garrison terrain feature has **DEFENCE X** and **CAPACITY X**. Only infantry regiments can occupy garrison terrain, and only if the number of stands is equal to or less than the terrain's **CAPACITY** (usually 4). The occupying regiment is always considered to have a front rank of all its remaining stands.

A regiment occupies an unoccupied garrison terrain feature by marching into contact with it. Remove the regiment from the table, and place any number of stands or models anywhere on the garrison terrain to show who occupies it. Any actions the regiment has remaining are lost and its activation ends. If there are too many stands to fit inside the garrison terrain, your regiment cannot occupy it, and must halt its march 1" away.

A regiment in garrison terrain has +X **DEFENCE**, where X is the garrison's **DEFENCE** (usually 1). The regiment's size is the same as the garrison terrain's **ELEVATION**, and its has LOS of 360º.

A regiment can leave garrison terrain it is occupying by taking 2 march actions. Return the models and stands to the regiment and place 1 stand in contact with any edge of the garrison terrain. Then place all other stands from your regiment in a legal formation, with no stand further from the garrison terrain than its lowest **MARCH**, and at least 1" away from all enemy regiments and not overlapping other friendly regiments or pieces of garrison terrain. If you cannot place all other stands within their **MARCH**, you may place them up to double their **MARCH** away, but the regiment is now broken. If the regiment cannot be placed within double its lowest **MARCH**, it cannot leave the garrison terrain.

Once the regiment has successfully left the garrison terrain, it is pushed 1" away from the terrain and its activation ends. If it cannot be pushed 1" away because that would either bring it within 1" of an enemy regiment or cause it to overlap with other regiments or pieces of garrison terrain, then push it as much as possible. This is the only exception to allowing a regiment to be within 1" of a piece of garrison terrain it is not occupying or engaging. A regiment cannot occupy and leave a piece of garrison terrain in the same round. A regiment occupying garrison terrain may leave it even if engaged by enemy regiments (follow the normal rules).

A regiment may take a charge action against occupied garrison terrain as if it were an enemy regiment itself. If you can't wheel flush, wheel your regiment as close to flush as you can by the shortest possible distance. Regiments do not benefit from impact hits when charging garrison terrain.

A regiment in contact with occupied garrison terrain may take a clash action against the occupying regiment. All stands in the regiments' first rank calculate their attacks as if they were in contact with the occupying enemy regiment, while all other stands contribute supporting attacks as normal. Stands in contact with other enemy regiments must strike at one of the regiments in contact, even if they are also in contact with the garrison terrain.

If your regiment is occupying garrison terrain and an enemy regiment is engaging it, your regiment may take a **clash** action. All stands in your regiment attack as if they were in contact with the enemy regiment.

If there is more than 1 enemy regiment in contact with the garrison terrain, you may have each stand target different enemy regiments in contact with it; even foregoing attacks against one enemy regiment in favour of focusing on another.

If a **regiment in a garrison is destroyed**, 1 enemy regiment in contact with the garrison terrain and capable of occupying it may immediately do so (this does not cost an action, but its activation ends). Any enemy regiments in contact with the garrison terrain that cannot do so can immediately make a free additional reform action instead.

A regiment occupying garrison terrain can make volley actions as in any direction, measuring range and calculating LOS from any edge of the garrison terrain. Count the **SIZE** of the volleying regiment as equal to the terrain's **ELEVATION X** for the purpose of drawing LOS.

DRAW EVENTS

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

You can opt not to resolve a draw event for any command card when it is drawn.

Bastion X: Until the end of the round, all stands in this regiment gain +X **DEFENCE**.

Biotic renewal: Roll D6: this regiment heals that number of wounds. Non-infantry regiments reduce the healing value to D3.

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

Double time: If this regiment performs 2 march actions during its activation, it may take a free additional **march** action.

Drum Beat: Add 1 chant marker that matches the cult of any chant marker already in the sequence.

Fire and advance: if this regiment performs a **volley** action as its second action during this activation, it may take a free additional **march** action immediately after the **volley** action is resolved.

Flux-powered: Until the end of the round, choose one of these bonuses for this regiment: +2 **CLASH** or +2 **ATTACKS**.

Murderous volley: Until the end of the round, if this regiment has performed a **take aim** action, wounds caused to regiments within 12" as part of this regiment's **volley** action cause morale tests.

Regeneration X: This regiment immediately heals X wounds. Character stands in the regiment are ignored for the purposes of the heal from this draw event. If a character stand has this draw event, heal only the character stand for X wounds. Any additional wounds healed are lost.

Seize the day: Draw your next command card. That regiment is activated immediately. Once the regiment has completed its activation, the character stand takes its action.

Turn the tide: Select a regiment within 12" of this character stand that has not been activated this round. Immediately activate that regiment and perform its actions. The regiment selected to be activated cannot resolve any draw events, as its command card has not been drawn.

Once the activated regiment has completed its actions, the character stand performs its own action(s). The next time a command card representing the same entry as the regiment that was activated with this draw event is drawn, place the command card in the discard pile without activating that regiment and it is now your opponent's turn to activate a regiment.

FIGHTING A BATTLE

Each stand has a **points value**. Your army's points value is equal to the total points values of every stand in your army, plus those of any upgrades you've purchased. Battles of 2,000 points are recommended.

BUILDING AN ARMY

An army consists of **character stands** and **regiments** selected from a single faction's army list. You may include any number of either in your army.

You must include 1 character stand to be your **warlord**, who has a **supremacy ability** and the **turn the tide** draw event.

Each character stand in your army (including the warlord) must be accompanied by a **warband** of regiments. You must always include a regiment of the same type (infantry, cavalry or brute) as your character stand to ensure they have a regiment to join at the start of the battle.

Each regiment is drawn from the regiments section of the army list. **Each character stand's warband has a regiment allowance of 4 regiments.**

Each regiment, depending on the character it is chosen for, counts as a **mainstay** or a **restricted** choice.

A warband can include as many mainstay choices as your warband allowance allows.

A warband can only include 2 restricted choices from the options allowed. This can be 2 of the same regiment, or 2 different regiments from the list. You must also include 1 mainstay choice for each restricted choice in your army.

Many characters and regiments have additional options that can be purchased for them, such as abilities, command models, or extra stands for regiments. If you purchase any of these upgrades, add the points cost to that of the character stand or regiment.

SET UP THE BATTLEFIELD

Set up terrain according to these rules:

- No terrain piece can be placed on top of an objective zone or objective marker.
- No terrain piece can be within 9" of another terrain piece.
- No terrain piece should have a footprint larger than 9"x 6".
- Smaller terrain pieces can be grouped together to form a single terrain piece. This combination of terrain pieces should not create a footprint larger than 9"x 6".
- You can only include up to 2 pieces of garrison terrain on each battlefield.
- The battlefield should contain about 6 pieces of terrain but no more than 8.

ASSIGN CHARACTERS STANDS

Each character stand in your army must join a regiment before the first reinforcement phase begins. Set up your entire army beside the battlefield, with your character stands already in the regiments in their warbands that they'll be fighting from at the start of the battle.

REINFORCEMENTS

Regiments are not deployed at the start of the battle. They are held to one side, and arrive later. If a regiment is held back as reinforcements, so is the character stand that has been attached to it. The character stand cannot move to another regiment until its initial regiment has entered the battlefield, using the **seek new escort** action. The character stand's class has no effect on when the regiment the character stand has joined will come onto the battlefield from reinforcements.

SECONDARY OBJECTIVES

Each faction has its own deck of **secondary objective cards**. While some decks share some common cards, no 2 decks are exactly the same. Shuffle your secondary objective deck and draw the top 5 cards. Your opponent does the same. Choose and discard 2 cards. Keep your cards hidden from your opponent during the game.

Each card gives you the conditions required for completing it. Once you have completed a secondary objective, make a note on your army list of the round number it was completed on. Some decks contain multiples of the same card; you cannot achieve the same secondary objective card more than once per round.

FIGHT THE BATTLE

The **game length** heading tells you how many rounds to play, and the **victory points** (VPs) heading gives you the information you need to know when you've won or lost.

Players can ask to see their opponent's list as well as scan any command card currently on table at any time. A player cannot ask their opponent to scan a card that is currently in the command stack and instead must use the army builder, faction army list or their opponent's army list to reference that regiment's rules.

When activating a regiment, make sure to leave its command card close to the regiment, in a way that does not disrupt play, as a reminder that the regiment has been activated and to be easily accessible by both players in case they want to scan the card.

EARNING VICTORY POINTS

Battlefield dominance is determined from round to round. At the end of each round, consult the victory conditions to work out how many VPs you've scored that round — your opponent does the same. Keep a running total of the VPs as the game goes on. Once the battle is finished, these will be used to determine the winner.

SEIZING TERRITORY

Victory points are often earned for seizing territory — battlefield quarters, center of the battlefield, objective markers, etc. **A single regiment can only be used to seize 1 objective per round.**

The player with the most stands in range of an objective seizes that objective. **Monster stands count as 3 stands for the purposes of seizing territory**.

Only medium and heavy stands can seize territory, including character stands, regardless of the regiment they are attached to. Light stands can only contest an objective, they cannot claim it; so when you determine victory points for seizing territory, all light stands are ignored. Instead, they are counted for denying any of your opponent's scoring stands.

DETERMINE THE VICTOR

If your army is destroyed, or you choose to concede, victory goes to your opponent. Otherwise, each scenario details its conditions for scoring VPs and securing victory.

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SPECIAL RULES

When a special rule or ability confers multiple instances of the same special rule (X), these special rules do not stack, unless the special rule specifically mentions it. When a stand is affected by multiple instances of the same special rule, those special rules do not stack, unless the special rule has an (+X) value. If a stand gains a special rule with an (+X) value, the stand is considered to have had a value of 0 prior to gaining the (+X).

Arcing fire: Until the end of the round, when this regiment performs a **take aim** action, it may ignore LOS when performing a volley action against any enemy regiment in its front arc, that is within LOS of any friendly regiment. If it does so, it does not receive the normal +1 volley from the **take aim** action. A regiment cannot make use of this rule when occupying garrison terrain.

Armor piercing (X): When this stand performs a **volley** or **spellcasting** action, any hits caused by those attacks reduce the target regiment's **DEFENSE** by X.

Aura of death (X): When an enemy regiment is in contact with this stand, that regiment suffers hits for each such stand it is in contact with. These hits are resolved at the beginning of the *draw command card* step, after the active player has declared which regiment the command card will activate, before resolving any draw events, or deciding to be 'unable/unwilling to act'.

Should the regiment be destroyed by this special rule before the *resolve draw event* step, the active player discards the command card and may draw their next command card and perform actions with it. Regiments occupying garrison terrain are not affected by the **aura of death (X)** special rule, and a regiment occupying garrison terrain does not inflict **aura of death** hits to enemy regiments engaging it.

Barrage (X): This stand 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 stand may choose to re-roll all its failed hit rolls during a **clash** or **volley** action, or all of its failed defense rolls. All stands in the regiment must re-roll the same roll at the same time.

Bloodlust: When this regiment is on the battlefield and takes an action, if it is not in contact with an enemy regiment, roll D6. If the result is less than or equal to the highest **RESOLVE** in the regiment, you may perform an action as normal. If the result is higher, you must perform a **charge** action against the closest enemy regiment in LOS and within the regiment's maximum charge distance.

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

Bodyguards: When this regiment has a character stand attached to it, it does not become broken as a result of the character stand refusing a duel.

Bravery: This regiment, including character stands, ignores the **fearsome** and **terrifying (X)** rules. Also, at the start of the regiment's activation, after resolving any draw events but before performing its first action, remove the broken status from it.

Brutal impact x: When this stand inflicts impact attacks, those attacks reduce the target enemy regiment's **DEFENSE** by X when making defense rolls against those impact attacks.

Cleave X: When this stand performs a **clash** or **duel** action, any hits caused by those attacks reduce the target's **DEFENSE** by X when making defense rolls against those attacks.

Counter-attack: During an enemy regiment's **clash** action performed against this regiment, each unmodified defense roll of 1 causes 1 hit to the active enemy regiment. These hits do not benefit from any other special rules that affect **clash** actions.

Character stands with this rule involved in a duel inflict 1 hit to the enemy character for each unmodified defense roll of 1. These hits do not benefit from any other special rules that affect duel actions.

Dauntless: This regiment may never be broken and always counts as having the **inspired** special rule.

Character stands benefit from this rule only if they have **dauntless** themselves as part of their characteristic profile or have gained this special rule from an ability, character upgrade, etc. If this regiment or stand can never benefit from the **inspired** special rule, this rule supersedes it.

Decay (X): At the end of this regiment's *deactivate regiment* step, every stand in the regiment rolls X dice. For each roll of 5 or 6, the regiment suffers 1 wound. Wounds caused by this rule do not cause morale tests. If a regiment has several instances of **decay (X)**, add all of the X values together.

If a regiment containing a character stand is affected by the **decay (X)** special rule, then the character stand also suffers **decay (X)**.

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

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

Deadshots: This stand always counts as under the effects of a **take aim** action.

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

If the regiment has a character stand attached to it with this rule, the regiment also counts as having **devout** for as long as the character stand remains attached to it.

Dread: Enemy regiments in contact with this regiment cannot benefit from the effects of the **inspired** special rule. If this regiment or stand always benefits from the **inspired** special rule, this rule is superseded.

Fanatical devotion: When a regiment or character stand with the **priest (X)** special rule successfully casts a spell, with a range other than **self**, with this regiment as its target, this regiment heals 3 wounds.

Fearless: This regiment 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 this regiment must roll D6 before being able to perform a **combat rally** or **combat reform** action. If the result is less than or equal to the highest **RESOLVE** in the regiment, you may perform an action as normal. If the result is higher, then the action fails and is lost.

Fiend hunter: This stand may re-roll all failed hit rolls against monster and brute regiments.

Flank: This regiment does not contribute a die to the reinforcement roll. Before rolling each reinforcement pool for each class, each player declares whether a regiment with this rule automatically enters the battlefield or remains in reinforcements.

A regiment cannot enter the battlefield before its class will normally be able to and cannot remain in reinforcements past the round its class is required to enter automatically.

Flawless drill: Once per game, this regiment may perform a free additional **combat reform** action during its activation.

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

Fluid formation: This regiment may perform a free additional **reform** action during its activation. This action must be performed before the regiment takes its first action, or at the end of its activation after all other actions have been resolved.

A regiment with this rule can draw LOS from all arcs, not just its front, and may perform **volley** actions against regiments in its flank or rear as well. Where this is the case, count the closest rank or file of the regiment as the first rank.

Flurry: This stand re-rolls all failed hit rolls when performing a **clash** or **duel** action.

Fly: A regiment containing only stands with this rule can march over other regiments and impassable terrain, provided the regiment does not end its activation overlapping any regiments or impassable terrain.

Glorious charge: When a stand with this special rule performs a successful charge, its impact attacks are resolved with +1 **CLASH** and **terrifying (+1)** until the end of the round.

Hardened (X): When this regiment makes a defense roll, reduce any cleave (X), brutal impact (X) or armor piercing (X) rule by the value of **hardened (X)** when resolving that defense roll.

Impact (X): This regiment performs impact attacks equal to X.

Indomitable: When this regiment rolls a resolve test, treat 1 failed result as a success.

Inspired: This regiment receives +1 to its **CLASH** until the end of the regiment's activation. If this modifies the characteristic to 5 or greater, it does not receive the +1 **CLASH** but instead may re-roll unmodified hit rolls of 6.

Irregular: This regiment does not affect friendly and enemy reinforcement lines. A stand without this rule may not join this regiment.

Iron discipline: This regiment suffers no penalties for having an enemy regiment in contact with its flank or rear arcs.

Lethal demise: For every failed defense roll this regiment makes, the enemy regiment in contact that caused the hits suffers 1 hit for each wound suffered by this regiment. These hits do not benefit from any other rules and are resolved against the enemy regiment's front arc.

Linebreaker: This stand ignores the **shield** special rule and **bastion (X)** draw event when performing a **clash** or **duel** action, or when resolving impact attacks.

Loose formation: This stand always counts as obscured from enemy **volley** actions and cannot make use of the **impact (X)** special rule. In addition, spells will only inflict half their number of hits (rounding up) against a stand with this rule.

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

Opportunists: This stand may re-roll failed hit rolls when performing a **clash** or **volley** action against an enemy regiment's flank or rear arc.

Overrun: At the end of this regiment's **charge** action, if the enemy regiment in contact is broken, this regiment may perform its impact attacks again. **This regiment may perform up to 2 charge actions during a single activation.** The regiment's activation still comes to an end if it fails a charge roll.

Parry: All hit rolls of 1 made against this regiment during a **clash** Or **duel** action must be re-rolled.

Phalanx: This regiment counts its **DEFENSE** as 1 point higher against all hits originating from its front arc. Also, this regiment cannot benefit from the **inspired** special rule, its maximum charge distance is always its **MARCH** +3", and it cannot occupy garrison terrain.

Precise shot: When this stand performs a **volley** action, all hit rolls of 1"count the target's **DEFENSE** as 0 for that attack. Extra hits generated by other rules do not benefit from this rule.

Priest x: This regiment or character stand can perform the **spellcasting** action during its activation. X is this stand's magic level. If the regiment or character stand does not have any spells available, then it only counts toward enemy interference.

Quicksilver strike: This character stand resolves all of its attacks first during a **duel** action. If both character stands in the **duel** action have this rule, the attacks are resolved simultaneously.

Rapid volley: When this stand performs a **volley** action, each hit roll of 1 causes an additional automatic hit on the target. This additional hit does not benefit from any special rules that trigger during the *roll to hit* step. Attacks from character stands do not benefit from this rule.

Relentless blows: When this stand performs a **clash** or **duel** action, each hit roll of 1 causes an additional automatic hit on the target. This additional hit does not benefit from any special rules that trigger during the *roll to hit* step.

Shield: This regiment counts its **DEFENSE** as 1 point higher against all hits originating from its front arc. Character stands count their **DEFENSE** as 1 point higher during a **duel** action. A regiment cannot make use of this rule when occupying garrison terrain.

Shock: When this regiment performs a successful **charge** action, this stand gains the benefit of the **inspired** special rule twice, applied one after the other. This is an exception to special rules and multiple instances of them not stacking.

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

Support X: This regiment's stands contribute X Supporting attacks during a **clash** action instead of 1. While a regiment is engaged by enemy regiments in its flank or rear, they lose the **support X** rule.

Sureshot: This regiment is not considered obscured by terrain when determining LOS during a **volley** action.

Tenacious: Whenever this regiment makes a defense roll, treat 1 failed die roll as a success.

Terrifying X: Regiments in contact with this stand reduce their **RESOLVE** by X, for the purposes of making morale tests against wounds taken from that regiment.

Torrential fire: When this stand makes a **volley** action targeting an enemy regiment within half its barrage range, each successful hit roll causes an additional automatic hit on the target. These additional shots do not benefit from this rule.

Unstoppable: This regiment may re-roll failed charge rolls.

Untouchable: This regiment re-rolls failed defense rolls of 6.

Unyielding: Your opponent cannot claim an objective that is contested by a stand with this special rule.

Vanguard: When a regiment with any number of stands with this special rule enters the battlefield from reinforcements, it may perform a free additional **march** action during this activation. This rule has no effect if there are any enemy stands within 8" of where the regiment arrives on the battlefield.

Wizard (X): See **priest (X)**.

You and what Army?: This stand does not cause its regiment to become broken when an attached character stand declines a **duel** action.

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REINFORCEMENT PHASE

Reinforcement roll: Then, roll D6 per regiment for each class that is due to arrive this round.

Turn	Required roll
1	Light regiments 4 or less.
2	Light regiments 4 or less. Medium 2 or less.
3	Light regiments arrive automatically. Medium regiments 4 or less. Heavy 2 or less.
4	Medium regiments arrive automatically. Heavy regiments 4 or less.
5	Heavy regiments arrive automatically.

Set aside arriving regiments; they will **march** onto the table during the action phase.

COMMAND PHASE

Arrange **command cards** (for battlefield regiments and any regiments arriving as reinforcements this round) into a facedown **command stack** in 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.

Starting with the first player, warlords may use their once-per-game **supremacy ability**.

ACTION PHASE

Starting with the first player and proceeding alternately:

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

VICTORY PHASE

If neither player has won, begin a new round.

OUT-OF-COMBAT ACTIONS
MARCH

The regiment cannot be in contact with an enemy regiment.

Marches a distance in inches equal to the regiment's MARCH (uses the lowest value in the regiment). The regiment may **wheel** during its move, and move sideways or backward at up to half its regular rate.

A regiment may not march to within 1" of an enemy, garrison terrain, or impassable terrain. It may march through any friendly regiments that are not in contact with any enemies, as long as at the end of its activation it is not in an illegal position. A regiment cannot march through enemies, friendly regiments that are in contact with enemy regiments, or garrison terrain occupied by an enemy.

CHARGE

A charge is the only way a regiment can move into contact with an enemy regiment. A regiment cannot charge if it arrived from reinforcements this round.

Choose 1 enemy regiment within your front arc and maximum charge distance. Roll D6 and add this to the regiment's lowest **MARCH**: if this **charge distance** equals or exceeds the distance to the target, the charge is successful. Move your regiment directly forward the charge distance and into contact with the enemy. At the start of this move it may wheel once up to 90°, to engage as many enemy stands as possible. The regiment stops as soon as it contacts the target, then may perform a free wheel of up to 90° until both regiment's are flush against each other.

A regiment that successfully charges immediately gains the inspired special rule. This does not affect impact attacks and is wasted if your regiment has no actions left.

If a charge fails, your regiment marches directly toward the target regiment a distance equal to the result of the charge roll, halting 1" away from enemy regiments and garrison terrain. It loses any other actions this round.

Once a successful charge is completed, stands with the **impact X** special rule resolve **impact hits**. Unengaged stands contribute impact attacks as normal equal to **X**.

TAKE AIM

+1 **VOLLEY** for your regiment's next **volley** action this round.

RALLY

A **broken** regiment becomes unbroken.

REFORM

Change formation to face any direction. No stand may move further than the regiment's lowest **MARCH**, and the centre of the regiment must not move.

VOLLEY

Your regiment must be unengaged and have at least 1 stand with **barrage X**. All stands must target the same enemy regiment. At least 1 stand of the target must be within LOS and range of at least 1 of your stands.

For each stand in your front rank, trace a line between a point of its front arc and a point of any stand in the target regiment. If this is interrupted by any regiments or non-obscuring terrain of a **SIZE** equal to or larger than that of either regiment, the shot is **obstructed** and the stand does not contribute any shots. If the line is not interrupted, that stand's volley is a **clear shot** and it fires shots equal to X.

If the distance between stands is less than half the range of your **barrage X** rule, gain +1 to that stand's **barrage X**.

Roll D6 equal to the number of shots fired. Any die less than or equal to the stand's **VOLLEY** hits. If your regiment's **VOLLEY** is 6+, they gain the **rapid volley** special rule.

Your opponent rolls dice equal to the number of hits. Any die less than or equal to their **DEFENCE** or **EVASION** is a successful **defense roll**. Any roll greater causes a **wound**.

Wounds suffered from a volley do not cause morale tests.

COMBAT ACTIONS

CLASH

Each engaged stand makes **attacks** equal to its **ATTACKS**. Each unengaged stand contributes 1 **support attack**.

Roll D6 equal to the number of attacks. Any die less than or equal to your regiment's **CLASH** is a hit.

If your regiment's **CLASH** is 6+, they gain the **relentless blows** special rule.

If you are attacking the enemy in the flank or rear, your opponent must re-roll any successful morale tests.

Your opponent then rolls D6 equal to the number of hits. Any die less than or equal to their **DEFENCE** or **EVASION** is a successful **defense roll**. Any roll greater causes a **wound**.

Your opponent may then have to test morale.

COMBAT RALLY

A **broken** regiment becomes unbroken.

COMBAT REFORM

Change your regiment's formation while engaged. You cannot reduce the number of stands in contact.

Roll D6. If the result is less than or equal to the highest **RESOLVE** in your regiment, it has made a **clean reform**. Otherwise it has made a **fighting reform**.

Clean reform: Adopt a new legal formation, facing any direction. The regiment's centre must not move greater than half its **MARCH** (round up), and no stand may move further than its **MARCH**.

Fighting reform: Suffer 1 wound for each of the regiment's stands in contact with an enemy regiment. Once any casualties have been removed and morale tests taken, it then adopts a new legal formation, as for a clean reform.

INSPIRE

The regiment gains the **inspired** special rule.

WITHDRAW

Withdraw a light or medium regiment from melee.

Roll D6. If the result is less than or equal to the highest **RESOLVE** in your regiment, it has made a **clean withdrawal**. Otherwise it has made a **fighting withdrawal**.

Clean withdrawal: Suffer D6 wounds, reform facing away from the enemy regiment(s), and take a **march** action.

A regiment cannot end a march within 1" of an enemy regiment, garrison terrain, or impassable terrain. If the march cannot be completed, return the regiment to its initial position: the withdraw has failed. A regiment taking this action must keep its formation following the reform.

Fighting withdrawal: Each stand in contact with an enemy regiment suffers D6 wounds. After removing casualties and taking morale tests, it reforms and marches as above.

MORALE

A regiment tests **morale** against its **RESOLVE** after wounds are suffered. Use the highest **RESOLVE** in the regiment, then add this non-cumulative bonus: +1 if the regiment consists of 4-6 stands; +2 if the regiment consists of 7-9 stands; or +3 if the regiment consists of 10+ stands.

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

Each result equal to or less than the regiment's **RESOLVE** is a success. For each fail, the regiment suffers 1 wound (these do not trigger further morale tests).

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

Broken regiments use their unmodified **RESOLVE**, are unable to perform a **charge**, cannot be healed or have stands restored, cannot benefit from the **inspired** special rule, and do not count towards seizing objective zones.

Character stands in broken regiments may not refuse a **duel** action. They may, as an action, remove the broken status from the regiment they are attached to (follow the rules for a **rally** or **combat rally** action).

Shattered: If a broken regiment loses half or more of its remaining stands during a round (from the moment it was broken), it is **shattered**. Remove all its stands from the battlefield as casualties; the regiment is destroyed.

Stranded: A regiment is **stranded** when stands are removed and it is no longer in contact with *any* enemy regiment.

Press the attack

Once casualties have been removed and 2 or more regiments are no longer in contact, the active player *must* **press the attack**. They push the stranded regiment back into contact with the enemy regiment it was previously in contact with, by the shortest distance, then do the same with any another stranded regiments.

COMMAND MODELS

Leader: The command stand gains +1 **ATTACKS**. If the command stand has **barrage (X)**, increase X by +1.

Standard bearer: The regiment gains the **unstoppable** special rule. The regiment also gains +1 to **MARCH** on the second **march** action it performs during its activation.

CHARACTERS

Character stands only suffer wounds through **duel** actions and special rules, and they cannot be targeted by a **clash** or **volley** action. If the character is also a regiment, these rules are ignored.

If the regiment a character stand is attached to is destroyed, so is the stand. If the stand or its attached regiment has not performed any actions this round, the character stand immediately makes an out-of-sequence **CLASH** action against 1 enemy regiment in contact with it.

Character stands only take 1 unique action each round when their command card is drawn, but do take actions along with their regiment when their regiment's command card is drawn. If the regiment the character stand is attached to performs a **clash** or **volley** action, the stand attacks and fires shots (if it has the **barrage** rule) alongside it. If the stand is in contact with an enemy regiment, it uses its full attacks. If not, it adds 1 supporting attack.

Duel (combat action)

Your opponent can accept the duel, or decline. If they decline, the enemy's regiment becomes **broken** and the duel action ends. Characters in broken regiments may not refuse duels. If they accept, both character stands attack simultaneously.

Seek new escort (out-of-combat action)

The character stand joins another friendly unengaged regiment up to twice the character's **MARCH** away.

Spellcasting (combat or out-of-combat action)

The character stand must have **wizard (X)** or **priest (X)**.