





# 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:

### **IMPERIAL ACADEMIES**

When building a Hundred Kingdoms Army you may include any one Officer for free into your list. This free Officer cannot be included in the list on their own and will require a Regiment to join. That Regiment needs to be purchased separately paying its points as normal.

### **CHAIN OF COMMAND**

Whilst an Officer Model is within Command Range of a friendly Character Model then the following applies:

Any Regiment whose Leader Model is within Command Range of that Officer Model, can be targeted by the Character's [**Command**] Abilities as if they were within the Character's Command Range.



## CHARACTERS

### IMPERIAL OFFICER

No Cost

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Imperial Officer	Infantry Character Regiment	Medium	5	2	2	4	5	4	3	0	7	None

**Draw Event:** None

**Number of Models:** 1

**Nothing to Prove:** 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.

**Tactician:** Officer Models in this Army always count as if they are within Command Range of this Character Model.

**Forward Scouts:** Imperial Ranger Corps Regiments in this Army gain the Flank Special Rule.

**Each Round the Imperial Officer may use up to two different Command Abilities:**

**Press the Advance! [Command]:** Target friendly Regiment gains the Flurry Special Rule until the end of its next Activation.

**To the Colors! [Command]:** Target friendly Regiment immediately loses its Broken status.

**Hold your Ground! [Command]:** Each Model in Target friendly Regiment's Models counts as **two** for the purposes of Seizing Objectives.

**Tactical Retreat! [Command]:** When Target friendly Regiment performs a Disengage Action this Round, it does not receive any Attacks of Opportunity and does not become Broken.

**Heirlooms:** May take a single Heirloom at the indicated points cost.

**Retinue:**

*Tactical* Available

*Combat* Restricted

*Arcane* Restricted



**NOBLE LORD  
(INFANTRY)**

**No Cost**

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Noble Lord	Infantry Character Regiment	Medium	5	1	3	5	5	4	3	0	6	None

**Draw Event:** None

**Number of Models:** 1

**Each Round the Noble Lord may use one Command Ability:**

**Onwards! [Command]:** Target friendly Regiment gains the Unstoppable Special Rule until the End of its Next Activation.

**Brace! [Command]:** Target friendly Regiment may Re-Roll failed Defense Rolls of “6” until the end of the Regiment’s next Activation.

**Polearm Tactics [Command]:** Target Friendly Regiment with the Support Special Rule do not suffer the negative effects of Engaging Enemy Models within 1” until the end of the Regiment’s next Activation.

**Heirlooms:** May take up to two Heirlooms at the indicated points cost.

**Weapon Arts:** May choose **two** of the following Special Rules as Weapon Arts, representing either the weapons they are carrying, or the skills honed on the battlefield.

<i>Brawler</i>	The Character Model gains the Cleave (+1) Special Rule. During a Challenge! Action involving this Character Model, choose a Special Rule on the Enemy Character. That Character does not benefit from the chosen Special Rule for the duration of the Challenge! This rule does not affect Retinue Models.
<i>Expose Weakness</i>	
<i>Relentless</i>	The Character Model gains the Flurry Special Rule.
<i>Powerful Physique</i>	The Character Model gains the Hardened (1) Special Rule.
<i>Duellist</i>	The Character Model gains the Parry Special Rule.
<i>Former Household Guard</i>	The Character Model gains the Support Special Rule.

**Retinue:** **Infantry**

*Tactical* *Available*

*Combat* *Available*

*Arcane* *Restricted*

**NOBLE LORD  
(CAVALRY)****No Cost**

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Noble Lord	Cavalry Character Regiment	Medium	8	1	3	5	7	4	3	0	6	Shield, Brutal Impact (2)

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

**Knightly Entourage:** When this Character Regiment in in range of an Objective, all other Friendly Mounted Squire Models in this Army counts as **three** 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 Noble Lord.

**House Colors:** This Character Regiment can add a single Mounted Squire Model as a Retinue Model for 45pts. This Mounted Squire Model has the same Characteristic Profile as any Model in a Mounted Squires Regiment and may purchase a Banner from the Heirlooms list for the indicated point cost. Even though it is a Mounted Squire Model carrying it, the Banner still counts towards the number of Heirlooms the Noble Lord (Cavalry) may take.

**Each Round the Noble Lord may use one Command Ability:**

**Onwards! [Command]:** Target Friendly Regiment gains the Unstoppable Special Rule until the End of its Next Activation.

**Wedge! [Command]:** Target Friendly Regiment Re-Rolls failed Hit Rolls when performing Impact Attacks.

**Heirlooms:** May take up to two Heirlooms at the indicated points cost.

**Weapon Arts:** May take **one** of the following Special Rules as Weapon Arts, representing either the weapons they are carrying, or the skills honed on the battlefield.

*Brawler* The Character Model gains the Cleave (+1) Special Rule.

*Purebred Warhorse* The Character Model Re-Rolls failed Defense Rolls of "6".

*Jouster* The Character Model gains the Heavy Impact Special Rule.

**PRIORY COMMANDER****No Cost**

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Priory Commander	Cavalry Character Regiment	Heavy	7	1	4	7	7	3	3	0	8	Shield, Brutal Impact (2), Heavy Impact, Cleave (1), Support

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

**Crimson Order:** This Regiment gains the Dread Special Rule during a Round in which it performs a Charge Action, until the end of the Round.

**Descendants of the Legendary Legions:** This Regiment gains the Terrifying (+1) Special Rule during a Round in which it performs a Charge Action or when in Range of an Objective Zone, until the end of the Round. Furthermore, This Regiment cannot be Broken and is always considered as if it has passed any Morale or Resolve Characteristic Test.

**Martial Traditions:** When this Character Regiment is selected in your Army List, your force no longer benefits from the Imperial Academies Army Rule. Instead all Order of the Crimson Tower Models add +1 to their Attacks Characteristic.

**Heroes of the Hundred Kingdoms:** When an Order of the Crimson Tower Regiment is within range of an Objective Zone, all friendly Infantry Regiments within range of the same Objective Zone Re-Roll failed Hit Rolls of "6" and failed Morale Rolls of "6".

**Each Round the Priory Commander may use one Command Ability:**

**Breakthrough! [Command]:** Target Objective Zone this Character Regiment is in range of, Friendly Regiments with the "Crimson Order" Special Rule, may Re-Roll their Charge Distance when Charging Enemy Regiments in range of this Objective Zone.

**Secure! [Command]:** Target Friendly Regiment with the "Crimson Order" Special Rule, all Models in that Regiment count as five Models for the purpose of Seizing Objective Zones until the end of the Round.

**Heirlooms:** May take up to two Heirlooms at the indicated points cost.

**CHAPTER MAGE****No Cost**

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Chapter Mage	Infantry Character Regiment	Light	5	3	1	2	4	4	1	2	6	Wizard (5), Barrage 3 (15")

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

**Protective Glyphs:** While this Character is on the Battlefield, Enemy Incantations targeting friendly Regiments count as if affected by Enemy Interference regardless of their distance from a friendly Wizard/Priest.

**Arcane Excellence:** This Character Regiment may perform **two** Spellcasting Actions per Activation. The Character Regiment may not cast the same Incantation more than once per Activation.

**Nothing to Prove:** 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.

**Heirlooms:** May take a single Heirloom at the indicated points cost.

**Incantations:** The Chapter Mage has access to the following Incantations

- *Flame Burst*
- *Nimuah's Caress*
- *Aetheric Interference*
- *Roiling Earth*

**Retinue:***Tactical*                      *Restricted**Combat*                        *Not Available**Arcane*                         *Available*

**THEIST PRIEST****No Cost**

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Theist Priest	Infantry Character Regiment	Medium	5	1	2	4	5	4	3	0	6	Cleave (1), Fearless, Priest (5), Devout

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

**Heavenly Blessing:** When this Character Model casts an Incantation on a Friendly Regiment with the Devout Special Rule, that Incantation is automatically cast successfully. You do not need to roll to cast that Incantation. Furthermore, all Models in this Character Regiment count as Devout.

**March of the Faithful:** This Character Model, Officer, Leaders and Standard Bearer Models in this Army counts as two Models for the purposes of Seizing Objectives. Acting Leaders do not benefit from this Special Rule.

**Heirlooms:** May have a single Heirloom at the indicated points cost.

**Incantations:** The Theist Priest has access to the following Incantations

- Fortitude of Faith
- Divine Purpose
- Burst of Faith

**Retinue:***Tactical* *Not Available**Combat* *Restricted**Arcane* *Available*

## INCANTATIONS

### *CHAPTER MAGE*

<b>Name</b>	<b>Range</b>	<b>Attunement</b>	<b>Effect</b>
Flame Burst	10"	3	Inflicts one Hit per success. Hits have the Armor Piercing (1) Special Rule.
Ninuah's Caress	6"	3	For each success, Target Friendly Regiment Heals two Wounds.
Aetheric Interference	10"	3	Target Friendly Regiment. When an Enemy Regiment performs a Spellcasting Action on that Regiment, it counts its Wizard/Priest level as 1 lower.
Roiling Earth	8"	2	Target Enemy Regiment loses the Shield Special Rule until the beginning of their next Activation.

### *THEIST PRIEST*

<b>Name</b>	<b>Range</b>	<b>Attunement</b>	<b>Effect</b>
Fortitude of Faith	8"	2	Target Friendly Regiment gains the Oblivious Special Rule until the end of its next Activation.
Divine Purpose	Self	2	The Character Model gains the Cleave (1) and Deadly Blades Special Rules.
Burst of Faith	8"	3	Inflicts one Hit per success. Hits have the Armor Piercing (1) 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.

### ARMSMASTER

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Armsmaster	Infantry Officer	Medium	5	2	3	5	4	3	3	0	5	Cleave (1), Parry, Flurry

**Renowned Duellist:** When this Officer Model declares a Challenge! against a Character Model, that Character Model becomes Provoked as if the Armsmaster was a Character Model itself.

### DRILLMASTER

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Drillmaster	Infantry Officer	Medium	5	2	2	4	4	3	2	0	5	Cleave (1)

**Each Round the Drillmaster may use the following Command Ability:**

**Ready Your Weapons! [Command]:** Target friendly Regiment gains the Flurry Special Rule until the End of their next Activation.

### ERRANT OF THE ORDER OF THE SHIELD

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Errant of the Order of the Shield	Infantry Officer	Medium	5	2	3	4	4	4	2	0	5	

**Jury and Executioner:** After Draw Events are resolved but before the Regiment performs its first Action the Errant of the Shield may choose one of the two roles to adopt. A role lasts until the beginning of this Regiment's next Activation at which point the Officer loses all benefits from that role.

**Jury:** The Officer adds +1 to its Attacks Characteristic and the Shield Special Rule. In addition, Militia and Militia Bowmen within Command Range, Re-Roll failed Hit Rolls of "6" when performing a Clash or Volley Action.

**Executioner:** The Officer gains the Cleave (+2) Special Rule. In addition, if during a Clash Action, this Officer Model directs its Attacks against a Character Regiment, it Re-Rolls failed Hit Rolls.

### NEOPHYTE

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Neophyte	Infantry Officer	Light	5	1	2	3	4	3	1	1	5	Priest (2), Devout

**Power of Faith [Command]:** Friendly Regiments within this Officer's Command Range gain the Devout Special Rule. In addition, if this Officer casts an Incantation that affects a friendly Militia or Militia Bowmen Regiment, all Friendly Militia and Militia Bowmen Regiments within Command Range of this Officer are also effected by the Incantation.

**Incantations:** When this Officer's Regiment Activates, the Regiment may perform a free Spellcasting Action. The Neophyte has access to the following Incantation.

**Fortitude of Faith** (See Theist Priest Incantations)

### NULL MAGE

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Null Mage	Infantry Officer	Light	5	2	2	3	4	3	2	2	5	Barrage 3 (15", Armour Piercing 1)

**Arcane Interference:** When an enemy Spellcaster attempts to cast an Incantation within 10" of this Officer Model, for every Spellcasting dice rolled that does not score a success inflicts 1 Wound on the Spellcaster. These Wounds cannot be mitigated or saved but do not cause Morale Tests.

### SERVITE

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Servite	Infantry Officer	Light	6	1	1	2	3	3	1	1	5	None

**To the Front Lines!:** Friendly Militia or Militia Bowmen Regiments within this Officer Model's Command Range gain +1 March and the Unstoppable Special Rule.

### SEASONED VETERAN

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Seasoned Veteran	Infantry Officer	Medium	5	1	2	4	4	3	2	0	5	Shield

**Each Round the Seasoned Veteran may use the following Command Ability:**

**Interlocking Shields [Command]:** Target friendly Infantry Regiment with the Shield Special Rule, receives +1 Defense until the end of Round.



## HEIRLOOMS

### 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 Heirlooms a Character Model may take.

**Standard of Steel** 30 points  
Any Attack that Targets this Character Regiment can never gain the benefit of the Inspire Action.

**Standard of the Unknown Legionnaire** 30 points  
This Regiment's Character Model gains the following [Command] Ability  
**Higher Calling [Command]:** Target Friendly Broken Regiment, the Regiment loses its Broken status. In addition, the Regiment gains the Terrifying (1) Special Rule until the end of the Regiment's next Activation.

**Pennant of the Empire** 25 pts  
Household Guard Regiments within the Character Regiment's Command Range, never become Broken.

**Icon of Saint Lazarus** 20 points  
Regiments within the Character Regiment's Command Range, gain +1 Resolve.

### ARMORS

**Indomitable Plate** 15 points  
(Infantry Character Model Only)  
The Character Model gains +1 Wound and +1 Defense.

**Bakkian Token** 10 pts  
The Character Model gains +1 Evasion.

**Mask of Eaklides** 5 points  
The Character Model may Re-Roll any failed Defense Rolls of 6.

### WEAPONS

**Caledburn** 15 points  
When participating in a Challenge!, the Character Model gains the Flurry Special Rule and the Enemy Character Model must Re-Roll all successful Defense Rolls.

**Laurean Lance** 10 points  
The Character Model gains the Brutal Impact (+1) Special Rule and may Re-Roll any failed Hit Rolls when performing Impact Attacks.

**The Flesh Cleaver** 10 points  
The Character Model gains the Fiend Hunter and Deadly Blades Special Rules.

### TALISMANS

**Finite State Prototype** 15 points  
The Character Model counts as having the Wizard (1) Special Rule for the purpose of Enemy Interference. In addition, all Enemy Models within 3" of the Character Model suffer a -3 to the Attunement Value of any Incantation they attempt to Cast, instead of the usual -1.

**Lady's Blessing** 15 points  
The first time this Character Model would suffer a Wound each Round that Wound is ignored.

**Pendant of Saint Nicholas** 15 points  
The Character Regiment gains the Blessed Special Rule.

## ARCANE

### **Last Resort** **25 points**

Once per game, during a Clash or Challenge! Action this Character gains +3 Attacks and the Smite Special Rule until the end of that Action.

### **Hopes and Prayers** **20pts**

Once per game, when the Character Model would be removed as a Casualty, do not remove the Model. Instead, at the end of the Activation that would have removed this Character Model as a Casualty, Heal this Character so it has 1 Wound remaining.

### **Arcane Tome** **20 pts**

This Character Model ignores Enemy Interference when performing a Spellcasting Action.

## 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

**20 POINTS PER MODEL**

Name	M	V	C	A	W	R	D	E	Special Rules
Bodyguard	*	1	3	3	3	3	4	0	Shield, Tenacious
Name	M	V	C	A	W	R	D	E	Special Rules
Duelist	*	1	3	4	3	3	3	0	Flurry, Parry, Flawless Strikes
Name	M	V	C	A	W	R	D	E	Special Rules
Warrior	*	1	3	3	3	3	3	0	Cleave (1), Support

**Tier 1 (1 Model):** No Ability.

**Tier 2 (2 Models):** The Character Model gains +1 Command Range and the Parry Special Rule.

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

### TACTICAL RETINUE

**20 POINTS PER MODEL**

Name	M	V	C	A	W	R	D	E	Special Rules
Advisor	*	1	2	2	2	2	2	0	Bravery
Name	M	V	C	A	W	R	D	E	Special Rules
Bannerman (Only available by purchasing a Banner)	*	1	2	2	3	3	3	0	Bravery, Support

**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):** Regiment's within this Character Regiment's Command Range, Re-Roll failed Morale Test Rolls of "6".

**ARCANE RETINUE****20 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	*	1	2	1	2	2	1	1	Barrage 1 (18"), Blessed

**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):** Enemy Incantations targeting this Character Regiment have an Attunement level of 1 lower.

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

## REGIMENTS

You may include Regiments as part of your Characters' Warband.

### MEN-AT-ARMS

100 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Men-at-Arms	Infantry	Medium	5	1	2	1	2	2	2	0	Shield

**Draw Event:** None

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

#### Options:

*Additional Models* 20 points per Model

*Standard Bearer* Free at a Regiment size of 8

**Any Men-at-Arms Regiment may include ONE of the Officers presented below:**

*Neophyte* 20 points

*Seasoned Veteran* 20 points

### HOUSEHOLD KNIGHTS

110 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Household Knights	Cavalry	Medium	8	1	2	4	5	3	3	0	Brutal Impact (2), Shield

**Draw Event:** None

**Number of Models:** 1

#### Options:

*Additional Models* 80 points per Model

*Standard Bearer* Free at a Regiment size of 3

*Leader* 80 points

**HOUSEHOLD GUARD****160 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Household Guard	Infantry	Medium	5	1	2	1	2	3	3	0	Cleave (1), Support

**Draw Event:** None**Number of Models:** 4 (Including Leader)**Options:***Additional Models* 30 points per Model*Standard Bearer* Free at a Regiment size of 8**Any Household Guard Regiment may include one Officer:***Armsmaster* 20 points**GILDED LEGION****190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Gilded Legion	Infantry	Heavy	5	1	3	1	2	4	3	0	Cleave (1)

**Draw Event:** None**Number of Models:** 4 (Including Leader)**Only the Finest:** Gilded Legion Models in this Regiment have an Engagement range of 2.5".**Options:***Additional Models* 35 points per Model*Standard Bearer* Free at a Regiment size of 8**Any Gilded Legion Regiment may include ONE of the Officers presented below:***Drillmaster* 20 points*Seasoned Veteran* 20 points

**STEEL LEGION****180 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Steel Legion	Infantry	Heavy	5	1	3	1	2	3	3	0	Cleave (2), Relentless Blows

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

**Legacy of Glory:** When this Regiment is in range of an Objective, other friendly Regiments in range of the same Objective Re-Roll failed Morale Tests of "6".

**Options:***Additional Models* 35 points per Model*Standard Bearer* Free at a Regiment size of 8**Any Steel Legion Regiment may include one Officer:***Drillmaster* 20 points**MERCENARY CROSSBOWMEN****120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Mercenary Crossbowmen	Infantry	Light	5	2	1	1	2	2	1	0	Barrage 1 (15", Armor Piercing 1)

**Draw Event:** None**Number of Models:** 4 (Including Leader)**Options:***Additional Models* 25 points per Model*Standard Bearer* Free at a Regiment size of 8**LONGBOWMEN****140 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Longbowmen	Infantry	Light	6	3	1	1	2	2	1	0	Cleave (1), Barrage 1 (20", Armour Piercing 1)

**Draw Event:** None**Number of Models:** 4 (Including Leader)**Options:***Additional Models* 25 points per Model*Standard Bearer* Free at a Regiment size of 8

**MILITIA****80 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Militia	Infantry	Light	5	1	1	1	2	2	1	0	Shield, Support

**Draw Event:** None**Number of Models:** 4 (Including Leader)**Options:***Additional Models* 15 points per Model*Standard Bearer* Free at a Regiment size of 12**Any Militia Regiment may include ONE of the Officers presented below:***Errant of the Order of the Shield* 30 points*Neophyte* 20 points*Servite* 10 points**MILITIA BOWMEN****80 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Militia Bowmen	Infantry	Light	5	1	1	1	2	2	1	0	Barrage 2 (15")

**Draw Event:** None**Number of Models:** 4 (Including Leader)**Options:***Additional Models* 15 points per Model*Standard Bearer* Free at a Regiment size of 12**Any Militia Bowmen Regiment may include ONE of the Officers presented below:***Errant of the Order of the Shield* 30 points*Neophyte* 20 points*Servite* 10 points**HUNTER CADRE****120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Hunter Cadre	Infantry	Light	6	2	3	1	2	3	1	2	Fearless, Fiend Hunter, Cleave (1), Barrage 1 (15", Armour Piercing 1)

**Draw Event:** None**Number of Models** 4 (Including Leader)**Options:***Additional Models* 25 points per Model*Standard Bearer* Free at a Regiment size of 8**Any Hunter Cadre Regiment may include one Officer:***Null Mage* 15 points



**IMPERIAL RANGER CORPS****120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Imperial Ranger Corps	Infantry	Light	6	3	1	1	2	2	1	2	Barrage 2 (15"), Fluid Formation

**Draw Event:** None**Number of Models:** 4 (Including Leader)**Options:***Additional Models* 25 points per Model*Standard Bearer* Free at a Regiment size of 8**MOUNTED SQUIRES****70 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Mounted Squires	Cavalry	Light	9	1	2	4	4	2	2	0	Shield

**Draw Event:** None**Number of Models:** 1**Options:***Additional Models* 45 points per Model*Standard Bearer* Free at a Regiment size of 3*Leader* 45 points**ORDER OF THE CRIMSON TOWER****170 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Order of the Crimson Tower	Cavalry	Heavy	8	1	3	5	5	3	3	1	Brutal Impact (2), Shield, Terrifying (1), Cleave (1)

**Draw Event:** None**Number of Models:** 1**Crimson Order:** This Regiment gains the Dread Special Rule during a Round in which it performs a Charge Action, until the end of the Round.**Descendants of the Legendary Legions:** This Regiment gains the Terrifying (+1) Special Rule during a Round in which it performs a Charge Action or when in Range of an Objective Zone, until the end of the Round. Furthermore, This Regiment cannot be Broken and is always considered as if it has passed any Morale or Resolve Characteristic Test.**Options:***Additional Model* 140 points per Stand*Standard Bearer* Free at a Regiment size of 2

