CONQUEST
First Blood
CITY STATES
Army List

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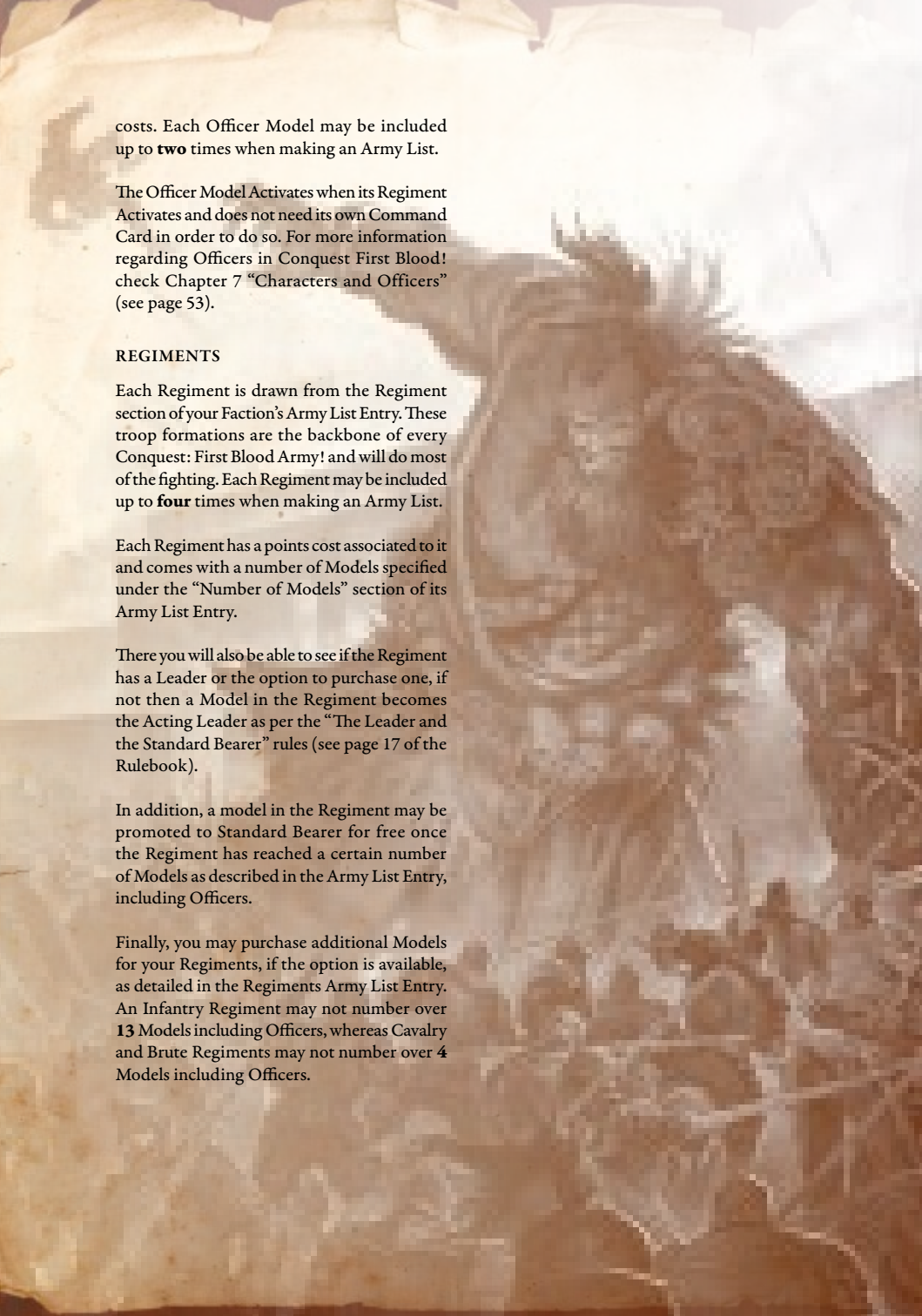
Most Infantry Character Regiments may purchase additional Retinue Models to add to the Character Regiment. These Retinue Models add to the prowess of a Character Regiment and confer unique abilities. You will find more information about Retinue Models under the "Retinues" section of each Army List.

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:

FRONT LINE TACTICS

City States' Officers and Character Regiments do not resolve their Command Abilities in the same way their other Faction counterparts do. Instead, Command Abilities are now resolved as a free-additional Action every time a Character Regiment or a Regiment containing an Officer Activates instead of the usual way.

Character Regiments and Regiments including Officers gain the following Action:

Command Ability (Combat and Out-of-Combat Action): When the Character Regiment or a Regiment containing an Officer Activates, it may perform this Action to use a [**Command**] ability and affect its own Regiment or a Friendly Regiment within Command Range as described in the [**Command**] ability description.

Furthermore, all Regiment Leaders and Acting Leaders in the Army are considered to have a Command Range of **7** unless stated otherwise.

STRATEGIC STACK

The armies of the City States are able to perform incredible acts of tactical fluidity during the course of a battle, whether that is a clash of mighty phalanxes or small tactical skirmishes. This is shown with their unique access to a secondary Command Stack, called the "Strategic Stack" that is arranged beside your Command Stack.

Once per Round, when drawing the Command Card during the "Draw Command Card" phase, but before you reveal it to your opponent, instead of Activating the Command Card

you have drawn, you may instead place that Command Card into your Strategic Stack. To do this, place that Command Card face down beside your Command Stack and pass the turn to your opponent.

When a Friendly Regiment finishes its Activation, after the "Deactivate Regiment" step, while there is a Command Card in your Strategic Stack, you may opt to take a second Activation using the Regiment whose Command Card is in your Strategic Stack. Immediately Activate the Regiment represented by the Command Card in your Strategic Stack. Once that Regiment's Activation is completed, play passes to your opponent.

If there are no Command Cards remaining in your Command Stack, and you have a Command Card in your Strategic Stack, you must draw the Command Card from your Strategic Stack.

Characters

Polemarch
<div align="right">No Cost</div>

Name	Type	Class	M	V	C	A	W	R	D	E	CR
Polemarch	Infantry Character Regiment	Medium	5	1	3	5	5	4	3	0	7

Special Rules: Cleave (1), Flurry, Shield

Draw Event: None

Number of Models: 1

Press the Advantage!: When a Friendly Regiment Activates by drawing its Command Card from your Strategic Stack, that Regiment gains the Flurry Special Rule until the end of the Round.

Tip of the Spear: Enemy Infantry Models Engaged by this Character Model do not count towards Seizing Objectives.

Spring to Action!: Thorakites and Agema Models in this Army gain the Unstoppable Special Rule and add +1 to their March Characteristic. In addition, when a Thorakites or Agema Regiment has a Minotaur Thyrean Model within its Leader's or Acting Leader's Command Range, Models in the Regiment Re-Roll failed Morale Rolls of "6".

Each Round the Polemarch may use one Command Ability:

Dori and Xyphos [Command]: This Character Model removes -1 from its Cleave (X) Special Rule and has its Engagement range increased to 2.5". The effect remains active until the Character Model uses this [Command] Ability again.

Lead from the Front [Command]: Target Objective Zone this Character Model is in Range of Friendly Regiments performing a Charge against an Enemy Regiment within Range of this Objective Zone may Re-Roll failed Charge Rolls.

Bestowed Relics: May take up to one Bestowed Relics at the indicated points cost.

Retinue:

City States Specific	*Available*

Masteries: *Combat*

Aristarch   No Cost

Name	Type	Class	M	V	C	A	W	R	D	E	CR
Aristarch	Infantry Character Regiment	Medium	5	1	2	5	5	4	2	0	7

Special Rules: Shield

Draw Event: None

Number of Models: 1

"You Know the Drill!": When a Friendly Infantry Regiment Activates by drawing its Command Card from your Strategic Stack, each Model in that Regiment counts as **two** for the purposes of Seizing Objective Zones until the end of the Round.

Riposte!: Hoplites and Phalangites Models in this Army gain the Counter Attack Special Rule and add +1 to their March Characteristic. In addition, when a Hoplites or Phalangites Regiment has a Minotaur Haspist Model within its Leader's or Acting Leader's Command Range, Models in the Regiment Re-Roll failed Morale Rolls of "6".

Each Round the Aristarch may use one Command Ability:

Iron Resolve [Command]: Target friendly Regiment gains the Bravery Special Rule until the end of the Round.

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.

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.

Bestowed Relics: May take up to two Bestowed Relics at the indicated points cost.

Retinue:

City States Specific   *Available*

Masteries: *Tactical*

MECHANIST

Name	Type	Class	M	V	C	A	W	R	D	E	CR
Mechanist	Infantry Character Regiment	Medium	5	2	2	4	5	3	2	1	7

Special Rules: Barrage 4 (12", Armor Piercing (1), Torrential Fire), Priest (5)

Draw Event: None

Number of Models: 1

Carrier of the Godflesh: While this Character Model is on the battlefield, when a Friendly Regiment Activates by drawing its Command Card from your Strategic Stack, that Regiment gains the Hardened (+1) Special Rule and reduces their March Characteristic by -1 until the end of the Round.

Flesh Meets Steel: While a non Infantry Regiment in this Army is in range of an Objective Zone they gain the Terrifying (+1) Special Rule.

Each Round the Mechanist may use one Command Ability:

Mobility [Command]: Target Friendly Regiment removes -1 from its Defense Characteristic (to a minimum of 1), loses the Phalanx and Shield Special Rules and adds +3 to its March Characteristic until the end of the Round.

Resist [Command]: Target Friendly Regiment gains the Tenacious Special Rule until the end of the Round.

Liquid Fire [Command]: Target Enemy Regiment within 10", instead of this Model's Command Range, it suffers a -1 to its Resolve Characteristic and Re-Rolls successful Resolve tests until the end of the Round.

Options:

Modifications: May purchase a single Bestowed Relic at the indicated points cost.

Incantations: The Mechanist knows all of the following Spells at no additional point cost:
- Shock and Steel
- Synchronized Formation
- Structural Rearrangement

Retinue:

City States Specific	*Available*

Masteries: *None*

EIDOLON — NO COST

Name	Type	Class	M	V	C	A	W	R	D	E	CR
Eidolon	Brute Character Regiment	Medium	7	1	3	5	8	3	3	2	7

Special Rules: Flurry, Hardened (1), Impact (3)

Draw Event: None

Number of Models: 1

Combat Directive: At the end of each Round's Supremacy Phase, but before players Activate their first Regiment, this Character Stand selects a Combat Directive that will last until the end of the Round. The Character Stand may select a new Combat Directive at the end of each Supremacy Phase.

- **Greetings to a Fellow General:** This Character Model adds +4 to its Attacks Characteristic but suffers a -1 penalty to its Clash Characteristic.
- **Secure the Breach:** This Character Model gains the Parry Special Rule.
- **Precision Armament:** This Character Model gains the Cleave (+3) Special Rule.

Guardians of the Godflesh: Friendly Inquisitor Regiments in this Army count as one additional Model for the purpose of Seizing Objectives while within this Character Regiment's Command Range.

Each Round the Eidolon may use one Command Ability:

Engagement Protocols [Command]: Target Enemy Regiment becomes "Marked" until the end of the Round. Friendly Inquisitor Regiments in this Army gain +2" to their Charge Distance when performing a Charge Action against that Regiment.

Annihilation Protocols [Command]: Target Enemy Regiment becomes "Marked" until the end of the Round. Friendly Inquisitor Regiments in this Army gain the Cleave (+1) Special Rule when performing Clash Actions against that Regiment until the end of the Round.

Options:

Modifications: May purchase a single Bestowed Relic at the indicated points cost.

Masteries: *None*

INCANTATIONS

HEPHAESTIAN

Name	Range	Attunement	Effect
Piercing Heat	6"	2	Inflict two Hits per success on Target Enemy Regiment. These Hits have the Armor Piercing (1) Special Rule.
Smoldering in Ashes	Self	2	This Regiment gains the Aura of Death (5) Special Rule until the end of the Round.

PROMETHEAN

Name	Range	Attunement	Effect
Damping Force	Self	3	All Friendly Regiments within 8" of this Regiment may Re-Roll Defense and Morale Test Rolls of "6" until the end of the Round.
Magnetic Balance	Self	3	All Friendly Regiment's within 10" of this Regiment may Re-Roll Hit Rolls of "6" and add +1 to their Clash Characteristic (to a maximum of 4) until the end of the Round.

MECHANIST

Name	Range	Attunement	Effect
Shock and Steel	8"	4	Target Friendly non-Infantry Regiment gains the Brutal Impact (2) Special Rule until the end of the Round.
Synchronized Formation	8"	3	Target Friendly Regiment treats its total Charge Distance as its March value +4" until the end of the Round.
Structural Rearrangement	8"	2	Target Friendly Regiment ignores the effects of Hindering Terrain until the end of the Round.

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.*

Lochagos

Name	Type	Class	M	V	C	A	W	R	D	E	CR
Lochagos	Infantry Officer	Medium	5	2	2	5	4	3	2	0	7

Special Rules: Shield

Carry Orders: Should a Character Regiment in this Army perform a [Command] Ability this Round, this Officer can perform the same [Command] Ability as if it was its own until the end of the Round.

Dorilates

Name	Type	Class	M	V	C	A	W	R	D	E	CR
Dorilates	Infantry Officer	Medium	5	1	2	4	4	3	2	0	7

Special Rules: Shield

Spear and Hoplon: Dorilates and Hoplite Models in this Regiment have an Engagement range of 2.5".

Each Round the Dorilates may use the following Command Ability:

Doratismos! [Command]: Target friendly Hoplite or Phalangites Regiment gains the Flurry Special Rule until the End of their next Activation.

BESTOWED 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 Heirlooms a Character Model may take.

Icon of the Messenger   25 points
Once per Round, during the Action Phase but before the "Draw Command Card" step, you may opt to Activate a Regiment from the Strategic Stack instead of drawing a Command Card from your Command Stack. Once the Regiment has finished its Activation, play passes on to your Opponent.

Labaron of the Ancestors   25 points
This Regiment's Character Model gains the following [Command] Ability
Reclaim [Command]: This [Command] Ability can only be used at the beginning of the Character Regiment's Activation. Performing this [Command] Ability also costs one Action. Target non-Friendly Objective Marker within Engagement Range of the Character Model is immediately destroyed. The Character Model then loses this [Command] Ability for the remainder of the Battle.

Armors

Front Line Armor Grafts   45 points
All Models in the Character Regiment gain the Linebreaker Special Rule.

Rapid Assault Modifications   35 pts
All Models in the Character Regiment gain the Fluid Formation Special Rule and gain the Impact (1) Special Rule.

Weapons

Balanced Blades   30 points
All Models in the Character Regiment gain the Parry Special Rule.

Inscription of the Blacksmith   20 points
The Character Model gains the Cleave (+1) Special Rule and the Flurry Special Rule.

Serrated Blades   20 points
All Models in the Character Regiment gain the Deadly Blades 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 of Retinue Models are the same as the Character Model they are the Retinue of.

City State Retinue — 20 points per Model

Name	M	V	C	A	W	R	D	E	Special Rules
Bodyguard	*	1	3	3	3	3	3	0	Shield, Tenacious

Name	M	V	C	A	W	R	D	E	Special Rules
Veteran	*	1	3	4	3	3	3	0	Flurry
									Veteran Hoplite: The Veteran Retinue Model has an Engagement range of 2.5".

Name	M	V	C	A	W	R	D	E	Special Rules
Warrior	*	1	3	3	3	3	3	0	Cleave (1)

Tier 1 (1 Model): No Ability.
Tier 2 (2 Models): Character Model in this Regiment gains the Quicksilver Strike Special Rule.
Tier 3 (3 Models): Character Model in this Regiment adds +1 to its Attack Characteristic.

Regiments

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

Thorakites · 110 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Thorakites	Infantry	Medium	5	1	2	1	2	2	2	0

Special Rules: Shield, Fluid Formation

Draw Event: None

Number of Models: 4 (Including Leader)

Options:

Additional Models   *25 points per Model*

Any Thorakites Regiment may include ONE of the Officers presented below:

Lochagos   *30 points*

Hoplites · 120 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Hoplites	Infantry	Medium	5	1	2	1	2	2	2	0

Special Rules: Shield

Draw Event: None

Number of Models: 4 (Including Leader)

Spear and Hoplon: Dorilates and Hoplite Models in this Regiment have an Engagement range of 2.5".

Options:

Additional Models   *30 points per Model*

Any Hoplites Regiment may include ONE of the Officers presented below:

Lochagos   *30 points*
Dorilates   *30 points*

Phalangites   130 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Phalangites	Infantry	Medium	5	1	2	1	2	2	2	0

Special Rules: Support, Fiend Hunters

Draw Event: None

Number of Models: 4 (Including Leader)

Phalanx Tactics: When Models in this Regiment direct their Attacks, as a result of a Clash Action, against an Enemy Regiment Engaged by other Phalangites Models, then Models in this Regiment Re-Roll fail Hit Rolls.

Options:

Additional Models   *35 points per Model*

Any Phalangites Regiment may include ONE of the Officers presented below:

Dorilates   *30 points*

Agema   160 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Agema	Infantry	Medium	5	1	3	2	2	3	2	0

Special Rules: Cleave (1), Shield, Fluid Formation

Draw Event: None

Number of Models: 4 (Including Leader)

Phalanx Tactics: When Models in this Regiment direct their Attacks, as a result of a Clash Action, against an Enemy Regiment Engaged by other Phalangites Models, then Models in this Regiment Re-Roll fail Hit Rolls.

Options:

Additional Models   *40 points per Model*

Any Agema Regiment may include ONE of the Officers presented below:

Lochagos   *30 points*

Satyroi

Name	Type	Class	M	V	C	A	W	R	D	E
Satyroi	Infantry	Medium	6	1	2	2	2	3	1	2

Special Rules: Cleave (1), Fluid Formation, Opportunists, Shield

Draw Event: None

Number of Models: 4 (Including Leader)

Options:

Additional Models   *40 points per Model*

Selinoi

Name	Type	Class	M	V	C	A	W	R	D	E
Selinoi	Infantry	Light	5	3	2	1	2	3	1	2

Special Rules: Barrage (2) (12")

Draw Event: None

Number of Models: 4 (Including Leader)

Supporting Fire: Models with this Special Rule may draw Line of Sight through Friendly Infantry Models with no penalty.

Options:

Additional Models   *35 points per Model*

Companion Cavalry 110 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Companion Cavalry	Cavalry	Medium	8	1	2	5	4	3	2	1

Special Rules: Dread, Unstoppable, Impact (3)

Draw Event: None

Number of Models: 1

Options:

Additional Models   *65 points per Model*

Leader   *65 points*

War Chariots 150 Points

Name	Type	Class	M	V	C	A	W	R	D	E
War Chariots	Cavalry	Medium	8	2	2	4	6	2	3	0

Special Rules: Fiend Hunter, Impact (2)

Draw Event: None

Number of Models: 1

This Regiment must select one of the following options at no additional point cost.

- **Scorpion:** This Regiment gains the Barrage (4) (16", Armor Piercing (1), Rapid Volley) Special Rule.
- **Phlogiston Launcher:** This Regiment gains the Barrage (6) (10", Armor Piercing (1), Torrential Fire) Special Rule.

Minotaur Haspists 110 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Minotaur Haspists	Brute	Medium	6	1	3	4	5	3	2	1

Special Rules: Cleave (1), Fearsome, Shield, Impact (2)

Draw Event: None

Number of Models: 1

Options:

Additional Models   *100 points per Model*

Leader   *100 points*

Minotaur Thyrean — 130 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Minotaur Thyrean	Brute	Heavy	6	1	2	5	5	3	2	1

Special Rules: Brutal Impact (1), Cleave (3), Linebreaker, Terrifying (1), Impact (3)

Draw Event: None

Number of Models: 1

Options:

Additional Models — *100 points per Model*
Leader — *100 points*

Inquisitors — 140 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Inquisitors	Brute	Medium	7	1	2	6	6	5	2	2

Special Rules: Cleave (1), Flurry, Unstoppable, Impact (3)

Draw Event: None

Number of Models: 1

Options:

Additional Models — *120 points per Model*

Hephaestian Giant

440 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Hephaestian Giant	Monster	Heavy	7	1	3	10	16	4	3	1

Special Rules: Cleave (3), Hardened (1), Priest (2), Terrifying (2), Impact (5)

Draw Event: None

Number of Models: 1

Herald of the Forge God: At the end of this Regiment's Activation, at the beginning of the "Deactivate Regiment step", this Regiment may perform a free additional Spellcasting Action. Furthermore, Incantations cast by this Regiment require a minimum of 3 successes rather than the usual 1. This Regiment may not attempt to cast the same Incantation more than once during its Activation.

Finally, this Regiment adds +X dice to any Spellcasting Action it performs during, where X is the number of successful Hits caused to an Enemy Regiment during its Activation.

Incantation: The Hephaestian knows all of the following Spells at no additional point cost.
● Piercing Heat
● Smoldering in Ashes

Promethean Giant

440 Points

Name	Type	Class	M	V	C	A	W	R	D	E
Promethean Giant	Monster	Medium	7	1	3	10	16	4	3	1

Special Rules: Cleave (2), Hardened (1), Priest (2), Terrifying (1), Impact (5)

Draw Event: None

Number of Models: 1

Herald of the Forge God: At the end of this Regiment's Activation, at the beginning of the "Deactivate Regiment step", this Regiment may perform a free additional Spellcasting Action. Furthermore, Incantations cast by this Regiment require a minimum of 3 successes rather than the usual 1. This Regiment may not attempt to cast the same Incantation more than once during its Activation.

Finally, this Regiment adds +X dice to any Spellcasting Action it performs during, where X is the number of successful Hits caused to an Enemy Regiment during its Activation.

Incantation: The Promethean knows all of the following Spells at no additional point cost.
● Damping Force
● Magnetic Balance

We are always evolving and expanding our Ruleset, follow this QR code and stay up to date.

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GAMES
2

CONQUEST
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One Miniature Collection