

II CONQUEST FIRST BLOOD II



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.

ELEMENTAL CONDUIT

Models in this Army may have the Born of Flame, Born of Air, Born of Earth or Born of Water 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, Born of Earth or Born of Water Special Rule are considered to be of the same Element as Incantations from the Court of Air, Earth and Water subsequently.

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.

When a Friendly Character Model performs a Spellcasting Action for an Incantation from the Court of Earth, 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 Water, 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.

EMPOWERED SPELL

Sorcerer King Characters have transcended magic and have access to a higher form of magic compared to other mortals. These incantations represent their mastery over magic, delving into the Elemental Planes or other forms of training and discipline. Each Incantation in the Sorcerer King list may be Empowered in a certain way. Empowered versions of the incantation will be described in the Incantation list.

Once each Round, after an Incantation has been successfully cast, you may declare your Incantation to be Empowered. To Empower an Incantation, you must spend 8 Confluence Markers. Confluence Markers are explained by the Confluence (X) Special Rule, as seen below.

CONFLUENCE (X)

At the beginning of the Battle, designate a visible area outside of the Battlefield where you will be placing your Confluence Markers.

At the start of each Round, each Friendly Model on the Battlefield with the Confluence (X) Special Rule adds X Confluence Markers to the total equal to its Confluence (X) Special Rule. There are no maximum number of Confluence Markers that you can have.



MAHARAJAH

No Cost

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

SPECIAL RULES Wizard (6), Confluence (3), Master of Myriad Elements

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.

Master of Myriad Elements: The Maharajah may select an additional Court at no additional cost and knows all incantations from that Court. However, treat each Incantation from that additional Court as having -1 Attunement.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- The Character Regiment has access to the following Retinue:

<i>Bound Elementals</i>	<i>Available</i>
<i>Rajakur Corps</i>	<i>Available</i>

- May purchase up to **two** Patron's Gifts at the indicated points cost.
- The Maharajah must select **one** of the following Courts at no additional point cost, and knows all Incantations from that Court.

Court of Fire	Court of Air
<i>Lords of the Inferno</i>	<i>Gift of Thunder</i>
<i>Rebirth of the Phoenix</i>	<i>Gift of Lightning</i>

COMMAND ABILITIES

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.

FAVORED OF HORMUS (MAHARAJAH)

425 POINTS

Mahut (Mount)	Class	M	V	C	A	W	R	D	E	CR
Monster Character Regiment	Heavy	6	2	2	10	14	3	3	0	-
Wounded Profile		5	2	2	5	14	3	2	0	
SPECIAL RULES	Born of Earth, Brutal Impact 2, Cleave 1, Hardened 1, Impact 5, Linebreaker, Oblivious									
WOUNDED	Born of Earth, Brutal Impact 2, Cleave 1, Impact 3, Linebreaker									

Maharajah (Rider)	Class	M	V	C	A	W	R	D	E	CR
Monster Character Regiment	Heavy	-	1	3	5	-	4	-	-	10

SPECIAL RULES Wizard (6), Barrage 4 (15", Armor Piercing 1, Precise Shots), Master of Myriad Elements

Mahut Rider: The Maharajah and Mahut are considered as a single Model with two Characteristic profiles. When the Maharajah Activates (its Command Card is drawn) it performs Character Regiment Actions using its Characteristic Profile. Similarly when the Mahut Activates (its Command Card is drawn) it performs Actions using its own Characteristic Profile. Should the Mahut perform a Volley or Clash Action, then both the Rider and the Mount may perform that Action using their respective Characteristic Profiles.

When attacking the Maharajah all attacks are allocated against the Mount (Mahut) and are resolved using its Characteristic Profile. The Maharajah cannot separate from the Mahut and should the Mount die then the Maharajah is removed as well.

You and What Army?: The Maharajah cannot be the target of a Challenge! Action nor can it issue a Challenge! against any other Officers or Character Regiments

Vantage Point: Add +3" to the Range of all Incantations this Character Regiment casts.

High Lord of the Elements: When this Character Model successfully casts an Incantation, Models with the Born of Flame or the Born of Air Special Rule within range of an same Objective Zone as this Character Regiment gain the Inspired Special Rule until the end of the Round.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase up to **two** Patron's Gifts at the indicated points cost.
- 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

COMMAND ABILITIES

Each Round the Maharajah may use two Command Abilities:

- **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
- **Wave of the Hand [Command]:** Target Enemy Regiment within this Character Regiment's Command Range. Until the end of the Round, each time this Character Model performs a Spellcasting Action the closest Enemy Regiment within Line of Sight of this Character Regiment suffers 4 automatic Hits. These Hits do not cause Morale Test.
- **Point [Command]:** Target Friendly Regiment. Until the end of the Round, that Regiment is always considered to have passed any Morale or Resolve Characteristic Test.

SORCERER

No Cost

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

SPECIAL RULES Barrage (4) (10", Armor Piercing 1), Wizard (6), Confluence (2)

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.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- The Character Regiment has access to the following Retinue:

Bound Elementals

Available

Rajakur Corps

Available

- May purchase up to **one** Patron's Gifts at the indicated points cost.
- 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

COMMAND ABILITIES

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 plus one. 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.

RAJ

No Cost

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

SPECIAL RULES Wizard (5), Cleave (1), Confluence (2), Fury of the Elements

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.

Fury of the Elements: When this Character Regiment ends its Activation where they successfully casts an Empowered Spell, Draw your next Command Card. If the Command Card is a Friendly Regiment with the Elemental Resonance (X) Special Rule within the Command Range of this Character Model, that Regiment immediately Activates.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- The Character Regiment has access to the following Retinue:

Bound Elementals

Not Available

Rajakur Corps

Available

- May purchase up to **one** Patron's Gifts at the indicated points cost.
- 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

Strength of Air

Galvanic Crown

COMMAND ABILITIES

Each Round the Sorcerer 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.

SARDAR

70 POINTS

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

SPECIAL RULES

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. While the Sardar is treated as an Officer, any effects that target the Sardar's Character Regiment affect the Rajakur Regiment he is attached to.

Tight Formation: Friendly Rajakur Models in this Character Model's Command Range gain the Hardened (+1) Special Rule while this Character Model is on the Battlefield.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase up to one Patron's Gifts at the indicated points cost.

COMMAND ABILITIES

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

COURT OF FIRE

Lords of the Inferno

Range: 8" **Attunement:** 3

Target Friendly Regiment with the Born of Flame Special Rule gains Aura of Death (4) 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 (6) instead.

Empowered Version: Hits from this Aura of Death (X) Special Rule causes Morale Test.

Rebirth of the Phoenix

Range: 8" **Attunement:** 4

Target Friendly Regiment with the Born of Flame Special Rule Heals 3 Wounds.

Empowered Version: The Friendly Regiment Heals 6 Wounds instead.

COURT OF AIR

Gift of Lightning

Range: 8" **Attunement:** 3

Target Friendly Regiment with the Born of Air Special Rule adds +3" to its Charge Distance and gains the Fluid Formation Special Rule until the end of the Round.

Empowered Version: The Friendly Regiment also adds +1 to their Attack Characteristic until the end of the Round.

Gift of Thunder

Range: 8" **Attunement:** 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.

Empowered Version: Target a Friendly Regiment instead.

COURT OF WATER

Fountain of Life

Range: 8" **Attunement:** 4

Target Friendly Regiment Heals 2 Wounds. For each success, Target an additional Friendly Regiment within 8" of the Regiment and they Heal 1 Wound.

Empowered Version: Target an additional Friendly Regiment and increases the number of Wounds Healed by 1 instead.

Rejuvenating Spring

Range: 10" **Attunement:** 4

Target Friendly Regiment with the Born of Water Special Rule immediately loses its Broken Status.

Empowered Version: Target Friendly Regiment may immediately perform an out of sequence Clash or Volley Action.

COURT OF EARTH

Raise Ground

Range: 12" **Attunement:** 3

Target Zonal Terrain. Until the end of the Round treat the Terrain as having the Obstructing Special Rule.

Empowered Version: Additionally, Friendly Regiment within this Zonal Terrain gains +1 to their Defense Characteristics.

Jagged Armor

Range: 10" **Attunement:** 4

Target a Friendly Regiment with the Born of Earth Special Rule. They gain one of the following: Gains Cleave +1 or Hardened (1). If they already have Hardened (1), they instead gain Hardened (2).

Empowered Version: They gain both instead.

COURT OF FIRE

Strength of Air

Range: 8" Attunement: 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.

Empowered Version: Until the end of the Round, Enemy Regiment Engaged with this Friendly Regiment Suffers -1 to their Clash Characteristics.

Galvanic Crown

Range: 8" Attunement: 3

Target Friendly Regiment Re-Rolls failed Hit Rolls of "6" when performing Clash or Volley Actions until the end of the Round

Empowered Version: That Friendly Regiment may immediately perform an out of sequence Clash or Volley Action.

COURT OF AIR

Strength of Fire

Range: 8" Attunement: 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.

Empowered Version: Adds +6" to its Charge Distance instead.

Blazing Crown

Range: 8" Attunement: 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 (4) Special Rule until the end of the Round.

Empowered Version: The Friendly Regiments gains the Aura of Death (8) Special Rule instead.

COURT OF WATER

Hydrolance

Range: 10" **Attunement:** 3

Target Enemy Regiment suffers one Hit per success. Until the end of the Round, treat the Evasion Characteristic of the Enemy Regiment as 0.

Empowered Version: The Target Enemy Regiment also Suffers -1 to their Defense Characteristics.

Cleanse Spirit

Range: 10" **Attunement:** 3

Target Friendly Regiment gains the Blessed Special Rule until the end of the Round.

Empowered Version: You may target an additional Regiment.

COURT OF EARTH

Stone's Resilience

Range: 10" **Attunement:** 4

Target Friendly Regiment ignores the first time they become Broken during the Round. Should the Regiments become Broken they immediately count as having performed a free-additional, out-of-sequence Rally/Combat Rally Action at the end of the Action in which they became Broken. This Rally/Combat Rally Action does not make the Regiment count as having Activated this Round.

Empowered Version: You may target an Additional Regiment.

Awakened Earth

Range: 8" **Attunement:** 3

Target an Objective Zone, until the end of the Round - each Enemy Regiment contesting that Objective Zone counts as one less model for the purpose of seizing the Objectives. This number cannot reduce it to zero or below.

Empowered Version: Furthermore, Target Enemy Regiment suffers one Hit per success.

SORCERER

COURT OF FIRE

Children of Ash and Cinders

Range: 10" **Attunement:** 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.

Empowered Version: The Regiment heals a number of wounds + 4 instead.

Blazing Sign

Range: 10" **Attunement:** 3

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.

Empowered Version: Target Enemy Regiment suffers two Hits per success instead.

COURT OF AIR

Children of Storm and Spray

Range: 10" **Attunement:** 3

Target Friendly Regiment with the Born of Air Special Rule immediately lose its Broken Status.

Empowered Version: Target Friendly Regiment may immediately perform an out of sequence Clash or Volley Action.

Fulgent Sign

Range: 10" **Attunement:** 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.

Empowered Version: ...And may perform a Charge Action instead.

COURT OF WATER

Tidal Grasp

Range: 10" **Attunement:** 3

Target an Enemy Regiment. For every two successes, reduce the March Characteristic of the Regiment by -1. If the Regiment has eight or more models, you require three successes instead of two. This cannot Reduce the Characteristics of the Regiment below 1.

Empowered Version: Additionally, the Target Enemy Regiment cannot declare a second March Action for the Round.

Corrosive Spray

Range: 10" **Attunement:** 2

Target an Enemy Regiment. They lose the Cleave (X) and the Hardened (X) Special Rules until the end of the Round.

Empowered Version: The Target Enemy Regiment also cannot gain the benefit of the Inspire Special Rule.

COURT OF EARTH

Tremor

Range: 10" **Attunement:** 3

Target an Enemy Regiment. Deal one hit for each success. If the Regiment has eight or more models, inflict an additional 4 Hits.

Empowered Version: Treat the Enemy Regiment's Defense Characteristic as 2 for the purposes of these Hits. This Defense may not be increased or decreased further by any other Special Rules or Abilities.

Favorable Terrain

Range: 8" **Attunement:** 3

Target an Objective Zone, until the end of the Round - each Friendly Infantry Regiment counts as 2 for the purposes of Seizing that Objective Zone. Each Brute Regiment counts as 6 for the purposes of Seizing that Objective Zone

Empowered Version: Furthermore, each Friendly Regiment Seizing that Objective Zone gains Cleave + 1 Special Rule until the end of the Round.

RETINUES

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. **A Character Regiment may only include 1 Bound Elemental Retinue Model of any kind.** 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), Confluence (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

100 POINTS PER MODEL

Name	M	V	C	A	W	R	D	E
Efreet Sword Dancer	*	2	3	6	5	3	3	1

SPECIAL RULES Born of Flame, Impact (2), Relentless Blows, Confluence (1)

Name	M	V	C	A	W	R	D	E
Steelheart Djinn	*	1	3	4	5	3	3	1

SPECIAL RULES Born of Air, Cleave (2), Impact (2), Confluence (1)

Name	M	V	C	A	W	R	D	E
Eternal Eidolons	*	1	3	4	8	3	3	1

SPECIAL RULES Born of Earth, Confluence (1), Hardened (1), Impact (3), Elemental Resonance (Earth)

Elemental Resonance (Earth): When a Friendly Character Regiment successfully casts an Empowered Spell from the Court of Earth, this Regiment's Defense and Evasion Characteristics cannot be reduced until the end of the Round. They also Restore 1 Wound.

Name	M	V	C	A	W	R	D	E
Marid Lancers	*	1	3	5	5	3	3	2

SPECIAL RULES Born of Water, Confluence (1), Impact (3), Brutal Impact (1), Elemental Resonance (Water)

Elemental Resonance (Water): When a Friendly Character Regiment successfully casts an Empowered Spell from the Court of Water, this Regiment gains the Fluid Formation Special Rule until the end of the Round. Furthermore, Enemy Regiment re-rolls successful Clash Action against this Regiment.

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 Characters except Sardar)

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 Flame 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.

Talisman of Mastery

10 points

This Character Model may Re-Roll failed results of "6" when performing a Spellcasting Action.

REGIMENTS

RAJAKUR

100 POINTS / +20 PER MODEL

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

SPECIAL RULES Shield, Hardened (1)

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +20 points per Model to a maximum of 12.
- If the Regiment numbers 12 Models, one of the Models is upgraded to a Standard Bearer for free.

GHOLS

90 POINTS / +15 PER MODEL

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	1	2	2	2	2	2	0	Leader

SPECIAL RULES Feral, Vanguard

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, Court of Earth or Court of Water, this Regiment gains the Born of Air, Born of Earth and Born of Water Special Rule subsequently.

If this Army's Character Model selects an additional Incantation from a different Court, you must select only one Born of X Special Rule.

Vanguard: During the first Round of the Battle, this Regiment may perform an out-of-sequence March Action of up to 5" during its Activation. This Regiment can not enter into the Engagement Range of an Enemy Model as a result of this Special Rule.

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +15 points per Model to a maximum of 12.

EFREET SWORD DANCERS**140 POINTS / +100 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	2	3	5	5	3	3	1	-

SPECIAL RULES Born of Flame, Feral, Impact (3), Relentless Blows, Confluence (1), Elemental Resonance (Fire)

Elemental Resonance (Fire): When a Friendly Character Regiment successfully casts an Empowered Spell from the Court of Fire, this Regiment gains +2 to their Attack Characteristics until the end of the Round.

REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +100 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.

EFREET FLAMECASTER**130 POINTS / +90 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	2	2	4	5	3	3	1	-

SPECIAL RULES Barrage (5) (10", Torrential Fire), Born of Flame, Impact (2), Confluence (1), Elemental Resonance (Fire)

Elemental Resonance (Fire): When a Friendly Character Regiment successfully casts an Empowered Spell from the Court of Fire, this Regiment gains +2 to their Attack Characteristics until the end of the Round.

REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +90 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.

STEELHEART DJINN**140 POINTS / +120 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	7	2	3	4	5	3	3	1	-

SPECIAL RULES Born of Air, Cleave (2), Impact (2), Confluence (1), Elemental Resonance (Air)

Elemental Resonance (Air): When a Friendly Character Regiment successfully casts an Empowered Spell from the Court of Air, this Regiment gains +1 to their Clash or Volley Characteristics until the end of the Round. Furthermore, any Enemy Regiment Targeting this Regiment with Clash or Volley Action must Re-Roll all successful Hit Rolls.

REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +120 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.

WINDBORNE DJINN**120 POINTS / +100 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	7	2	2	4	5	3	3	1	-

SPECIAL RULES Confluence (1), Born of Air, Impact (2), Elemental Resonance (Air), Barrage (4, 16", Armor Piercing 1)

Elemental Resonance (Air): When a Friendly Character Regiment successfully casts an Empowered Spell from the Court of Air, this Regiment gains +1 to their Clash or Volley Characteristics until the end of the Round. Furthermore, any Enemy Regiment Targeting this Regiment with Clash or Volley Action must Re-Roll all successful Hit Rolls.

REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +100 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.

RAKSHASA RAVANAR**390 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	7	1	3	12	10	4	3	1	-
Wounded Profile		5	1	3	8	10	4	3	1	-

SPECIAL RULES Confluence (2), Aura of Death (6), Born of Flame, Cleave (2), Fiend Hunter, Impact (5), Terrifying (1), Hubris

WOUNDED Confluence (1), Aura of Death (4), Born of Flame, Cleave (2), Fiend Hunter, Impact (4), Terrifying 1, Hubris, I will not Return

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

I will not Return: The first time this Regiment would be Destroyed, instead you may Choose a Friendly Character. That Character loses the Wizard (x) Special Ability. This Regiment is not Destroyed instead and Restores 5 wounds. Ignore this Special Rule if your Character is a Sardar.

REGIMENT

- This Regiment is comprised of 1 Model.

RAKSHASA BAKASURA**400 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	7	1	3	12	10	3	3	1	-
Wounded Profile		5	1	3	8	10	3	3	1	-

SPECIAL RULES Confluence (2), Aura of Death 6, Born of Flame, Cleave 1, Impact (5), Terrifying 1, Arrogance

WOUNDED Confluence (1), Aura of Death 4, Born of Flame, Cleave 1, Impact (5), Terrifying 1, Arrogance, I will not Return

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.

I will not Return: The first time this Regiment would be Destroyed, instead you may Choose a Friendly Character. That Character loses the Wizard (x) Special Ability. This Regiment is not Destroyed instead and Restores 5 wounds. Ignore this Special Rule if your Character is a Sardar.

REGIMENT

- This Regiment is comprised of 1 Model.

DHANUR DISCIPLES**120 POINTS / +25 PER MODEL**

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

SPECIAL RULES Barrage (2) (14")

Mastery of the Bow: This Regiment may select Engaged Enemy Regiments as the Target of their Volley Action. In addition, if this Regiment does not perform a March Action during its Activation, Models in the Regiment may Re-Roll failed Hit Rolls of "6" when performing a Volley Action until the end of the Round.

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +25 points per Model to a maximum of 12.

MAHUT**400 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	6	2	2	10	14	3	3	0	-
Wounded Profile		5	2	2	5	14	3	2	0	-

SPECIAL RULES

Confluence (2), Born of Earth, Barrage (10, 14"), Brutal Impact 2, Cleave 1, Hardened 1, Impact 5, Linebreaker, Mounted Platform, Oblivious

WOUNDED

Confluence (1), Born of Earth, Barrage (10, 14"), Brutal Impact 2, Cleave 1, Impact 3, Linebreaker, Mounted Platform

Mounted Platform: This Regiment can perform a Volley Action even when Engaged with an Enemy Regiment. If it is Engaged with an Enemy Regiment(s) it must resolve the Volley Action against the Regiment(s) it is Engaged with.

REGIMENT

- This Regiment is comprised of 1 Model.

MAHABHARATI INITIATES**120 POINTS / +25 PER MODEL**

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

SPECIAL RULES Cleave 1, Imbue with the Elements, Spear, Witch Hunter

Witch Hunter: Models with this Special Rule may Re-Roll failed Hit Rolls against any Models with Priest (X) or Wizard (X) Special Rules.

Imbue with the Elements: At the start of the first Supremacy Phase, this Regiment gains the following benefit depending on what Court your Character Regiment chooses:

Court of Fire:

- This Regiment gains the Aura of Death (2) Special Rule and does not receive any hits from any model with the Aura of Death (X) Special Rule.
- This Regiment gains the Regeneration (2) Special Rule and any Friendly Models that starts within 6" of this Regiment loses the Feral Special Rule.

Court of Air:

- This Regiment gains +1 to their March Characteristic and does not half their March Characteristic if they perform a second March Action for the Round.
- If they perform a Charge Action, This Regiment gains +1 to their Attack Characteristic and the Flurry Special Rule until the end of the Round.

Court of Water:

- This Regiment gains the Counter-Attack and Throwing Weapon Special Rule.

Court of Earth:

- This Regiment gains +1 to their Defense Characteristics and the Fearless Special Rule.

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +25 points per Model to a maximum of 12.

TRINAVARTA CHANDAVAT**300 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	8	3	2	4	8	3	3	2	-
Wounded Profile		8	3	2	4	8	3	3	2	-

SPECIAL RULES Confluence (2), Born of Air, Barrage (10, 8", Armor Piercing 2, Deadly Shot), Impact (2)

WOUNDED Confluence (1), Born of Air, Barrage (10, 8", Armor Piercing 2, Deadly Shot), Impact (2)

Made of Air: A Regiment composed entirely of Models with this Special Rule can March and Charge over other Regiments and Impassable Terrain. During this move Models ignore Enemy Engagement Ranges. Models in this Regiment cannot end their March on top of Impassable Terrain, overlapping with the bases of other Models or within Engagement Range of Enemy Models. In addition, this Regiment always counts as Obscured and may always Disengage without suffering penalty.

Nexus of the Easterly Winds: Once per game, you may cast an Empowered Wind Incantation without spending Confluence markers.

REGIMENT

- This Regiment is comprised of 1 Model.

TRINAVARTA SABHAGRIH**280 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	8	2	3	10	8	3	3	2	-
Wounded Profile		8	2	3	8	8	3	3	2	-

SPECIAL RULES Confluence (2), Born of Air, Impact (4), Cleave (1), Flurry, Fly

WOUNDED Confluence (1), Born of Air, Impact (4), Cleave (2), Fly

Made of Air: A Regiment composed entirely of Models with this Special Rule can March and Charge over other Regiments and Impassable Terrain. During this move Models ignore Enemy Engagement Ranges. Models in this Regiment cannot end their March on top of Impassable Terrain, overlapping with the bases of other Models or within Engagement Range of Enemy Models. In addition, this Regiment always counts as Obscured and may always Disengage without suffering penalty.

Nexus of the Easterly Winds: Once per game, you may cast an Empowered Wind Incantation without spending Confluence markers.

REGIMENT

- This Regiment is comprised of 1 Model.

MARID LORD**350 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	6	3	3	10	9	3	3	1	-
Wounded Profile		6	3	2	6	9	3	2	1	-

SPECIAL RULES Confluence (2), Born of Water, Cleave 1, Hardened (1), Impact (5), Brutal Impact (1)

WOUNDED Confluence (1), Born of Water, Cleave 1, Hardened (1), Impact (5), Brutal Impact (1)

Grip (In-Combat Action): Choose an Enemy Regiment Engaged with this Regiment. That Regiment may not perform a Withdraw Action and treats their March Characteristic as 1 and cannot be modified in any way. That Regiment also treats their Evasion Characteristic as 0.

Long Reach: This Regiment has an Engagement Range of 2.5"

REGIMENT

- This Regiment is comprised of 1 Model.

ETERNAL EIDOLONS**150 POINTS / +100 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	5	1	3	4	8	3	3	1	-

SPECIAL RULES Born of Earth, Confluence (1), Hardened (1), Impact (3), Elemental Resonance (Earth)

Protector Spirit: Enemy Models Engaged by this Brute Model must direct their Attacks towards the Eternal Eidolons when performing a Clash Action.

Elemental Resonance (Earth): When a Friendly Character Regiment successfully casts an Empowered Spell from the Court of Earth, this Regiment's Defense and Evasion Characteristics cannot be reduced until the end of the Round. They also Restore 1 Wound.

REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +100 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.

ETERNAL OPPRESSORS**150 POINTS / +100 PER MODEL**

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

SPECIAL RULES Born of Earth, Confluence (1), Impact (3), Elemental Resonance (Earth), Flurry

Elemental Resonance (Earth): When a Friendly Character Regiment successfully casts an Empowered Spell from the Court of Earth, this Regiment's Defense and Evasion Characteristics cannot be reduced until the end of the Round. They also Restore 1 Wound.

REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +100 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.

MARID LANCERS**120 POINTS / +100 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	7	1	3	5	5	3	3	2	-

SPECIAL RULES Born of Water, Confluence (1), Fluid Formation, Impact (3), Brutal Impact (1), Elemental Resonance (Water)

Elemental Resonance (Water): When a Friendly Character Regiment successfully casts an Empowered Spell from the Court of Water, this Regiment gains the Fluid Formation Special Rule until the end of the Round. Furthermore, Enemy Regiment re-rolls successful Clash Action against this Regiment.

REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +100 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.

MARID SAHAR**110 POINTS / +100 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	7	3	1	4	5	3	3	2	-

SPECIAL RULES Born of Water, Confluence (1), Fluid Formation, Barrage (4, 8", Armor Piercing (1)), Resonance (Water), Wizard (3)

Elemental Resonance (Water): When a Friendly Character Regiment successfully casts an Empowered Spell from the Court of Water, this Regiment gains the Fluid Formation Special Rule until the end of the Round. Furthermore, Enemy Regiment re-rolls successful Clash Action against this Regiment.

This Regiment may perform a Spellcasting Action during its Activation and has access to the Corrosive Spray Incantation.

REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +100 points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.

MAHABHARATI SORCERER SAINTS**170 POINTS / +130 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	1	3	6	6	4	3	1	Leader

SPECIAL RULES Shield, Blessed, Cleave 2, Impact (4), Attuned Element, Elemental Resonance (Fire, Air, Water, Earth)

Paragon: Each Model in this Regiment counts as four for the purposes of Seizing Objective Zones.

Elemental Resonance

Elemental Resonance - Fire: When a Friendly Character Regiment successfully casts an Empowered Spell from the Court of Fire, this Regiment gains +2 to their Attack Characteristics until the end of the Round.

Elemental Resonance - Air: When a Friendly Character Regiment successfully casts an Empowered Spell from the Court of Air, this Regiment gains +1 to their Clash or Volley Characteristics until the end of the Round. Furthermore, any Enemy Regiment Targeting this Regiment with Clash or Volley Action must must Re-Roll all successful Hit Rolls.

Elemental Resonance - Water: When a Friendly Character Regiment successfully casts an Empowered Spell from the Court of Water, this Regiment gains the Fluid Formation Special Rule until the end of the Round. Furthermore, Enemy Regiment re-rolls successful Clash Action against this Regiment.

Elemental Resonance - Earth: When a Friendly Character Regiment successfully casts an Empowered Spell from the Court of Earth, this Regiment's Defense and Evasion Characteristics cannot be reduced until the end of the Round. They also Restore 1 Wound

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +25 points per Model to a maximum of 12.



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