

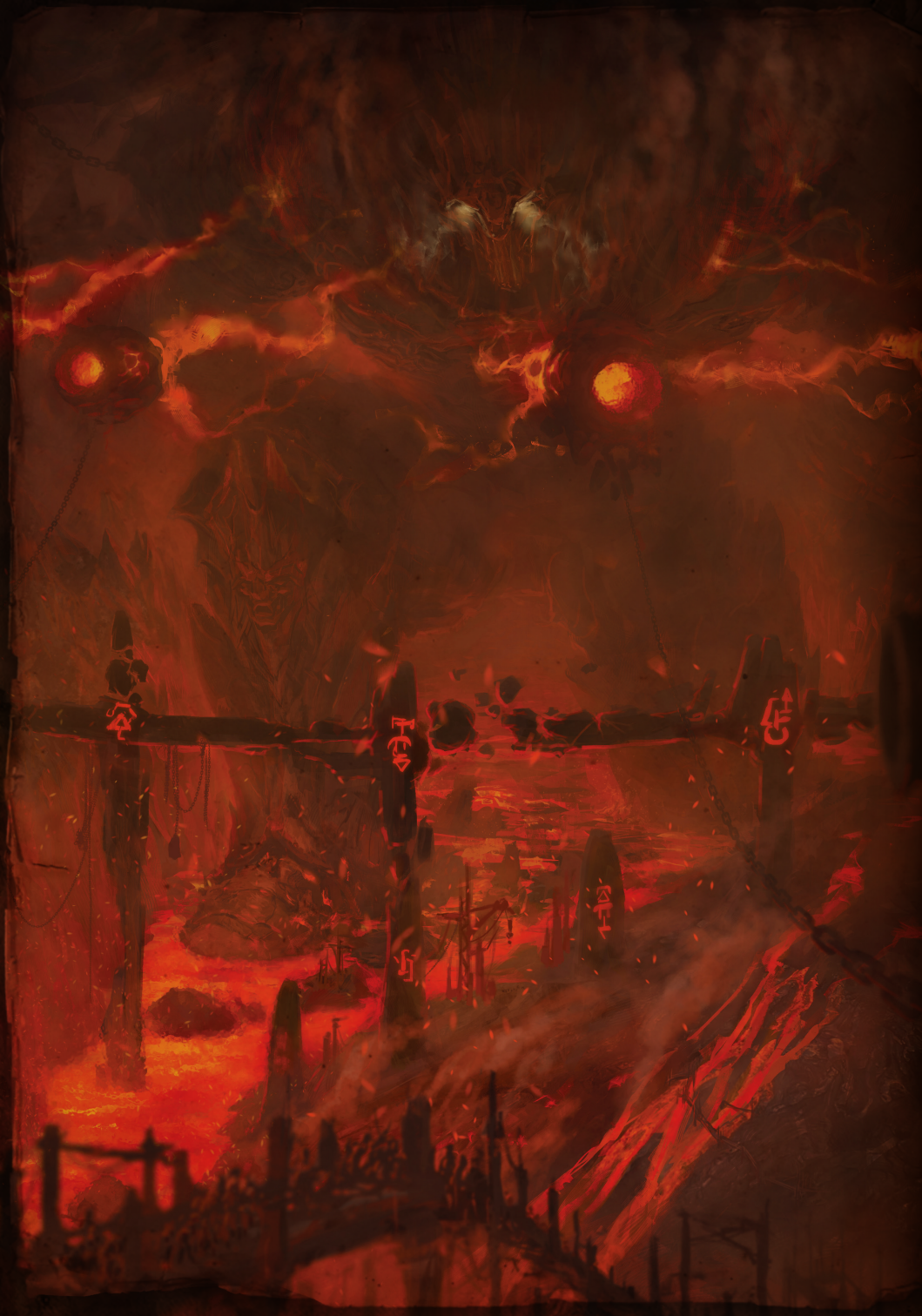
CONQUEST

THE LAST ARGUMENT OF KINGS



W'ADRHÛN

Army List



ARMY LIST

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.

ARMY LISTS

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

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands 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 Stand in your Army, plus those of any upgrades you've purchased for those Stands. The higher the points value, the more lethal the Army you've 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 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of two types of entities: Character Stands and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one Character Stand to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each Character Stand in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include a Regiment of the same type – i.e Infantry, Cavalry or Brute – as your Character Stand to ensure that they have a Regiment to join at the start of the battle.

Each Regiment is drawn from the Regiments section of the Army List. It will also, depending on the Character Stand it is chosen for, count as a Mainstay or a Restricted choice. Each Character Stand's Warband has a Regiment allowance of 4 Regiments. A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list. As a further restriction, you must include one Mainstay choice for each Restricted choice in your Army. Therefore, a Warband that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one Character type, and a Restricted choice for another – check the Character's Army List entry to be sure.

OPTIONAL UPGRADES

Many Character Stands and Regiments have additional options that can be purchased for them, such as Abilities, Command Models, or even extra Stands (in the case of Regiments). If you purchase any of these upgrades, simply add the points cost to that of the Character Stand or Regiment for which the upgrade was purchased.

BATTLEFIELD ROLES

Regiments and [**CHARACTER**] Stands in your Army have special descriptors called Battlefield Roles. These are supertypes that are used to identify a game entity as part of a broader category going beyond Type or Class.

These supertypes appear in the Battlefield Roles section of each game entity's Army List Entry and can be found within brackets. E.g. [**TITAN**] for Nords and City States.

Often abilities or Special Rules may refer to these Battlefield Roles for targeting purposes. If for example all [**THE TRIBES**] regiments are affected by a Supremacy Ability then all Regiments with that supertype will be affected regardless of Type or Class. A [**CHARACTER**]'s Battlefield Role is **not** applied to the Regiment they are currently attached to.

Finally, it is possible to refine targeting restrictions further. For example a W'adhrun ability could target only Infantry [**THE TRIBES**] Regiments leaving Warbred (who are Brutes) out.

SPECIAL RULES AND SUPREMACY ABILITIES

Certain rules like those acquired through the purchasing of Masteries, Character Upgrades and Supremacy Abilities may provide unique abilities that extend beyond merely providing Characteristic upgrades to [**CHARACTER**] or Regiments and instead benefit an entire Warband or even the entire Army.

This raises the question of whether these abilities are "always active", "activated" or only applicable when the Character Stand or Regiment is on the Battlefield.

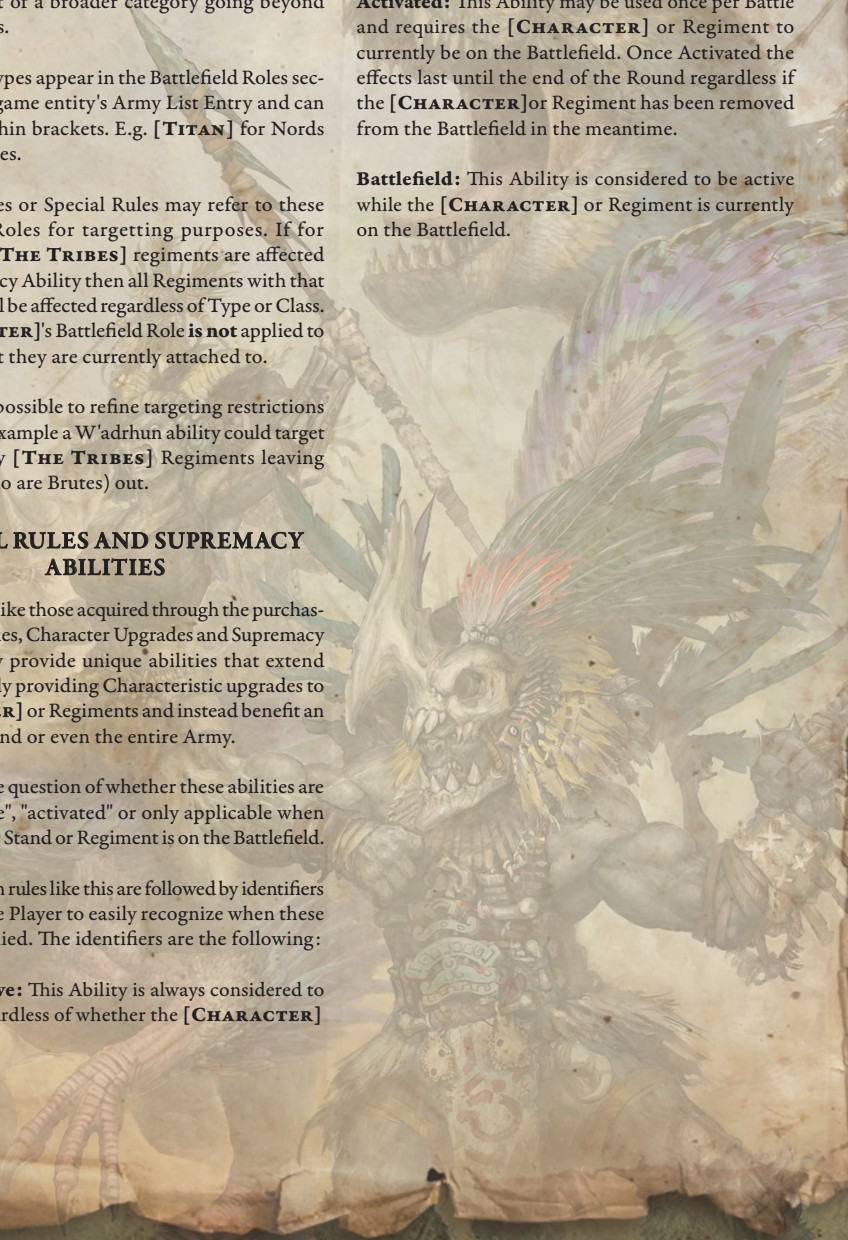
For this reason rules like this are followed by identifiers that allow the Player to easily recognize when these rules are applied. The identifiers are the following:

Always Active: This Ability is always considered to be active regardless of whether the [**CHARACTER**]

or Regiment is currently on the Battlefield, in Reinforcements or having been destroyed.

Activated: This Ability may be used once per Battle and requires the [**CHARACTER**] or Regiment to currently be on the Battlefield. Once Activated the effects last until the end of the Round regardless if the [**CHARACTER**] or Regiment has been removed from the Battlefield in the meantime.

Battlefield: This Ability is considered to be active while the [**CHARACTER**] or Regiment is currently on the Battlefield.



WAR CHANT

One of the distinctive features of the W'adrhun is their War Chant. When creating your Army List, each [CHARACTER] Stand must select to follow the Cult of Famine, Death, or War. **The only exception is the Army's Warlord who may choose to follow the Cult of Conquest.**

All Regiments in that Warband follow the same Cult as the [CHARACTER] Stand unless a Special Rule dictates otherwise. Items, Masteries, or other rules may later change a [CHARACTER] or Regiment's Cult to Conquest or another Cult; however, the initial choice remains unaffected for the rest of the Warband.

CHANT IN SEQUENCE

At the beginning of the Battle, designate a visible area outside the Battlefield where you will be placing Chant Markers. This designated area is now considered to be your **Sequence**.

At each of your "Draw Command Card" steps, once a Regiment or [CHARACTER] Stand currently on the Battlefield has been selected to Activate, add a Chant Marker to your sequence belonging to that Regiment/[CHARACTER] Stand's Cult.

A Sequence can only hold up to a maximum of 3 Chant Markers. **Any additional Chant Marker added may replace an existing one in the sequence otherwise it is discarded.**

CHANT THE BATTLECRY

At the beginning of a Regiment's "Resolve Draw Event" step, but before resolving any Draw Events, if there are **three** Chant Markers in the Sequence you **may** "Chant the Battlecry". You can only "Chant the Battlecry" during Regiment Activations.

Follow these steps in order to Chant the Battlecry;

1. You may exchange any number of Conquest Markers for an equal number of Famine, Death, or War Markers in any combination.
2. Choose a Cult.
3. Select a Tier from that Cult and Discard as many Markers as Markers required, as seen on the Battlecry table.
4. Gain the benefits of the Tier you Chanted at as well as the one before it. The bonus of each Tier is cumulative and will last until the end of the Round unless stated otherwise.
5. Finally, remove any unused Chant Markers from the Sequence. Chant Markers removed in this way are considered **Unsung**.

Finally, certain abilities or Special Rules may introduce new Chants that are not included in the Battlecry table and **performed separately**. These Chants work just like regular Chants with the only difference being that during step 3 of Chanting the Battlecry these Chants will require a specific combination of Cult Markers to discard and provide their own bonuses.

You will be able to identify these Chants by the indication [CHANT] next to their name.



TROUBLE CHANTING?

Make sure to check our Rules in a Nutshell section at the end of the Army List for tips on how to make the most out of your Chants!

BATTLECRY TABLE

FAMINE

Tier I	(2 Markers)	The non-Light Regiment's Command Stand counts as 1 Additional Stand for the purposes of Seizing Objective Zones.
Tier II	(3 Markers)	The Regiment adds +2" to its Charge Distance.

DEATH

Tier I	(2 Markers)	The non-Light Regiment's Command Stand counts as 1 Additional Stand for the purposes of Seizing Objective Zones.
Tier II	(3 Markers)	This Regiment gains the Untouchable Special Rule.

WAR

Tier I	(2 Markers)	The non-Light Regiment's Command Stand counts as 1 Additional Stand for the purposes of Seizing Objective Zones.
Tier II	(3 Markers)	This Regiment gains the Cleave (1) Special Rule.

CONQUEST

Tier I	(2 Markers)	The Regiment adds +2 to its March Characteristic for the first March Action during its Activation.
Tier II	(3 Markers)	The Regiment adds +2 to its Evasion Characteristic (to a maximum of 2).

THE CULTS OF UKUNFAZANE

"War, her Mate..."

If the Army's Warlord follows the Cult of War the Warlord's Warband may include up to two Chosen of War Regiments as Mainstay option. Furthermore, the Warlord and the Regiment they are currently attached to gain the [**CULT OF WAR**] Battlefield Role.

"Death, her fiercest Rival..."

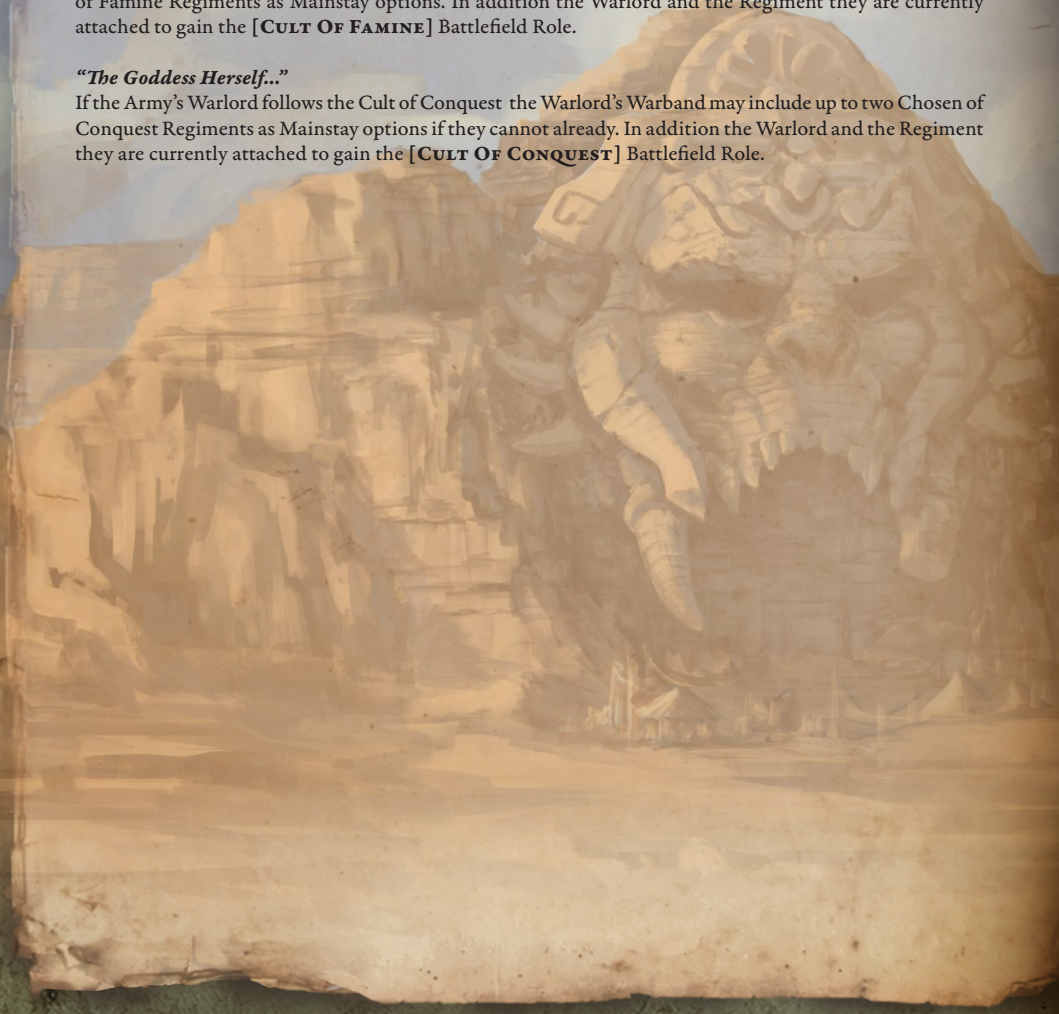
If the Army's Warlord follows the Cult of Death the Warlord's Warband may include up to two Chosen of Death Regiments as Mainstay options. In addition the Warlord and the Regiment they are currently attached to gain the [**CULT OF DEATH**] Battlefield Role.

"Famine, the eldest Brother..."

If the Army's Warlord follows the Cult of Famine the Warlord's Warband may include up to two Chosen of Famine Regiments as Mainstay options. In addition the Warlord and the Regiment they are currently attached to gain the [**CULT OF FAMINE**] Battlefield Role.

"The Goddess Herself..."

If the Army's Warlord follows the Cult of Conquest the Warlord's Warband may include up to two Chosen of Conquest Regiments as Mainstay options if they cannot already. In addition the Warlord and the Regiment they are currently attached to gain the [**CULT OF CONQUEST**] Battlefield Role.



SUPREMACY ABILITIES

Each **[CHARACTER]** grants a different Supremacy Ability if chosen as your Warlord.

MATRIARCH QUEEN

The Matriarch Walks [Always Active]: When a Regiment Chants the Battle Cry - anywhere on the Battlefield - of any Cult, it immediately loses its Broken Status.

[Activated part of the Ability]: In addition, once per battle, the Matriarch Queen can Activate this Supremacy ability. All Regiments currently on the Battlefield have their Command Stand counting as +2 Stands for the purposes of Seizing Objective Zones until the end of the Round.

CHIEFTAIN

Concetrated Assault [Always Active]: The Range of the Chieftain's "Crushing Force" changes to cover the entire Battlefield. Furthermore the Chieftain's "Tempo" now affect all Friendly Infantry **[THE TRIBES]** Regiments in the Army.

THUNDER CHIEFTAIN

Thunderous Assault [Battlefield]: All Friendly **[THE SPEAKERS]** Regiments gain the Shock Special Rule.

PREDATOR / MOUNTED PREDATOR / WINGLORD PREDATOR

Thrill of the Kill [Always Active]: When an Enemy Regiment is destroyed, immediately add a Chant Marker of any Cult in your Sequence (or the Army's Warlord Cult). Should the destroyed Enemy Regiment was in range of an Objective Zone, add 2 Chant Markers of any Cult instead.

SCION OF CONQUEST:

Visions of Conquest [Activated]: Until the end of the Round, each time you would draw a Command Card from your Command Stack, instead search your Command Stack and play a Command Card of your choice. In addition, until the end of the Round, all Regiments that would add a Chant Marker to the Chant Sequence add a Conquest Chant Marker instead.

Matriarch Queen

100 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	2	3	5	5	4	3	0	The Matriarch Walks

DRAW EVENTS **To The Last Breath:** Select a friendly non-Monster Regiment within 10" of this Character Stand. That Regiment Heals 4 Wounds. Each Regiment may be the target of To the Last Breath Draw Event only once per Round.

SPECIAL RULES Cleave (1)

Stoic: The Regiment this Character Stand is currently attached to, gains the Indomitable (1) Special Rule.

CHARACTER

- This Character Stand is comprised of 1 Stand with 1 Model on it.

Battlefield Role: [CHARACTER], [THE TRIBES]

CHARACTER UPGRADES

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

Masteries: The Character Stand may purchase a single Mastery of any category.

WARBAND

Mainstay: *Blooded
Warbred
Braves
Hunters*

Restricted: *Apex Predator
Drum Beast
Raptor Riders
Quatl
Tontorr*

CHIEFTAIN

100 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	6	5	3	3	0	Concetrated Assault

SPECIAL RULES Cleave (2), Flurry

Tribe's Pride: Veteran Regiments in this Warband gain the Flurry Special Rule.

Crushing Force: When a Friendly [**THE TRIBES**] Regiment within 10" of this Character Stand Chants the Battlecry, it gains the Impact (+2) Special Rule until the end of the Round.

Tempo: Friendly Infantry [**THE TRIBES**] Regiments in this [**CHARACTER**] Warband gain the Vanguard (3) Special Rule.

CHARACTER

- This Character Stand is comprised of 1 Stand with 1 Model on it.

Battlefield Role: [**CHARACTER**], [**THE TRIBES**]

CHARACTER UPGRADES

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

Masteries: The Character Stand may purchase a single Mastery of any category.

WARBAND

Mainstay: *Braves*
Blooded
Veterans

Restricted:

Slingers
Tontorr
Quatl
Thunder Riders
Warbred

THUNDER CHIEFTAIN

150 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Cavalry	-	-	1	3	6	6	3	4	0	Thunderous Assault

SPECIAL RULES Brutal Impact(2), Cleave (2), Impact (4), Linebreaker, Trample (2)

Ride the Lightning: Thunder Rider Regiments in this Warband gain the Flank Special Rule.

CHARACTER

- This Character Stand is comprised of 1 Stand with 1 Model on it.

Battlefield Role: [CHARACTER], [THE SPEAKERS]

CHARACTER UPGRADES

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

Masteries: The Character Stand may purchase a single Mastery of any category.

WARBAND

This Warband may not contain more than 2 Regiments of Thunder Riders.

Mainstay: Braves
Blooded
Thunder Riders
Veterans

Restricted: Tontorr
Quatl
Warbred
Raptor Riders

PREDATOR

100 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	3	3	6	5	3	2	1	Thrill of the Kill

SPECIAL RULES Barrage (4) (18", Armor Piercing (1), Deadly Shot), Fiend Hunter, Forward Force

Ceaseless Hunt: The Regiment this Character Stand is currently attached to gains the Fire and Advance Draw Event.

CHARACTER

- This Character Stand is comprised of 1 Stand with 1 Model on it.

Battlefield Role: [CHARACTER], [THE SPEAKERS]

CHARACTER UPGRADES

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

Masteries: The Character Stand may purchase a single Mastery of any category.

WARBAND

Mainstay:

Braves
Blooded
Hunters
Hunting Pack
Raptor Riders

Restricted:

Apex Predator
Slingers
Tontorr
Quatl

MOUNTED PREDATOR

100 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Cavalry	-	-	3	3	6	6	3	2	1	Thrill of the Kill

SPECIAL RULES Barrage (3) (18", Armor Piercing (1), Deadly Shot), Fiend Hunter

Expert Hunters: Friendly [THE SPEAKERS] Regiments in this Warband ignore the effects of Hindering, Dangerous, Broken and Perilous Terrain.

CHARACTER

- This Character Stand is comprised of 1 Stand with 1 Model on it.

Battlefield Role: [CHARACTER], [THE SPEAKERS]

CHARACTER UPGRADES

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

Masteries: The Character Stand may purchase a single Mastery of any category.

WARBAND

Mainstay: *Hunting Pack*
Raptor Riders

Restricted: *Apex Predator*
Quatl
Tontorr

WINGLORD PREDATOR

210 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Monster	Medium	9	3	3	11	16	3	3	2	Thrill of the Kill

SPECIAL RULES Irregular, Barrage (6) (14", Armor Piercing (1)), Fly, Fluid Formation, Cleave (1), Impact (6)

Mounted Hunters: This Regiment may perform a free Volley Action during its Activation.

Bird of Prey: Once per Round, when this Regiment Marches over a Size 1 Enemy Regiment, it inflicts 5 Hits. These Hits count as originating from the Enemy Regiment's Flank and do not trigger Morale Tests.

Death from Above: This Regiment gains the Brutal Impact (2) Special Rule until the end of the Round when performing a successful Charge on an Enemy Regiment's Flank or Rear Arc.

The [CHARACTER] and all Friendly [THE SPEAKERS] Monster Regiments in the Army gain access to the following Chant:

Predatory Shriek [CHANT]: You may Chant this Battlecry by discarding three Chant Markers of any Cult and any combination from the Sequence. This Regiment gains the Terrifying (+1) Special Rule until the end of the Round.

This Character must include at least one Regiment in its Warband.

The Winglord Predator is considered to be a Regiment by itself in addition to it also being a Character Stand and therefore uses all the relevant Regiment rules as if it was a Monster Regiment.

CHARACTER

- This Character Stand is comprised of 1 Monster Stand with 1 Model on it.
- A Winglord Predator cannot purchase any Artefacts or Masteries.

Battlefield Role: [CHARACTER], [THE SPEAKERS]

WARBAND

Mainstay: Hunting Pack
Raptor Riders

Restricted: Apex Predator
Quatl

SCION OF CONQUEST

110 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	5	5	4	2	2	Visions of Conquest

SPECIAL RULES Cleave (2), Priest (6)

Cult of Conquest: This Character Stand counts as having chosen to follow the Cult of Conquest even if it is not the Army's Warlord.

CHARACTER

- This Character Stand is comprised of 1 Stand with 1 Model on it.

Battlefield Role: [CHARACTER], [SCION], [THE CULTS], [CULT OF CONQUEST]

SPELLS

A Scion of Conquest knows all of the following Spells at no additional point cost.

- *Crescendo*
- *Discordance*
- *Dissonance*
- *Resonance*
- *Cacophony*

CHARACTER UPGRADES

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

Masteries: The Character Stand may purchase a single Mastery of any category.

WARBAND

Mainstay: *Blooded*
Braves
Chosen of Conquest

Restricted: *Chosen of Famine*
Chosen of Death
Chosen of War
Drum Beast



CHARACTERS AND CHARACTER UPGRADES

Magical Items and Heraldry are an important part of a Faction's culture and history. Each Faction has access to a list of Character Upgrades as described in their Army List. Unless noted otherwise, each entry may only be selected once in your Army List, and it does not have to be visually represented on the Character Stand. Each Character Upgrade confers abilities or attributes to the Character Stand, and their bonuses are lost as soon as the Character Stand is removed from the game for any reason.

Unless otherwise specified, the following restriction apply for W'adhrun Character Stands:

- If a Character Stand can have more than one Character Upgrade, they must purchase upgrades from different categories.

ARTEFACTS

Each Artefact may only be included in your Army once.

CULT ARTEFACTS

Roar of the Awe'khwge **30 points** **(Characters Following the Cult of Conquest only.)**

One of the most feared predators in the Wasteland, the hunting cry of the Awe'khwge has been the last thing many a Hunter and intrepid explorer has heard. Many tribes have coopted its eerie ululating sound for their battle cry.

When the Infantry Regiment this [CHARACTER] Stand is currently attached to Chants the Cult of Conquest at Tier II, it gains the Blessed Special Rule until the end of the Round.

Death's Gaze **25 points** **(Characters Following the Cult of Death only.)**

Crafted by the most dedicated of Death's Cult, Death's Gaze is much more than a series of stone throwing axes with ornate bone handles. They are a blessing of the cult of Death granted to warriors whose vision of war is not merely victory, but the end of one's foes before they even have a chance to flee.

The Regiment the [CHARACTER] Stand is currently attached to gains the Impact (3) Special Rule.

Scars of Endekar **20 points** **(Characters Following the Cult of Famine only.)**

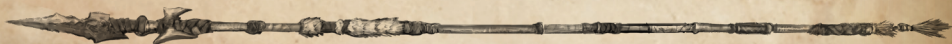
Endekar of the Tribe of the Spear Tree was the first to perfect the art of body scarring. It is said that when was asked why she was marking her own skin, her answer was simple: "I will not be thought a coward simply because none have scarred me."

When the Regiment this [CHARACTER] Stand is currently attached to successfully performs a Charge against an Enemy Regiment within range of an Objective Zone, this Regiment gains the Terrifying (+1) Special Rule until the end of the Round.

The Horn of Ronan **30 points** **(Characters Following the Cult of War only.)**

Ronan of the Bloodhusk Tribe was known for many things, but one above all else: being the first to earn the title of Thunder Chieftain through single-minded aggression in combat. Crafted from one of the tusks of Ulla, his legendary mount, the sound of the Blood Horn resonates with his song, urging warriors beyond their limits.

When the Cavalry Regiment this [CHARACTER] Stand is currently attached to Chants the Cult of War at Tier II, gain the Trample (+2) Special Rule.



ARMORS

Beads of Death

25 points

"Like wind, like light, like heat, Death is a force" says the Cult of Death. Their prayer beads seem to support this creed, absorbing the force of blows, even if they break in the process. The Regiment this [CHARACTER] Stand is currently attached to gains the Tenacious (1) Special Rule.

Hide of the Silent Hunter

15 points

The leaders of the W'adrhûn have learned to bide their time and study their enemies' tactics, easily determining the weak spots in their adversaries' plans.

The Regiment this [CHARACTER] Stand is currently attached to gain the Opportunists Special Rule.

Death's Reach

20 points

(Predator and Mounted Predator only)

W'adrhûn warriors have the potential nurture such a spiritual bond with these beasts, where the beast and rider can coordinate their movements and hunt as one, decimating their prey.

This [CHARACTER] Stand adds +1 to its Attacks Characteristic and gains the Cleave (+1) Special Rule.

WEAPONS

Brood of Omgorah

20 points

Omgorah the Unbound is said to have single-handedly destroyed the Spire of Ghan'ta. Legends claim that once driven into frenzy would not stop, would not feel pain and would not die. Choosing one of his brood for a mount can be a dangerous choice but not without its rewards... The [CHARACTER] Stand changes its Type to Cavalry and gains the Brutal Impact (2) and Impact (4) Special Rules. The [CHARACTER] Stand may not purchase a Mastery from the Ways of the Speakers.

Kiss of the Dilosaur

20 points

None know if the venomous Dilosaur was a beast of old preserved by the Spires or if it was one of their creations. Even if not lethal in small dosages, the venom of the Dilosaur causes horrible pains; especially if a coated blade delivers into the bloodstream.

Enemy Regiments and [CHARACTER] Stands must Re-Roll successful Defense and Morale Test Rolls when inflicted Hits by this [CHARACTER] Stand.

Tribal Spear

20 points

To be awarded the Spear of one's Tribe is to have proven to be the most able warrior in the Nighbudda, the proving ring. To be worthy of keeping it, you must prove your worth as a combatant at every opportunity.

While the Regiment this [CHARACTER] Stand is currently attached to is within range of an Objective Zone it adds +1 to its Attack Characteristic.



MASTERIES

Character Stands are heroes of renown or highly gifted individuals, who excel above and beyond the masses. Be it through luck, education, training and effort or other powers at work, Character Stands have mastered abilities that make them exceptional.

Masteries are optional upgrade abilities for your Characters, which are noted on your Army List and confer bonus abilities to your Character Stand. As a rule of thumb a Character Stand may select **one** Mastery however there are cases in which a Character Stand may be able to purchase more than one. This will be clearly stated in the Character Stand's Army List Entry.

Each Mastery can only be purchased once, unless stated otherwise.

TEACHINGS OF CONQUEST

Vision 30 points
(Warlord Following the Cult of Conquest only.)

To inspire is to have a vision...

[Always Active]: [CHARACTER] Stands in this Army gain the Forward Force Special Rule.

Adaptability 20 points

...to adapt is for it to come to fruition.

When the Regiment this [CHARACTER] Stand is currently attached to Chants the Battlecry of any Cult at Tier II, Target non Friendly Objective Marker within 6" of this Regiment is immediately destroyed.

TEACHINGS OF WAR

Authority 40 points

The weak shall feed the strong...

(Warlord Following the Cult of War only.)

[Always Active]: Blooded, Brave and Veteran Regiments in this Army cannot become Broken even when an another Rule would force them to do so.

Resilience 20 points

...the strong shall pave the way.

(Thunder Chieftain only.)

[Always Active]: Thunder Rider Regiments in this Army gain the Hardened (1) Special Rule.

TEACHINGS OF FAMINE

Drive 30 points

To stop is to forget...

(Warlord Following the Cult of Famine only.)

[Always Active]: Regiment's in the Warlord's Warband gain the [CULT OF FAMINE] Battlefield Role. Infantry [CULT OF FAMINE] Regiments in the Army gain the Vanguard (3) Special Rule.

History 10 points

...to forget is to repeat mistakes.

[Always Active]: Once per Round, when Regiments in this Army Chant the Battlecry, any Unsung Chant Markers may become Famine Chant Markers and immediately return into the Sequence.

TEACHINGS OF DEATH

Blood 30 points

Blood is life...

(Warlord Following the Cult of Death only.)

[Always Active]: For every two Enemy Stands, a non-Monster [CULT OF DEATH] Regiment destroys, as part of a Charge or Clash Action, it adds +1 to its Evasion Characteristic (to a maximum of 3) until the end of the Round.

Cure 15 points

(Character Following the Cult of Death only.)

...life is war against Death.

The Regiment this [CHARACTER] Stand is currently attached to gains the Deadly Blades Special Rule.

WAYS OF THE SPEAKERS

[CHARACTER] Stands that have selected a Mastery from this category may purchase an additional Mastery.

[Always Active]: In addition if this Army's Warlord has purchased a "Way of the Speakers" Mastery, then all Monster Regiments in the Warlord's Warband have their Reinforcement Roll value adjusted by +1 (e.g. a Roll of 4 or less becomes a 5 or less). A Roll of "6" is always a failure. Roll any Regiment affected by this Mastery in a separate pool.

Apex Master **10 points**
(Matriarch Queen or Predator Character Stands Only)

This Mastery may be purchased multiple times. The **[CHARACTER]** Stand gains the Rider Special Rule and must choose to ride an Apex Predator in their Warband. In addition, the Apex Predator the **[CHARACTER]** Stand is attached to may perform a Free Volley Action during its Activation.

Drum Beast Rider **10 points**
([SCION] Character Stands only)

This Mastery may be purchased multiple times. The **[CHARACTER]** Stand gains the Rider Special Rule. A Scion of Conquest must choose to ride a Drum Beast in their Warband.

In addition a **[SCION] [CHARACTER]** Stand currently attached to a Drum Beast Regiment has the range of their Spells increased by +4". Spells with a range of "Self" are unaffected.

Tontorr Rider **10 points**
(Chieftain only.)

This Mastery may be purchased multiple times. The **[CHARACTER]** Stand gains the Rider Special Rule. A Chieftain must choose to ride a Tontorr in their Warband.



SPELLS

SCION OF CONQUEST

Name	Range	Attunement	Effect
Cacophony	12"	4	Enemy Target Regiment suffers one hit per success.
Crescendo	Self	4	Add a Conquest Chant Marker to the Sequence. Secretly look at the top three Command Cards of your Command Stack, then put them back in any order.
Dissonance	12"	3	Until the end of the Round, when Target Friendly Regiment Chants the Battlecry, currently Engaged Enemy Regiments do not benefit from the Inspired Special Rule.
Discordance	12"	4 (Scaling)	Target Enemy Regiment cannot Seize Objective Zones until the end of the Round.
Resonance	12"	4	Target Objective Zone. Enemy Regiments in range of Target Objective Zone gain the Decay (2) Special Rule until the end of the Round.



BRAVES**130 POINTS / +35 PER STAND**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	5	5	3	2	0	Leader, Standard Bearer

SPECIAL RULES Shield, Support (2)**REGIMENT**

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +35 points per Stand.

Battlefield Role: [THE TRIBES]**Any Braves Regiment may take the following Officer:**

- *Aberration* 20 points

BLOODED**130 POINTS / +40 PER STAND**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	6	5	3	2	1	Leader, Standard Bearer

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +40 points per Stand.

Battlefield Role: [THE TRIBES]**Any Blooded Regiment may take the following Officer:**

- *Aberration* 20 points

VETERANS

170 POINTS / +50 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	3	5	6	3	2	1	Leader, Standard Bearer

SPECIAL RULES Shield

Forged in Battle: This Regiment may add one additional Chant Marker to the Chant Sequence belonging to either its Cult or the Cult of Conquest.

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +50 points per Stand.

Battlefield Role: [THE TRIBES]

HUNTERS

150 POINTS / +40 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	2	2	5	5	3	1	0	Leader, Standard Bearer

SPECIAL RULES Barrage (4) (14", Armor Piercing (1), Deadly Shot), Loose Formation

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +40 points per Stand.

Battlefield Role: [THE SPEAKERS]

SLINGERS

150 POINTS / +50 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	3	2	4	5	3	1	0	Leader, Standard Bearer

SPECIAL RULES Barrage (3) (18", Torrential Fire)

Singing Bullets: When this Regiment Chants the Battlecry, their entire Barrage Range counts as their Effective Range until the end of the Round.

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +50 points per Stand.

Battlefield Role: [THE TRIBES]

CHOSEN OF CONQUEST

210 POINTS / +60 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	3	5	6	4	3	1	Leader, Standard Bearer

SPECIAL RULES Cleave (1), Impact (2)

Cultists of Conquest: This Regiment must always follow the Cult of Conquest and can only Chant from the Cult they follow. In addition when this Regiment Chants the Battlecry, it may perform a third Action, during its Activation this Round, all normal Restrictions apply.

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +60 points per Stand.

Battlefield Role: [THE CULTS], [CULT OF CONQUEST]

CHOSEN OF DEATH

220 POINTS / +70 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	3	6	5	3	0	2	Leader, Standard Bearer

SPECIAL RULES Flawless Strikes, Flurry, Loose Formation

Cultists of Death: This Regiment must always follow the Cult of Death and can only Chant from the Cult they follow. In addition when this Regiment Chants the Battlecry, it adds +1 to its Evasion Characteristic (to a maximum of 3) until the end of the Round.

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +70 points per Stand.

Battlefield Role: [THE CULTS], [CULT OF DEATH]

CHOSEN OF FAMINE

PREVIEW

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	3	6	6	4	0	2	Leader, Standard Bearer

SPECIAL RULES Cleave (1)

Cultists of Famine: This Regiment must always follow the Cult of Famine and can only Chant from the Cult they follow. In addition when this Regiment Chants the Battlecry, it gains the Terrifying (1) Special Rule until the end of the Round.

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for - points per Stand.

Battlefield Role: [THE CULTS], [CULT OF FAMINE]

WARBRED

180 POINTS / +60 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	1	3	5	6	3	3	0	Leader

SPECIAL RULES Cleave (2), Impact (2)

Juggernaut: The Regiment's Charge Distance is always its March value +5" and is not affected by rules that would add or reduce it.

REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +60 points per Stand.

Battlefield Role: [THE TRIBES]

HUNTING PACK

120 POINTS / +40 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Light	8	1	2	6	3	2	1	1	Leader

SPECIAL RULES Fluid Formation, Irregular, Opportunists, Vanguard (4), Loose Formation

Swarm: Stands in this Regiment counts as being Size 1 and cannot "Chant the Battlecry". The Regiment adds Chant Markers to the Sequence normally.

REGIMENT

A Hunting Pack Regiment cannot be joined by a Character Stand.

- This Regiment is comprised of 3 Stands with 5-6 Models on each Stand.
- You may add additional Stands for +40 points per Stand.

Battlefield Role: [THE SPEAKERS]

RAPTOR RIDERS

180 POINTS / +60 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Light	8	3	2	5	5	3	2	2	Leader

SPECIAL RULES Barrage (2) (12", Armor Piercing (1)), Fluid Formation, Flurry, Unstoppable
Mounted Hunters: This Regiment may perform a free Volley Action during its Activation.

REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +60 points per Stand.

Battlefield Role: [THE SPEAKERS]

THUNDER RIDERS

220 POINTS / +70 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Heavy	6	1	3	5	6	3	3	0	Leader

SPECIAL RULES Brutal Impact (2), Impact (4), Linebreaker, Trample (2)

Juggernaut: The Regiment's Charge Distance is always its March value +5" and is not affected by rules that would add or reduce it.

Thundering Charge: Should the Regiment perform a March Action immediately followed by a Charge Action, the Regiment gains the Brutal Impact (+1) Special Rule until the end of the Round.

REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +70 points per Stand.

Battlefield Role: [THE SPEAKERS]

CHOSEN OF WAR

200 POINTS / +70 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	1	3	5	6	4	3	1	Leader

SPECIAL RULES Cleave (1), Linebreaker, Shield, Unstoppable, Impact (2)

Cultists of War: This Regiment must always follow the Cult of War and can only Chant from the Cult they follow. In addition when this Regiment Chants the Battlecry, it gains the Cleave (+1) Special Rule until the end of the Round.

REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +70 points per Stand.

Battlefield Role: [THE CULTS], [CULT OF WAR]

APEX PREDATOR

190 POINTS

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	8	1	3	11	15	4	3	0

SPECIAL RULES Cleave (2), Deadly Blades, Fearless, Fiend Hunter, Impact (5), Terrifying (2), Unstoppable

REGIMENT

- This Regiment is comprised of 1 Stand with 1 Model on it.

Battlefield Role: [THE SPEAKERS]

TONTORR

330 POINTS

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	6	2	2	16	26	3	3	0

SPECIAL RULES Brutal Impact (2), Cleave (1), Impact (6), Linebreaker, Fearless, Trample (8), Relentless Blows, Oblivious, Inspired

The Tontorr has access to the following Chant

Dominating Presence [CHANT]: You may Chant this Battlecry by discarding three Chant Markers of any Cult in any combination from the Sequence. This Monster Stand counts as an additional 2 Stands for the purposes of Seizing Objective Zones. In addition, until the end of the Round, the Monster Stand ignores the effects of Special Rules or Abilities that would have it count as less Stands for the purposes of Seizing Objective Zones or none at all.

Towering Presence: Stands in this Regiment counts as being Size 4.

March of Giants: This Regiment's March Characteristic and March Distance cannot be negatively affected by abilities, Special Rules or Terrain.

This Monster Stand counts as 6 for the purposes of Seizing Objective Zones.

REGIMENT

- This Regiment is comprised of 1 Stand with 1 Model on it.

Battlefield Role: [THE SPEAKERS]

QUATL

170 POINTS

Type	Class	M	V	C	A	W	R	D	E
Monster	Medium	9	3	2	9	15	3	3	2

SPECIAL RULES Irregular, Barrage (5) (14", Armor Piercing (1)), Fly, Fluid Formation, Cleave (1), Impact (6)

Mounted Hunters: This Regiment may perform a free Volley Action during its Activation.

Bird of Prey: Once per Round, when this Regiment Marches over a Size 1 Enemy Regiment, it inflicts 5 Hits. These Hits count as originating from the Enemy Regiment's Flank and do not trigger Morale Tests.

Death from Above: This Regiment gains the Brutal Impact (2) Special Rule until the end of the Round when performing a successful Charge on an Enemy Regiment's Flank or Rear Arc.

REGIMENT

- This Regiment is comprised of 1 Stand with 1 Model on it.

Battlefield Role: [THE SPEAKERS]

DRUM BEAST

310 POINTS

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	6	2	2	12	26	3	3	0

SPECIAL RULES Brutal Impact (2), Cleave (1), Impact (6), Linebreaker, Fearless, Trample (8), Oblivious, Inspired

Drum Beat: When a Friendly Regiment - including the Drum Beast - currently within 10" adds a Chant Marker to the Sequence, it may immediately choose to add an additional Chant Marker.

The Drum Beast has access to the following Chant

Primal Cacophony [CHANT]: You may Chant this Battlecry by discarding three Chant Markers of any Cult in any combination from the Sequence. Enemy Regiments currently within 10" of the Drum Beast must use the lowest Resolve Characteristic in the Regiment.

Towering Presence: Stands in this Regiment counts as being Size 4.

March of Giants: This Regiment's March Characteristic and March Distance cannot be negatively affected by abilities, Special Rules or Terrain.

REGIMENT

- This Regiment is comprised of 1 Stand with 1 Model on it.

Battlefield Role: [THE CULTS]

OFFICERS

Certain Regiments have the option of taking Officer Models. Each Regiment may only take each Officer once. If the Officer Model is removed as a casualty, all benefits are lost. An Officer model is purchased on top of the model it replaces. In the case of Cavalry or Brute Stand you need to pay for the Stand and the Officer.

Aberration

This Regiment may add one additional Chant Marker to the Chant Sequence belonging to its Cult.

RULES IN A NUTSHELL!

Just starting out and got questions? Here's a quick rundown of how the W'adrhun rules work! These explanations are brief and will help you quickly start playing your first games or answer some questions you may have! Make sure to join our Discord channel and you may always reach out to us at rules@para-bellum.com with any questions you may have.

WHAT DOES MY ARMY DO?

Simply put, your army is all about two things. Big dinosaurs and yelling!*

**The writing team would like to express their complete disappointment in Leo's, our Lead Game Designer, appreciation of the finer points of our lore and one of our most cultured and civilized Factions. Leo, for the last time, it's Chanting... not yelling.*

So, Combat-Yelling!

Each of your Regiments/Characters belongs to a Cult, which you can choose during list building. Some Regiments or Character Stands may already be assigned to a specific Cult like the Scion of Conquest or Chosen of Death etc.

Every time you draw a Command Card and select a Regiment or Character to Activate, take a marker corresponding to its Cult and place it next to your Command Stack. You can use anything you like to keep track of Cult Markers, or you can use the Markers provided in the Army Support Pack!

When you have 3 cult Markers set aside a Regiment - **NOT [CHARACTER]** - you may "Chant the Battlery!"

Consult the table on page 7. Select a Cult and the Tier you want to Chant at. Remove as many Chant Markers of that cult as noted for that Tier. Tier I needs two Markers and Tier II needs three.

And that's it! It's as simple as singing "1-2-Chant!" but really loud!

WHAT TO KEEP IN MIND

When playing W'adrhun always make sure to remember:

- You cannot set aside more than three Markers. Once you accumulate three Markers, you can Chant the Battlery!
- If you're unable to Chant for any reason, as in the case of activating a [CHARACTER] Stand, simply add the Marker and remove another, ensuring you always stay at a maximum of three.
- Remember! Make sure to think your Activations ahead. Each Regiment and [CHARACTER] produces Chant Markers, having three of the same Cult's markers is important for that important Chant to go off!
- When you Chant at a particular Tier, you also benefit from the previous Tier from that Cult.
- When performing a Chant that is separate from the Battlery Table, as in the case of Predatory Shriek, **you only gain the effects of that specific Chant.**

