

# II CONQUEST FIRST BLOOD



## SORCERER KINGS 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 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:

### ELEMENTAL CONDUIT

Models in this Army may have the Born of Flame or Born of Air Special Rules. Models with the Born of Flame Special Rule are considered to be of the same Element as Incantations from the Court of Fire. Similarly, Models with the Born of Air Special Rule are considered to be of the same Element as Incantations from the Court of Air.

When a Friendly Character Model performs a Spellcasting Action for an Incantation from the Court of Fire, treat one failed Spellcasting dice as a success for each Friendly Regiment containing at least one Model of the same Element within 10" of the spellcaster.

When a Friendly Character Model performs a Spellcasting Action for an Incantation from the Court of Air, treat one failed Spellcasting dice as a success for each Friendly Regiment containing at least one Model of the same Element within 10" of the spellcaster.

### BEST OF THE RAJAKUR

This Army may include one Sardar as an additional Character Regiment at its indicated points cost. The Sardar cannot be the only Character Regiment in an Army.







## MAHARAJAH

No Cost

Name	Type	Class	M	V	C	A	W	R	D	E	CR
Maharajah	Infantry Character	Medium	5	2	3	5	5	3	3	2	7

**Special Rules:** Wizard (6)

**Draw Event:** None

**Magus:** 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.

**High Lord of the Elements:** When this Character Model successfully casts an Incantation, Regiments with at least one Model of the same Element with that Incantation within range of the same Objective Zone as this Character Regiment gain the Inspired Special Rule until the end of the Round.

**Empowerment:** When this Character Regiment performs a Spellcasting Action Targeting a Friendly Regiment, keep a tally of the number of successes rolled during that Action. The Regiment's Leader or Acting Leader counts as X number of Models more for the purposes of Seizing that Objective Zone where X is the number of successes rolled until the end of the Round.

### Options:

**Patron's Gifts:** May purchase up to two Patron's Gifts at the indicated points cost.

**Incantations:** The Maharajah must select one of the following Courts at no additional point cost, and knows all Incantations from that Court.

#### Court of Fire

*Lords of the Inferno*

*Rebirth of the Phoenix*

#### Court of Air

*Gift of Thunder*

*Gift of Lightning*

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

**Shattering [Command]:** Target a Friendly Model within Command Range. Until the end of the Character Regiment's Activation, when casting an Incantation of the same Element as the Target Model, that Model is used to determine Line of Sight and Range for that Incantation. If the Model is used in this way add a number of successes to the Spellcasting Action of that Incantation equal to the amount of remaining Wounds on that Model plus one. That Model is then removed as a Casualty.

**Deflection [Command]:** Target Friendly Regiment within Command Range and of the same Element as the Incantations selected by this Character Model. The Target Regiment receives a marker until the end of the Round. When a Regiment with a marker is selected as the Target of an Incantation by an Enemy Spellcaster, remove the Marker. That Incantation counts as having rolled two less successes.

### Retinue:

Bound Elementals

Available

Rajakur Corps

Available



# SORCERER

No Cost

Name	Type	Class	M	V	C	A	W	R	D	E	CR
Sorcerer	Infantry Character	Light	5	3	2	4	4	3	3	2	6

**Special Rules:** Barrage (4) (10", Armor Piercing 1), Wizard (6)

**Draw Event:** None

**Magus:** 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.

**Elemental Puppets:** Ghol Models in this Army lose the Feral Special Rule. When Ghol Models in this Army Target Models in a Regiment with Casualty Tokens as their Target for a Clash Action, they gain the Flurry Special Rule until the end of the Round.

**Spirits of Avarice:** When a Ghol Regiment in this Army targets an Enemy Regiment within range of an Objective Zone as the Target of a Charge Action, the Regiment gains the Unstoppable Special Rule until the end of the Round.

## Options:

**Patron's Gifts:** May purchase one Patron's Gift at the indicated points cost.

**Incantations:** The Sorcerer must select one of the following Courts at no additional point cost, and knows all Incantations from that Court.

### Court of Fire

*Children of Ash  
and Cinders  
Blazing Sign*

### Court of Air

*Children of Storm  
and Spray  
Fulgent Sign*

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

**Shattering [Command]:** Target a Friendly Model within Command Range. Until the end of the Character Regiment's Activation, when casting an Incantation of the same Element as the Target Model, that Model is used to determine Line of Sight and Range for that Incantation. If the Model is used in this way add a number of successes to the Spellcasting Action of that Incantation equal to the amount of remaining Wounds on that Model. That Model is then removed as a Casualty.

**Mindless Savagery [Command]:** Target an Enemy Regiment within Command Range. Until the end of the Character Regiment's Activation, when successfully casting an Incantation at the selected Enemy Regiment keep a tally of the number of successes. If four or more successes are scored, then once the Incantation resolves, any Friendly Ghol Models within Engagement range of Models from the Target Regiment immediately make a free, out-of-sequence Clash Action.

## Retinue:

Bound Elementals	Available
Rajakur Corps	Available



**RAJ****No Cost**

Name	Type	Class	M	V	C	A	W	R	D	E	CR
Raj	Infantry Character	Medium	5	2	3	5	5	3	3	2	7

**Special Rules:** Wizard (5), Cleave (1)**Draw Event:** None

**Magus:** 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.

**Best Money Can Buy:** Retinue Models in this Regiment add +1 to their Clash, Attacks and Wounds Characteristics. In addition, when a Retinue Model in this Regiment is within Engagement Range of the Character Model, the Character Model may Re-Roll failed Defense Rolls.

**Jaaduee Bled - Arcane Blade:** At the beginning of the Regiment's Activation before it performs its first Action, you may choose between the Raj's Attack Characteristic or its Wizard (X) Special Rule. If you choose one, decrease its value by up to three until the end of the Round. Then increase the other by an equal amount until the end of the Round.

**Options:**

**Patron's Gifts:** May purchase one Patron's Gift at the indicated points cost.

**Incantations:** The Raj must select one of the following Courts at no additional point cost, and knows all Incantations from that Court.

**Court of Fire**  
*Strength of Fire*  
*Blazing Crown*

**Court of Air**  
*Galvanic Crown*  
*Strength of Air*

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

**Favorable Winds [Command]:** This Character Regiment gains the Unstoppable Special Rule and adds +2 to its March Characteristic.

**Arcane Dervish [Command]:** When this Character Model performs a Spellcasting Action against a Regiment within its Engagement Range, it may Re-Roll failed Spellcasting Rolls.

**Retinue:**

Bound Elementals	Not Available
Rajakur Corps	Available



**SARDAR****70 POINTS**

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

**Special Rules:****Draw Event:** None

**Taskmaster:** This Character Model may be attached to a Rajakur Regiment as if it was an Officer. Should the Player wish to do that, then the Sardar is treated as an Officer for the entirety of the game and does not make use of its own Command Card.

**Tight Formation:** Enemy Models cannot "Attack Through" Rajakur Models in this Army.

**Options:**

**Patron's Gifts:** May purchase one Patron's Gift at the indicated points cost.

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

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

**Deflection [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.

## INCANTATIONS

### MAHARAJA

Name	Range	Attunement	Effect
Lords of the Inferno	8"	3	Target Friendly Regiment with the Born of Flame Special Rule gains Aura of Death (1) until the end of the Round. If the Target Regiment is a Brute or Monster and within Range of an Objective Zone it gains Aura of Death (3) instead.
Rebirth of the Phoenix	8"	4	Target Friendly Regiment with the Born of Flame Special Rule Heals 3 Wounds.
Gift of Lightning	8"	3	Target Friendly Regiment with the Born of Air Special Rule adds +1" to its Charge Distance and gains the Fluid Formation Special Rule until the end of the Round.
Gift of Thunder	8"	3	Target Friendly Leader or Acting Leader Model. Until the end of the Round Enemy Models within Engagement Range of that Model do not count towards Seizing Objective Zones.

### SORCERER

Name	Range	Attunement	Effect
Children of Ash and Cinders	10"	3	Target Enemy Regiment with Casualty Tokens. A Friendly Regiment with the Born of Flame Special Rule within Engagement Range of Target Regiment, Heals a number of Wounds equal to the Casualty Tokens on the Target Regiment. Target Regiment loses all Casualty Tokens.
Blazing Sign	10"	4	Target Enemy Regiment suffers one Hit per success. In addition until the end of the Round, when a Friendly Regiment with the Born of Flame Special Rule selects that Regiment as the Target of a Charge Action, it gains the Unstoppable Special Rule until the end of the Round.
Children of Storm and Spray	10"	3	Target Friendly Regiment with the Born of Air Special Rule immediately lose its Broken Status.
Fulgent Sign	10"	3	Target Friendly Regiment with the Born of Air Special Rule adds +3" to its March Distance but may not perform a Charge Action until the end of the Round.





## ***RAJ***

<b>Name</b>	<b>Range</b>	<b>Attunement</b>	<b>Effect</b>
Strength of Fire	8"	2	This Character Regiment adds +2" to its Charge Distance and all Models in the Regiment count as one additional Model for the purposes of Seizing Objective Zones until the end of the Round.
Blazing Crown	8"	3	Friendly Regiments with the Born of Flame Special Rule, within range of the same Objective Zone as this Character Model gain the Aura of Death (1) Special Rule until the end of the Round.
Galvanic Crown	8"	3	Target Friendly Regiment Re-Rolls failed Hit Rolls of "6" when performing Clash or Volley Actions until the end of the Round.
Strength of Air	8"	3	Target Friendly Regiment with the Born of Air Special Rule adds either +1 to its Defense or +1 to its Evasion Characteristic until the end of the Round.

## PATRON'S GIFTS

### ARMORS

#### Karana

**30 points**

While Retinue Models in this Character Regiment are within Engagement Range of the Character Model, all Models in this Regiment Re-Roll failed Morale Tests.

#### Dhaatu

**25 points**

All Models in this Character Regiment add +1 to their Defense Characteristic.

### WEAPONS

#### Bolana Trishool

**25 points**

This Character Model has their Engagement Range increased to 2.5". Models with the Born of Air or Born of Flame Special Rule always count as if in this Character Model's Command Range for the purposes of activating [Command] Abilities.

#### Teer

**20 points**

This Character Model may choose Enemy Regiments as Target of a Volley even when the Target Regiment is not within Line of Sight.

### ARCANE

#### Aag

**25 points**

This Character Model gains the following [Command] Ability.

**Aag [Command]:** Target Friendly Regiment with the Born of Fire Special Rule, gain the Flurry Special Rule for the next Clash Action it performs.

#### Vaayu

**25 points**

This Character Model gains the following [Command] Ability.

**Vaayu [Command]:** Target Friendly Regiment with the Born of Air Special Rule, counts as having the Fly Special Rule for the next March Action it performs.



## 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.

### RAJAKUR CORPS

30 POINTS PER MODEL

Name	M	V	C	A	W	R	D	E	Special Rules
Rajakur Corps	*	1	2	2	2	3	2	0	Shield, Hardened (1)

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

**Tier 2 (2 Models):** Character Model in this Regiment adds +1 to its Evasion Characteristic.

**Tier 3 (3 Models):** Character Model in this Regiment gains the Wizard (+1) Special Rule.

### BOUND ELEMENTALS

80 POINTS PER MODEL

Name	M	V	C	A	W	R	D	E	Special Rules
Efreet Sword Dancer	*	2	3	6	5	3	3	1	Born of Flame, Feral, Relentless Blows, Infernal Release

Name	M	V	C	A	W	R	D	E	Special Rules
Steelheart Djinn	*	1	3	4	5	3	3	1	Aetheric Release, Born of Air, Cleave (2)

The Character Regiment may only include 1 Bound Elemental Retinue Model of any kind.

## REGIMENTS

### RAJAKUR

120 POINTS

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

**Draw Event:** None

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

**Options:**

*Additional Models* 30 points per Model  
*Standard Bearer* Free at a Regiment size of 12

### GHOLS

80 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Rajakur	Infantry	Light	6	1	1	3	2	2	2	0	Feral, Vanguard

**Draw Event:** None

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

**Attuned Element:** If this Army's Character Model selects Incantations from the Court of Fire, this Regiment gains the Born of Flame Special Rule. Alternatively, If this Army's Character Model selects Incantations from the Court of Air, this Regiment gains the Born of Air Special Rule.

**Options:**

*Additional Models* 20 points per Model



**EFREET SWORD DANCERS****140 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Efreet Sword Dancers	Brute	Medium	6	2	3	6	5	3	3	1	Born of Flame, Feral, Impact (2), Relentless Blows

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

**Infernal Release:** When a Model with this Special Rule is removed as a Casualty, inflict 3 Hits on one Enemy Regiment that is Engaged or Engaging the slain Model. These Hits do not cause Morale Tests.

**Options:***Additional Models* 100 points per Model**EFREET FLAMECASTER****130 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Efreet Flamecaster	Brute	Medium	6	2	2	4	5	3	3	1	Barrage (5) (10"), Torrential Fire), Born of Flame, Impact (2)

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

**Infernal Release:** When a Model with this Special Rule is removed as a Casualty, inflict 3 Hits on one Enemy Regiment that is Engaged or Engaging the slain Model. These Hits do not cause Morale Tests.

**Options:***Additional Models* 90 points per Model

**STEELHEART DJINN****150 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Steelheart Djinn	Brute	Medium	6	2	3	4	5	3	3	1	Born of Air, Cleave (2), Impact (2)

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

**Aetheric Release:** When a Model with this Special Rule is removed as a Casualty, one Enemy Regiment within 8" of this Model suffers -2 to its March Characteristic until the end of its next Activation.

**Options:***Additional Models**120 points per Model***WINDBORNE DJINN****140 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Windborne Djinn	Brute	Medium	6	2	2	4	5	3	3	1	Barrage (3) (16", Armor Piercing (1)), Born of Air, Impact (2)

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

**Aetheric Release:** When a Model with this Special Rule is removed as a Casualty, one Enemy Regiment within 8" of this Model suffers -2 to its March Characteristic until the end of its next Activation.

**Options:***Additional Models**100 points per Model*



**RAKSHASA BAKASURA****420 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Rakshasa Bakasura	Monster	Heavy	7	1	3	15	20	3	3	1	Aura of Death (5), Born of Flame, Cleave (1), Impact (5), Terrifying (1)

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

**Arrogance:** This Regiment adds +3" to its Charge Distance when performing a Charge Action against an Enemy Character Regiment. In addition, this Regiment may perform a free Challenge! Action at the end of its Activation, targeting an Enemy Character Model, as if it was a Character Model.

**RAKSHASA RAVANAR****410 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Rakshasa Ravanar	Monster	Heavy	7	1	3	12	20	3	3	1	Aura of Death (5), Born of Flame, Cleave (2), Fiend Hunter, Impact (5), Terrifying (1)

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

**Hubris:** This Regiment adds +3" to its Charge Distance when performing a Charge Action against a Monster Regiment.







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

