

ARMY LISTS

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

No two battles are the same. Deployment zones, objectives – even Army composition itself– can vary wildly. To represent this, we use a selection of Scenarios, each of which alters the form and scope of the battle. This rulebook includes four Scenarios, but you should feel free to invent your own!

ARMY LISTS

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

POINTS VALUES

Every Model in a game of Conquest First Blood! has a points value, representing its overall worth and prowess on the Battlefield. Models with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances.

Your Army's points value is equal to the total points values of every Model in your Army, plus those of any upgrades you have purchased for those Models. The higher the points values, the larger in terms of numbers and power the Army you have selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

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

BUILDING AN ARMY

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

CHARACTER REGIMENTS

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

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

OFFICER MODELS

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

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

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

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

REGIMENTS

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

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

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

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

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

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

PURSUIT OF AGHM

All Models in this Army with this Special Rule cannot refuse a Challenge! Action. When a Model with the Pursuit of Aghm Special Rule becomes Provoked they must always respond by issuing a Challenge! back at the Enemy Character that Challenged! them.

In addition, whilst a Model with this Special Rule participates in a Challenge! they gain the Relentless Blows Special Rule and gain +1 Clash until the Challenge! sequence is resolved.

RELENTLESS AGGRESSION

When a Regiment in this Army removes any Casualty Tokens during the Removing Casualty Tokens step of a Round, the Inspire Action also increases all Regiment's Models Attacks Characteristic by 1 until the end of the Regiment's Activation.

CHARACTERS

HOLD RAEGH												No Cost
Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules

Hold Raegh	Infantry Character Regiment	Heavy	5	1	4	5	5	5	4	0	6	Cleave (1), Pursuit of Aghm, Fiend Hunter
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Draw Event: None

Number of Models: 1

Mnemancer's Apprentice: If your Army includes at least one Hold Raegh, an Infantry Regiment may include a Mnemancer's Apprentice as an Officer for 20 points.

Stubborn Determination: Models in this Character Regiment, count as **three** Models for the purposes of Seizing Objectives.

The Mnemancers Will Want to See This: When this Character Regiment in in range of an Objective, all other Friendly Hold Thane and Dragonslayer Models in this Army counts as two Models for the purposes of Seizing that same Objective. This rule only applies as long as the Models are currently Seizing the same Objective as the Hold Raegh.

Each Round the Hold Raegh may use one Command Ability:

Pillars of Stone [Command]: Target friendly Regiment with the "Shield" Special Rule, gains the Hardened (1) Special Rule until the end of Round.

Not the Largest we have Slain [Command]: Target Enemy Brute, Cavalry or Monster Regiment becomes "Marked" until the beginning of the Hold Raegh's next Activation. When a friendly Regiment inflicts Wounds on a "Marked" Enemy Regiment, that Regiment takes Morale Tests with a -1 to their Resolve Characteristic.

Options:

Relics: May take a single Relic at the indicated points cost

Retinue:

<i>Tactical</i>	<i>Available</i>
<i>Combat</i>	<i>Available</i>
<i>Arcane</i>	<i>Not Available</i>

TEMPERED SORCERER

No Cost

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Tempered Sorcerer	Infantry Character Regiment	Light	5	3	2	3	5	4	2	0	6	Wizard (6), Barrage 6 (15", Armor Piercing 1, Precise Shots), Pursuit of Aghm

Draw Event: None

Number of Models: 1

Infernal Guardians: Inferno Automata Models in this Army count as **three** Models for the purpose of Seizing an Objective. In addition Inferno Automata Models lose the Feral Special Rule.

Fire and Ruin: Fireforged Models in this Army, Re-Roll failed Hit Rolls of “6”.

Elemental Puissance: This Character Regiment may perform two Spellcasting Actions per Activation. The Character Regiment may not cast the same Incantation more than once per Activation. In addition This Character Regiment may perform **three** Actions each Round rather than the usual **two**.

Options:

Relics: May have a single Relic at the indicated points cost.

Incantations: The Tempered Sorcerer has access to the following Incantations

- *Coruscation*
- *Earth's Grasp*
- *A Fiery End*

Retinue:

Tactical *Not Available*

Combat *Restricted*

Arcane *Available*

HELLBRINGER SORCERER (TEMPERED SORCERER)**380 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Hellbringer Drake (Mount)	Monster Character Regiment	Medium	8	2	1	8	18	3	3	2	-	Cleave (1), Barrage 10 (15", Armour Piercing (1))

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Tempered Sorcerer (Rider)	Monster Character Regiment	Medium	-	3	2	3	-	4	-	-	6	Wizard (6), Barrage 4 (15", Armor Piercing 1, Precise Shots)

Draw Event (Hellbringer Drake): Overcharge

Draw Event (Tempered Sorcerer): None

Rider: The Tempered Sorcerer and Hellbringer Drake are considered as a single Model with two Characteristic profiles. When the Tempered Sorcerer Activates (its Command Card is drawn) it performs Character Regiment Actions using its Characteristic Profile. Similarly when the Hellbringer Drake Activates (its Command Card is drawn) it performs Actions using its own Characteristic Profile. Should the Hellbringer Drake performs a Volley or Clash Action, then both the Rider and the Mount may perform that Action using their respective Characteristic Profiles.

When attacking the Hellbringer Sorcerer all attacks are allocated against the Mount (Hellbringer Drake) and are resolved using its Characteristic Profile. The Tempered Sorcerer cannot separate from the Hellbringer Drake and should the Mount dies then the Tempered Sorcerer is removed as well.

You and What Army?: The Hellbringer Sorcerer cannot be the target of a Challenge! Action nor can it issue a Challenge! against any other Officers or Character Regiments.

Elemental Puissance: This Character Regiment may perform **two** Spellcasting Actions per Activation. The Character Regiment may not cast the same Incantation more than once per Activation. . In addition This Character Regiment may perform **three** Actions each Round rather than the usual **two**.

Options:

Relics: May take a single Relic at the indicated points cost

Incantations: The Tempered Sorcerer has access to the following Incantations

- *Coruscation*
- *Earth's Grasp*
- *A Fiery End*

TEMPERED STEELSHAPER

No Cost

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Tempered Steelshaper	Infantry Character Regiment	Medium	5	3	2	4	5	4	4	2	7	Terrifying (2), Aura of Death (2)
Draw Event:		None										
Number of Models:		1										

Final Transformation: This Character Regiment may perform **three** Actions each Round rather than the usual **two**.

Indifferent Towards Life: This Character Model does not become Provoked as a result of being the target of a Challenge! Action and does not suffer any negative effects for doing so. In addition, this Character Model is always considered as if it has passed any Morale or Resolve Characteristic Test.

Dull Blades (Combat or Out-of-Combat Action): Target two non-Character, non-Officer, non-Monster Models within 10" lose their Engagement Range aura until the end of their Regiment's next Activation. No Line of Sight to the Models is required.

Corrosion (Combat or Out-of-Combat Action): Target Objective this Character Model is in range of. All Regiments in range of this Objective suffer the Decay (4) Special Rule until the end of their next Activation. In addition Models in Regiments with the Decay (X) Special Rule count as **zero Models** for the purposes of Seizing Objectives.

Each Round the Tempered Steelshaper may use up to two different Command Abilities:

Temper Blades [Command]: Target Friendly Regiment Re-Rolls failed Hit Rolls of "6" when performing a Clash Action.

Ferric Expansion [Command]: Target Enemy Regiment, no Regiment can "Attack Through" that Regiment until the end of the Tempered Steelshaper's next Activation.

Living Metal [Command]: Target Friendly Regiment Heals 3 Wounds.

Oxidize [Command]: Target Friendly Regiment loses the Decay (X) Special Rule. In addition Models in this Regiment cannot receive the Decay (X) Special Rule until the end of the Regiment's next Activation.

Options:

Relics: May take a single Relic at the indicated points cost

The Tempered Steelshaper does not have access to a Retinue.

"Only the eldest and most accomplished of Sorcerers are amongst the few living creatures that regularly interact with the Steelshapers. They are also among the few who can see past the awe they inspire and truly grasp the changes this final transformation brings... It is simply that the Elders fear these beings are no longer Dweghom."

ARDENT KERAWEGH**No Cost**

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Ardent Kerawegh	Infantry Character Regiment	Medium	5	1	3	5	5	4	3	0	7	Priest (5), Pursuit of Aghm, Devout, Flurry

Draw Event: None**Number of Models:** 1

Righteous Assault: All Infantry Regiments in this Army gain +1 March to their first March Action each Activation for the first 2 Rounds of the game.

Flaming Oratory: All Initiate Regiments (Pikes and Shields) within this Character Model's Command Range gain the Tenacious Special Rule. In addition, when this Character Regiment is in range of an Objective, all other Friendly Initiate Models in this Army counts as two Models for the purposes of Seizing that same Objective. This rule only applies as long as the Models are currently Seizing the same Objective as the Ardent Kerawegh.

The Aghm of the Fallen: When a Friendly Regiment in this Army gains the benefits of the "Relentless Aggression" Faction Special Rule by removing 3 or more Casualty Tokens then it also gains the Relentless Blows Special Rule.

Options:

Relics: May take a single Relic at the indicated points cost

Incantations: The Ardent Kerawegh has access to the following Incantations

- *Moaghm Dorb!*
- *Fuelled by the Furnace*

Retinue:

Tactical Available

Combat Available

Arcane Restricted

INCANTATIONS

TEMPERED SORCERER & HELLBRINGER SORCERER

Name	Range	Attunement	Effect
Coruscation	12"	4	Inflicts one Hit per Success.
Earth's Grasp	8"	2	Target Enemy Regiment loses the Support Special Rule and re-rolls successful to Hit rolls of "1" during a Clash Action until the end of its next Activation.
A Fiery End	10"	2	Target Enemy Regiment removes a Casualty Token per Success.

ARDENT KERAWEGH

Name	Range	Attunement	Effect
Moaghm Dorh!	8"	3	Target Friendly Regiment adds 2 to their Charge Distance during their next Charge Action.
Fuelled by the Furnace	8"	3	Target Friendly Regiment gains the Blessed Special Rule.

OFFICERS

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

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

EXEMPLAR

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Exemplar	Infantry Officer	Medium	5	1	3	4	5	3	3	0	5	Bravery, Cleave 1

Lead by Example: All Models in the Regiment the Exemplar is part of gain the Bravery Special Rule.

Each Round the Exemplar may use the following Command Ability:

Leader of Dweghom [Command]: Target Friendly Hold Warriors Regiment gain the Indomitable Special Rule until the end of their next Activation as long as there are no Casualty Tokens on it.

FLAMECASTER

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Flamecaster	Infantry Officer	Medium	5	2	2	3	4	3	3	0	5	Barrage 3 (10', Armour Piercing 2)

Each Round the Flamecaster may use the following Command Ability:

Torrents of Fire [Command]: Target Friendly Fireforged Regiment gains the Torrential Fire Special Rule until the End of its next Activation.

HERALD OF FIRE

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Herald of Fire	Infantry Officer	Medium	5	1	3	4	4	3	3	0	5	Cleave 2, Relentless Blows, Pursuit of Aghm

Grafted in Fire: When this Officer Model declares a Challenge! against a Character Model, that Character Model becomes Provoked as if the Herald of Fire was a Character Model itself.

HERALD OF STONE

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Herald of Stone	Infantry Officer	Medium	5	1	3	3	5	4	3	0	5	Shield, Tenacious

Each Round the Herald of Stone may use the following Command Ability:

Defensive Formation [Command]: Target friendly Regiment with the “Shield” Special Rule, receives +1 Defense until the end of Round.

MNEMANCER APPRENTICE

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Mnemancer Apprentice	Infantry Officer	Medium	5	2	2	3	4	4	3	2	5	Shield, Relentless Blows

Carved in the Annals of Aghm: Every Model in the Mnemancer Apprentice’s Regiment counts as **two** Models for the purposes of Seizing Objectives.

RELICS

BANNERS

In order for a Character Regiment to take a Banner it must have at least one Tactical Retinue Model. Only a Tactical Retinue Model may take a Banner and there can only be one Banner in a Character Regiment. Even though it is a Tactical Retinue Model carrying it, a Banner still counts towards the number of Relics a Character Model may take.

Shields of the Fallen **25 points**
Regiments within the Character Regiment's Command Range treat Enemy Regiment's Terrifying (X) Special Rule as it was 1 point lower to a minimum of 0.

Mnemocancer's Eye **25pts**
This Character Regiment gains the Oblivious Special Rule.

ARMORS

Steel Enhancements **10 points**
The Character Model gains +1 Defense.

Arena Champion **10 points**
During a Challenge!, this Character Model can Re-Roll all failed Hit Rolls.

Memory of Stone **10 points**
The Character Model gains +1 Wound.

WEAPONS

Blade of Ekhidris **25 points**
The Character Model gains the Cleave (+1) Special Rule.

Perfectly Balanced **25 points**
The Character Model gains the Flurry Special Rule.

Flaming Weapon **25 points**
The Character Model gains +1 Clash and the Cleave (1) Special Rule.

TALISMANS

Gifted in Fire **30 points**
The Character Model gains +1 Evasion. In addition, any Regiment wholly within this Character Model's Command Range gain the Aura of Death (+1) Special Rule.

Remembrance of the Core **20 points**
Once per game, the Character Model may spend one Action to use this Relic. The Character Model and any friendly Regiments wholly within 8" of this Character Model gain the Hardened (1) Special Rule.

The Flame Flickers **15 points**
Once per game, the Character Model may activate this Relic when declaring a Challenge!. The Character Stand gains +2 Evasion until the Challenge! sequence is completed (including the Enemy's out-of-sequence Challenge!).

ARCANE

Heart of the Mountain **25 points**
Once per game, the Character Model ignores Enemy Interference and adds 1 to the Attunement value for Spells it casts until the end of the Round.

Memory of Breath **10 points**
The Character Model gains the Aura of Death 2 Special Rule.

RETINUES

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

Not every Character Regiment has access to all categories of Retinues. Those allowed will be clearly stated in the relevant entry in the Army List, with the indication of either "Available" or "Restricted." The Character Stand selects Retinue Models freely from any category it has Available, while they may only have up to 2 Retinue Models from Restricted categories. When purchasing a Retinue Model you may pick one of the available archetypes for each Retinue. It is possible that all Retinue Models in your Character Regiment belong to different archetypes. You can customize your Retinue as you see fit! Each Retinue Model uses its own Characteristic profile as seen below.

The March Characteristic and Class of Retinue Models are the same as the Character Model they are the Retinue of.

COMBAT RETINUE										30 POINTS PER MODEL
Name	M	V	C	A	W	R	D	E	Special Rules	

Bodyguard	*	1	3	3	4	3	4	2	Shield, Tenacious	
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Name	M	V	C	A	W	R	D	E	Special Rules	
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Duelist	*	1	3	3	3	3	3	2	Flurry, Parry, Flawless Strikes	
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Name	M	V	C	A	W	R	D	E	Special Rules	
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Warrior	*	1	3	3	3	3	3	2	Cleave (1), Relentless Blows	
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Tier 1 (1 Model): No Ability.

Tier 2 (2 Models): The Character Regiment re-rolls failed Hit Rolls of "6" when under the effects of Relentless Aggression.

Tier 3 (3 Models): No Ability.

TACTICAL RETINUE										25 POINTS PER MODEL
Name	M	V	C	A	W	R	D	E	Special Rules	

Advisor	*	1	2	2	2	2	2	0	Oblivious	
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Name	M	V	C	A	W	R	D	E	Special Rules	
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Bannerman (Only available by purchasing a Banner)	*	1	2	2	3	3	3	0	Oblivious, Support	
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Tier 1 (1 Model): One Tactical Retinue Model may purchase a Banner. If it does so, that Retinue Model uses the Bannerman Characteristic Profile instead.

Tier 2 (2 Models): The Character Model gains +1 Command Range.

Tier 3 (3 Models): This Regiment's Character Model may purchase an additional Relic.

ARCANE RETINUE**25 POINTS PER MODEL**

Name	M	V	C	A	W	R	D	E	Special Rules
Acolyte	*	2	1	1	2	2	1	2	Barrage 4 (15", Precise Shots), Blessed

Tier 1 (1 Model): No ability.

Tier 2 (2 Models): This Character Regiment's Arcane Retinue receives the Armor Piercing (1) Special Rule.

Tier 3 (3 Models): This Character Regiment re-rolls failed Hit Rolls of "6" when performing a Volley Action.

REGIMENTS

FLAME BERSERKERS

120 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Flame Berserkers	Infantry	Light	5	1	3	1	2	5	3	0	Aura of Death (1), Flurry

Draw Event: None

Number of Models: 4 (Including Leader)

Options:

Additional Model 30 points per Model

Standard Bearer Free at a Regiment size of 12

HOLD BALLISTAE

120 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Hold Ballistae	Infantry	Light	5	2	1	1	2	2	2	0	Shield, Barrage 2 (15", Armour Piercing (1))

Draw Event: None

Number of Models 4 (Including Leader)

Options:

Additional Models 20 points per Model

Standard Bearer Free at a Regiment size of 12

Any Hold Ballistae Regiment may include ONE of the Officers presented below:

Herald of Fire 40 points

Herald of Stone 25 points

HOLD WARRIORS

100 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Hold Warriors	Infantry	Medium	5	1	2	1	2	2	2	0	Shield, Tenacious

Draw Event: None

Number of Models: 4 (Including Leader)

Options:

Additional Models 20 points per Model

Standard Bearer Free at a Regiment size of 12

Any Hold Warriors Regiment may include ONE of the Officers presented below:

Herald of Fire 40 points

Herald of Stone 25 points

Exemplar 35 points

FIREFORGED**220 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Fireforged	Infantry	Medium	5	2	2	1	2	3	3	0	Shield, Barrage 1 (10", Armour Piercing (2))

Draw Event: None**Number of Models:** 4 (Including Leader)**Options:***Additional Models* 45 points per Model*Standard Bearer* Free at a Regiment size of 12**Any Fireforged Regiment may include ONE of the Officers presented below:***Herald of Fire* 40 points*Flamecaster* 35 points**INITIATES (SHIELDS)****100 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Initiates	Infantry	Medium	6	1	1	1	2	3	2	1	Devout, Shield, Indomitable, Hardened (1)

Draw Event: None**Number of Models:** 4 (Including Leader)**Implacable:** Enemy Models cannot inflict Impact Attacks against a Model with this Special Rule.**Options:***Additional Models* 20 points per Model*Standard Bearer* Free at a Regiment size of 12**INITIATES (PIKES)****100 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Initiates	Infantry	Medium	6	1	2	1	2	3	2	0	Devout, Support

Draw Event: None**Number of Models:** 4 (Including Leader)**Pike Formation:** When Models in this Regiment direct their Attacks, as a result of a Clash Action, against an Enemy Regiment Engaged by a Friendly Initiates (Shields) Regiment, then Models in this Regiment Re-Roll failed Hit Rolls.**Options:***Additional Models* 20 points per Model

WARDENS**200 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Wardens	Infantry	Medium	5	1	3	1	2	4	3	0	Devout, Cleave 1, Flurry, Fearless

Draw Event: None**Number of Models:** 4 (Including Leader)**Options:**

Additional Stand 40 points per Model
Standard Bearer Free at a Regiment size of 8

DRAGONSLAYERS**250 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Dragonslayers	Infantry	Heavy	5	1	4	1	3	4	4	0	Cleave (3), Fiend Hunter, Hardened (1)

Draw Event: None**Number of Models:** 4 (Including Leader)**Options:**

Additional Models 55 points per Model
Standard Bearer Free at a Regiment size of 8

HOLD THANES**220 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Hold Thanes	Infantry	Medium	5	1	3	1	2	3	3	0	Cleave (1), Shield, Hardened (1)

Draw Event: None**Number of Models:** 4 (Including Leader)

Hold's Finest: If your Army contains a Hold Raegh, then Hold Thane Regiments always count as if they are within the Hold Raegh's Command Range.

Options:

Additional Models 45 points per Model
Standard Bearer Free at a Regiment size of 8

Any Hold Thanes Regiment may include ONE of the Officers presented below:

Herald of Fire 40 points

Herald of Stone 35 points

INFERNO AUTOMATA**100 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Inferno Automata	Brute	Light	7	1	3	4	5	3	3	2	Aura of Death (2), Feral, Fluid Formation, Fearsome

Draw Event: None**Number of Models:** 1**Options:***Additional Models* 80 points per Model**HELLBRINGER DRAKE****300 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Hellbringer Drake	Monster	Medium	8	2	2	8	15	3	3	2	Cleave (1), Overcharge, Barrage 10 (15", Armour Piercing (1))

Draw Event: None**Number of Models:** 1