

# 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 1000 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.

## IDEAL CARDS

Regiments in this Army do not have Command Cards like Army List Entries of other Factions. Instead they add Ideal Cards that are used during the Command Phase to determine when a Regiment acts. Each Army List Entry in this Army adds the same Ideal Card as their Battlefield Role.

For example, a Regiment with the [KA] Battlefield Role would add a [KA] Ideal Card.

**Example:** Oni Ayakashi has the [KA] Battlefield Role. This means that it would add a [KA] Ideal Card to your Command Stack.

**Ideal Cards are used as if they were Command Cards with the following exceptions:**

- 1) There are five types of Ideal Cards [KA], [CHI], [FU], [SUI] and [MU].
- 2) An Ideal Card can Activate any **Regiment** that has not yet Activated this Round, regardless of Name, Type or Battlefield Role.
- 3) When an Ideal Card Activates a Regiment **of the same Ideal Card type** it confers Special Rules to it as seen below.

## IDEAL CARD EFFECTS

When a Regiment in this Army Activates, before the “Resolve Draw Event Step”, gain the following effects until the end of the Round if both the Ideal Card Type is used to Activate a Regiment of a matching Battlefield Role.

<b>Ka (Force)</b>	For each Enemy Regiment within Engagement Range, each Model in this Regiment adds +2 to their Attack Characteristics. Until the end of the Round, each Enemy Regiment adds +1 to their Attack Characteristics when performing a Clash Action against this Regiment.
<b>Chi (Resistance)</b>	Enemy Models Engaged with this Regiment cannot gain the benefit of the Inspire Special Rule.
<b>Fu (Unfettered)</b>	This Regiment may perform a free out-of-sequence March of up to 3” ignoring Enemy Engagement Range.
<b>Sui (Adaptability)</b>	This Regiment may choose to gain the effect of another Ideal Card until the end of the Round.
<b>Mu (Void)</b>	This Regiment’s Evasion Characteristics becomes 3.

## CHARACTERS

### DAIMYO

50 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Brute	Medium	6	1	3	6	8	4	3	2	6

**SPECIAL RULES** Cleave 2, Fearless, Impact (3)

**Defiance:** When this Regiment would be destroyed, perform a free out-of-sequence Clash Action.

**Kassatsu:** Regiments with the [KA] Battlefield Role gains the Relentless Blow Special Ability

### CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase a single Relic at the indicated points cost

**Battlefield Role:** [KA]

### COMMAND ABILITIES

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

- **Kensensei [Command]:** This Character Regiment gains the Quicksilver Strike and Deadly Blade Special Rule.
- **Undying Flames[Command]:** Target a Friendly non-Monster Regiment. Until the end of the Round, that Regiment cannot have their wound profile reduced to below 1. At the start of the next Supremacy Phase, destroy that Regiment.

## OYABUN

50 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Brute	Medium	5	2	3	5	8	4	3	2	6

**SPECIAL RULES** Cleave (1) Impact (4), Tenacious

**Hissatsu!:** Increase the March Characteristic of a Regiment whilst within Command Range of this Character Model by 1.

**Kaiten:** Regiments with the [CHI] Battlefield Role gains the following special abilities:  
Enemy Regiments targeting this Regiment with Clash, Volley or Spellcasting Action may not Re-Roll their dice.

### CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase a single Relic at the indicated points cost

**Battlefield Role:** [CHI]

### COMMAND ABILITIES

Each Round the Oyabun may use one Command Ability:

- **Brotherhood [Command]:** Target an Objective Zone this Character Model is in Range of. Until the end of the Round, Friendly Brute Models currently within range of the same Objective Zone as the Oyabun count as six Models for the purposes of Seizing that Objective Zone.
- **Mountain's Endurance[Command]:** Target a Friendly Regiment. Until the end of the Round, they gain the Hardened (+1) Special Rule.

## KITSUNE BAKASU

50 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Brute	Medium	8	2	4	8	6	4	3	2	6

**SPECIAL RULES** Deadly Blades, Impact (4), Fluid Formation

**Shadow Strike:** When this Character performs a Challenge! Action, they measure up to 8" away instead of the Command Range.

**Stride:** Regiments with the [Fu] Battlefield Role gain +1 to their March Action and does not suffer the penalty for taking a second or more March Action for the Round.

### CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase a single Relic at the indicated points cost

**Battlefield Role:** [Fu]

### COMMAND ABILITIES

Each Round the Kitsune Bakasu may use one Command Ability:

- **Kitsunebi [Command]:** This Character Model repositions itself anywhere within 3" of its current location. Enemy Models and Engagement Ranges are ignored for the purposes of this move. This Character may use this [Command] Ability to move directly upwards or downwards one floor. This Model's base cannot be overlapping with any other Model's base at the end of the movement.
- **Higanbana[Command]:** This Character Model gains +3 to their Attack Characteristics and suffers -1 to their Clash Characteristics.

## KITSUNE ONMYOJI

50 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Brute	Medium	5	2	3	5	8	4	3	2	6

**SPECIAL RULES** Barrage (3, 14", Deadly Shot), Impact (3), Priest (6)

**Re-draw Fortune:** When you Activate a Regiment using a Concept Card that does not match their Battlefield Role, instead you may treat it as if they are that matching Battlefield Role. This Ability may only be used once per Round.

### CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase a single Relic at the indicated points cost
- This Character Regiment knows all of the following Incantations at no additional point cost and may perform a free additional Spellcasting Action during its Activation.

*Jade Shell of Perseverance*  
*Veil of the Gibbous Moon*  
*Mists of the Weeping Depths*  
*Web of Sinners' Hair*

**Battlefield Role:** [SUI]

### COMMAND ABILITIES

**Each Round the Kitsune Bakasu may use one Command Ability:**

- **Kitsunebi [Command]:** This Character Model repositions itself anywhere within 3" of its current location. Enemy Models and Engagement Ranges are ignored for the purposes of this move. This Character may use this [Command] Ability to move directly upwards or downwards one floor. This Model's base cannot be overlapping with any other Model's base at the end of the movement.
- **Higanbana[Command]:** This Character Model gains +3 to their Attack Characteristics and suffers -1 to their Clash Characteristics.



## JOROGUMO MAHOTSU

400 POINTS

Jorogumo Mahotsu	Class	M	V	C	A	W	R	D	E	CR
Monster Character Regiment	Heavy	7	1	3	6	9	4	3	2	6
<b>Wounded Profile</b>		5	1	3	4	9	3	2	2	6

**SPECIAL RULES** Cleave (1), Fearless, Impact (2), Priest (6), Tenacious, Terrifying (2)

**WOUNDED** Cleave (1), Fearless, Impact (2), Priest (8), Tenacious, Terrifying (3)

### CHARACTER

- This Character Regiment is comprised of 1Model.
- This Monster Character Regiment may not take any Character Upgrades.
- This Character Regiment knows all of the following Incantations at no additional point cost and may perform a free additional Spellcasting Action during its Activation.

*Stream of Vitality*

*The Mire of Introspection*

*Field of Burning Reeds*

*Fan of Twin Winds*

**Battlefield Role:** [MU]

## JOROGUMO GEISHA

400 POINTS

Jorogumo Geisha	Class	M	V	C	A	W	R	D	E	CR
Monster Character Regiment	Heavy	5	1	3	10	9	4	3	2	6
<b>Wounded Profile</b>		5	1	3	6	9	4	2	2	6

**SPECIAL RULES** Cleave (1), Fearless, Impact (5), Tenacious, Terrifying (2)

**WOUNDED** Flurry, Fearless, Impact (4), Tenacious, Terrifying (2)

### CHARACTER

- This Character Regiment is comprised of 1Model.
- This Monster Character Regiment may not take any Character Upgrades.

**Battlefield Role:** [MU]

## RELICS

### WEAPONS

**Heron Marked Blade** **40 points**  
Challenge! Actions issued by this Character must be responded by declaring a Challenge! Action in return. Ignore any ability that prevents the Character from being Provoked as a result of a Challenge! Action

**Shinigami Tachi** **30 points**  
Each time an Enemy Regiment fails a Defense Roll against a Character Stand with this Character Upgrade, the Wound inflicted counts as two for the purposes of Testing Morale.

### ARMORS

**Akai Oni Armor** **30 points**  
This Character gains Impact (+2) Brutal Impact (+1) Special Rules.

**Feathered Mino** **20 points**  
The Character Regiment adds +1 to its March Characteristic. Additionally, they do not suffer the penalty for performing a Second March Action.

**Nanban Armor** **20 points**  
This Character gains the Tenacious Special Rule.

### TALISMANS

**Hata-jirushi** **10 points**  
The Character adds +6 to its Command Range Characteristic.

**Onusa** **5 points**  
This Character Stand gains the Priest (1) Special Rule. In addition, this Character Stand may Re-Roll failed Defense Rolls during a Challenge! Action.

## INCANTATIONS

Name	Range	Attunement	Effect
Jade Shell of Perseverance	12"	3	Target Friendly Regiment adds +1 to its Defense Characteristic until the end of the Round.
Veil of the Gibbous Moon	12"	3	Target Friendly Regiment gains the Oblivious Special Rule until the end of the Round.
Mists of the Weeping Depths	12"	3	Target Enemy Regiment cannot be the target of a Friendly [ <b>Command</b> ] Ability until the end of the Round
Web of Sinners' Hair	12"	3	Target Enemy Model reduces its Attack Characteristic by 1 per two Success (to a minimum of 1) until the end of the Round.
Stream of Vitality	12"	3	Target Friendly Regiment Heals 2 Wounds.
The Mire of Introspection	2"	3	Target Enemy Regiment may only perform a single Action during its next Activation.
Field of Burning Reeds	12"	3	Target an Objective Zone. Enemy Regiment treats the Objective Zone as Dangerous, Rough and Hindering until the end of the Round. At the end of the Scoring Phase, each Enemy Regiment within the Objective Zone suffers 3 automatic hits.
Fan of Twin Winds	12"	3	Target an Objective Marker. Deals 1 Wound or Heals 1 Wound to that Objective Marker.

## REGIMENTS

### ONI AYAKASHI

130 POINTS / +90 PER MODEL

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

**SPECIAL RULES** Unstoppable, Cleave 1, Impact (4), Brutal Impact (1), Terrifying (1)

**Essence Drain:** At the end of this Regiment's Activation, remove all Casualty Tokens from Enemy Regiments Engaged with this Regiment. For each 2 tokens removed, restore 1 Wound to this Regiment.

#### REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +90 points per Model to a maximum of 3.

**Battlefield Role:** [KA]

### KAMI AYAKASHI

140 POINTS / +90 PER MODEL

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brutes	Medium	5	1	3	5	8	3	3	2	-

**SPECIAL RULES** Hardened (1), Impact (3), Bravery

**Weight of the Land:** When this Regiment is Wholly Within an Objective Zone, each Model in this Regiment counts as **four** Models for the purposes of Seizing Objectives.

**Stone's Bulwark:** Friendly Regiments in this Model's Engagement Range count as Obscured.

#### REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +90 points per Model to a maximum of 3.

**Battlefield Role:** [CHI]

### TENGU BUSHI

100 POINTS / +70 PER MODEL

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brutes	Medium	8	1	2	5	5	2	1	3	-

**SPECIAL RULES** Fly, Flank, Fluid Formation, Impact (2)

#### REGIMENT

- This Regiment is comprised of 1 Model.
- You may add additional Models for +70 points per Model to a maximum of 3.

**Battlefield Role:** [Fu]

### TENGU AYAKASHI

120 POINTS / +90 PER MODEL

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

**SPECIAL RULES** Fly, Flank, Fluid Formation, Impact (2), Barrage (4, 10", Torrential Fire)

**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 1 Model.
- You may add additional Models for +90 points per Model to a maximum of 3.

**Battlefield Role:** [Fu]

KAPPA BUSHI											100 POINTS / +90 PER MODEL
Type	Class	M	V	C	A	W	R	D	E	CR	Command Models
Brutes	Medium	5	1	2	4	6	4	3	1	6	-

**SPECIAL RULES**      Fearless

**REGIMENT**

- This Regiment is comprised of 1 Model.
- You may add additional Models for +90 points per Model to a maximum of 3.

**Battlefield Role:**    [Su1]

**COMMAND ABILITIES**

Each Round the Kappa Bushi may use one Command Ability:

**Battlefield Blessing [Command]:** Target Friendly Regiment Re-Rolls failed Hit Roll of “6” when performing Clash Action.

**Soothing Waters [Command]:** Target Friendly Regiment Restores 1 wound.

DOMARU-DAMASHI											100 POINTS / +90 PER MODEL
Type	Class	M	V	C	A	W	R	D	E		Command Models
Brutes	Medium	7	1	3	5	6	2	3	1		-

**SPECIAL RULES**      Impact (2), Unstoppable

**REGIMENT**

- This Regiment is comprised of 1 Model.
- You may add additional Models for +90 points per Model to a maximum of 3.

**Battlefield Role:**    [Mu]

SHIKIGAMI										80 POINTS / +20 PER MODEL
Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	1	2	1	2	3	2	1	Leader

**SPECIAL RULES**     Oblivious, Fearless, Unstoppable

**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.

**Battlefield Role:** [Mu]

ORIGAMI WARRIORS										80 POINTS / +70 PER MODEL
Type	Class	M	V	C	A	W	R	D	E	Command Models
Brutes	Medium	6	1	2	4	5	3	3	1	-

**SPECIAL RULES**     Devout, Flank, Impact 2, Lethal Demise

**REGIMENT**

- This Regiment is comprised of 1 Model.
- You may add additional Models for +70 points per Model to a maximum of 3.

**Battlefield Role:** [Mu]



**DAI YOKAI****450 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	7	1	3	12	9	4	3	2	-
<b>Wounded Profile</b>		7	1	2	4	9	4	3	2	

**SPECIAL RULES** Cleave (2), Unstoppable, Impact (6), Heavy Impact**WOUNDED** Cleave (2), Flurry, Unstoppable, Impact (3), Heavy Impact

**Swift Strike:** This Monster Regiment may perform a second Clash Action targeting the same Regiment. If they do, use the Wounded Profile when performing this Action.

**REGIMENT**

- This Regiment is comprised of 1 Model.

**Battlefield Role:** [KA], [CHI], [FU], [SU] and [MU]**GENYA NO YOKAI****450 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	7	1	3	12	9	4	3	2	-
<b>Wounded Profile</b>		7	1	2	5	9	4	3	2	

**SPECIAL RULES** Cleave (1), Fearless, Unstoppable, Impact (6), Counter-Attack**WOUNDED** Cleave (2), Fearless, Flurry, Unstoppable, Impact (3), Counter-Attack

**Tsubame Gaeshi (Out-of-Combat Action):** This Action must be performed as the Regiment's first Action. The Genya no Yokai immediately performs a 12" March directly forward ignoring all intervening Regiments and Characters's. The Regiment must be placed in a legal position at the end of this movement.

Select one Enemy Regiment the Genya no Yokai Marched through and perform a free out-of-sequence Clash Action against it. These Hits are treated as if the Genya no Yokai is in contact. Once the Action is performed the Regiment's Activation immediately ends.

**REGIMENT**

- This Regiment is comprised of 1 Model.

**Battlefield Role:** [KA], [CHI], [FU], [SU] and [MU]



