

# **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**

### **EPIDERMAL KERATIN DEPOSITS**

Every time a Model in this Army suffers a Wound as a result of a failed Defense Roll, roll a die. On a Roll of “1” ignore that Wound.

### **MASSIVE FRAME**

Enemy Models cannot “Attack Through” a Model with this Special Rule. In addition Models with this Special Rule Re-Roll failed Morale tests of “6”.

### **KEEN HEARING**

Character Models count their Command Range as twice its range for the purposes of Commanding Presence.

### **HYMN OF THE VICTOR**

*“Sing of my victories and they may inspire yours.”*

When this Army scores VPs for claiming an Objective and this Army’s Character Regiment is in range of that Objective, all Regiments in the Army count as if they are within the Character Regiment’s Command Range until the end of the next Round’s Victory phase.

## CHARACTERS

### Matriarch Queen

No Cost

| Name            | Type                        | Class | M | V | C | A | W | R | D | E | CR | Special Rules                                       |
|-----------------|-----------------------------|-------|---|---|---|---|---|---|---|---|----|---|
| Matriarch Queen | Infantry Character Regiment | Heavy | 5 | 1 | 3 | 5 | 4 | 4 | 3 | 1 | 5  | Cleave (1),<br>Massive Frame,<br>Inspiring Presence |

**Draw Event:** None

**Number of Models:** 1

**Born in Shame:** When a Warbred Regiment is within Command Range of this Character Regiment, Enemy Regiments cannot perform a Challenge! Action against the Matriarch Queen.

**One Voice:** Friendly Regiments Wholly within range of an Objective counts as being within the Command Range of the Matriarch Queen.

**Teachings of the Wasteland:** Before the game begins choose up to 2 non-Monster, non-Character Regiments in your Army and give them the Flank Special Rule for the duration of the game.

**Loyalty:** Models in this Character Regiment do not take Morale tests.

**Each Round the Matriarch Queen may use up to two different Command Abilities:**

**Stampe [Command]:** Target Friendly Regiment gains the Linebreaker Special Rule until the end of the Regiment's next Action.

**Pursuit [Command]:** Target Friendly Regiment gains the Opportunist Special Rule until the end of the Regiment's next Action.

**To the Last Breath [Command]:** Target Friendly Regiment Heals 3 Wounds.

**Options:**

**Artefacts:** May purchase a single Artefact at the indicated points cost.

**Retinue:**

*Tactical* *Restricted*

*Combat* *Available*

*Arcane* *Not Available*

**APEX QUEEN (MATRIARCH QUEEN)****450 POINTS**

| Name                  | Type                             | Class | M | V | C | A  | W  | R | D | E | CR | Special Rules   |
|-----------------------|----------------------------------|-------|---|---|---|----|----|---|---|---|----|---|
| Apex Predator (Mount) | Monster<br>Character<br>Regiment | Heavy | 8 | 1 | 3 | 10 | 23 | 3 | 3 | 2 | -  | Cleave (2),<br>Deadly Blades,<br>Unstoppable,<br>Terrifying (2),<br>Fearless, Fiend |

| Name                    | Type                             | Class | M | V | C | A | W | R | D | E | CR | Special Rules                        |
|-------------------------|----------------------------------|-------|---|---|---|---|---|---|---|---|----|--------------------------------------|
| Matriarch Queen (Rider) | Monster<br>Character<br>Regiment | Heavy | - | 1 | 3 | 5 | - | 4 | - | - | 5  | Cleave (1),<br>Inspiring<br>Presence |

**Draw Events (Apex Predator):** None**Draw Events (Matriarch Queen):** None**Number of Models:** 1**Icon of Conquest:** When this Model is within range of an Objective, it counts as claiming that Objective.**Apex Master:** The Matriarch Queen and Apex Predator are considered as a single Model with two Characteristic profiles. When the Matriarch Queen Activates (its Command Card is drawn) it performs Character Regiment Actions using its Characteristic Profile. Similarly when the Apex Predator Activates (its Command Card is drawn) it performs Actions using its own Characteristic Profile. Should the Apex Predator 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 Matriarch Queen all attacks are allocated against the mount (Apex Predator) and are resolved using its Characteristic Profile. The Matriarch Queen cannot separate from the Apex Predator and should the Mount dies then the Matriarch Queen is removed as well.

**You and What Army?:** The Matriarch Queen cannot be the target of a Challenge! Action nor can it issue a Challenge! against any other Officers or Character Regiments.**One Voice:** Friendly Regiments Wholly within range of an Objective counts as being within the Command Range of the Matriarch Queen.**Teachings of the Wasteland:** Before the game begins choose up to 2 non-Monster, non-Character Regiments in your Army and give them the Flank Special Rule for the duration of the game.**Loyalty:** Models in this Character Regiment do not take Morale tests.**Each Round the Matriarch Queen may use up to two different Command Abilities:****Stampede [Command]:** Target Friendly Regiment gains the Linebreaker Special Rule until the end of the Regiment's next Action.**Pursuit [Command]:** Target Friendly Regiment gains the Opportunist Special Rule until the end of the Regiment's next Action.**To the Last Breath [Command]:** Target Friendly Regiment Heals 3 Wounds.**Options:****Artefacts:** May purchase a single Artefact at the indicated points cost.

**PREDATOR****No Cost**

| Name     | Type                              | Class  | M | V | C | A | W | R | D | E | CR | Special Rules   |
|----------|-----------------------------------|--------|---|---|---|---|---|---|---|---|----|---|
| Predator | Infantry<br>Character<br>Regiment | Medium | 6 | 3 | 3 | 5 | 5 | 4 | 3 | 1 | 6  | Barrage 4 (15",<br>Armour Piercing<br>1, Deadly Shots),<br>Fiend Hunter,<br>Massive Frame |

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

**Kill Marks:** During the game keep a tally of how many Casualty Tokens are removed by Enemy Regiments. For every 8 Casualty Tokens removed, this Army immediately scores 1 VP. If at the end of the game the Enemy Character Model has been removed as a Casualty then this Army scores an additional 1 VP.

**Hunting Party:** Hunter and Slinger Regiments in this Army gain the Fluid Formation Special Rule.

**Violence of Action:** All Regiments in this Army gain the Opportunist Special Rule.

**No Time to Bleed:** This Character Regiment can perform a Disengage Action without receiving Attacks of Opportunity.

**Each Round the Predator may use one Command Ability:**

**If it Bleeds we can Kill it [Command]:** Target Enemy Brute, Cavalry or Monster Regiment becomes "Marked" until the beginning of the Predator'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.

**Way of the Hunt [Command]:** Target Friendly Infantry Regiment gains +2 March until the end of the Regiment's next Activation.

**Options:**

**Artefacts:** May purchase a single Artefact at the indicated points cost.

|                 |                      |
|-----------------|----------------------|
| <b>Retinue:</b> | <b>Infantry</b>      |
| <i>Tactical</i> | <i>Available</i>     |
| <i>Combat</i>   | <i>Restricted</i>    |
| <i>Arcane</i>   | <i>Not Available</i> |

## PREDATOR (CAVALRY)

No Cost

| Name               | Type                       | Class  | M | V | C | A | W | R | D | E | CR | Special Rules   |
|--------------------|----------------------------|--------|---|---|---|---|---|---|---|---|----|---|
| Predator (Cavalry) | Cavalry Character Regiment | Medium | 8 | 3 | 3 | 6 | 7 | 4 | 3 | 2 | 6  | Barrage 3 (15"), Massive Frame, Brutal Impact (1), Heavy Impact, Cleave (1) |

**Draw Event:** None

**Number of Models:** 1

**Pack Leader:** Raptor Riders and Hunting Packs in this Army gain the Fluid Formation Special Rule and lose the Feral Special Rule. In addition Raptor Riders and Hunting Pack Models count as three Models for the purposes of Seizing Objectives.

**No Time to Bleed:** This Character Regiment can perform a Disengage Action without receiving Attacks of Opportunity.

**Rampant Savagery:** When this Character Model performs Impact Attacks as part of a Charge Action, if the Impact Attacks result in any number of Casualties this Character Regiment gains the Terrifying (1) Special Rule until the end of its Activation.

**Thrill of the Kill:** Casualty Tokens generated as a result of Casualties inflicted from this Character Regiment are allocated to this Character Regiment instead. For each Casualty Token on it, the Character Model gains +1 Attack. If the Character Model removes any amount of Casualty Tokens during the Remove Casualty Tokens step, then it Heals 1 Wound.

### Each Round the Predator may use one Command Ability:

**If it Bleeds we can Kill it [Command]:** Target Enemy Brute, Cavalry or Monster Regiment becomes "Marked" until the beginning of the Predator'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.

**Mark of Conquest [Command]:** Target Friendly Regiment gains +2 to its Charge Distance Rolls, until the end of its next Activation, when Charging an Enemy Regiment within range of an Objective.

### Options:

**Artefacts:** May purchase a single Artefact at the indicated points cost.



## SCION OF CONQUEST

No Cost

| Name              | Type                        | Class | M | V | C | A | W | R | D | E | CR | Special Rules  |
|-------------------|-----------------------------|-------|---|---|---|---|---|---|---|---|----|--|
| Scion of Conquest | Infantry Character Regiment | Heavy | 5 | 2 | 3 | 4 | 5 | 4 | 2 | 2 | 6  | Priest (4),<br>Cleave (2),<br>Massive Frame,<br>Devout |

**Draw Event:** None

**Number of Models:** 1

**Sacred Censer:** Enemy Models Engaged by this Character Model do not count towards Seizing Objectives.

**Resonating Life Force:** At the beginning of each Round's Victory Phase before scoring VPs, take note of the number of Casualty Tokens on Friendly Regiments within range of the same Objective as this Character Model. For each Casualty Token, this Character Model counts as one additional Model for the purposes of Seizing that Objective.

**Visions of Conquest:** Once per game during the Action Phase, before Players have Activated any Regiments, declare to your Opponent that you are using this ability. Until the end of this Round, each time you would draw a card from the Command Stack, instead search your Command Stack and play a Command Card of your choice.

**Echoes of Conquest:** 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:

**Artefacts:** May purchase two Artefacts at the indicated points cost.

**Incantations:** The Scion of Conquest has access to the following Incantations

- *Deafen*
- *Embolden*
- *Disruption*

### Retinue:

*Tactical* *Restricted*

*Combat* *Available*

*Arcane* *Available*

## INCANTATIONS

### *SCION OF CONQUEST*

| <b>Name</b> | <b>Range</b> | <b>Attunement</b> | <b>Effect</b>  |
|-------------|--------------|-------------------|--|
| Deafen      | 8"           | 2                 | Target two non-Character, non-Officer and non-Monster Models, lose their Engagement Range aura until the end of their Regiment's next Activation.          |
| Embolden    | 12"          | 3                 | Target Friendly Regiment in range of an Objective, all Models in that Regiment receive the Hardened (1) Special Rule until the end of its next Activation. |
| Disruption  | 12"          | 3                 | Enemy Spellcasters attempting to cast an Incantation on Target Friendly Regiment, need one additional success in order for the Incantation to be cast.     |

## 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.

### ABERRATION

| Name       | Type             | Class  | M | V | C | A | W | R | D | E | CR | Special Rules  |
|------------|------------------|--------|---|---|---|---|---|---|---|---|----|--|
| Aberration | Infantry Officer | Medium | 5 | 2 | 2 | 6 | 4 | 3 | 1 | 2 | 5  | Flurry, Lethal Demise, Massive Frame, Terrifying (2) |

### CHAMPION

| Name     | Type             | Class  | M | V | C | A | W | R | D | E | CR | Special Rules                           |
|----------|------------------|--------|---|---|---|---|---|---|---|---|----|---|
| Champion | Infantry Officer | Medium | 5 | 2 | 3 | 4 | 4 | 3 | 3 | 1 | 6  | Cleave (1), Massive Frame, Hardened (1) |

**Veteran Warrior:** This Officer Model has an Engagement Range of 2.5".

**Example to Follow [Command]:** Target Friendly Infantry Regiment loses its Broken status.

## ARTEFACTS

### 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 Artefacts a Character Model may take.

**Scars of Endekar** **35 points**  
Models in this Character Regiment receive +1 Evasion.

**Song of Famine** **35 points**  
Character Model in this Regiment gains the following [**Command**] Ability:  
**Song of Famine [Command]:** Target Friendly Infantry Regiment gains the Unstoppable Special Rule. In addition, this Regiment counts as one additional Model for the purposes of Seizing Objectives for each Casualty Token assigned to an Enemy Regiment on the same Objective as this Regiment.

**Whisper of Death** **30 points**  
Character Model in this Regiment gains the following [**Command**] Ability:  
**Whisper of Death [Command]:** Target Friendly Regiment gains the Lethal Demise and Cleave (1) Special Rules until the end of its next Activation.

### ARMORS

**Bone Whistle** **35 points**  
Hunting Pack Regiments in this Army lose the Feral Special Rule.

**Heartsblood Draught** **25 points**  
The Character Model gains +2 Wounds

### WEAPONS

**Kiss of the Dilosaur** **25 points**  
Successful Defense Rolls caused by this Character must be Re-Rolled.

**War's Stare** **25 points**  
Character Model gains +1 Attack and the Cleave (+1) Special Rule

**The Hidden Fang** **15 points**  
The Character gains the Quicksilver Strike Special Rule and Parry Special Rule.

### TALISMANS

**Dreamcatcher** **30 points**  
Character Model in this Regiment gains the following [**Command**] Ability:  
**Wind's Children [Command]:** Target Friendly Regiment may perform a free additional Disengage Action during its next Activation without becoming Broken and without provoking any Attacks of Opportunity.

**Essence of the Phonopteryx** **25 points**  
The Character increases their Spells' Range by 6" (Spells with a Range of "Self" are unaffected). In addition, if the Effects indicate a Range, the Character increases their Spells' Effects by 6".

**Primordial Splinter** **25 points**  
When this Character casts a Spell, they add 1 Dice to their Spellcasting attempt and are unaffected by Enemy Interference.

## 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.

| <b>COMBAT RETINUE</b> |          |          |          |          |          |          |          |          |  | <b>35 POINTS PER MODEL</b> |
|-----------------------|----------|----------|----------|----------|----------|----------|----------|----------|--|----------------------------|
| <b>Name</b>           | <b>M</b> | <b>V</b> | <b>C</b> | <b>A</b> | <b>W</b> | <b>R</b> | <b>D</b> | <b>E</b> | <b>Special Rules</b>                   |                            |
| Bodyguard             | *        | 1        | 3        | 4        | 3        | 3        | 3        | 1        | Hardened (1), Massive Frame, Oblivious |                            |
| <b>Name</b>           | <b>M</b> | <b>V</b> | <b>C</b> | <b>A</b> | <b>W</b> | <b>R</b> | <b>D</b> | <b>E</b> | <b>Special Rules</b>                   |                            |
| Duelist               | *        | 1        | 3        | 5        | 3        | 3        | 3        | 1        | Flurry, Parry, Massive Frame           |                            |
| <b>Name</b>           | <b>M</b> | <b>V</b> | <b>C</b> | <b>A</b> | <b>W</b> | <b>R</b> | <b>D</b> | <b>E</b> | <b>Special Rules</b>                   |                            |
| Warrior               | *        | 1        | 3        | 4        | 3        | 3        | 3        | 1        | Massive Frame, Cleave (2)              |                            |

**Tier 1 (1 Model):** No Ability.  
**Tier 2 (2 Models):** No Ability.  
**Tier 3 (3 Models):** The Character Regiment gains the Unstoppable and the Indomitable Special Rules.

| <b>TACTICAL RETINUE</b>                                 |          |          |          |          |          |          |          |          |                                 | <b>25 POINTS PER MODEL</b> |
|---|----------|----------|----------|----------|----------|----------|----------|----------|---------------------------------|----------------------------|
| <b>Name</b>   | <b>M</b> | <b>V</b> | <b>C</b> | <b>A</b> | <b>W</b> | <b>R</b> | <b>D</b> | <b>E</b> | <b>Special Rules</b>            |                            |
| Tactician   | *        | 2        | 3        | 3        | 3        | 2        | 2        | 1        | Massive Frame                   |                            |
| <b>Name</b>   | <b>M</b> | <b>V</b> | <b>C</b> | <b>A</b> | <b>W</b> | <b>R</b> | <b>D</b> | <b>E</b> | <b>Special Rules</b>            |                            |
| Totem Bearer<br>(Only available by purchasing a Banner) | *        | 1        | 2        | 2        | 3        | 3        | 2        | 2        | Bravery, Support, Massive Frame |                            |

**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 to its March Characteristic.  
**Tier 3 (3 Models):** This Character Regiment gains the Opportunist Special Rule.

**ARCANE RETINUE****25 POINTS PER MODEL**

| <b>Name</b> | <b>M</b> | <b>V</b> | <b>C</b> | <b>A</b> | <b>W</b> | <b>R</b> | <b>D</b> | <b>E</b> | <b>Special Rules</b>                       |
|-------------|----------|----------|----------|----------|----------|----------|----------|----------|--|
| Acolyte     | *        | 2        | 2        | 1        | 2        | 2        | 2        | 1        | Barrage 3 (15"), Blessed,<br>Massive Frame |

**Tier 1 (1 Model):** The Character Model gains +1 Wizard/Priest Special Rule. If the Character Model does not have the Wizard X/Priest X Special Rule, it gains the Enemy Interference Special Rule of 6".

**Tier 2 (2 Models):** This Character Regiment gains the Blessed Special Rule.

**Tier 3 (3 Models):** No Ability.

## REGIMENTS

### BRAVES

**100 POINTS**

| Name   | Type     | Class  | M | V | C | A | W | R | D | E | Special Rules         |
|--------|----------|--------|---|---|---|---|---|---|---|---|-----------------------|
| Braves | Infantry | Medium | 5 | 1 | 2 | 1 | 2 | 2 | 2 | 1 | Shield, Massive Frame |

**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 Braves Regiment may include one Officer:**

*Champion* 30 points

### BLOODED

**140 POINTS**

| Name    | Type     | Class  | M | V | C | A | W | R | D | E | Special Rules |
|---------|----------|--------|---|---|---|---|---|---|---|---|---------------|
| Blooded | Infantry | Medium | 5 | 1 | 2 | 2 | 2 | 2 | 2 | 1 | Massive Frame |

**Draw Event:** None

**Number of Models:** 4 (Including Leader)

**Options:**

*Additional Models* 25 points per Model

*Standard Bearer* Free at a Regiment size of 12

**Any Blooded Regiment may include one Officer:**

*Aberration* 30 points

*Champion* 30 points

**HUNTERS****130 POINTS**

| Name    | Type     | Class  | M | V | C | A | W | R | D | E | Special Rules  |
|---------|----------|--------|---|---|---|---|---|---|---|---|--|
| Hunters | Infantry | Medium | 6 | 2 | 2 | 1 | 2 | 2 | 1 | 1 | Barrage 1 (12",<br>Armour Piercing<br>1, Deadly Shots),<br>Massive Frame |

**Draw Event:** None**Number of Models:** 4 (Including Leader)**Options:***Additional Stand**25 points per Model**Standard Bearer**Free at a Regiment size of 12***SLINGERS****140 POINTS**

| Name     | Type     | Class  | M | V | C | A | W | R | D | E | Special Rules   |
|----------|----------|--------|---|---|---|---|---|---|---|---|---|
| Slingers | Infantry | Medium | 6 | 2 | 1 | 1 | 2 | 3 | 1 | 1 | Barrage 2 (15",<br>Torrential Fire),<br>Massive Frame |

**Draw Event:** None**Number of Models:** 4 (Including Leader)**Options:***Additional Models**25 points per Model**Standard Bearer**Free at a Regiment size of 12***WARBRED****145 POINTS**

| Name    | Type  | Class  | M | V | C | A | W | R | D | E | Special Rules  |
|---------|-------|--------|---|---|---|---|---|---|---|---|--|
| Warbred | Brute | Medium | 6 | 1 | 2 | 5 | 7 | 3 | 2 | 1 | Cleave (2),<br>Relentless<br>Blows, Massive<br>Frame |

**Draw Event:** None**Number of Models:** 1**Options:***Additional Models**120 points per Model*



**HUNTING PACK****65 POINTS**

| Name         | Type    | Class | M | V | C | A | W | R | D | E | Special Rules                 |
|--------------|---------|-------|---|---|---|---|---|---|---|---|-------------------------------|
| Hunting Pack | Cavalry | Light | 8 | 1 | 2 | 5 | 3 | 3 | 1 | 2 | Feral, Opportunist, Oblivious |

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

**Bottom of the Food Chain:** Models in this Regiment do not benefit from the Epidermal Keratin Deposits Faction Special Rule.

**Options:**

*Additional Models*                      *55 points per Model*

**RAPTOR RIDERS****110 POINTS**

| Name          | Type    | Class | M | V | C | A | W | R | D | E | Special Rules  |
|---------------|---------|-------|---|---|---|---|---|---|---|---|--|
| Raptor Riders | Cavalry | Light | 8 | 2 | 3 | 5 | 4 | 3 | 2 | 2 | Barrage 2 (8", Armour Piercing 1), Cleave (1), Massive Frame |

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

*Additional Models*                      *85 points per Model*  
*Huntress (Leader)*                      *85 points*

**APEX PREDATOR****405 POINTS**

| Name          | Type    | Class | M | V | C | A  | W  | R | D | E | Special Rules   |
|---------------|---------|-------|---|---|---|----|----|---|---|---|---|
| Apex Predator | Monster | Heavy | 8 | 1 | 3 | 10 | 18 | 4 | 3 | 2 | Cleave (2), Deadly Blades, Unstoppable, Terrifying (2), Fearless, Fiend Hunter, Brutal Impact (2) |

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

**Icon of Conquest:** When this Model is within range of an Objective, it counts as claiming that Objective regardless of Enemy Models.

**Tamed Beast:** This Model does not benefit from the Epidermal Keratin Deposit special rule.