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CONQUEST

THE LAST ARGUMENT OF KINGS

RULES OF ENGAGEMENT

Updated May 2025



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CORE RULES

THE RULES THAT FOLLOW
ARE THE BASIC RULES
YOU NEED IN ORDER TO
UNDERSTAND HOW THE
MODELS AND REGIMENTS
INTERACT WITH EACH
OTHER AND THE
ENVIRONMENT. THESE
CHAPTERS WILL TEACH YOU
HOW TO ACTIVATE YOUR
REGIMENTS, HOW TO MOVE
THEM AND HOW TO ENGAGE
IN COMBAT WITH THEM.



CHAPTER ONE



THE PRINCIPLES OF BATTLE

IN THIS SECTION
WE WILL INTRODUCE
THE BASIC PRINCIPLES
THAT DRIVE THE BATTLES
OF CONQUEST. IT MAY LOOK
LIKE A LOT AT FIRST, BUT IT
WILL SOON BECOME SECOND
NATURE AND YOU WILL FIND
YOURSELF REFERRING TO
THIS SECTION
OF THE RULEBOOK
LESS AND LESS.



A CIVILIZED WAR

War may be a brutal and bloody business but playing a wargame shouldn't be. It is a gentlemanly (or gentlewomanly) pursuit, best enjoyed in a companionable state with as few arguments as possible.

With that in mind, if you ever encounter a situation in which you feel the rules are unclear, discuss the matter with your opponent and come up with a solution together. If you are unable to agree, weigh up the most suitable solutions and settle the matter on the roll of a die.

Such situations should be extremely infrequent, as Conquest is constantly updated with errata and FAQs published on the website. The important thing is not to allow any rule-related issues to spoil your enjoyment of the game.

DICE

War is an uncertain business. We use dice to represent that uncertainty, be it the chance of landing a lethal blow or the odds of a Regiment standing and fighting even in the face of defeat. All dice rolls in Conquest use six-sided dice, sometimes called D6.

MAKING ROLLS

Most dice rolls in Conquest require the player to compare his dice roll against a Target Characteristic. This is often a Characteristic, such as Clash, Volley or Resolve, but can also be more esoteric such as a Stand's capacity to Resist Decay. When making one of these rolls you are looking to roll **less than or equal** to the desired Target Characteristic.

Whenever you compare a dice roll to a Characteristic it is referred to as a Characteristic Test.

AUTOMATIC PASS AND FAIL

If a rule calls upon you to roll a die and compare it to a Characteristic, i.e. a numerical representation of

the Regiments' (or Characters') battlefield prowess, a result of "6" is always a failure, and with the exception of Defense Rolls, a result of "1" is always a success – regardless of other modifiers. Even the best troops experience bad luck, and even the lowest of the low deserve a chance at victory.

RE-ROLLS

If a rule calls upon you to Re-Roll a die, simply pick it up and roll it again, abiding by the new result. Once a die has been Re-Rolled, it cannot be Re-Rolled again – regardless of the circumstances. In the event in which a rule calls for dice to be Re-Rolled that have already been Re-Rolled, any effects that would cause those dice to be Re-Rolled are ignored. Finally, should a rule or ability force you to Re-Roll a success whereas another rule would allow you to Re-Roll a fail, the two rules cancel each other out, and the Active Player Rolls without any Re-Rolls.

ROLL OFF

Occasionally, the rules will call upon you and your opponent to Roll Off. When this happens, you each roll a die – the one with the lowest result wins. If the result is a draw, Re-Roll. Keep Re-Rolling until there is a clear winner (this is an exception to the rule stating that you cannot Re-Roll a Re-Roll).

MEASURING DISTANCE

All distances in Conquest are measured in inches ("), and are always measured from the closest points. When measuring the distance between two Regiments, always measure from the point of each Regiment closest to the other Regiment. When measuring the distance between two Stands, as in the case of measuring range, always measure from the point of each Stand closest to the other Stand.

You are permitted to check the distance at any time, so you can always know whether or not your warriors are in range before they attempt a particular Action.



ARMIES, REGIMENTS, STANDS AND MODELS

In Conquest, each player commands an army of fantasy miniatures, ranging from shambling skeletons and iron-willed Dweghom Infantry to raging Avatara and rampaging dragons. This section covers how to arrange those miniatures in order to fight a battle.

THE ARMY

Simply put, your Army is all the Models you are bringing to the battle, whether they're lowly Force-Grown Drones, mighty Brutes or anything in between. Normally, you will use an Army List to work out exactly which Models go into your army. Whenever the rules refer to Your Army, or a Friendly Stand or Regiment, they mean every Stand in every Regiment and any [CHARACTER]s in your Army. Whenever the rules refer to Your Opponent's Army, or Enemy Stand or Regiment, they mean every Stand in every Regiment and any [CHARACTER]s under your opponent's command.

MODELS

A Model is an individual miniature that is mounted on a circular base, subsequently placed in its relevant rectangular base, called a Stand. Looking at the miniatures on each Stand you are able to quickly identify what Regiment you're seeing as well as any Regiment upgrades e.g. Command Models or Officers.

STANDS

When the rules refer to a Stand, they mean the whole rectangular base, including the Models mounted on it. For the purposes of the game, we treat the Models and their bases, however decorative, as part of the Stand. However, very few Stands – except for Monsters and Chariots – act alone. Most fight together.

Example: Infantry Models fight on rectangular Stands alongside their comrades. An Infantry Stand has room for four Infantry Models, whereas a Cavalry, Chariot, Brute or Monster Stand has room for only one Model.

As a Stand in a Regiment suffers Wounds, place a Wound Marker as a simple means of recording damage. Once the last Wound of a Stand is suffered,

the Stand is removed as a casualty. All Stands in a Regiment mostly belong to the same Type. You would not, for example, have a mixed Regiment of Infantry and Cavalry Stands. Models on a Stand should be arranged, where possible, so they are facing in the same direction. This gives the Stand an easily identified front, a rear and two flanks, whose importance we will find out later. Stands are arranged together into Regiments.

Each Stand must have an appropriate number of Models represented on it, as shown below.

TYPES OF STAND

In Conquest, every Stand has a Type.

- **Infantry** are easily identified by having four Models on each Stand.
- **Cavalry** are tougher and faster than Infantry, but rarer; always one Model per Stand.
- **Brutes** are huge creatures, often twice the height of a human; always one Model per Stand.
- **Chariots** are manned platforms pulled into battle by ferocious beasts, beasts of burden or even mechanical contraptions! Chariot Stands are easily identifiable by their long rectangular base, made up of two square stands back to back. These two stands together **form one Chariot Stand on top of which a single Chariot Model is placed.**
- **Monsters** are the rarest of all, each with the raw might to match dozens of other warriors and the girth to fill an entire Stand on its own!



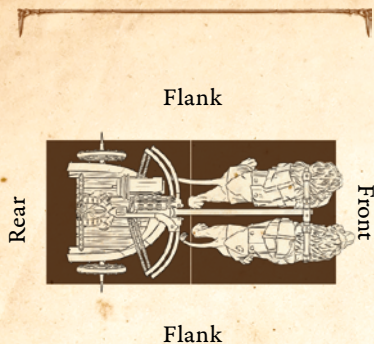


Fig. 1.1

STANDS AND SIZE

In Conquest, every Stand Type has a different size for the purpose of determining Line of Sight as we will discuss later on.

- All Infantry Stands are considered to have a Size of 1.
- All Brute, Cavalry and Chariot Stands are considered to have a Size of 2.
- All Monster Stands are considered to have a Size of 3.

All Terrain features will also be assigned a Size. These values can vary as Terrain pieces are often hand-crafted and unique. We recommend these values as a guideline but encourage you to discuss this with your opponent and establish the size of the Terrain before each battle.

- All hills to be considered Size 2.
- All forests to be considered Size 3.
- Non-military buildings to be considered Size 2.
- Towers and wall fortifications to be considered Size 3.

When a Regiment, or a piece of Terrain, is placed on another piece of Terrain with a Size value, simply add the two sizes together to calculate whether they can see or be seen over intervening Terrain. This, however, only works for pieces of Terrain that a Regiment would naturally pass over rather than through (see Chapter 10 "Terrain" for more information).

REGIMENTS

A Regiment is the basic fighting formation in Conquest. It can consist of anything from one individual Stand to dozens fighting side by side. Regiments mostly consist of the same Type of Stand, and usually all Stands in a Regiment share a common Characteristics profile. The most common exception is when the Regiment has been joined by a **[CHARACTER]**, a heroic individual who stands head and shoulders above even the elite of the rank and file and brings its own Special Rules, which we will discuss later (see page 96).

All Stands in a Regiment fight together – individual Stands cannot leave the Regiment and act independently. Again, the only exception to this is when the Regiment has been joined by a **[CHARACTER]**, which we will discuss later. Whenever a Regiment performs an Action, every Stand in the Regiment is considered to be performing that Action. Furthermore, should a Regiment gain a Special Rule or ability during the course of the Battle, it affects all Stands currently within that Regiment, including any attached **[CHARACTER]**s, as per the effect of the Special Rule or ability. However, unless otherwise stated, **[CHARACTER]**s' Special Rules do not affect the Regiment.

Special Rules, abilities and/or changes to a Regiment's Characteristic's Profile during Army List Building do not affect **[CHARACTER]**s. *E.g. Hundred Kingdoms' "Veterans" Faction Rule.*

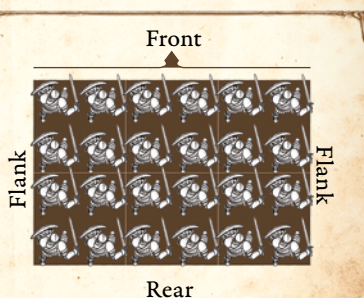


Fig. 1.2

FORMING A REGIMENT

To form a Regiment, take all the Regiment's Stands and place them in an array of **ranks** (rows) and **files** (columns), edge to edge and corner to corner. All Stands in the Regiment must be facing in the same direction, giving the Regiment a front, a rear and two flanks. A Regiment can never have fewer than two Stands in its front rank, unless the starting size of the Regiment is one Stand or it has been reduced to one due to casualties.

If possible, there should be an equal number of Stands in each rank. If this is not possible, the rear rank is left incomplete.

PLACING COMMAND MODELS

If an Infantry Regiment has any Command Models, i.e. a Leader, a Standard Bearer or any Officers, select a Stand in the Regiment and place them all on it. This Stand is called the Command Stand and can only contain up to four Command Models. Each Infantry Regiment can only have a single Command Stand that must be placed in the center of the front Rank or as close to the center as possible, in the case of an even number of Stands. You can find more information on Command Stands and how they work with different Types of Regiments on page 68.

REMOVING CASUALTIES

Inevitably, some Stands will be removed from a Regiment as the battle progresses. Casualties are nearly always removed from the Regiment's rearmost rank. Should the casualties be suffered by a Regiment Engaged in melee, Casualties need to be removed in such a way as to not affect the number of Stands in contact with any Enemy Regiment(s). You can find more information on Removing Casualties in Chapter 5 "Allocating Wounds & Removing Casualties" page 54.

LEGAL FORMATIONS

A Regiment has a legal formation if:

- All its Stands are placed edge to edge and corner to corner;
- All ranks (with the possible exception of the rearmost) contain an equal number of Stands;
- All of the Stands are facing the same way;
- If there is a Stand that has suffered Wounds (i.e. does not have the starting number as its Wounds Characteristic), that Stand is in the rear rank;
- The Command Stand (if applicable) is in the center of the front rank;
- In the case of an incomplete Rearmost Rank, Stands must be placed as centered as possible;

Legal Conditions:

As a handy guide, a Regiment's placement is considered legal when:

- a) No Stand in the Regiment overlaps another at the end of its Activation.
- b) No Regiment overlaps another at the end of its Activation.
- c) All Stands in a Regiment are entirely within the bounds of play (Battlefield) throughout their activation (except for the Actions that bring the Regiment onto the battlefield from Reinforcements).

FACING ARCS

Each Regiment has a front arc, a rear arc and two flank arcs. These become important when the Regiment wishes to shoot at an Enemy, or when the Regiment charges into combat. To determine a Regiment's arcs, extend a 45° degree line from each of the Regiment's corners (Fig. 1.3). If the Regiment's Stands are square, you can do this by tracing a straight line from the corner Stand's inside back corner and extending it through its outside front corner.





LINE OF SIGHT

There are Actions in the game that require Line of Sight to a Target Regiment or Stand. To establish Line of Sight from one Regiment or Stand to another, the following criteria must be met:

- The Target Regiment or Stand must be within the Front Arc of the Acting Regiment, unless stated otherwise by a Special Rule.
- At least one Stand in the Acting Regiment's front Rank, must be able to draw an unobstructed line, 1mm wide, between the center of its front facing and the center of any facing of a Stand in the Target Regiment. Each Stand in the Acting Regiment's front Rank, must attempt to draw this unobstructed line.
- There are no other Regiments or pieces of Terrain of equal or larger size obstructing Line of Sight to the Target Regiment.

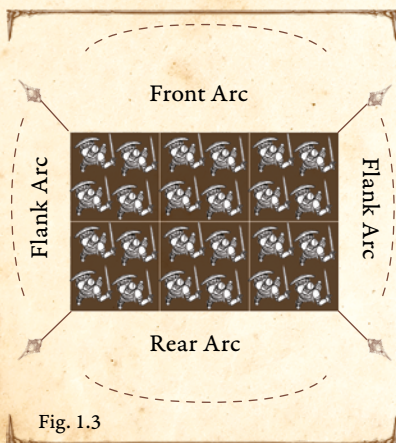


Fig. 1.3

THE CHARACTERISTIC PROFILE

Each Stand has a Characteristic Profile as a measure of its ability on the Battlefield. The Characteristic Profile is broken down into two Categories, eight Characteristics, as well as a number of Special Rules and Draw Events.

Name: Sample Regiment

Class: Light **Type:** Infantry

M	V	C	A	W	R	D	E
5	0	2	4	4	2	1	0

Draw Events: None

Special Rules: Shield, Support (2)

CATEGORIES

These are used to streamline interaction between certain rules.

- **Type** tells you whether the Stand is Infantry, Cavalry, Brute or Monster. Different Types interact differently with some rules (do not worry, we will point them out when they come up). More importantly, Type also reminds you how many Models should be on a Stand: 4 for Infantry, and 1 for Brutes, Cavalry or Monsters.
- **Class** is a weight class, graded from Light to Medium to Heavy. Light troops are generally more maneuverable, arriving at the battle early, whereas Heavy troops inflict and sustain more damage but arrive later on the battlefield. This classification reflects how Regiments operate within their respective Faction's military structure. A Heavy Regiment equivalent in one Faction

may be a Medium in another. It all comes down to how a Faction deploys a certain Regiment in combat without it necessarily being a metric for a Regiment's destructive capabilities.

CHARACTERISTICS

There are eight Characteristics in all, each one representing the Stand's comparative strength in that field. Most Characteristics run from 0 to 6, where 0 represents an inability to perform the associated Actions, a 1 is downright poor, and a 6 is amazing! Some Characteristics can reach values over 6, the most common ones being March and Wounds. Over the course of the game, Spells or Special Rules might cause a Stand's Characteristic to rise or fall. However, a Characteristic can never be reduced below 0.

Throughout the course of a game, you will be required to compare a dice roll to one of the Characteristics on a Stand's Profile. Whenever you are required to do so, it is called performing a Characteristic Test. When a rule refers to a Stand's "unmodified Characteristic", it is asking for the number printed in the respective Regiment's Characteristic Profile in its associated Army List entry. However, Rules and Abilities that allow a Regiment to increase

a Characteristic during List Building count as unmodified. That also applies to the benefits a Regiment receives by purchasing an Officer upgrade during list building.

Unless stated otherwise, when a Special Rule, Draw Event, rule or ability provides a bonus to a Characteristic or to the (X) value of a Special Rule or Draw Event whilst also establishing a maximum value to it, that limitation remains for as long as that rule affects the Regiment.

Example: An Infantry Stand has an unmodified Resolve Characteristic of 3. When building your Army List, you have purchased an upgrade or made use of a Special Rule to increase the Resolve Characteristic value of that Regiment to 4.

When a situation requires you to take an unmodified Morale Test during the game, you will treat the Regiment's unmodified Resolve Characteristic as 4 since the bonus was applied during List Building and not during the game, making it part of the Regiment's Characteristic Profile.

March (M)

The March Characteristic determines how far a Stand can move.

Volley (V)

Volley serves as a measure of the Stand's ability with ranged weapons, from javelins to shooting longbows, and even using mighty war machines.

Clash (C)

The Clash Characteristic describes how effective a Stand is in the press of melee, governing its likelihood to strike a decisive blow against an enemy.

Attacks (A)

Attacks tell us how many dice each Stand contributes when attacking an Enemy.

Wounds (W)

Wounds indicate how many damaging blows a Stand can take before it is removed as a casualty.

Resolve (R)

The Resolve Characteristic gives us a measure of the Stand's courage, and of the willingness of individual troops to hold fast when the battle turns against them.

Defense (D)

Defense serves as a measure of physical resilience, combining the protection from any armor with the Stand's innate toughness.

Evasion (E)

Evasion is another Defense Characteristic, but one that takes into account a Stand's ability to ignore harm through agility, resilience or magical protection, rather than endure through sheer hardness.

DRAW EVENTS & SPECIAL RULES

Under Draw Events, you will find a list of any Draw Events that the Regiment will be able to resolve during its Activation.

Under Special Rules, you will find a list of other abilities not governed by the Stand's Characteristics, such as Cleave (X), i.e the ability to reduce your opponent's Defense Characteristic. This is also where you'll find details of any ranged attack a Stand possesses, in the form of the Barrage (X) Special Rule.

COMMAND CARDS

Each Character and Regiment has a Command Card. Command Cards are used during the Command Phase to determine when a Regiment or Character acts. Each Command Card depicts the following details:

- **The Regiment's or Character's Army List Entry.** To remind you which profile from the Army List you use to represent the Regiment's or Character's abilities.
- **An Artistic Depiction of the Regiment.** To help you and your opponent quickly identify the depicted Regiment or Character on the table.
- **A QR code scannable via our free Army Builder.** To help you and your opponent quickly reference a Regiment's Rules through our Army Builder database. Make sure to scan the QR code through the Army Builder, scanning it through your device's camera app would result in an error!

"IN CONTACT"

Many rules refer to two or more Stands being in contact with one another. A Stand is considered to be in contact with another Stand if they are touching in any way, including corner to corner. Two Regiments are considered to be in contact when their Stands are in contact with the Stands of another Regiment. For ease of comprehension the Rules also refer to this state as being "Engaged". Draw Events & Special Rules Under Draw Events, you will find a list of any Draw Events that the Regiment will be able to resolve during its Activation.

Under Special Rules, you will find a list of other abilities not governed by the Stand's Characteristics, such as Cleave (X), i.e the ability to reduce your opponent's Defense Characteristic. This is also where you'll find details of any ranged attack a Stand possesses, in the form of the Barrage (X) Special Rule.

When more than one effect would apply at the same time then the Active Player, that is the Player whose turn it is to Activate a Regiment or Character, chooses the order with which the effects will be applied.





CHAPTER TWO



THE ROUND SEQUENCE

IN THIS SECTION
WE WILL INTRODUCE
THE SEQUENCE OF PHASES
THAT MAKE UP
A ROUND AND SET UP
THE FLOW AND RHYTHM
OF THE GAME.



To keep events moving cleanly, we split the battle itself down into a series of Rounds, each of which is further divided into a series of Phases. Both you and your opponent act in each Phase, harnessing every ounce of wit and guile in an attempt to seize the advantage for your stalwart troops.

When a Round starts, play proceeds through its Phases, and you must complete each one before beginning the next. Once all Phases are complete, so is that Round, and another Round begins. This process continues until the number of Rounds given in the Scenario are complete, or either you or your opponent has fulfilled the respective Scenario's Victory Conditions, or has conceded.



ROUND SUMMARY

I) REINFORCEMENT PHASE

- Both Players Roll for Reinforcements, i.e., those Regiments and Characters that have been chosen from the player's collection to participate in the battle but have not yet entered the field.
- Any Reinforcements due to arrive are placed to one side and will March onto the Battlefield during the Action Phase. Each Player will be aware of all the Regiments arriving on any given turn and can plan the next step accordingly.

II) COMMAND PHASE

- Both Players assemble their Command Stacks simultaneously, arranging their Regiments' and Characters' Command Cards in order to determine the order of play in later Phases.

III) SUPREMACY PHASE

- Both Players Roll Off to determine who is going to be the First Player, i.e., the player who will Activate their Command Stack first, or Activate their Supremacy Abilities.

IV) ACTION PHASE

- Starting with the First Player, the Players take turns Activating a Regiment or [**CHARACTER**] corresponding to the top Command Card of their Command Stacks, acting with each Regiment and [**CHARACTER**] in turn until both Command Stacks are empty.

V) VICTORY PHASE

- Check the Scenario's Victory Conditions to see if either Player has won.
- If neither Player has won, a new Round begins.



I) REINFORCEMENT PHASE

Regiments are not deployed at the start of the game. Instead, they arrive as Reinforcements as play progresses.

Before the first Reinforcement Phase of the Battle begins, place each [**CHARACTER**] into an eligible Regiment in their own Warband. A Regiment is eligible if it shares the same Type with the [**CHARACTER**].

From there, during each Reinforcement Phase, group your Regiments set aside as Reinforcements by their Class. You may then select a single Regiment that is able to arrive from Reinforcements this Round, immediately

reveal it to your Opponent, and have it count as having automatically arrived from Reinforcements, or have it remain in Reinforcements.

This Regiment can belong to any Class that is allowed to arrive from Reinforcements this Round but must arrive from Reinforcements the Round its Class is required to enter the Battlefield automatically.

Then, proceed to roll a die for each Regiment in each Class that is to arrive this Round as shown in the Reinforcement table. Do not Roll a die for the Regiment you selected to automatically arrive or remain in Reinforcements. [**CHARACTER**]s do not Roll separately and adopt the Class of the Regiment they are currently attached to. This is the Reinforcement Roll.

For every successful Roll per Class, you select which Regiment of that Class will be arriving from Reinforcements and immediately reveal it to your Opponent. The rolls required are shown below:

REINFORCEMENT TABLE

Round	Required Roll
Round One	Light Regiments arrive on a roll of "4" or less.
Round Two	Light Regiments arrive on a roll of "4" or less. Medium Regiments arrive on the roll of "2" or less.
Round Three	Remaining Light Regiments arrive automatically. Medium Regiments arrive on a roll of "4" or less. Heavy Regiments arrive on a Roll of "2" or less but may only enter the Battlefield from the Player's Reinforcement Zone this Round.
Round Four	Remaining Medium Regiments arrive automatically. Heavy Regiments arrive on a roll of "4" or less.
Round Five	Remaining Heavy Regiments arrive automatically.

Reveal any Regiments that are selected to arrive this Round to your Opponent and place them to one side. They March onto the Battlefield during the Action Phase (see page 31).

II) COMMAND PHASE

At the start of the Command Phase, take all of the Command Cards for your surviving Regiments on the Battlefield, and any Command Cards for Regiments arriving as Reinforcements this Round, and arrange them in a face-down Command Stack. You should arrange your Command Stack carefully, placing the Regiment you want to act first right at the top, the Regiment you want to act last at the bottom, and the remainder organized in between. At this point, make sure that Command Cards in your Command Stack correlate to the Regiments that are currently in play. You may need to remove Command Cards belonging to Regiments or [**CHARACTER**]s that have been destroyed earlier in battle.

You may want to give some thought to how your opponent is organizing their Command Stack, as the sequence in which you activate Regiments and Characters Stands can bring huge advantages in the right circumstances. You may look at your Command Stack at any point during the Round, but you are not allowed to reorder it unless a rule instructs you to do so.

III) SUPREMACY PHASE

Now it is time to see who is going to seize the initiative and strike the first blow!

You and your opponent Roll Off. The Player whose Command Stack has the fewest Command Cards may subtract one from the score shown on the die after it has been rolled to a minimum of 0 and a maximum of 7.

The Player with the lowest score (after any modifiers have been applied) chooses whether to be the First Player this Round.

If the die Roll is tied (after any modifiers have been applied), you and your Opponent keep Re-Rolling until there is a clear winner.

SUPREMACY ABILITIES

When constructing your Army List, choose one of your [**CHARACTER**]'s to be your Warlord, this [**CHARACTER**]'s Supremacy Ability will be available during the battle. Supremacy Abilities are powerful Warlord specific Special Rules that may well turn the tide of the battle and can spell the difference between victory and defeat!

There are three types of Supremacy Abilities. [**Always Active**] Supremacy Abilities are always considered to be active regardless of whether the [**CHARACTER**] is currently on the Battlefield, in Reinforcements or having been destroyed.

[**Battlefield**] Supremacy Abilities are considered to be active while the [**CHARACTER**] is currently on the Battlefield.

Finally, [**Activated**] Supremacy Abilities can only be used once per Battle and requires the [**CHARACTER**] to currently be on the Battlefield. Once Activated the effects last until the end of the Round regardless if the [**CHARACTER**] has been removed from the Battlefield in the meantime.

[**Activated**] Supremacy Abilities are Activated in the Supremacy Phase as follows:

Once the First Player has been determined, the First Player declares if they are going to Activate their Supremacy Ability. Regardless of whether the First Player chooses to Activate a Supremacy Ability, the second Player then declares if they are going to use a Supremacy Ability.

IV) ACTION PHASE

The Action Phase is where the majority of the Action of the battle takes place. Regiments march and march again, charge into melee, or fire volleys at distant foes. As a result, the Action Phase is also usually the longest and most exciting Phase of the game, and

needs breaking down into more detail than the others.

ORDER OF PLAY

The First Player draws the top card of their Command Stack and performs Actions with that Regiment or [**CHARACTER**]. Once the Regiment's or [**CHARACTER**]'s Actions are complete, the second Player draws the top Card of their Command Stack and performs Actions with that Regiment or [**CHARACTER**].

PERFORMING ACTIONS

When it is your turn to perform Actions with a Regiment or [**CHARACTER**], follow the sequence of steps shown below:

1) DRAW COMMAND CARD

Draw the top Card from your Command Stack and reveal it to your opponent. Then indicate which Regiment or [**CHARACTER**] on the battlefield you wish to Activate with it. In order to select a Regiment or [**CHARACTER**] to Activate, the Army List Entry name on the Command Card must correlate with the Regiment or [**CHARACTER**] you wish to Activate. Furthermore, the Regiment or Command Card you wish to Activate cannot have been Activated before during the same Round. A Command Card may only Activate a single Regiment unless stated otherwise by a Special Rule.

If you are not able to Activate any Regiments or [**CHARACTER**]'s either because they have been destroyed previously in battle or because they all have been Activated previously in the Round, discard the Command Card, and draw the next Command Card as replacement. If there are no Cards remaining in your Command Stack, play passes to your opponent.

Example: A Nord Player draws a Raiders Command Card and reveals it to their opponent. Currently there are three Raiders Regiments on the battlefield, none of which have been Activated previously in the Round. The Nord Player is

free to choose any one of the three Regiments and Activate it.

***Example:** A Spires Player draws a Stryx Command Card and reveals it to their opponent. Currently there are three Stryx Regiments on the battlefield, all of which have already been Activated previously in the Round. This Command Card was meant to Activate a fourth Stryx Regiment that was destroyed earlier, before the Spires Player drew the last Stryx Command Card. The three remaining Stryx Regiments have already been Activated this Round and therefore cannot be Activated again. Since there is no other Stryx Regiment to Activate, the Spire Player must discard the Command Card and draw the next.*

2) RESOLVE DRAW EVENT

If the Regiment or [CHARACTER]'s Command Card you have just drawn has one or more Draw Events, select one to resolve now. Draw Events are effects, similar to Special Rules, that are triggered the moment a Regiment or [CHARACTER] is Activated following the draw of its respective Command Card. You are free to choose whether a Regiment under your control will activate its Draw Event, unless a Special Rule or the Draw Event itself makes its use mandatory.

Multiple Draw Events

If a Regiment or [CHARACTER] has more than one Draw Event (as the result of a Spell or a Character's Special Rule, for example), you choose one of them to resolve. Should there be an instance in which a Special Rule or ability allows you to use multiple Draw Events, then the Active Player chooses the order in which they activate, fully resolving one before moving onto the next.

Not on the Battlefield

If the Regiment or [CHARACTER] Activated is not currently present on the Battlefield (normally because it is arriving as Reinforcements this Round), its Draw Event is not resolved unless stated otherwise. Some Draw Events – normally those used by some

[CHARACTER]s – grant the opportunity to enter the Battlefield and are an exception to this rule.

3) TAKE FIRST ACTION

Assuming the Regiment survives its Draw Event (you never know!), it now takes its first Action. Choose one of the Actions from the Action list (see page 24) and follow the rules provided. Note that a Regiment that has arrived as Reinforcements must choose a March Action as its first Action in the Round when it comes onto the battlefield and cannot Charge during that Round.

4) TAKE SECOND ACTION

Once the Regiment's first Action is complete, it immediately takes a Second Action. A Regiment may not repeat an Action it took earlier in the same Round (i.e., a Regiment must take two different Actions each Activation) except for March Actions. A number of Special Rules and abilities can allow a Regiment to perform more than the standard two Actions per Activation. The timing and limitations of any of these extra Actions will be described in detail in the Special Rule or Draw Events that allow them.

5) DEACTIVATE REGIMENT

Once the Regiment has taken two Actions, its Activation ends. Place the Command Card near the Regiment or [CHARACTER] it was used to Activate to remind you it has been activated this Round. Play then passes to your opponent. A Regiment that has been Activated cannot be Activated again in the same Round.

"Until End of Round" Draw Events

If a Regiment is granted a Characteristic bonus or Special Rule "until the End of the Round" as the result of a Draw Event on its Command Card, place an appropriate token beside the Regiment as a reminder. Remove the token when the effect is lost at the end of the Round.

UNABLE TO ACT

If, for whatever reason, your Regiment or [**CHARACTER**] cannot Act, simply skip the Action Phase and let play pass to the next Player. A Regiment or [**CHARACTER**] that forfeits its Actions, counts as having Activated but not having performed or attempted to perform any Actions. Resolve any relevant Draw Events and Special Rules that would be activated before the "Take First Action" step, and then Deactivate the Regiment or [**CHARACTER**].

THE ACTION LIST

For ease of reference, they are split into In-Combat Actions and Out-of-Combat Actions. Out-of-Combat Actions can only be used if the Regiment is not in base-to-base contact with an enemy Regiment. Combat Actions can only be used if the Regiment is in base contact with an enemy Regiment.

OUT OF COMBAT ACTIONS

(see page 28)

MARCH

Choose a March Action if you want your Regiment to move around the Battlefield. March is the only Action that can be performed more than once in an Activation.

CHARGE

Use a Charge Action if you want your Regiment to move into contact with an enemy to attack them in close combat.

RALLY

A Rally Action restores your Regiment's morale. You may have your Regiment take a Rally Action only if it is Broken.

REFORM

Use a Reform Action if you want your Regiment to alter its number of Ranks and Files or to turn to face a new direction.

TAKE AIM

Use a Take Aim Action to give your Regiment a bonus to its next Volley Action this Activation.

VOLLEY

A Volley Action is used to allow your Regiment to shoot at an enemy.

PASS

Pass does not count as an Action but simply represents ones unwillingness to perform one.

IN-COMBAT ACTIONS

(see page 44)

CLASH

Use a Clash Action if your Regiment is in base contact with one or more enemies, and you wish to strike blows against those enemies.

COMBAT RALLY

A Regiment will want to attempt a Combat Rally if it is Broken, in order to minimize the chance of it fleeing the battle.

COMBAT REFORM

Use a Combat Reform Action if you want your Regiment to alter its number of Ranks and Files and bring greater numbers to bear on an enemy in base contact.

INSPIRE

An Inspire Action can be used to give your Regiment a bonus to its next Clash Action this Activation.

WITHDRAW

A Withdraw Action is used when you want your Regiment to disengage from close combat with enemy Regiments.

PASS

Pass does not count as an Action but simply represents ones unwillingness to perform one

'FREE' AND 'ADDITIONAL' ACTIONS

Some Special Rules, Draw Events and other abilities will allow a Regiment to perform 'free' and/or 'additional' Actions.

A 'free' Action allows a Regiment to perform the respective Action for free during its Activation without needing to use one of its two Actions. However, this does not allow you to perform that same Action again in the same Activation if you would not normally be able to.

E.g. A free Clash Action would not allow you to then spend another Action and perform a second Clash.

An 'additional' Action allows a Regiment to perform the respective Action an additional number of times, as per the effect, using one of its Actions.

E.g. A Regiment performing an 'additional' Clash Action could then spend another Action to Clash again.

Regardless of Free and/or Additional Actions a **Regiment can never perform more than 3 Actions in total during its Activation** regardless of however many Free or Additional actions it may have access to.

OUT-OF-SEQUENCE ACTIONS

Some Special Rules, Draw Events and other abilities will allow a Regiment to perform Out-of-Sequence Actions.

These Actions are often performed outside of a Regiment's Activation and do not count towards the 3 Action limit. In addition performing an Out-of-Sequence Action does not cause the Regiment to count as having Activated unless otherwise stated.

V) VICTORY PHASE

With the Action Phase completed, it is time to see whether you or your opponent has won. If your opponent has conceded, or has had their Army wiped out, then you are the victor! Otherwise, the victory conditions for each battle are determined in the Scenario you are playing, and you will need to consult the Victory Conditions section of the Scenario you're playing to determine who (if anyone) has won at this point.

If neither Player has won the game, a new Round begins starting from the Reinforcement Phase until there is a clear victor, or the Scenario ends.



CHAPTER THREE



OUT-OF-COMBAT ACTIONS

IN THIS SECTION
YOU WILL FIND DETAILS
ON THE VARIOUS ACTIONS
THAT REGIMENTS
CAN TAKE WHILE
OUT-OF-COMBAT.



MARCH

Your Regiment can only take a March Action if it is not in contact with an Enemy Regiment. If your Regiment is in contact with an Enemy Regiment, you might instead want to perform a Withdraw Action (see page 50).

Marching is the only Action a Regiment can perform more than once during a Round, without any Special Rules indicating otherwise.

MARCH DISTANCE

A Regiment Marches a distance, in inches, up to its March Characteristic. If there is more than one March Characteristic present in the Regiment, it must instead March up to the lowest March Characteristic present.

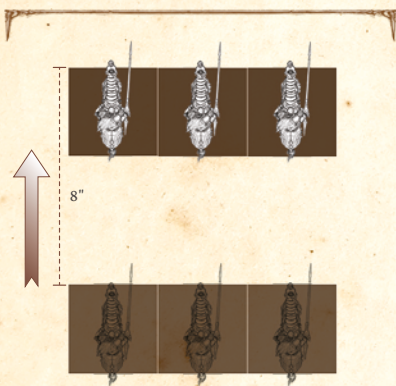


Fig. 3.1

The Regiment Marches directly forward. Note that the measurement is always taken from the front of the Regiment, to ensure it does not accidentally March further than it should.

DIRECTION OF MARCH

A Marching Regiment normally moves only in one direction during the course of a single March. However, it may Wheel during its move. In addition, a Regiment may choose to move directly sideways or backward but only up to half its regular March distance.

A Regiment performing a March Action cannot move in more than one direction during the same Action, outside of performing a Wheel. This means that you cannot move forward and then sideways or backward at half speed in the same Action.

PERFORMING A WHEEL

To perform a Wheel, a Regiment pivots around one of its front corners, using the distance traveled by the opposite front corner as the distance traveled during the Wheel.

The front corner moved as a result of that pivot may only move forwards. Once the Wheel is complete, the Regiment may then continue moving directly forward.

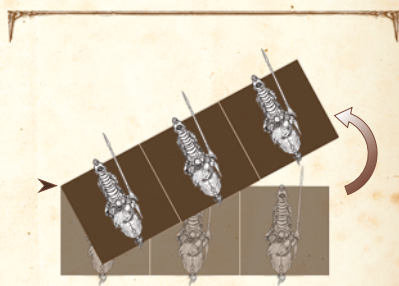


Fig. 3.2

When a Regiment Wheels, the distance traveled by the whole Regiment is equal to the distance traveled by the moving front corner.

A Marching Regiment may Wheel several times during its March, provided that its overall move is not greater than its lowest March Characteristic.

MARCH RESTRICTIONS

A Regiment may not March to within 1" of an Enemy Regiment or Garrison Terrain.

However, a Regiment may freely March through any friendly Regiments that are not in contact with any Enemy Regiments, provided that at the end of its March or chain of continuous March Actions the Regiment is not in an illegal position.

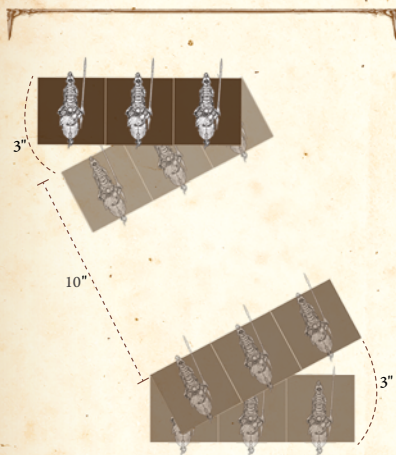


Fig. 3.3

This is an example of a March containing several Wheels. The total distance moved is equal to the sum of the two Wheels and the March forward (that is a 3" Wheel, followed by a 10" March forward and a final 3" Wheel).

MARCH THROUGH

A Regiment that uses a March Action may march through friendly Regiments without penalty. However, it can only do so if it has sufficient March distance to pass through all such obstructions. If a single March Action is not enough to clear all such obstructions, a Regiment may use its second March Action to ensure it ends in a legal position.

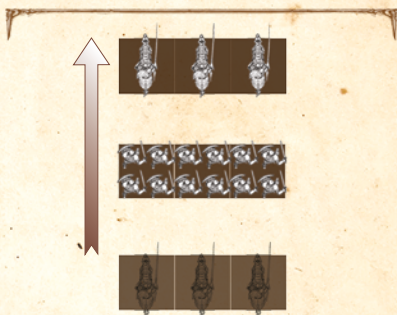


Fig. 3.4a

Above we see a successful March through a friendly Regiment.

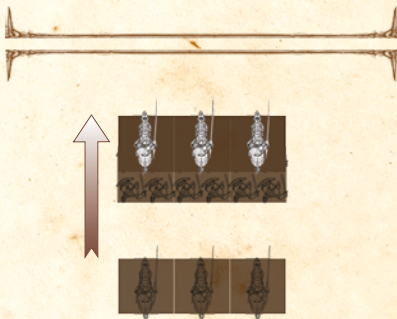


Fig. 3.4b

Above we see an illegal situation in which one Regiment ends its activation while overlapping another.

A Regiment cannot March through Enemy Regiments, friendly Regiments that are in contact with any Enemy Regiments or a Garrison Terrain occupied by an Enemy Regiment.

REINFORCEMENT ZONE & REINFORCEMENT LINE

Each Player's Reinforcement Zone is their table edge. The Reinforcement Line is determined at the beginning of each Round before the start of the Reinforcement Phase. To determine the Reinforcement Line, draw a line that is parallel to the Players' Reinforcement Zones, intersecting the rearmost corner of the foremost Friendly Regiment. If no Enemy Regiment is crossing this Reinforcement Line then it is set there.

Should an Enemy Regiment crosses that Reinforcement Line then it is pushed backward to the rearmost corner of the next foremost Friendly Regiment until no Enemy Regiment is crossing that Reinforcement Line.

For ease of reference a Player may place a marker on each side of the Battlefield where the Reinforcement Line meets the edges to keep track of it.

A Reinforcement Line may not move further forward from where it was set at the beginning of the Round; it may only be pushed backward to the rearmost corner of the next foremost Friendly Regiment. A Reinforcement Line may be pushed backward either because the foremost Friendly Regiment has been destroyed or an Enemy Regiment has its foremost corner crossing a Player's Reinforcement Line.

A Player keeps moving their Reinforcement Line backward until no Enemy Regiment is crossing their Reinforcement Line or it is pushed all the way back to a Player's Reinforcement Zone. Should throughout the Round, a Friendly Regiment find itself past its current Reinforcement Line, the Player checks to see if a new Reinforcement Line can be drawn following the steps above. This new Reinforcement Line cannot be further forward from where it was set at the beginning of the Round. If however, the Friendly Regiment moves further forward from where the Reinforcement Line was set at the beginning of the Round and would otherwise be able to draw a Reinforcement Line, then the Reinforcement Line returns to where it was

set at the beginning of the Round.

The Reinforcement Line is determined anew for every Player at the start of the next Round.

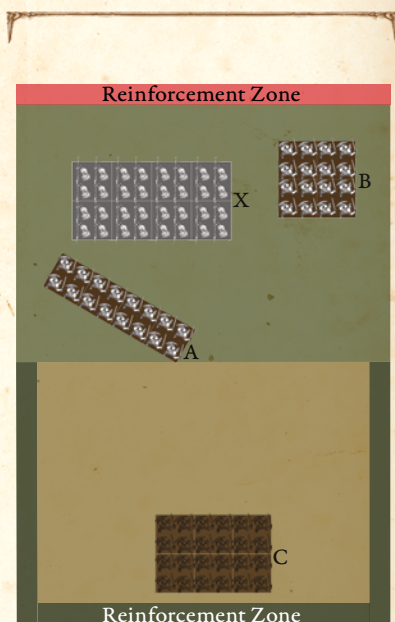


Fig. 3.5

Regiment C could enter from the Reinforcement Zone or from either side edge behind the rearmost point of Regiment A. It cannot enter from the side edges behind Regiment B, as Enemy Regiment X prohibits a Reinforcement Line to be drawn behind Regiment B as it would be crossing it.

REINFORCEMENTS MARCHING ONTO THE BATTLEFIELD

A Regiment may always March from Reinforcements onto the Battlefield from your Reinforcement Zone. Place the front edge of the Regiment's front Rank so it is touching the battlefield edge, and then complete the March as normal, measuring from the edge of the Battlefield rather than the front of the Regiment as you normally would.

If one March Action is not enough to bring all of the Regiment's Stands onto the battlefield, then it must perform a second March Action to ensure all of its Stands are on the Battlefield. When a Regiment is entering the Battlefield, it must assume a formation and a point of entering that would allow it to do so.

Alternatively, you may bring your Reinforcements onto the Battlefield from side edges, provided that the point of entry is between your Reinforcement Zone and your Reinforcement Line.

FAILED REINFORCEMENT

If it is not possible for the Regiment to enter the Battlefield according to the rules given above, the Regiment returns to Reinforcements.

In the next Round that Regiment is considered to have automatically passed its Reinforcement Roll and may attempt to March onto the Battlefield as normal.

This automatic pass does not count towards the Regiment a Player chooses to automatically come into the Battlefield from Reinforcements each Round. If a Regiment can enter the Battlefield, then it must do so.

CHARGE

A Charge Action is the only way a Regiment can move into contact with an enemy Regiment (and therefore able to Clash with that enemy Regiment). A Regiment cannot perform a Charge Action during the Round in which it has arrived from Reinforcements.

DECLARING A CHARGE

When declaring a Charge, you may only choose one Enemy Regiment to be the Target of your Charge and

it must be within your front arc and within Line of Sight. You cannot choose more than one Regiment as the Target of a Charge.

Roll a die – this is the Charge Roll. Add the Charge Roll to the Regiment's lowest March Characteristic. This is the Charge Distance.

If the Charge Distance is greater than or equal to the distance, in inches, between the Charging Regiment and the Target Regiment, the Charge is successful. If the total is less than the distance between the Charging Regiment and the Target Regiment, the Charge is failed (see "Failing a Charge" further below).

An Enemy Regiment is not a legal Charge Target if it is outside the maximum possible Charge Distance, taking into account all Special Rules and Abilities that would allow you to Charge further away, *e.g. the Hundred Kingdoms Tourney Champion*.

THE CHARGE MOVE

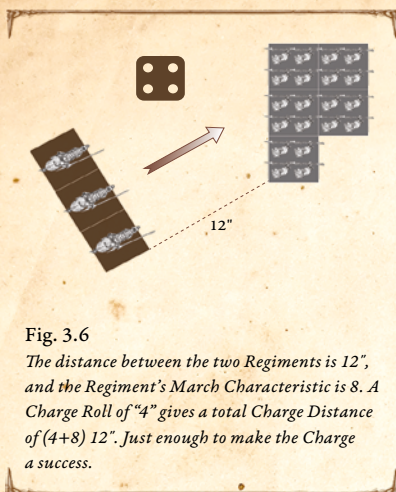
If the Charge is successful, you may now move the Charging Regiment into contact with the Enemy Regiment, as if it was performing a March Action, but may only move directly forward. This is called the Charge Move.

Your Regiment is only permitted a single free Wheel, up to 90°, following Wheeling rules, performed at the beginning of the Charge Move.

The purpose of this Wheel is to ensure that the subsequent Charge Move and final pivot (which will be explained later) Engages as many of the Charging Regiment's front-Rank Stands with as many of the

Target Regiment's Stands as possible. Moreover, each of the Charging Regiment's front-Rank Stands should Engage as many of the Target Regiment's Stands as possible. The free Wheel does not count toward the Charge Distance moved.

Once the Regiment is aligned, its Charge Move may have it move through other Friendly Regiments not currently in contact with an Enemy Regiment, provided that it does not end up in an illegal position once the Charge is finalized.



If the Charging Regiment cannot complete its Charge Move against the Target Regiment because its path is blocked by another Enemy Regiment, Garrison Terrain or Impassable Terrain, the Charge Action automatically fails (see "Failing a Charge" further below). A Charging Regiment may come within 1" of other Enemy Regiments and Garrison Terrain during a Charge Move. However, it may not come in contact with an Enemy Regiment or piece of Garrison Terrain it did not declare a Charge against as part of its Charge Action.

FINALIZING THE CHARGE

As soon as the Charging Regiment contacts the Target Regiment, it stops moving. Then it Engages the Target Regiment's Stands by **rotating** up to 90° at the point the Regiments come in contact, in a movement similar to "closing a door", until both the Charging Regiment's front and the Target Regiment are in contact on the Charged facing.

If the Charging Regiment cannot pivot flush to the Target Regiment (because of Terrain or another Regiment being in the way), then the Target Regiment pivots in order to bring its Charged facing into contact with the Charging Regiment's front arc. In the case where the Target Regiment is already Engaged with another Regiment, it does not pivot and the Charge Action automatically fails (see "Failing a Charge" further below).

Should your opponent have placed their Regiments in such a way as to make it impossible to come into contact with the Target Regiment without coming into contact with another Regiment as well, push the offending unengaged Enemy Regiment a maximum of 1" directly away from the Charging Regiment and complete the pivot.

A Regiment that is being pushed in this way performs a 1" move directly away from the Charging Regiment even if that move will require the Regiment to move diagonally, moving a full 1". This 1" push does not allow the Regiment to end up in an illegal position. If that 1" push is still not enough for the Regiments to complete the Charge then the Charge Action automatically fails (see "Failing a Charge" further below).

CHARGING THROUGH

A Regiment is allowed to move through Friendly Regiments that are not in contact with an Enemy Regiment when performing a Charge Action. This can be the result of a Charge Action, but also as part of a sequence of Actions such as Marching and then Charging even if that first March has the Regiment overlapping with a Friendly Regiment.

If the combined movement total of the Actions is not enough to completely clear the Friendly Regiment (or if there is not enough space for the Charging Regiment to completely clear the Friendly Regiment), then the Charge Action automatically fails (see "Failing a Charge" later on).

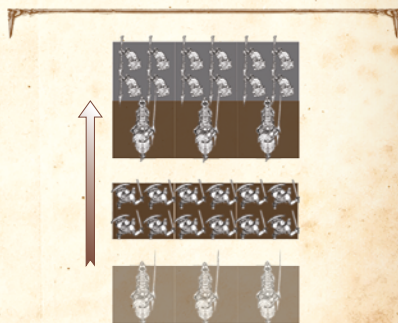


Fig. 3.7
This is a successful Charge through a friendly Regiment.

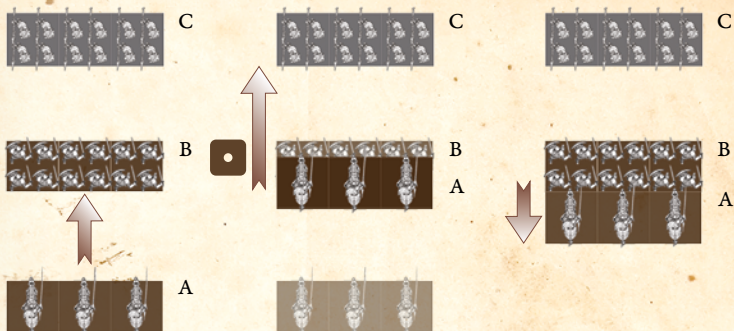


Fig. 3.8

Regiment A finishes its first move overlapping Regiment B. Notice how this is not an illegal move yet. As a second Action, Regiment A attempts to Charge Regiment C where it cannot move enough to reach its intended Target nor can it move completely past Regiment B. Regiment A cannot finish both its Actions overlapping another Regiment, therefore it must move the minimum distance backward to no longer overlap.

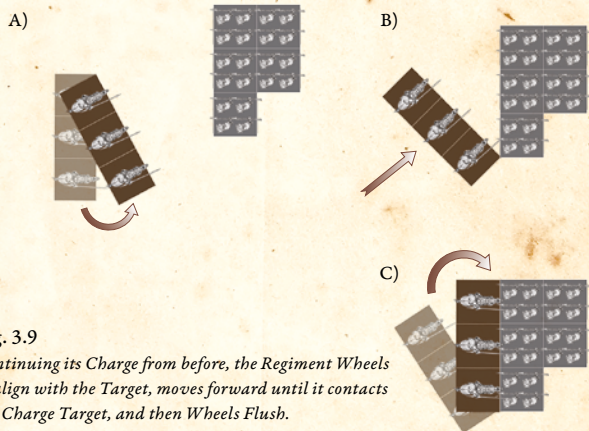


Fig. 3.9

Continuing its Charge from before, the Regiment Wheels to align with the Target, moves forward until it contacts the Charge Target, and then Wheels Flush.

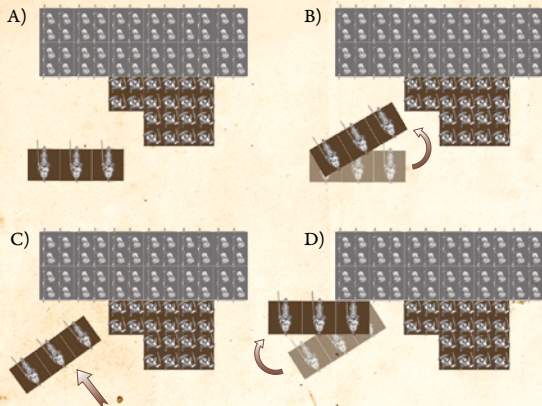


Fig. 3.10

In this example, the Regiment Wheels just enough to avoid colliding with the allied Infantry Regiment, completes the Charge Move, and then Wheels flush to the Charge Target.

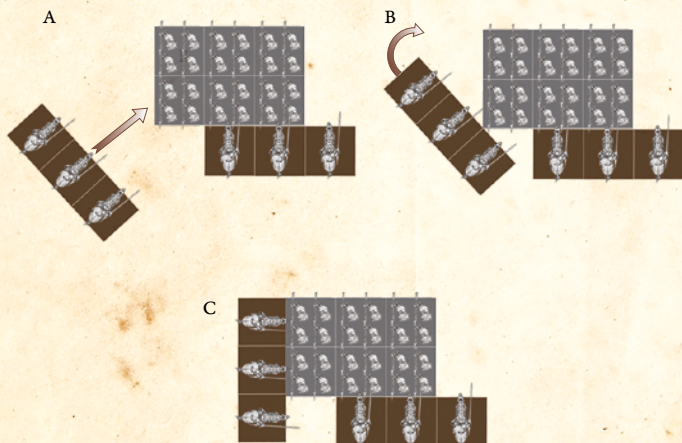


Fig. 3.11

*In this example, the Regiment Charges and connects on the Enemy Regiment's Corner. As the Regiment is Charging the Drones to the Side it will **rotate** on that point to Engage the Side.*

WHICH FACING?

A Regiment Charges a Target Regiment in the facing the majority of the Charging Regiment's **Front Rank Stands** are in when the Charge Action is declared. In the case where a Charging Regiment does not have the majority of its Front Rank Stands in a specific facing but has an equal amount of Stands in more than one facing then the Charging Regiments may choose which facing to Charge to. A Stand may find itself in more than one facing. Should that happen then the Stand counts as being in both facings.

A Single Stand Regiment Charges a Target Regiment in the facing the majority of its Stand is in when the Charge Action is declared. Make sure to remember that a Chariot Regiment's Stand is considered to be a single Stand! Similarly a **[CHARACTER]** attached to a Monster Regiment is also considered to be a single Stand.

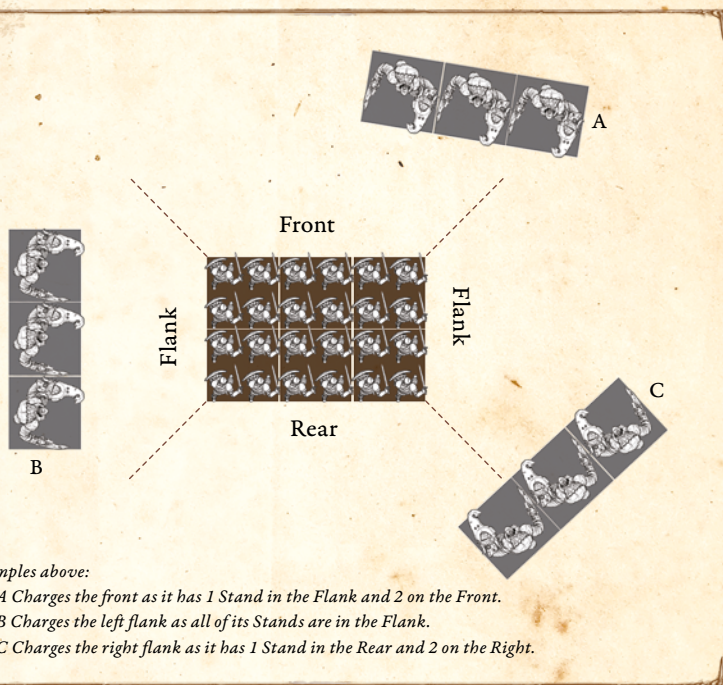


Fig. 3.12

In the examples above:

Regiment A Charges the front as it has 1 Stand in the Flank and 2 on the Front.

Regiment B Charges the left flank as all of its Stands are in the Flank.

Regiment C Charges the right flank as it has 1 Stand in the Rear and 2 on the Right.

CHARGING AND INSPIRE

Upon completion of a successful Charge Action, the Regiment immediately gains the "Inspired" Special Rule (see page 99). Note that the "Inspired" Special Rule does not affect Impact Attacks and is in effect wasted if the Regiment has no Actions left this Round, as it lasts until the end of the Regiment's Activation.

FAILING A CHARGE

If the Regiment's Charge Distance is less than the distance between the Charging Regiment and the Target Regiment, the Charge is failed. The Charging Regiment moves directly forward a distance equal to the result on the die of the Charge Roll, halting 1" away from any Enemy Regiment and any piece of Garrison Terrain.

If the Charging Regiment cannot complete its Charge Move against the Target Regiment because its path is blocked by another Enemy Regiment, Garrison Terrain or Impassable Terrain, it stops its Charge Move, halting 1" away from any Enemy Regiment and any piece of Garrison Terrain.

If during the "Charging Through" part of a Charge the combined movement total of the Actions is not enough to completely clear the Friendly Regiment (or if there is not enough space for the Charging Regiment to completely clear the Friendly Regiment) the Charge is failed. The Charging Regiment immediately moves the minimum amount needed to no longer overlap with the Friendly Regiment and both Regiments become Broken.

If during the "Finalizing the Charge" part of the Charge, the Regiment has made contact with the Target Regiment but neither one can pivot flush, the Charging Regiment performs a 1" move directly away from the Target Regiment, from the position the Charging Regiment was in when it initially made contact, moving backwards a full 1", halting 1" away from any Enemy Regiment and any piece of Garrison Terrain.

If halting 1" away from any Enemy Regiment and any piece of Garrison Terrain is not possible it halts as far away as possible and the Player ensures that its next Activation will bring it in a legal position.

Should an unengaged Enemy Regiment(s) be pushed 1" during the process of Finalizing the Charge then that pushed Regiment (s) return to where they were before that push.

If a Regiment fails a Charge Action, it loses all other Actions remaining this Round and its Activation ends.

IMPACT ATTACKS

Some troops – such as knights – rely on the sheer, overwhelming force of their impact to inflict damage on the foe.

Once a successful Charge is completed, Impact Attacks are immediately resolved as part of the Charge Action. Impact Attacks are only inflicted by Stands that have the **Impact (X)** Special Rule.

Stands in the Regiment inflict Impact Attacks equal to the **X** value in their **Impact (X)** Special Rule. Impact Attacks are resolved similarly to Clash Attacks in terms of Rolling to Hit, Defense Rolls and Morale Tests (see page 46). However, they do not benefit from any Special Rules that specifically affect Attacks made during a Clash Action. Unengaged Stands contribute Impact Attacks as normal equal to their **Impact (X)** value.

TAKE AIM

When a Regiment performs the Take Aim Action, the Regiment gains the **Aimed Shot Special Rule** until the end of its Activation.

RALLY

Only a Regiment with the Broken Status can perform a Rally Action. If a Regiment performs a Rally Action, it is no longer Broken. Remove the Broken Marker.

REFORM

A Reform Action allows a Regiment to change its formation (its combination of Ranks and Files). A Reform Action, just like a March, can be performed more than once during a Regiment's Activation. To do this, a Reform is broken down into two steps that are performed in order:

1) Stands in the Reforming Regiment may move to or from other Ranks adopting a new, legal formation (see page 13 for more on legal formations) but no Stand may move more than its March Characteristic. New Ranks can only be added to the rear of the Regiment in this way. For all intents and purposes the Stands count as "moving" and so cannot end up overlapping with another Regiment or come within 1" of an Enemy Regiment.

2) The Regiment may rotate using the Regiment's center, up to 180° . Unlike a Combat Reform, the center of the Regiment must not move as a result of the Reform Action. A Regiment may move through a Friendly Unengaged Regiment during this Rotation as long as it does not end up overlapping with it.

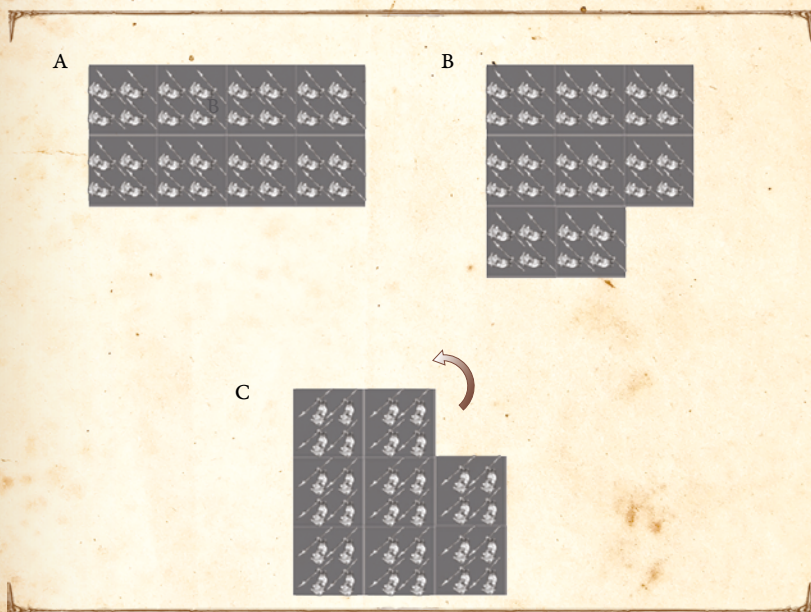


Fig. 3.13

Above, the Regiment performs a Reform Action. First it adopts a new legal formation where each Stand moves no more than its March Characteristic. Once this is over and a new center has been established for the Regiment, the Regiment rotate on its center up to 180° . During that second step (C) it is irrelevant how much each Stand has moved.

VOLLEY

A Volley Action can only be used if an unengaged Regiment has at least one Stand with the Barrage (X) Special Rule – otherwise, it does not have a ranged weapon with which to make a Volley.

CHOOSING A TARGET AND LINE OF SIGHT

In order to check if a Volley Action can be declared, first determine whether at least one Stand of the Target Regiment is within Line of Sight and Barrage Range of the Volleying Regiment. If the Target Regiment is outside Line of Sight and/or Barrage Range then you may not declare a Volley Action against that Target unless a Special Rule states otherwise. A Regiment performing a Volley Action cannot divide any of its Stand's shots amongst multiple Targets. All Stands in the Regiment must Target the same Enemy Regiment.

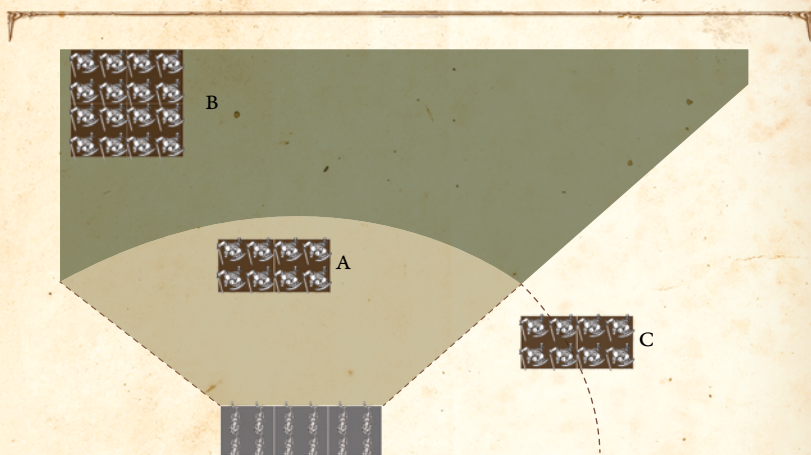


Fig. 3.14

In the example above, the Regiment can Target Regiment A with a Volley as it is both within range and within the front arc. It cannot Target Regiment B, because it is out of range, nor Regiment C, because it is outside the front arc.

CHECK FOR OBSTRUCTION

For each Stand in the Front Rank of the Volleying Regiment, trace a straight line, 1mm wide and as long as the Stand's Barrage Range, between the center of the Volleying Stand's front facing and any point of any Stand in the Target Regiment.

If the line is not long enough to reach any point of any Stand in the Target Regiment then the Stand does not contribute any shots to the Volley.

If the line is interrupted by any Regiments or pieces of Obstructing Terrain of a Size equal to or larger than both the Size of the Volleying Regiment and the Target Regiment, then the shot is Obstructed and the Stand does not contribute any shots to the Volley regardless of whether its target is within Barrage Range.

If the line is not interrupted by Regiments or Obstructing Terrain, that Stand's Volley is a **Clear Shot**. Regiments and pieces of Terrain of a smaller Size than the Volleying Regiment are ignored, as are

Regiments and Terrain of a smaller size than the Target. A Regiment can be targeted if it is in contact with an Enemy Regiment following all rules for Choosing a Target and Checking for Obstruction as normal.

CHECK FOR EFFECTIVE RANGE

You're nearly ready to unleash your Volley! First, however, you need to check if your Stands are shooting within Effective Range. The Range given for the Barrage (X) Special Rule is not the Stand's optimal Range, but its maximum Range. Although Hits are possible at maximum Range, and quite deadly, Volleys are always more effective when unleashed at shorter ranges.

To represent this, if the distance between Stands in the Volleying Regiment and the Target is less than half the range of the Volleying Regiment's Barrage (X) Special Rule, then each of the Volleying Stands that are within that range receive a +1 bonus to their Barrage (X) Special Rule. **This is called the Effective Range.**

It is entirely possible that, when checking for Effective Range, some of the Volleying Regiment's Stands are within Effective Range and some others are not. It is also entirely possible that certain Stands would have to draw Line of Sight to their Target through pieces of Terrain or to different arcs that other Stands in the Regiment will not.

In this case, Stands that are within Effective Range would receive the +1 bonus to their Barrage (X) Special Rule while Stands that are not within Effective range would not, and Effective Range would have to be measured for each Stand as a result.

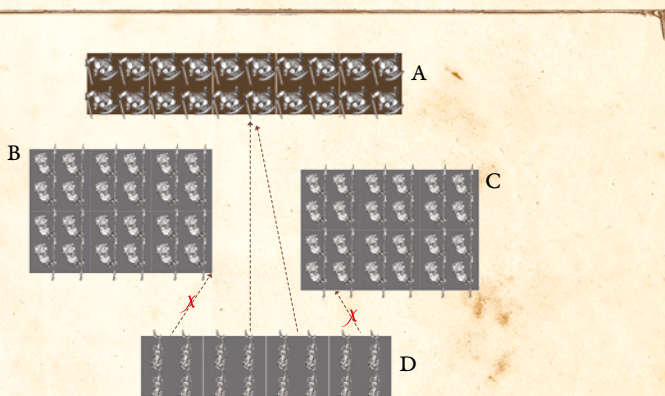


Fig. 3.15

Regiment D Targets Regiment A with its Volley. However, because of the presence of Regiments B and C, only two of the Stands have clear Shots, whilst one Stand is Obstructed and does not contribute shots to the Volley..

STANDS IN MULTIPLE ARCS

Stands in a Regiment perform Volley Attacks against the Target Regiment's arc they are in. It is possible for different Stands in the same Regiment to be within different arcs of the same Target Regiment. In this case each Stand performs its Volley Attacks against the arc they are in. Should a Stand be within more than one arc then it may choose which arc to direct its Volley Attacks against.

Volley Attacks against each arc are resolved separately but simultaneously. Keep separate track of Hits and Wounds inflicted on each arc as Defense and/or Morale Tests may be subject to different effects and Special Rules.

Example: *A Regiment does not benefit from the Shield Special Rule when Hits are inflicted on its Flank or Rear. Similarly Volley Attacks that cause the Target Regiment to take Morale Tests are affected when Hits are inflicted on the Target Regiment's Flank or Rear.*

DETERMINE THE NUMBER OF SHOTS

A Stand on the first rank making a Clear Shot fires a number of shots equal to the (X) in this Stand's Barrage (X) Special Rule.

If a Stand's shot is Obstructed, then it contributes no Shots when the Regiment performs a Volley Action. Stands in any Rank other than the first do not contribute any shots to the Volley.

To determine the number of Shots, first calculate the total dice contributed by each Stand in the first rank and add any additional shots that come up as a result of a rule or special ability, e.g. *firing within Effective Range*.

Then, once the number of Shots is determined you then apply any negative modifiers that would reduce your total number of Shots e.g. *The Loose Formation Special Rule* or *Obscuring Terrain*.

ROLLING TO HIT

Roll a number of dice equal to the Shots being fired.

Any die that is less than or equal to your Stand's Volley Characteristic is a Hit.

Any die that is greater than your Stand's Volley Characteristic is a Miss. Should the Volley Characteristic of the Volleying Stand be 6 or above, that Stand gains the Rapid Volley Special Rule.

Example: *Your 3 Stand Infantry Regiment (Volley 2 and Barrage (3)) are Volleying at an Enemy Regiment for a total of 9 Shots. You roll 9 dice. Any result of a 1 or 2 is a Hit. Any result of a 3 or more is a Miss. Should the Volley Characteristic of the Volleying Regiment be a 6 or above, every roll of a 1 inflicts 2 Hits instead of 1 due to the Rapid Volley Special Rule.*

THE DEFENSE ROLL

Now, your opponent rolls a number of dice equal to the number of Hits scored by the Volleying Regiment.

Any roll that is less than or equal to their Regiment's Defense or Evasion Characteristic, after any modifiers, is a successful Defense Roll. The Regiment's armor or reflexes have saved them on this occasion!

Any roll that is greater than both their Regiment's Defense and Evasion Characteristics, after any modifiers, is a failed Defense Roll and the Regiment suffers a Wound.

Note that you only make one roll, which is compared to both the Defense and Evasion Characteristics. Also note that the Defense Roll is an exception to the rule that any die roll of "1" is an automatic success. If your Regiment has a Defense and Evasion of 0 (or had these Characteristics reduced to 0 by a Special Rule), it cannot pass a Defense Roll.

REMOVE CASUALTIES & MORALE

Keep a tally of the Wounds each Stand in a Regiment has taken and proceed to the Removing Casualties step (see page 54).

Note that Wounds suffered from a Volley Action **do not** cause Morale Tests.

PASS

A Regiment or [**CHARACTER**] may opt to Pass instead of performing an Action. The Regiment or [**CHARACTER**] passes an Action without being treated as having performed an Action.

A Regiment or [**CHARACTER**] may opt to Pass any and all of its available Actions if it so wishes. If it chooses to Pass all of its Actions it will count as having Activated but not as having performed any Actions.





CHAPTER FOUR



COMBAT ACTIONS

IN THIS SECTION
YOU WILL FIND DETAILS
ON THE VARIOUS ACTIONS
THAT REGIMENTS
CAN TAKE WHILE
IN COMBAT.



CLASH

Your Regiment can perform a Clash Action if it is in contact with at least one Enemy Regiment. When performing a Clash Action, all Stands in contact with an Enemy Stand – called Engaged Stands – direct their Attacks at the Regiment the Enemy Stand belongs to. This includes any Stands that are corner-to-corner.

All Stands not in contact with an Enemy Stand are called Unengaged Stands. Unengaged Stands only contribute Support Attacks.

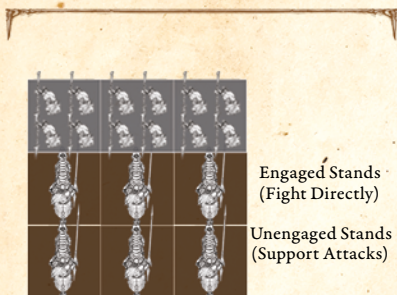


Fig. 4.1

UNENGAGED STANDS AND ATTACKS

Each Unengaged Stand contributes 1 Support Attack, regardless of the Stand's Attack Characteristic. Certain Special Rules, such as the Support (X) Special Rule, can modify this number. Engaged Stands cannot perform Support Attacks.



Fig. 4.2

Men-at-Arms Stands have an Attack Characteristic of 4. This gives a total of 4 Attacks per Stand, and 12 Attacks overall, from a 3 Stand Regiment.

CALCULATING THE NUMBER OF ATTACKS

Before Rolling To Hit, you need to determine the total number of Attacks being made.

ENGAGED STANDS AND ATTACKS

Each Engaged Stand makes a number of Attacks equal to its Attacks Characteristic.

Certain Special Rules and Draw Events can increase a Stand's Attacks Characteristic. This will increase the total number of Attacks a Stand generates by X when it performs its Attacks.



Fig. 4.3

In this last example, each of the front three Stands contributes its full 4 Attacks. Each of the rear Stands contributes 1 support Attack.

INCOMPLETE RANKS

If your Regiment is in contact with an Enemy Regiment's flank or rear (or your Regiment itself is being attacked from the flank or rear), you'll sometimes discover that some of its Stands are not in contact due to incomplete Ranks.

When this happens, treat the Regiment as being a rectangle as long and as wide as its most complete Rank, ignoring the gaps created by such incomplete Ranks. Each of your Stands in "contact" with this abstract rectangle is considered to be in contact for the purpose of calculating the number of Attacks.

This abstract rectangle is taken into account when a Regiment is in contact with another Enemy Regiment is Charging or being Charged by an Enemy Regiment.

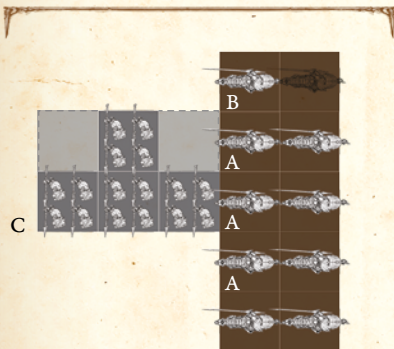


Fig. 4.4

Stands marked A Attack directly with their full complement of Attacks, as they are in contact with the enemy Regiment. Since the back Rank of Regiment C is incomplete, treat it as if it were complete for the purpose of determining how many Stands are engaged. This way Stand B is also considered engaged.



MORE THAN ONE TARGET

If your Regiment is in contact with two or more enemy Regiments, chances are that some of the Stands will be Engaged with Stands from two or more different Enemy Regiments.

If your Stand is in contact with Stands from two or more Enemy Regiments, you choose which Regiment each of your Engaged Stands Attack – direct all of the Stand's Attacks at the Target of your choice without splitting its Attacks. Similarly, you can choose which of the Enemy Regiments each of your Unengaged Stands Attack. Support Attacks from a single Stand cannot be split between two Enemy Regiments. In other words, if a Stand is contributing Support Attacks, it may do so against one (and only one) Enemy Regiment in contact with its Regiment.

Resolve each pool of Attacks separately, from Rolling To Hit all the way through to Testing Morale.

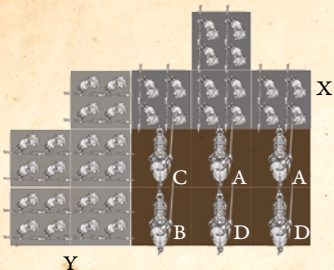


Fig. 4.6

Stands A must Attack Regiment X, as they are in contact. Stand B must Attack Regiment Y, as they are in contact. Stand C may Attack either Regiment X or Y. Similarly, Stands D may direct their Support Attacks against either X or Y. Both could Attack the same Regiment, or different Regiments.

ROLL TO HIT

Roll a number of dice equal to the Attacks being made.

Any die that is less than or equal to your Regiment's Clash Characteristic is a Hit.

Any die that is greater than your Regiment's Clash Characteristic is a Miss, commonly referred to as a failed Hit. Should the Clash Characteristic of a Stand be 6 or above, that Stand gains the Relentless Blows Special Rule.

Example: Your Regiment of Force Grown Drones (Clash 1) are Attacking an Enemy Regiment for a total of 20 Attacks. You roll 20 dice. Any result of a 1 is a Hit. Any results of a 2 or greater are Misses.

FLANK & REAR ATTACKS

If the Active Regiment is Attacking the Enemy in the Flank or Rear, your opponent must Re-Roll any successful Morale Tests (page 12).

You've caught the Enemy unprepared, with their attention turned to the front – it's time to reap the benefits as panic sweeps through their ranks.

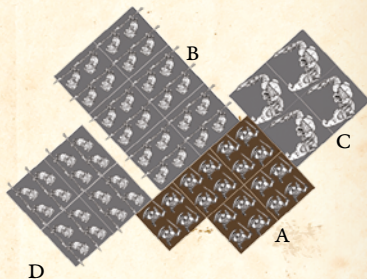


Fig. 4.7

Regiment A would re-roll successful Morale Tests against Attacks originating from Regiment C. Similarly, Regiment B would have to re-roll successful morale saves from Regiment A.

THE DEFENSE ROLL

Now, your opponent rolls a number of dice equal to the number of Hits your Stands have inflicted.

Any roll that is less than or equal to the Regiment's Defense or Evasion Characteristic, after any modifiers, is a successful Defense Roll. The Regiment's armor or reflexes have saved them on this occasion!

Any roll that is greater than both the Regiment's Defense and Evasion Characteristics, after any modifiers, is a failed Defense Roll and the Regiment suffers a Wound as a result.

Note that you only make one roll, which is then compared to both the Defense and Evasion Characteristics. Also note that the Defense Roll is an exception to the rule that

any die roll of “1” is an automatic success. If your Regiment has a Defense and Evasion of 0 (or has its Characteristics reduced to 0 by a Special Rule), it cannot pass a Defense Roll.

Example 1: *Your Regiment of Gilded Legion (Defense 3) suffers 6 Hits. You therefore roll 6 dice, needing to roll a 3 or less on each. You roll 1, 1, 2, 4, 4, 5. Three results are equal to or less than 3, preventing 3 of the possible 6 Wounds.*

Example 2: *Your Regiment of Vanguard Clones Infiltrators (Defense 1, Evasion 2) suffers 6 Hits. As your Evasion is higher than your Defense, you therefore need to roll a 2 or less on each die. You roll a 1, 2, 2, 3, 3, 5, preventing 3 of the possible 6 Wounds.*

Example 3: *Your Regiment of Centaur Avatars (Defense 3, Evasion 1) suffers 4 Hits with the Smite Special Rule, which reduces their Defense to 0 for those Hits. You therefore need to roll equal to or lower than the Evasion Characteristic of 1 to prevent any Wounds.*

REMOVING CASUALTIES AND TESTING MORALE

Keep a tally of the Wounds the Regiment has taken and proceed to the Removing Casualties step (see page 54). After that, your opponent may have to Test Morale (see page 60).



COMBAT RALLY

Only a Regiment with the Broken Status can perform a Combat Rally Action. If a Regiment performs a Combat Rally Action, it is no longer Broken. Remove the Broken Marker.



COMBAT REFORM

A Combat Reform Action allows a Regiment to change its formation (the configuration of its Ranks and Files) while in contact with one or more Enemy Regiments. You cannot use a Combat Reform to reduce the total number of Stands in contact. When performing a Combat Reform Action, roll a die. If the result is less than or equal to the highest Resolve Characteristic a Stand in the Regiment has, the Regiment has made a Clean Reform. If the result is greater than the highest Resolve Characteristic a Stand in your Regiment has, your Regiment has made a Fighting Reform.

CLEAN REFORM

If your Regiment performs a Clean Reform, the Reforming Regiment immediately adopts a new, legal formation. Then it may turn to face any direction (see page 13 for more on legal formations).

The center of the Regiment must not move a distance greater than the lowest March Characteristic of any Stand in the Regiment, and no Stand may move further than its March Characteristic.



Finally, the reforming Regiment may not find itself in a different facing of the Engaged Regiment than the one it was before performing the Reform.

FIGHTING REFORM

If your Regiment makes a Fighting Reform it suffers 1 Wound for each of its Stands in contact with an Enemy Regiment. Once any casualties have been removed, and Morale Tests taken, the Regiment adopts a new legal formation as per a Clean Reform.

Finally, the reforming Regiment may not find itself in a different facing of the Engaged Regiment than the one it was before performing the Reform.

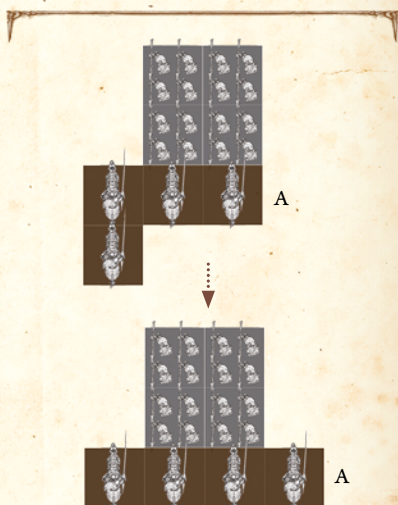


Fig. 4.8

Regiment A makes a Combat Reform to bring all of its Stands into contact with the enemy Regiment.

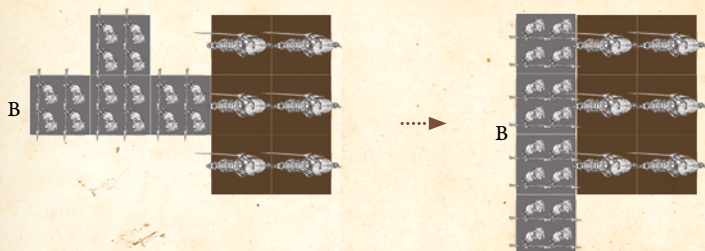


Fig. 4.9

Regiment B makes a Combat Reform not only to bring all of its Stands into contact with the enemy, but also to face them head on, instead of being attacked in the flank.

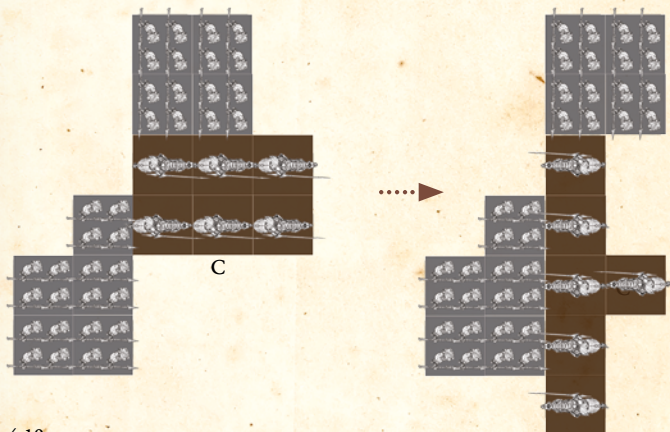


Fig. 4.10

Regiment C reforms to bring more Stands into contact with the Regiment to its rear. It also chooses to face the Regiment to its rear, leaving the other Regiment to its flank.

INSPIRE

When a Regiment performs the Inspire Action, the Regiment gains the Inspired Special Rule until the end of its Activation.

Inspired: This Regiment adds +1 to its Clash Characteristic until the end of the Regiment's Activation. If this modifies the Clash Characteristic to a 5 or greater, it does not receive the +1 Clash but instead may Re-Roll unmodified Hit Rolls of "6". The +1 to the Clash Characteristic from the Inspired Special Rule is always added in after all other Clash modifying rules have been applied.

Example: A Men-At-Arms Regiment (Clash 2) performs an Inspire Action as its first Action during its Activation. The Regiment thus gains the Inspired Special Rule until the end of its Activation. Therefore, when it performs its second Action and Clashes it will now do so with Clash 3. Once the Regiment finishes its Activation, it loses the Inspired Special Rule.

Example: A Dragonslayers Regiment (Clash 4) performs an Inspire Action as its first Action during its Activation and then proceeds to perform a Clash. During the Clash Action their Clash of 4 would not change but instead Re-Roll unmodified rolls of "6". Once the Regiment finishes its Activation, it loses the Inspired Special Rule.

WITHDRAW

A Withdraw Action is taken in order to remove your Regiment from melee. It can only be used by a Light or Medium Regiment, and only if the Regiment is in contact with one or more enemy Regiments. A Regiment performing this Action only counts as having performed a Withdraw Action.

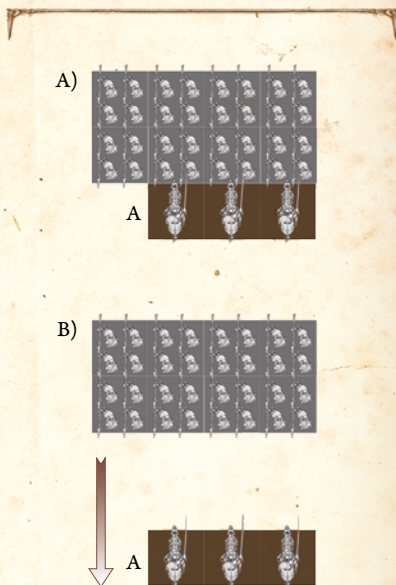


Fig. 4.11
Regiment A makes a Withdraw Action,
Reforming and Marching directly away from
the enemy Regiment.

When taking a Withdraw Action, roll a die. If the result is less than or equal to the highest Resolve Characteristic of any Stand in your Regiment, the Regiment has made a Clean Withdrawal.

If the result is greater than the highest Resolve Characteristic of a Stand in your Regiment, your Regiment has made a Fighting Withdrawal.

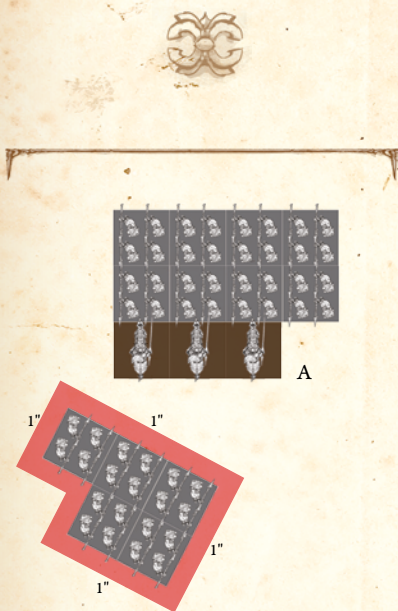


Fig. 4.12

Regiment A is limited in how far it can Withdraw by Marching backward (either due to an enemy Regiment physically blocking its path, or because its March would end within 1" of the enemy Regiment). In this case, it may be better off using its Withdraw Action to March to its right flank.

CLEAN WITHDRAWAL

If your Regiment makes a Clean Withdrawal, it immediately suffers D6 Wounds (as even the best executed Withdrawal is a risky endeavor), reforms facing away from the enemy Regiment(s) and immediately performs an out-of-sequence March Action (as part of this Withdraw Action) following the rules given on page 28. Remember that a Regiment cannot end its March within 1" of an Enemy Regiment or Garrison Terrain. If the March cannot be completed for any reason, return the Regiment to its original position – the Withdraw Action has failed.

Note that a regiment making a Withdraw Action must keep its formation following the reform. This merely allows the Regiment to rotate on its axis and March away.

FIGHTING WITHDRAWAL

If your Regiment makes a Fighting Withdrawal, it immediately suffers D6 Wounds (roll one die) for each of its Stands in contact with an Enemy Stand. That is rolling 1 D6 and applying the indicated number of Wounds for all Stands in contact with an Enemy Stand. Once any Casualties have been removed and Morale Tests taken, it reforms facing away from the Enemy Regiment(s) and immediately performs an out-of-sequence March Action (as part of this Withdraw Action) following the rules described above for **Clean Withdrawal**.

PASS

A Regiment or [**CHARACTER**] may opt to Pass instead of performing an Action. The Regiment or [**CHARACTER**] passes an Action without being treated as having performed an Action.

A Regiment or [**CHARACTER**] may opt to Pass any and all of its available Actions if it so wishes. If it chooses to Pass all of its Actions it will count as having Activated but not as having performed any Actions.



CHAPTER FIVE



ALLOCATING WOUNDS & REMOVING CASUALTIES

IN THIS SECTION
YOU WILL FIND DETAILS
OF HOW WOUNDS
ARE INFLICTED,
ALLOCATED AND RESOLVED
USING THE SAME SYSTEM.



ALLOCATING WOUNDS & REMOVING CASUALTIES

Wounds are not assigned directly to a Regiment. Rather, each Wound suffered adds one Wound Marker to the **Wound Pool**. Once the size of the Wound Pool has been determined, begin to allocate the Wounds in the Wound Pool to Stands within the Regiment.

When allocating a Wound from the Wound Pool to the Regiment, start to allocate Wounds one by one to a Stand in the Regiment's rearmost rank, prioritizing Stands that have already suffered Wounds, and ignoring [**CHARACTER**]s, until the amount of Wounds suffered equals the Stand's Wounds

Characteristic. Each Wound allocated to a Stand is represented by placing an appropriate Wound Marker next to it.

Once the Wounds allocated to a Stand equal its Wounds Characteristic, that Stand is destroyed and will be **Removed as a Casualty**. Stands that have suffered enough Wounds to be removed as casualties are removed from the battlefield the moment the last Wound is suffered. A Stand that has suffered Wounds but is still in play is referred to as a **Wounded Stand**.

Always allocate Wounds to Stands in the following order, ignoring [**CHARACTER**]s:

Wounded **non**-Command Stands must be allocated Wounds first.

A Stand must be destroyed before allocating Wounds to another Stand that has not suffered Wounds.

A Stand from alternating ends of a Regiment's rearmost rank, leaving the centermost Stand of a rank to suffer Wounds last.

A Stand that would cause the Regiment to reduce the number of Engaged Stands with an Enemy Regiment (make sure to leave as few unengaged Stands as possible!).

Command Stands are always removed last. Wounds are nearly always allocated to a Regiment's rearmost rank. Should Stands be allocated Wounds suffered by an Enemy Regiment Engaged in melee, Wounds allocated should not cause the destruction of Stands that would affect the number of Stands in contact with any Enemy Regiment(s).

Effectively, this will mean you will remove Stands as Casualties from your rearmost rank, removing any that have suffered Wounds previously in the battle, while alternating removing from the left and right ends of the Regiment's ranks. Finally, you should remove Stands that are not in contact with an Enemy Regiment unless there is no other option available.



Continue allocating Wounds one by one until there are no more Wound Markers in the Wound Pool, or there are no Stands left to allocate the Wounds to. Each time a Stand suffers Wounds, the Wound Pool and its subsequent allocation of Wounds starts anew.

It is important to keep in mind that the next step in the process after Removing Casualties, i.e. Testing Morale, requires the players to keep an accurate tally of the number of Wounds a Regiment has suffered from a single Wound Pool. Once a Regiment has been Allocated Wounds and proceeded to Remove Casualties, it then takes a number of Morale Tests equal to the Wounds it has suffered.

Therefore, it is important to take note of the amount of Wounds suffered from any single Wound Pool.

Example: A Stand of Men-at-Arms (Wounds 4) takes damage from an Enemy Regiment in contact. After all Defense Rolls are made, there are 2 Wound Markers in the Wound Pool. A Stand in the Regiment's rearmost rank is assigned the Wound Markers, one at a time, until there are 2 Wound Markers allocated on that Stand.

Example: A Stand of Men-at-Arms (Wounds 4) takes damage from an Engaged Enemy Regiment. After all Defense Rolls are made, there are 6 Wound Markers in the Wound Pool. The first available Stand of Men-at-Arms is allocated Wounds, one at a time, until 4 Wounds have been allocated. Once 4 Wound Markers have been allocated, that Stand's Wounds Characteristic has been met and the Stand is immediately destroyed and Removed as a Casualty. The remaining 2 Wounds in the Wound Pool are then allocated to the next available Stand in the Regiment rendering it a Wounded Stand.

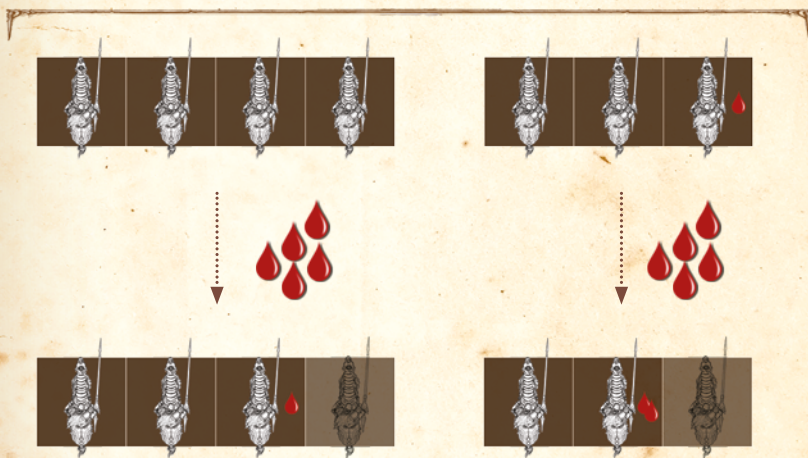


Fig. 5.1

The Cavalry Regiment (Wounds Characteristic of 4) suffers 5 Wounds. The first Stand is destroyed, and the leftover Wound is allocated to the next eligible Stand. As the Round progresses the Cavalry Regiment suffers another 5 Wounds. The previously Wounded Stand is destroyed, suffering 3 Wounds and the leftover 2 Wounds are allocated to the next eligible Stand..

HEALING

On occasion, a rule will call upon you to Heal a number of Wounds in one of your Regiments. When this happens, the rule will tell you the number of Wounds it Heals, which we refer to as Heal Points. If a rule calls upon you to Heal a Regiment, proceed in the following sequence, removing one Wound Marker per Heal Point until there are no more Wounds to Heal, or you have run out of Heal Points.

You cannot Heal a Regiment beyond the number of Stands it began the game with. In the case of multiple Healing abilities, resolve each one completely before moving to the next.

1) HEAL CHARACTERS

Remove any Wound Markers from the [CHARACTER] if there are any present (see page 72 for more on [CHARACTER]s).

2) HEAL WOUNDED STANDS

Once all Wounds have been removed from any [CHARACTER]s, proceed to removing Wound Markers from the Regiment starting from the Regiment's Command Stand, if one is present. For each remaining Heal Point, remove one Wound Marker from a Wounded Stand in the Regiment until there are no more Stands in the Regiment that have suffered any Wounds.

3) RESTORE STANDS

Once there are no Wounded Stands remaining, you may restore a Stand to play that was removed as a Casualty earlier in the Battle (note that you cannot restore a [CHARACTER] that has been removed as a Casualty). If the Regiment's Command Stand, or Stands containing Command Models, have been removed as casualties earlier in the game, then those must be restored first. If the number of remaining Heal Points is at least half the

unmodified Wounds Characteristic value of that Stand (rounding up), then you may spend that many Heal Points to return it to play with a number of Wounds remaining equal to the amount of Heal Points that were used to Restore it.

The Stand is returned to play in such a way that the Regiment maintains a legal formation. If there is no room to place the Stand, the Stand is not placed and all remaining Heal Points are lost. Return the Stand to the battlefield and place an appropriate number of Wound Markers beside the Stand so that the newly restored Stand has half its remaining Wounds (rounding up). Should the newly restored Stand be the Regiment's Command Stand or a Stand containing a Command Model, then any associated abilities or Special Rules are restored as well.

Next, return to the "Heal Wounded Stands" step and use the remaining available Heal Points if any.

Continue to repeat these steps until you no longer have any Wound Markers to remove or any more destroyed Stands to return to the battlefield.

As a complete example, the Household Knight Regiment in Figures 5.2 through 5.5 have 6 Wounds to Heal in total. The [CHARACTER] has 2 Wound Markers, suffered as a result of a Duel, while the Regiment itself has a Stand with 1 Wound Marker. Finally the Regiment sustained a casualty earlier in the game losing one of its Stands.

TESTING MORALE

Once the Wound Pool is empty, it is time to see if the onslaught of blood and death has shaken the resolve of the troops – proceed to Testing Morale in Chapter 6!



Fig. 5.2

First, the Character's Wounded Markers are removed costing 2 out of the 6 Heal Points.

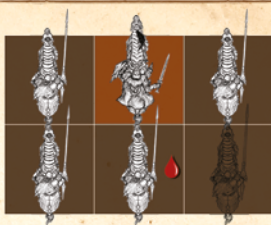


Fig. 5.3

Then, the Regiment's Wounded Marker is removed, costing one more Heal Point.

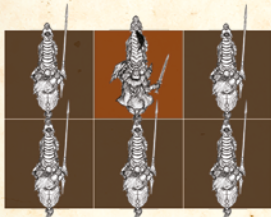


Fig. 5.4

The last 3 Heal Points are used to restore the Casualty.



Fig. 5.5

...However, as the Stand has a Wounds Characteristic of 4, 3 Heal Points are not enough to Heal the Restored Stand completely, and it is left with a Wound Marker.



CHAPTER SIX



TESTING MORALE

IN THIS SECTION
YOU WILL FIND DETAILS
OF HOW A REGIMENT TESTS
MORALE AFTER HAVING
SUFFERED CASUALTIES AS
THE RESULT
OF AN ACTION.



A Regiment tests Morale after Wounds are suffered as the result of an Action. Morale is tested against a Regiment's Resolve.

CALCULATING A REGIMENT'S RESOLVE

If there is more than one Resolve Characteristic in the Regiment, use the highest, then add the following bonuses:

- +1 if the Regiment consists of 4-6 Stands,
- +2 if the Regiment consists of 7-9 Stands,
- +3 if the Regiment consists of 10 or more Stands.

These bonuses are not cumulative – i.e. you always use the highest.

TESTING MORALE

A Regiment tests Morale after Wounds are suffered as the result of an Action, Special Rule or other abilities. Morale is tested against a Regiment's Resolve. Once a Regiment has been allocated all Wounds from a single Wound Pool and removed any Casualties, roll a number of dice equal to the number of Wounds suffered by the Regiment. This is referred to as Testing Morale.

THE MORALE TEST

Each result that is less than or equal to the Regiment's highest Resolve Characteristic, after any modifiers, is a success. Each result that is greater than the Regiment's highest Resolve Characteristic, after any modifiers, is a fail.

For each failed Morale Test, the Regiment suffers 1 Wound – it is important to note that these Wounds do not trigger further Morale Tests. These Wounds are allocated as described in the Allocating Wounds and Removing Casualties on page 54.

Example 1: Your Regiment of Militia (Resolve 2) suffers 5 Wounds from a single Action. You roll 5 dice, scoring 1, 2, 3, 3, 6. This means two tests are passed and three are failed. 3 Wounds are allocated to a Stand in the Regiment.

Example 2: Your Regiment of Order of the Crimson Tower (Resolve 4) suffers 3 Wounds. You roll 3 dice, scoring 1, 3,

6. Two pass, and one fails. Another Wound is allocated to a Stand in the Regiment.

BROKEN REGIMENTS

If, during the course of a single Round, a Regiment loses half or more of the Stands than it had at the beginning of the Round or when it last Rallied during that Round (rounded up), it is immediately Broken.

Interrupt the regular play sequence, place a Broken Marker beside it as a reminder, and then resume play. A Broken Regiment ceases to be Broken if it successfully performs a Rally or Combat Rally Action, or if a Special Rule or ability removes the Broken status.

EFFECTS OF BEING BROKEN

BROKEN REGIMENTS:

- The Regiment uses the lowest Resolve Characteristic in the Regiment. Furthermore, it may not be affected by rules and abilities that occur during the game and positively affect its Resolve Characteristic.
- Should a rule positively affect a Regiment's Resolve Characteristic **as well as** provide other effects only the Resolve affecting part of the effect is ignored.
- Are unable to perform a Charge Action during their Activation
- Cannot be Healed or have Stands Restored
- Their Stands do not count toward Seizing Objective Zones
- Cannot benefit from the Inspired Special Rule.

Additionally, [CHARACTER]s in a Broken Regiment:

- May not refuse a Duel Action
- May, as an Action, remove the Broken status from the Regiment they are attached to. This follows the rules of Rally or Combat Rally Actions (as appropriate) as if the Regiment had performed the Action.

SHATTERED REGIMENTS

If a Broken Regiment loses half or more of its remaining Stands over the course of a Round (counted from the moment it was Broken, not the start of the Round), it is immediately Shattered. Its warriors throw down their arms and run for safety. Remove all Stands of the Shattered Regiment from the Battlefield as casualties, and the Regiment is destroyed. A Regiment may be Broken and Shattered as the result of a single Action or Special Rule.

STRANDED REGIMENTS

As a Regiment suffers Casualties and Stands are removed, its melee opponents may find that they are no longer in contact – we refer to these as Stranded Regiments. As Casualties are removed from the rearmost rank, this commonly happens when a Regiment is fighting to its rear.

Note that only Regiments no longer in contact with an Engaged Enemy Regiment count as Stranded. If, for example, a Regiment was in contact with two enemy Regiments at the start of the Action, it only counts as Stranded if it is no longer in contact with either.

PRESS THE ATTACK

Once all Casualties have been removed (including

any from failed Morale Tests) and two or more Regiments are no longer in contact, the Active Player must “Press the Attack”. The Active Player “pushes” the Stranded Regiment back into contact with the Enemy Regiment it was previously in contact with, by the shortest possible distance as described in Fig 6.1. They then choose another Stranded Regiment, and push that back into contact, and so on, until all their Stranded Regiments are back in contact.

PUSHING REGIMENTS

When you “push” a Regiment, you must aim to place the same number of Stands in contact (from both sides) as was the case before any Casualties were removed. If this is not possible, maximize the number of Stands in contact from both sides.

You may not “Press the Attack” to bring your Regiment into contact with an Enemy Regiment it was not previously Engaged with before Casualties were removed.

If a push cannot be completed for any reason, then the Regiment returns to its previous position, before attempting the push, and remains Stranded. If, after “Pressing the Attack”, there are any Stranded Regiments remaining, those Regiments are now considered Unengaged.

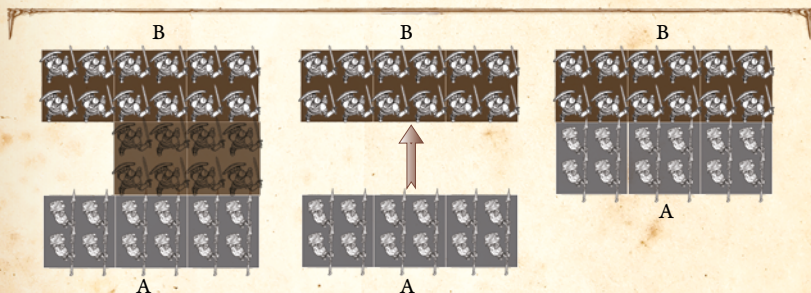


Fig. 6.1

Regiment A has inflicted sufficient Casualties on Regiment B to have become Stranded. It is therefore pushed back into position by the shortest possible distance.

PRESS THE ATTACK, IMPACT ATTACKS AND MARCH SPECIAL RULES.

“Press the Attack” pushes do not inflict Impact Attacks. Nor do they benefit from any Special Rules triggered by March Actions, such as Fluid Formation.

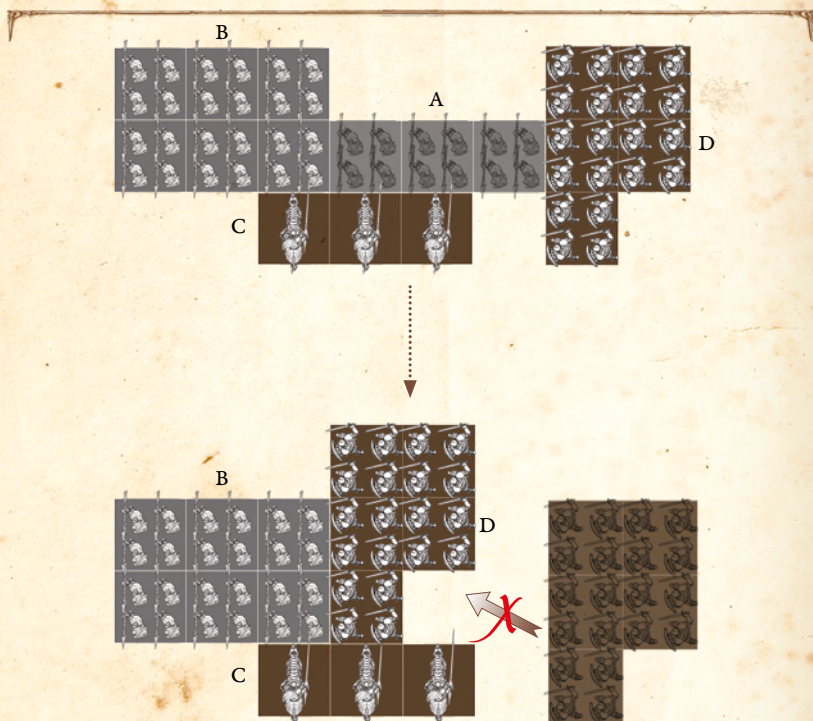


Fig. 6.2

Regiment A is destroyed. Regiments B and C are not pushed, as they are not Stranded. Regiment D is not pushed because its only opponent (A) has been destroyed.





ADVANCED RULES

THE RULES THAT FOLLOW
ADD TO THE CORE RULES FOR
A COMPLETE EXPERIENCE. IN
THE FOLLOWING CHAPTERS
YOU WILL DISCOVER THE
ROLE OF CHARACTERS AND
LEADERS, WHO ALLOW
YOU TO WIELD POWERFUL
MAGIC AND UNLOCK THE
FULL POTENTIAL OF YOUR
REGIMENTS WITH THEIR
SPECIAL RULES AND DRAW
EVENTS.



CHAPTER SEVEN



COMMAND MODELS

IN THIS SECTION
YOU WILL FIND DETAILS ABOUT
COMMAND MODEL UPGRADES
AND THEIR PLACE IN THE
REGIMENT.



COMMAND MODELS AND STANDS

Some Regiments have the option to take Command Models as upgrades, as detailed in their Army List entry. If there are Command Models in an Infantry Regiment, i.e. a Leader, a Standard Bearer or any Officers, select a Stand in the Regiment and place them all on it replacing regular Rank-and-File Models as needed. This Stand is called the **Command Stand** and can only contain up to four Command Models.

Adding Command Models to an Infantry Regiment does not add additional Stands. The Command Models simply replace the regular models. Regiments cannot have the same Command Model more than once. Most Infantry Regiments have a Leader Command Model that comes for free with the Regiment. In the rare occurrence where a Regiment has no Command Models, then it also does not have a **Command Stand**.

Each Infantry Regiment can have only a single Command Stand, which must be placed in the center of the front Rank and must be the last one to be removed as a casualty. Command Stands are always treated as having the same Characteristics Profile as the Regiment they are part of, unless stated otherwise. Command Models, however, may provide the Regiment they are part of with unique abilities and Special Rules.

Should the Command Stand be destroyed, then all associated abilities and Special Rules its Command Models confer to the Regiment are lost. You can read more about what Command Models offer later in this chapter or in the respective Factions' Army Lists.

At the end of an Action in which the Regiment's Command Stand has been destroyed, the Regiment immediately performs a free, out-of-sequence Reform or Clean Reform to assume a new legal formation, ensuring that ranks are reduced only by the minimum amount necessary to fill the gap created.

COMMAND MODELS IN CAVALRY AND BRUTE REGIMENTS

Unlike Infantry Regiments, Command Models in Cavalry and Brute Regiments do not all go on the same Stand; after all, their Stands only have room for one Model. Instead, the Stand occupied by the Leader Command Model counts as the Regiment's Command Stand. Much like Infantry Command Stands it must also be placed at the center of the front Rank and be the last one to be removed as a Casualty.

Each Command Model in a Cavalry or Brute Regiment replaces a model on an existing Stand. In the occasion where a player wishes to purchase a Command Model but there is no regular Rank-and-File model to replace, the player must first purchase an additional Stand for the Regiment and then go about purchasing the Command Model. The player may then replace the newly available Rank-and-File model with the Command Model they wish to add to the Regiment.

Cavalry and Brute Regiments do not always have access to the same Command Models Infantry Regiments have. It is often the case that some Cavalry or Brute Regiments do not have access to any Command Models at all.

In that case, these Regiments do not have a Command Stand. Furthermore, many Regiments also benefit from having a free Leader Command Model. You can easily identify which Regiments have a Leader or not by looking at the Army List Entry of that Regiment.

Similarly to Infantry Regiments, Cavalry and Brute Regiments can only contain up to four Command Models and cannot have the same Command Model more than once. When a Stand containing a Command Model is removed as a Casualty, then all associated abilities and Special Rules it confers to the Regiment are lost.

Example: A Hundred Kingdoms player purchases a Regiment of Household Knights. The Regiment comes with 3 Stands including a free Leader. This means that the Regiment is composed of 2 Household Knights Stands and 1 Household Knight Leader Stand. The Stand on which the Leader Model is placed is the Regiment's Command Stand.

Should the player wish to add a Standard Bearer to the Regiment, then the player will pay the additional cost of the Command Model and replace one of the regular Household Knights with a Household Knight Standard Bearer.

COMMAND MODELS AND MONSTER REGIMENTS

Monster Regiments do not have access to Command Models and therefore do not have a Command Stand.

"It was hard enough getting one to go where you wanted, let alone ranking them up and having them get along!"

COMMON COMMAND MODELS

Among the dozens of different Command Models employed by all Conquest Factions there are two common types found in most Regiments. These are Leaders and Standard Bearers:

LEADER

A Command Stand containing a Leader adds +1 Attack to the Command Stand's Characteristic Profile. If the Command Stand has the Barrage (X) Special Rule, then it also increases the Command Stand's Barrage (X) value by +1.

STANDARD BEARER

A Regiment with a Standard Bearer gains the Unstoppable Special Rule. In addition, the Standard Bearer adds +1" to the Regiment's and currently attached [CHARACTER]'s March Characteristic on the second March Action the Regiment performs during its Activation until the end of that March Action.

OFFICERS

Every Faction has access to their own unique Command Models in addition to those listed here. These Command Models are represented by their own unique sculpts and are restricted to specific Regiments within the Faction. These Command Models are referred to as **Officers** and their unique abilities and Special Rules are clearly stated within their respective Faction's Army List.

Like other Command Models a Regiment cannot have more than one of the same Officer. However, the same Officer Command Model may be fielded by different Regiments.

Example: A Regiment of Force Grown Drones can include no more than one Catabolic Node in its ranks. However, multiple Force Grown Drone Regiments could all have a Catabolic Node each, assuming they have the points to spend.





CHAPTER EIGHT



CHARACTERS

IN THIS SECTION
YOU WILL FIND DETAILS ON
CHARACTERS,
THE POWERFUL ABILITIES
THEY BESTOW AND HOW
THEY ARE PLACED IN THE
REGIMENT.



CHARACTER STANDS

[**CHARACTER**]s are a step up from Command Models. Like Command Models, they grant the Regiment they join powerful upgrades. Unlike Command Models, [**CHARACTER**]s sometimes represent the Character Model alone, or on a monstrous mount.

THE CHARACTER PROFILE

[**CHARACTER**] stands have a Characteristic Profile just as other Stands do, with the exception of their Type and Class. A [**CHARACTER**]’s Type will mention the Type of troop it represents and therefore may be attached to and will also include the [**CHARACTER**] Battlefield Role or keyword (in the case of some Army Lists). In any case any mention of a [**CHARACTER**] refers to the [**CHARACTER**] and these terms might be used interchangeably. A [**CHARACTER**] does not have a Class of its own and instead adopts the Class of the Regiment they are currently attached to.

Name: Sample Character

Class: - **Type:** Infantry

M	V	C	A	W	R	D	E
-	2	2	4	4	3	3	0

Battlefield Role: [**CHARACTER**]

CHARACTER STANDS AND REGIMENTS

[**CHARACTER**]s cannot act alone – they must be attached to a Regiment to take part in the battle. That being the case, you will assign each of your [**CHARACTER**]s to a Regiment of the same Type, from their Warband, during the first Reinforcement Phase.

[**CHARACTER**]s cannot join Regiments of a different Type than their own. A [**CHARACTER**] counts as having the Class of the Regiment they are currently attached to. Some [**CHARACTER**]s reach such epic levels of power, or ride on Monsters so large, they are considered Regiments on their own.

In these cases, it will be clearly marked on the [**CHARACTER**]’s Special Rules. However, unless otherwise stated, [**CHARACTER**]’s Special Rules do not affect the regiment.



CHARACTER STAND POSITION

A [CHARACTER] is always placed in the front Rank of a Regiment. A Regiment joined by a [CHARACTER] can adopt any legal formation, so long as the [CHARACTER] is always next to the Regiment's Command Stand. In the case of Brute or Cavalry Regiment the [CHARACTER] should be next to the Stand the Regiment's Leader is in.

[CHARACTER]s are required to remain with the same Each Regiment can only be joined by a single [CHARACTER] at any one time.

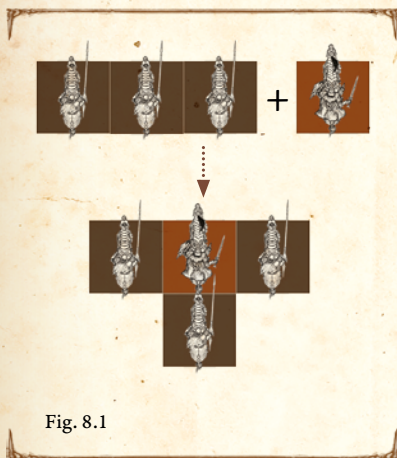


Fig. 8.1

CHARACTERS AND WOUNDS

[CHARACTER]s consist of a Model on a Stand that is the physical representation of that character.

A [CHARACTER] is allocated its own Wound Markers and is removed as a Casualty once the number of Wound Markers allocated is equal to or greater than its Wounds Characteristic. Please note that [CHARACTER]s can only suffer Wounds through Duel Actions and Special Rules and abilities that specifically mention they cause Wounds to [CHARACTER]s. Regular Clash and Volley Actions cannot target a [CHARACTER] that is attached to a Regiment. If a [CHARACTER] is also a Regiment, these rules are ignored.

Should a [CHARACTER] be destroyed and subsequently be removed from play or removed from a Regiment in any way, then the [CHARACTER] is no longer considered to be part of a Regiment and therefore cannot be Restored through Healing.



Fig. 8.2

A [CHARACTER] may have sustained Wounds but not the Regiment they are attached to. In the event of the [CHARACTER] being Removed as a Casualty, any excess Wounds that were allocated to the [CHARACTER] will not spill over to the Regiment they were a part of.

CHARACTERS AND ACTIONS

Unlike Regiments, **[CHARACTER]**s can only perform a single Action each Round. Furthermore, they can only perform Actions unique to them.

However, if the Regiment the **[CHARACTER]** is attached to performs an Action, the attached **[CHARACTER]** acts alongside the Stands in the Regiment.

The **[CHARACTER]** is assumed to be part of the Regiment and adds size to it for the purpose of Scaling, Resolve, etc. whilst being affected by any Special Rules, Draw Events and abilities that affect every Stand in the Regiment. Furthermore, all abilities and auras projected from a **[CHARACTER]** are measured from the **[CHARACTER]** itself.

If the Regiment the **[CHARACTER]** is attached to performs a Clash or Volley Action, the **[CHARACTER]** Attacks and fires Shots alongside it (the latter is assuming the **[CHARACTER]** has the Barrage Special Rule with sufficient Range).

If the **[CHARACTER]** is in contact with an Enemy Regiment, it uses its full Attacks. If not, it adds one Supporting Attack. Use a different colored dice to represent the **[CHARACTER]**'s Attacks, or Shots, at both the Hit and Defense Roll stages, as these will often have different Clash or Volley Characteristics and Special Rules.

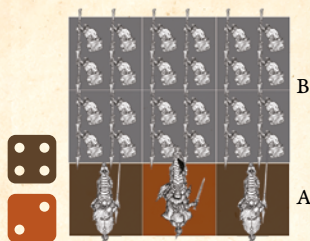


Fig. 8.3

*Above, Regiment A uses a Clash Action. You roll the Attacks for the **[CHARACTER]** (Clash 4, Attacks 4) alongside those of the Cavalry Stands (Clash 3, Attacks 4), but using different-colored dice.*

KILLING CHARACTER STANDS

Note that **[CHARACTER]**s cannot be Hit as part of a Clash or Volley Action. The only way to destroy a **[CHARACTER]** is to destroy the Regiment they are attached to, or to slay them as part of a Duel Action or Special Rule.

The Regiment immediately performs a free out-of-sequence Reform or Clean Reform Action to assume a new legal formation making sure to only reduce Ranks by the minimum amount needed to fill the gap created.

DIE FIGHTING!

If the Regiment a **[CHARACTER]** is attached to is destroyed, and the **[CHARACTER]** or their attached Regiment has not performed any Actions this Round, the **[CHARACTER]** immediately makes an out-of-sequence Clash Action against one enemy Regiment in contact with it – one last heroic stand, in other words! If there are no Enemy Regiments in contact with the **[CHARACTER]**, then the **[CHARACTER]** is removed as a Casualty without fanfare.

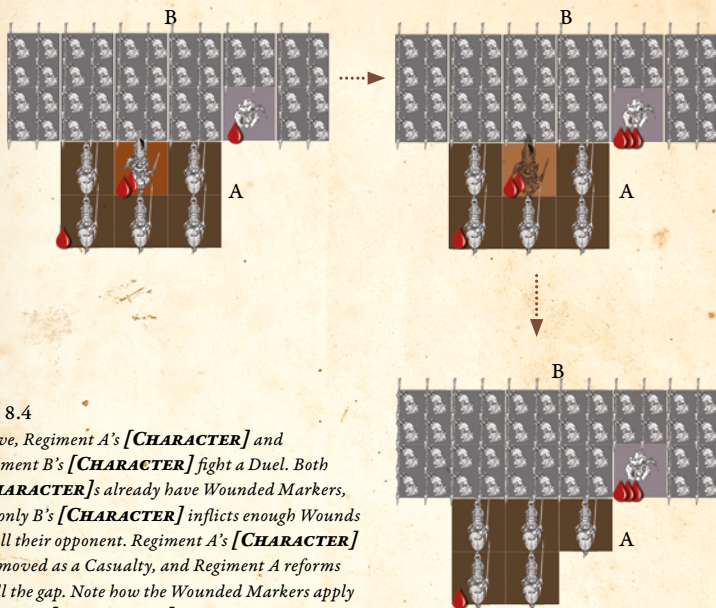


Fig. 8.4

Above, Regiment A's [CHARACTER] and Regiment B's [CHARACTER] fight a Duel. Both [CHARACTER]s already have Wounded Markers, but only B's [CHARACTER] inflicts enough Wounds to kill their opponent. Regiment A's [CHARACTER] is removed as a Casualty, and Regiment A reforms to fill the gap. Note how the Wounded Markers apply only to the [CHARACTER]s. Had Regiment A's [CHARACTER] suffered excess Wounds, they would have been discarded.

CHARACTER STANDS AND ATTACHED REGIMENTS

Once a [CHARACTER]'s Activation is completed you may choose to immediately Draw your next Command Card and reveal it.

If the Command Card belongs to the non-Monster Regiment this [CHARACTER] is currently attached to, and the Regiment has not Activated this Round, you immediately Activate it.

If not, return the Command Card to the top of your Command Stack and play passes to your Opponent. **A Regiment Activating in this way is called an Entourage Activation.**

It is entirely possible that a [CHARACTER] may Activate without necessarily also Activating the Regiment they are currently attached to.

This in fact, allows Players to fine tune their Activation timings and give them an edge throughout the Battle.

Note: It is often beneficial during play to Activate a [CHARACTER] only to interfere with your Opponent's plans and stagger your Activations instead of always performing Entourage Activations.

UNIQUE CHARACTER ACTIONS

[**CHARACTER**]s have a set of unique Actions only they can use. These function exactly as other Actions.

When the [**CHARACTER**]’s Command Card is drawn, you resolve any Draw Events, choose an Action for your [**CHARACTER**] to take, and then resolve that Action.

DUEL (COMBAT ACTION)

To resolve a Duel Action, choose an Enemy [**CHARACTER**] in an Enemy Regiment in contact with the Regiment your [**CHARACTER**] is attached to. The [**CHARACTER**] does not need to be in contact with your [**CHARACTER**] – we assume that voices travel a long enough way, and so do bloodthirsty combatants in the swirling melee.

Your opponent can now elect to accept the Duel, or decline. If they decline, the Enemy [**CHARACTER**]’s Regiment suffers the following **until the end of the Round**:

- Stands in the Regiment cannot Seize Objective Zones even if a rule would normally allow them to.
- The Regiment uses the lowest Resolve Characteristic in the Regiment.
- Cannot benefit from the Inspired Special Rule.
- Re-Roll successful Resolve tests of “1”.
- The [**CHARACTER**] cannot decline another Duel until the end of the Round.

If they accept, both [**CHARACTER**]s Attack each other simultaneously, Rolling To Hit and making Defense and Resolve Rolls as usual.

Any Wounds inflicted are applied only to the appropriate [**CHARACTER**], not its Regiment.

If your [**CHARACTER**] is slain during the Duel Action, your Regiment immediately takes a free Combat Reform Action.

This Combat Reform does not require you to perform a Resolve Characteristic Test and is considered a Clean Reform.

However, you may only reduce Ranks and Files by the minimum amount needed to fill the gap created by the [**CHARACTER**]’s demise. If both [**CHARACTER**]s are destroyed as a result of the Duel Action, the Active Player Combat Reforms first.

SPELLCASTING (COMBAT OR OUT-OF-COMBAT ACTION)

The Action can only be performed by a [**CHARACTER**] with the Wizard (X) or Priest (X) Special Rules. It allows the [**CHARACTER**] to attempt to cast a Spell, as described on page 80.

THE WARLORD

One [**CHARACTER**], chosen when you build your army, is selected to be your Warlord – a powerful and influential figure capable of changing the course of the battle. Depending on the Warlord you choose, different Supremacy Abilities will become available to you. Choose wisely as they can greatly affect the way your Army plays on the Battlefield.

CHARACTER STAND PERSONALIZATION

CHARACTERS STANDS AND 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, such as Heirlooms, Trove-Finds, etc. or additional abilities and unique upgrades as described in their respective Faction’s Army List and Entry.

Character Upgrades do not need to be visually represented on the [**CHARACTER**]. Each Character Upgrade can confer Abilities,

Characteristic bonuses, Special Rules, Draw Events and Supremacy Abilities. These bonuses are lost as soon as the **[CHARACTER]** is removed for any reason.

CHARACTER STANDS AND MASTERIES

[CHARACTER]s 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]**s have mastered abilities that make them exceptional, though it is not uncommon for two such heroes to have mastered the same path.

Masteries are optional upgrade abilities for your **[CHARACTER]**s, which are noted on your Army List and confer bonus abilities to your **[CHARACTER]**. A **[CHARACTER]** may select one Mastery according to the Available categories listed on their **[CHARACTER]**'s entry. Each Mastery can only be purchased once unless stated otherwise.

There are three common categories for Masteries: Tactical, Combat and Arcane. Certain Factions, however, may have access to only some of them or even to Faction specific Mastery categories. All available Masteries and categories are listed in each Faction's Army List.





CHAPTER NINE



MAGIC

IN THIS SECTION
WE WILL INTRODUCE
THE MASTERS OF
THE MAGICAL ARTS
AND HOW TO WIELD THESE
POWERFUL FORCES.



SPELLCASTING

The casting of Spells is governed by a unique Spellcasting Action.

A Spellcasting Action can only be performed by a [CHARACTER] with the **Wizard (X)** or **Priest (X)** Special Rules, although some rules may allow a Regiment to do so as well, where X represents the spellcaster's magical competence, or magical aptitude. Magic is usually the domain of Characters, but occasionally a Regiment has access to one or more Spells. Regardless of whether a [CHARACTER] or Regiment is performing it, all Spellcasting Actions follow the same rules. We will discuss this in more detail later; first let's take a look at the Spells themselves.

SPELLS

The number of Spells available to any given Wizard or Priest is detailed on their Army List Entry. Purchasing upgrades that give access to additional Spells does not grant additional raw power – only a wider variety. All Spells available, as well as their effects are detailed in that Faction's Army List.

SPELL PROFILES

A Spell's profile has the following components.

Range: The maximum Range of the Spell, in inches. If the Range of the Spell is given as "Self", the Spell can only Target the Regiment the spellcaster is currently attached to and will often have an effect on the whole Regiment.

Attunement: Represents the difficulty of casting a Spell. A Spell with a lower Attunement value is harder to cast.

Scaling: Certain Spells are marked as "Scaling". These Spells are harder to cast when affecting a larger number of Stands.

Effect: These are the effects that result from a successfully cast Spell.

EXAMPLE SPELLS

Name : Sample Spell

Range: 16" **Attunement:** 3

Effect : Inflicts one Hit per success on Target Enemy Regiment. These Hits have the Armor Piercing (2) Special Rule.

Name : Sample Spell

Range: Self **Attunement:** 3 (Scaling)

Effect : When an Enemy Regiment performs a Volley Action against this Regiment, it treats its Barrage (X) value as if it was half, rounding up, until the end of the Round.

SPELLCASTING (IN OR OUT OF COMBAT ACTION)

To perform a Spellcasting Action, the spellcaster must have one or more Spells, and the **Wizard (X)** or **Priest (X)** Special Rule. The Action is resolved as follows:

CHOOSE SPELL & TARGET

Select one of the available Spells to cast and the Regiment you wish to Target. Spells that cause Hits require the [CHARACTER] to draw Line of Sight to its Target, while all other Spells do not.

In either case, choose a Target within Range of the Spell. If the Spellcaster or the Regiment they are attached to is in Contact with an Enemy Regiment, that Regiment is the only Regiment they may Target with Spells that cause Hits and the Spellcaster counts as having Line of Sight to them.

Spells with a Range of "Self" can only Target the Spellcaster's own Regiment. A Regiment or [CHARACTER] cannot be Targeted by the same Spell more than once per Round. Spells that cause Hits are an exception to this rule.

ROLL FOR SUCCESS

A spellcaster rolls a number of dice equal to the X value, as shown by the Wizard (X) or Priest (X) Special Rules. Each result equal to or lower than the Spell's **Attunement** is a success.

You must score at least **two** successes, for the Spell to be resolved, unless stated otherwise. However, some Spells are harder to cast, as determined by Scaling.

ENEMY INTERFERENCE

If a spellcaster or the Target of their Spells is within 10" of an Enemy Regiment or **[CHARACTER]** with the Wizard (X) or Priest (X) Special Rule, while performing a Spellcasting Action, they suffer a -1 penalty to the Spell's Attunement value, representing the disruptive efforts of their opponent.

A spellcaster is defined as any Stand with the Wizard (X) or Priest (X) Special Rule.

***Example:** A Hundred Kingdoms' Chapter Mage attempts to cast the Call Fog Spell on their own Regiment. They cast the Spell with 5 dice. However, a Dweghom Tempered Sorcerer is within 8" of the Chapter Mage's Stand. As a result, successes are now scored on a 2 or under as Attunement has suffered a -1 penalty.*

SCALING

Not all Spells are equal. Some – usually those that conjure esoteric effects rather than inflict damage – are harder to cast if more Stands are present in the Target Regiment. This is represented by the Scaling attribute, listed beneath a Spell's Attunement.

If a Spell has the "Scaling" attribute, it might require more than **two** successes to be cast. To determine this, total the number of Stands in the Target Regiment and consult the following table.

Stands	Additional Successes Needed
1–3 Stands	0
4–6 Stands	1
7–9 Stands	2
10+ Stands	3

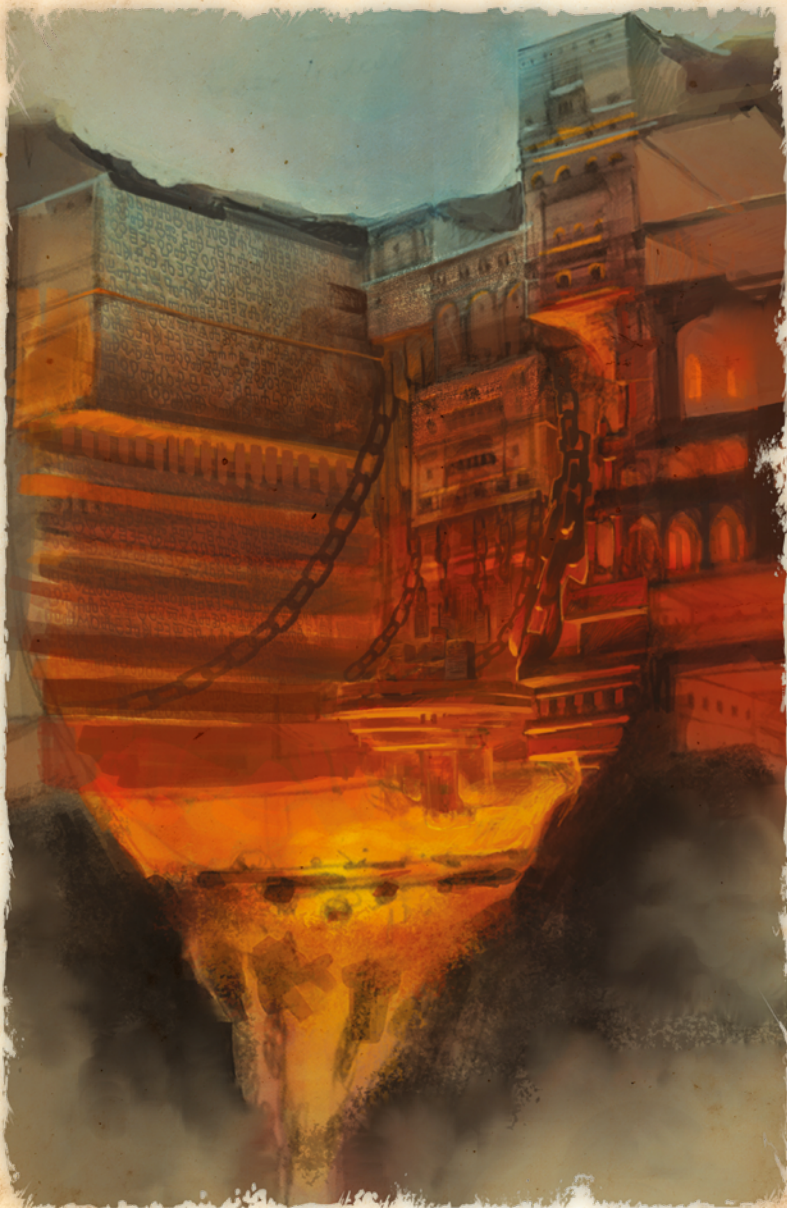
Furthermore, when targeting a Monster Regiment with a "Scaling" Spell, the spellcaster requires 1 additional success.

If your spellcaster does not score the total required number of successes, the Spellcasting Action fails and the Action ends. Otherwise, proceed to resolve the effects of the Spell as well as any subsequent steps.

RESOLVE SPELL

Assuming you have scored the total required number of successes, resolve the effects of the Spell as it is described under the "Effect" of the Spell. If the Spell inflicts Hits, your opponent now makes any Defense Rolls, Removes Casualties and Tests Morale (see pages 46 and 60). Spells cast from the Target's flank or rear do not benefit from the "Flank and Rear Attacks" rules.

Unless otherwise stated, Spells normally last until the end of the Round. If a spellcaster is removed for any reason before it is able to Activate again, the effect of any Spell that was Cast by that spellcaster remains in play until the end of the Round.



CHAPTER TEN



TERRAIN

IN THIS SECTION
WE WILL INTRODUCE
HOW FORCES INTERACT
WITH THEIR ENVIRONMENT
EITHER BY TAKING COVER
IN DENSE FORESTS OR
GARRISONING VANTAGE
POINTS.



Conquest Battlefields consist of two kinds of Terrain, each offering different tactical advantages and challenges: Zonal Terrain and Garrison Terrain. Zonal Terrain represents an area on the Battlefield that confers specific advantages or penalties but can otherwise be moved through without additional rules. Examples of Zonal Terrain include hills, swamps, rivers, and broken ground. Garrison Terrain pieces represent areas of dense Terrain, unsuitable for a Regiment to move through in formation, but offer substantial bonuses to warriors who seek to occupy them.



ELEVATION RULES

Areas of elevated Terrain, such as hills, allow your Regiments to see over other Regiments and Obscuring Terrain.

The Battlefield, and the Terrain upon it, are considered to be Elevation (0) unless otherwise stated.

Some Zonal and Garrison Terrain features, such as hills and castle walls, have the Elevation (X) rule. A Regiment on top of Zonal Terrain with Elevation X treats its Size as the total of their Size and the Terrain piece's Elevation.

Example: *A Regiment of Militia Bowmen (Size 1) sits on top of a hill (Elevation 2), therefore treating their Size as if they were a Size 3 Regiment.*

Stands can trace Clear Shots over other Regiments and Obstructing Terrain with a lower Elevation. So, Stands at Elevation (3) can see over Stands at Elevation (2), Stands at Elevation (4) can see over Stands at Elevation (3) and Elevation (2) and so on. Similarly, a Stand directing a Volley at a Target with a higher Elevation ignores all Regiments and Obstructing Terrain with a lower Elevation value than the Target.



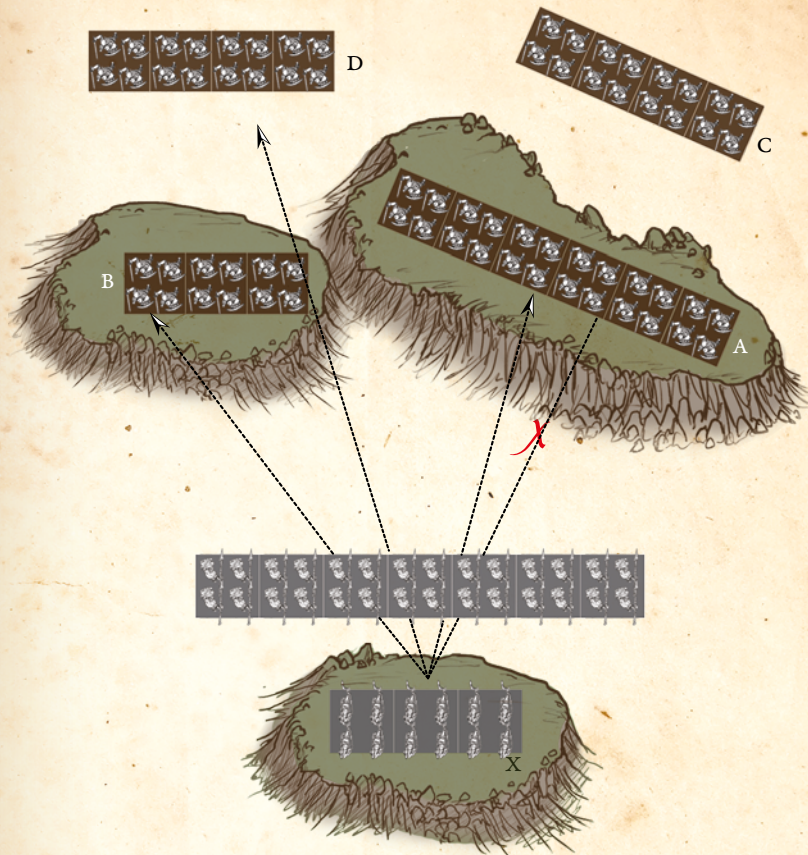


Fig. 10.1

Regiment X can direct a Volley at Regiment A without risk of obstruction, as Regiment X is on a hill (Elevation 2), and so is Regiment A. Similarly, it could also achieve clear shots at Regiment B. However, Regiment B also counts as Elevation 2, and therefore Obstructs shots toward Regiment D. Regiment C is safe as Regiment A being on an Elevation 2 hill obstructs Regiment X's Volley. Were the situations reversed, both Regiments A and B would be able to Volley at Regiment X. Regiment C and D would be obstructed by Regiments A and B.

ZONAL TERRAIN

Regiments can March into and through Zonal Terrain. However, different types of Zonal Terrain confer advantages and penalties, depending on the Special Rules assigned at the start of the battle.

Zonal Terrain can be of any size and shape. As Zonal Terrain is often modeled into the game board, it's important for you and your opponent to agree on the types and extents of each area of Zonal Terrain before the first Reinforcement Phase, just so there are no surprises. When a Stand has any part of it within those extents, then it is considered to be within this piece of Zonal Terrain.

Rather than dictate the rules for particular areas of Zonal Terrain, we are instead providing a list of Zonal Terrain rules that can be applied to areas of your Battlefield. In theory, you can use as many of these as you wish for each area of Zonal Terrain, but we would recommend sticking with maybe two or three.

You'll also need to agree on which pieces of Zonal Terrain are also Obscuring or Obstructing Terrain. Normally this will be hills and forests, but ruins, cornfields and other features might also require some thought.

ELEVATION (X)

This rule is commonly used for rock formations, buildings or other raised areas. You'll normally want to grant the Elevated (2) rule in the case of an elevated feature, but may want to agree on a higher value with your opponent for things like high towers, castle walls, etc. Hills are always considered Size 2 and Forests are always considered Size 3.

OBSCURING

A Stand drawing Line of Sight through this piece of Zonal Terrain as part of a Volley Action and/or Targets a Regiment with all of its Stands in a piece of Obscuring Zonal Terrain, halves the X value in its Barrage (X)

Special Rule (rounding up) to a minimum of 1. A Regiment only benefits from Obscuration if its Size is equal to or less than the Size and/or Elevation of the Zonal Piece of Terrain.

Should a Regiment have all of its Stands within this piece of Zonal Terrain, then its Stands suffer no penalty to their Barrage (X) Special Rule as a result of drawing Line of Sight through the same piece of Zonal Terrain the entire Regiment is in.

If a Stand within this piece of Zonal Terrain is drawing Line of Sight through another piece of Obscuring Zonal Terrain it suffers the penalty to its Barrage (X) Special Rule as normal.

OBSTRUCTING

Zonal Terrain with this Special Rule does not allow Line of Sight to be drawn through it. Stands that are on a piece of Obstructing Zonal Terrain can draw Line of Sight to Enemy Regiments and vice versa.

TRAVERSABLE

This rule is commonly used for pieces of Terrain a Regiment would often find itself traversing through rather than over, such as a Forest or Thicket. This piece of Zonal Terrain does not add its Size or Elevation to the total Size of a Regiment. For example, an Infantry Regiment (Size 1) traversing a piece of Forest (Size 3) would not be considered Size (4); it would instead be considered Size (1).

BROKEN GROUND

When a Regiment Charges through this piece of Zonal Terrain, roll a die for each Stand that Charges through Broken Ground. On a roll of "6", the Regiment suffers 1 Wound. Cavalry and Chariot Regiments will suffer 2 Wounds for each roll of "6". You may not take Defense Rolls against a Wound caused by Broken Ground. You do not need to Test Morale against Wounds caused by Broken Ground.

HINDERING TERRAIN

When at least half of a Regiment's Stands (rounding up) Charge through this piece of Zonal Terrain, the Regiment does not inflict any Impact Attacks during that Charge Action. In addition, Medium and Heavy Regiments do not benefit from the Inspired Special Rule during a Round in which at least half of their Stands (rounding up) Charged through this piece of Zonal Terrain.

DANGEROUS TERRAIN

When a Regiment moves onto, or through, this piece of Zonal Terrain, Roll a die for each Stand that moves onto or through it. On a roll of "6", the Regiment suffers 1 Wound. Cavalry and Chariot Regiments will suffer 2 Wounds for each roll of "6". You may not take Defense Rolls against a Wound caused by Dangerous Terrain. You do not need to Test Morale against Wounds caused by Dangerous Terrain.

PERILOUS TERRAIN

When a Regiment moves onto, or through, this piece of Zonal Terrain, Roll a die for each Stand that moves through this piece of Terrain. For each roll of "4", "5" or "6", the Regiment suffers 1 Wound. Cavalry and Chariot Regiments will suffer 2 Wounds for each roll of "4", "5" or "6". You may not take Defense Rolls against a Wound caused by Perilous Terrain. You do not need to Test Morale against Wounds caused by Perilous Terrain.

IMPASSABLE TERRAIN

If there are any Terrain features on the battlefield that you and your opponent agree are unsuitable for Regiments to traverse, simply agree that they are Impassable Terrain. Regiments cannot move through Impassable Terrain.

WATER

If a Regiment has at least half its total Stands (rounding up) within this piece of Zonal

Terrain, it suffers a -1 penalty to its Clash Characteristic, to a minimum of 1.

GARRISON TERRAIN

The rules for Garrison Terrain are used to represent features such as buildings and fortified positions. As with Zonal Terrain, it is important to agree to the boundaries of any Garrison Terrain features before the first Reinforcement Phase, as well as other properties, like Elevation (X).

In terms of the size of Garrison Terrain features, the rules presented here assume you are using pieces of Garrison Terrain roughly 4" to 6" in diameter. If you are using larger or smaller Garrison Terrain features, you may want to adapt the rules to match your collection. Just remember to discuss any changes with your opponent before the battle begins!

We recommend Garrison Terrain features be placed at least 6" apart and 6" from the edges of the Battlefield as well as not overlapping with any Objective Zones.

A Regiment cannot March into or through Garrison Terrain. In fact, it cannot March to within 1" of Garrison Terrain unless it is seeking to Occupy that Garrison Terrain.

OCCUPYING GARRISON TERRAIN

Each Garrison Terrain feature has a Defense (X) value and a Capacity (X) value as well as Elevation (X).

Only Infantry Regiments can Occupy Garrison Terrain and, even then, only if the number of Stands is equal to or less than the Capacity (X) value of the Garrison Terrain. For all game purposes, due to the close confines of Garrison Terrain, the Occupying Regiment will always be considered to have a front Rank composed of all of its remaining Stands. Most pieces of Garrison Terrain are considered to have Capacity (4). However, you may feel free to adjust this

to fit the pieces of terrain in your collection. Your Regiment Occupies an Unoccupied Garrison Terrain feature by Marching into contact with it. Remove the Regiment from the table, and place any number of Stands or Models anywhere on the Garrison Terrain, to show who Occupies it. If the Regiment has any remaining Actions, they are lost and their Activation ends.

If there are too many Stands to fit inside the Garrison Terrain, your Regiment cannot Occupy it, and must halt its March 1" away.

While in Garrison Terrain, all Stands in the Occupying Regiment have +X Defense, where X is the Defense value of the Garrison Terrain and consider their Size the same as the Elevation of the Garrison Terrain piece. Most pieces of Garrison Terrain are considered to have Defense (1).

However, you may feel free to adjust this to fit the pieces of terrain in your collection. A Regiment within Garrison Terrain has a full 360° Line of Sight.

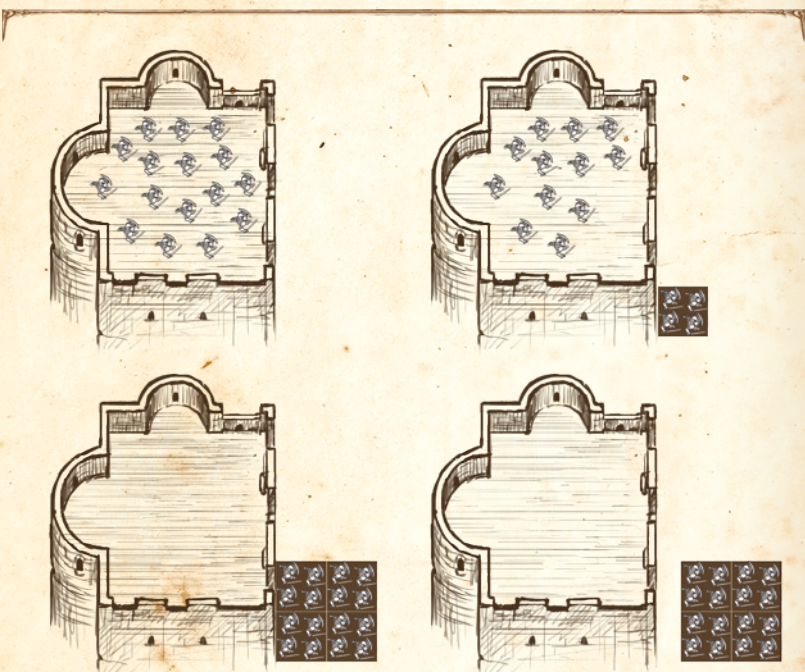


Fig. 10.2

Above, your Regiment leaves the Garrison Terrain by first placing one Stand in contact with the Terrain, and then you place the rest of the Stands in a legal formation. Finally, the Regiment is nudged away from the Garrison Terrain.

LEAVING GARRISON TERRAIN

Your Regiment can leave the Garrison Terrain it is Occupying by performing two March Actions. Return all Models and Stands to the Regiment and place one Stand anywhere in contact with any edge of the Garrison Terrain. Then, place all other Stands from your Regiment in a legal formation, with no Stand further from the Garrison Terrain than its lowest March Characteristic, at least 1" away from all Enemy Regiments and not overlapping other Friendly

Regiments or pieces of Garrison Terrain.

If you cannot place all other Stands within the Regiment's March Characteristic, then you may place them up to double the Regiment's lowest March Characteristic, but the Regiment is now Broken.

If the Regiment cannot be placed within double its lowest March Characteristic, then the Regiment cannot leave the piece of Garrison Terrain it is Occupying at all.

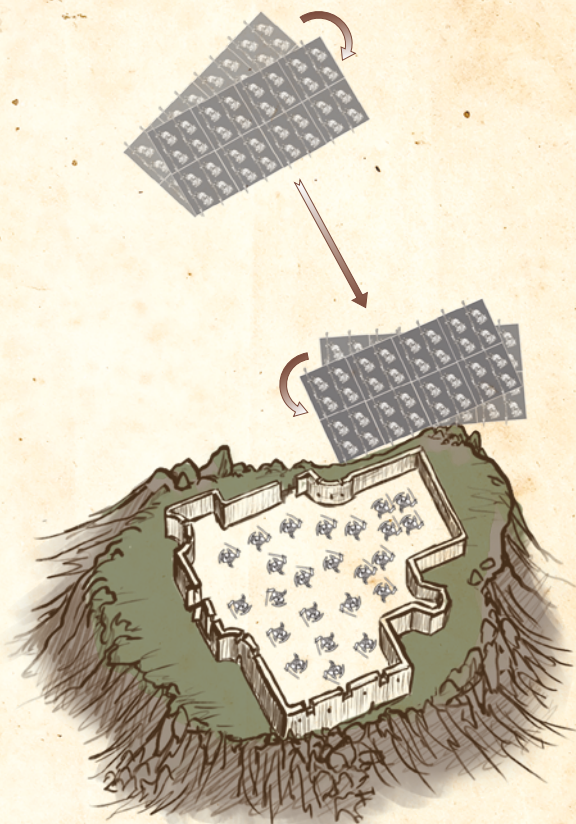


Fig. 10.3

Once the Regiment has successfully left the piece of Garrison Terrain, it is pushed 1" away from the piece of Garrison Terrain and its Activation ends.

If it cannot be pushed 1" away because that would either bring the Regiment within 1" of an Enemy Regiment or cause it to overlap with other Regiments or pieces of Garrison Terrain, then push it as much as possible.

This is the only exception allowing a Regiment to be within 1" of a piece of Garrison Terrain it is not Occupying or Engaging.

A Regiment cannot Occupy and leave a piece of Garrison Terrain in the same Round.

WITHDRAW FROM GARRISON TERRAIN

A Regiment Occupying a piece of Garrison Terrain may choose to leave it even if in Contact with an Enemy Regiment. Follow the rules as explained above.

CHARGING GARRISON TERRAIN

Your Regiment may take a Charge Action against a piece of Garrison Terrain Occupied by an Enemy Regiment as if it were an Enemy Regiment itself.

As Garrison Terrain features are seldom rectangular in shape, Wheeling flush will not always be possible. Instead, Wheel your Regiment as close to Flush as you can by the shortest possible distance.

GARRISON TERRAIN AND IMPACT ATTACKS

Regiments do not benefit from the Impact (X) Special Rule when Charging a piece of Garrison Terrain.

CLASH ACTIONS AND GARRISON TERRAIN

If your Regiment is in contact with a piece of Garrison Terrain Occupied by an Enemy Regiment, it may take a Clash Action against that Occupying Enemy Regiment. In order to accommodate irregular Terrain features, all Stands in a Regiment's first Rank calculate their Attacks as if they were in contact with the Occupying Enemy Regiment while all other Stands contribute Supporting Attacks as normal.

The only exceptions are Stands in contact with other Enemy Regiments – these Attacks must Target one of the other Regiments in contact, even if they are also in contact with the Garrison Terrain.

The Clash Action is otherwise resolved as normal.

If your Regiment is Occupying a piece of Garrison Terrain and an Enemy Regiment is Engaging it, it may take a Clash Action against it. If it does so, all Stands in your Regiment Attack as if they were in contact with the Enemy Regiment.

If there is more than one Enemy Regiment in contact with the Garrison Terrain, you may have each Stand Target different Enemy Regiments in contact with it – even foregoing Attacks against one Enemy Regiment in favor of focusing on another. The Clash Action is otherwise resolved as normal.

WIPED OUT IN GARRISON TERRAIN

If a Regiment in Garrison Terrain is destroyed by any means, one Enemy Regiment that is in contact with the Garrison Terrain and is capable of Occupying the Garrison Terrain feature may immediately do so. This does not cost the Regiment any additional Actions; however, its Activation still ends. Any Enemy

Regiments in contact with the Garrison Terrain that cannot do so can immediately perform a free additional Reform Action instead.



Fig. 10.4

Stands marked X would make their full Attacks against Regiment B in Garrison Terrain. Stands marked Z would make their full Attacks against Regiment A. All other friendly Stands support as normal. Regiment B has six full Stands remaining. If it performs a Clash Action, it may split these Stands' Attacks between the two Enemy Regiments in contact, or focus on attacking one.

VOLLEY ACTIONS AND GARRISON TERRAIN

A Regiment Occupying Garrison Terrain can make Volley Actions as normal. The Regiment may perform a Volley Action in any direction, measuring Range and calculating Line of Sight from any edge of the Garrison Terrain.

Calculate the Size of the Volleying Regiment as equal to the Elevation (X) rule of the Garrison Terrain feature for the purpose of drawing Line of Sight. Stands in the Regiment perform a Volley as normal. As some Special Rules, like Arcing Fire, do not work when Occupying a piece of Garrison Terrain, make sure to double check if the Regiment's Special Rules apply when Occupying terrain!





CHAPTER ELEVEN



DRAW EVENTS

IN THIS SECTION YOU WILL
FIND A COMPREHENSIVE LIST
OF THE DRAW EVENTS USED
IN CONQUEST, WHETHER
THEY ARE NATURAL
ABILITIES, BESTOWED BY
SPELLS, OR ARE MANIFESTED
IN OTHER, STRANGER WAYS...



DRAW EVENTS

This section contains a comprehensive list of the Draw Events used in Conquest, whether they are natural abilities, bestowed by Spells, or are manifested in other, stranger ways.

When a Draw Event or ability confers multiple instances of the same Draw Event (X), these Draw Events do not stack, unless the Draw Event has a (+X) value. If a Stand activates a Draw Event with a (+X) value, the Regiment is considered to have had a value of 0 prior to gaining the (+X). Once the Draw Event (+X) has been applied and added it loses its "+" quality. Multiple instances of Draw Event (X) and (+X) are resolved in the same way as Special Rules (X) and (+X).

You can opt not to resolve a Draw Event for any Command Card when it is drawn. If a Draw Event inflicts Hits, Players make Defense Rolls, Remove Casualties and Test Morale as described in pages 46 and 60.

Bastion X: Until the end of the Round, all Stands in this Regiment gain +X Defense.

Biotic Renewal: Roll a D6. This Regiment Heals a number of Wounds equal to the result. If the Regiment affected is not Infantry, reduce the Healing value to D3.

Burnout: Stands in this Regiment gain +1 Clash and +2 March Characteristic, as well as the Decay (3) Special Rule, until the end of the Round.

Double Time: If this Regiment performs two March Actions during its Activation, it may take a free additional March Action.

Fire and Advance: If this Regiment performs a Volley Action as its second Action during this Activation, it may take a free additional March Action immediately after the Volley Action is resolved. The Regiment cannot move sideways or backwards during that March.

Flux-Powered: Until the end of the Round, choose one of the following bonuses for this Regiment to receive:

- +2 Clash Characteristic
- +2 Attacks Characteristic

Murderous Volley: Until the end of the Round, if this Regiment has performed a Take Aim Action, Wounds caused to Regiments within 12" as part of this Regiment's Volley Action cause Morale Tests.

Regeneration X: This Regiment immediately Heals X Wounds. [CHARACTER]s in the Regiment are ignored for the purposes of the Heal from this Draw Event.

If a [CHARACTER] has the Regeneration (X) Draw Event, Heal only the [CHARACTER] for X Wounds. Any additional Wounds Healed are lost.



SPECIAL RULES

When a Special Rule or ability confers multiple instances of the same Special Rule (X), these Special Rules do not stack, unless the Special Rule has a (+X) value. If a Stand gains a Special Rule with a (+X) value, the Regiment is considered to have had a value of 0 prior to gaining the (+X). Once the Special Rule (+X) has been applied and added it loses its "+" quality. If a Special Rule inflicts Hits, Players make Defense Rolls, Remove Casualties and Test Morale as described in pages 46 and 60.

Example 1: *A Regiment has the Cleave (1) Special Rule. Another Special Rule gives that Regiment another instance of the Cleave (1) Special Rule. As both of these Special Rules are (X), they do not stack and the Regiment will still have the Cleave (1) Special Rule.*

If the second instance of Cleave (X) was Cleave (+1) instead, then the Cleave (1) and the Cleave (+1) Special Rule would stack, and the Stand would now have Cleave (2).

Example 2: *A Regiment without Cleave (X) gains the Cleave (+1) Special Rule. The Regiment counts as if it had a value of Cleave (0) which now becomes Cleave (1). The Regiment now counts as having the Cleave (1) Special Rule and does not retain its "+" quality. Should another instance of Cleave (1) be applied the Regiment would not still maintain its Cleave (1).*

Aimed Shot: Stands in this Regiment, including [CHARACTER]s, add +1 to their Volley Characteristic for the next Volley Action it takes this Activation. If this modifies the Volley Characteristic to a 5 or greater, they do not receive the +1 Volley but instead may Re-Roll unmodified Hit Rolls of "6".

Arcing Fire: Until the end of this Regiment's Activation, if the Regiment has the Aimed Shot Special Rule and is not currently occupying a piece of Garrison terrain, instead of performing a Volley Action as normal it may perform the following: The Regiment suffers -1 to its Volley Characteristic until the end of the Regiment's Activation.

Then the Regiment may select an Enemy Regiment in its front arc, within Barrage Range of at least one of its Stands and within Line of Sight of a Friendly Regiment and perform the Volley Action against it as if its Volley was a Clear Shot.

Only Stands in the Regiment with this Special Rule may participate in this Volley Action. If all Stands in the Target Regiment are within a piece of Obscuring Terrain then the Barrage (X) Special Rule is halved as normal, if the Target Regiment does not have all its Stands within a piece of Obscuring Terrain then there are no penalties to the Barrage (X) Special Rule.

Armor Piercing (X): When a Stand with this Special Rule performs a Volley or Spellcasting Action, any Hits

caused by those attacks reduce the Target Regiment's Defense by X. E.g. A Stand with Armor Piercing (2) would reduce the Target's Defense by 2 during Defense Rolls from its Volley Action.

Aura of Death (X): At the start of an Enemy Regiment's "Draw Command Card" step, if it is in contact with one or more Enemy Regiment with this Special Rule, it suffers X Hits where X is the sum of the Regiment(s)' Aura of Death (X) Special Rule. Wounds resulting from these Hits do not trigger Morale Tests.

Should the Regiment be destroyed by this Special Rule before the "Resolve Draw Event" step, then the Active Player discards the Command Card and may Draw their next Command Card and perform Actions with it.

Barrage (X): A Stand with this Special Rule contributes X Shots when its Regiment performs a Volley Action. The Range, as well as any Special Rules, are given in a second set of parentheses after the Barrage (X) Special Rule.

Blessed: Once per Round, Stands with this Special Rule may choose to Re-Roll all their failed Hit Rolls or all of their failed Defense Rolls during a Clash or Charge Action. All Stands in the Regiment must Re-Roll the same Roll at the same time and must declare the use of Blessed before making the Roll they wish to Re-Roll.

Bodyguards: This Regiment suffers no penalties when an attached [CHARACTER] declines a Duel. A Broken Regiment still cannot decline a Duel.

Bravery: Stands in this Regiment, including [CHARACTER]s, ignore the Fearsome and Terrifying (X) Special Rules. In addition, at the start of the Regiment's Activation, after resolving any Draw Events but before performing its first Action, remove the Broken status from this Regiment.

Brutal Impact (X): When a Stand with this Special Rule inflicts Impact Attacks, those Impact Attacks reduce the Target Enemy Regiment's Defense by X for the purposes of making Defense Rolls against those Impact Attacks. *E.g. A Stand with Brutal Impact (2) would reduce the Target's Defense by 2 when making Defense Rolls from its Impact Attacks.*

Cleave (X): When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making Defense Rolls against those Attacks. *E.g. A Stand with Cleave (2) would reduce the Target's Defense by 2 during Defense Rolls from those Attacks.*

Counter-Attack: During an Enemy Regiment's Clash Action performed against this Regiment, each unmodified Defense Roll of "1" causes 1 Hit to the Active Enemy Regiment. These Hits do not benefit from any other Special Rules that affect Clash Actions. [CHARACTER]s with this Special Rule involved in a Duel, inflict 1 Hit to the Enemy Character for each unmodified Defense Roll of "1". These Hits do not benefit from any other Special Rules that affect Duel Actions.

Dauntless: This Regiment may never be Broken and always counts as having the Inspired Special Rule. [CHARACTER]s benefit from this Special Rule only if they have "Dauntless" themselves as part of their Characteristic profile or have gained this Special Rule from an ability, Character Upgrade, etc. In instances where this Regiment or Stand can never benefit from the "Inspired" Special Rule, this rule supersedes it.

Decay (X): At the end of the Regiment's "Deactivate Regiment" step, every Stand in the Regiment rolls X number of dice, where X is equal to the Decay (X) value. For each roll of "5" or "6", the Regiment suffers 1 Wound. Wounds caused from this Special Rule do not cause Morale Tests. If a Regiment has several instances of Decay (X), add all of the X values together.

If a Regiment containing a [CHARACTER] is affected by the Decay (X) Special Rule, then the [CHARACTER] suffers Decay (X) as well. All Wounds are allocated as per the "Allocating Wounds and Removing Casualties" section of the rules. **Example:** *Applying Decay (2) and then Decay (3) would equal Decay (5).*

Deadly Blades: When a Stand with this Special Rule performs a Clash or Duel Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

Deadly Shot: When a Stand with this Special Rule performs a Volley Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

Deadshots: A Stand with this Special Rule always counts as under the effects of the Aimed Shot Special Rule.

Devout: When a Regiment with this Special Rule is the Target of a Priest (X)'s Spellcasting Action, one failed Spellcasting die is converted to a success. If the Regiment has a [CHARACTER] attached to it with this Special Rule, then the Regiment also counts as having "Devout" for as long as the [CHARACTER] remains attached to it.

Dread: Enemy Regiments in contact with Stands with this Special Rule cannot benefit from the effects of the "Inspired" Special Rule. In instances where a Regiment or Stand always benefits from the "Inspired" Special Rule, this rule is superseded.

Fanatical Devotion: When a Regiment or [CHARACTER] with the Priest (X) Special Rule successfully casts a Spell, with a Range other than "Self", with this Regiment as its Target, this Regiment Heals for 3 Wounds.

Fearless: A Regiment with this Special Rule ignores the effects of the Fearsome and Terrifying (X) Special Rules. If a [CHARACTER] has this Special Rule, then it does not apply it to the rest of the Regiment and only benefits from this Special Rule as part of a Duel Action.

Fearsome: Enemy Regiments in contact with this Regiment must roll a D6 before being able to perform a Combat Rally or Combat Reform Action. If the result is less than or equal to the highest Resolve Characteristic in the Regiment, you may perform an Action as normal. If the result is higher, then the Action fails and is lost.

Fiend Hunter: Stands with this Special Rule may Re-Roll all failed Hit Rolls against Monster and Brute Regiments.

Forward Force: The non-Monster Regiment this [CHARACTER] is currently attached to gains the Flank Special Rule.

Flank: This Regiment does not contribute a die to the Reinforcement Roll. Before rolling each Reinforcement Pool for each Class, each player declares whether a Regiment with this Special Rule automatically enters the Battlefield or remains in Reinforcements.

A Regiment cannot enter the Battlefield before its Class will normally be able to and cannot remain in Reinforcements past the Round its Class is required to enter automatically.

Flawless Drill: Once per game, this Regiment may perform a free additional Combat Reform Action during its Activation.

Flawless Strikes: When a Stand with this Special Rule performs a Clash or Duel Action, all Hit Rolls of "1" count the Target's Defense as 0 for that Attack. Additional Hits generated by other Special Rules do not benefit from this Special Rule.

Fluid Formation: This Regiment may perform a free additional Reform Action during its Activation given that at the beginning and end of that action it has a maximum of 3 stands in its front row. This free Reform Action must be performed before the Regiment takes its first Action, or at the end of its Activation after all other Actions have been resolved.

A Regiment with this Special Rule can draw Line of Sight from all Arcs, not just its Front, and may perform Volley Actions against Regiments in its flank or rear as well. Where this is the case, count the closest Rank or File of the Regiment as the first Rank.

Flurry: A Stand with this Special Rule Re-Rolls all failed Hit Rolls when performing a Clash or Duel Action.

Fly: A Regiment containing only Stands with this Special Rule may March and Charge over all other Regiments as long as it does not end its Activation overlapping any Regiment or Impassable Terrain.

A Regiment Marching or Charging over Zonal Terrain is not affected by the piece of Zonal Terrain unless it started or ended these Actions within it. Should the Regiment perform a sequence of March or March and Charge Actions it is not affected by the piece of Zonal Terrain unless it started or ended the sequence of these Actions with it.

Glorious Charge: When a Stand with this Special Rule performs a successful Charge, its Impact Attacks are resolved with +1 Clash Characteristic and Terrifying (1) until the end of the Round.

Hardened (X): When this Regiment makes a Defense Roll, reduce any Cleave (X), Brutal Impact (X) or Armor Piercing (X) Special Rule by the value of Hardened (X) when resolving that Defense Roll. [CHARACTER]s do not benefit from this Special Rule during Duels unless they have this Special Rule.

Impact (X): Stands with this Special Rule perform Impact Attacks equal to X where X is the value of the Impact (X) Special Rule (see page 36).

Indomitable (X): When this Regiment Rolls a Morale Test, treat X failed results as successes where X is the value of this Special Rule. [CHARACTER]s do not benefit from this Special Rule during Duels unless they have this Special Rule.

Inspired: This Regiment adds +1 to its Clash Characteristic until the end of the Regiment's Activation. If this modifies the Clash Characteristic to a 5 or greater, it does not receive the +1 Clash but instead may Re-Roll unmodified Hit Rolls of "6". This Special Rule does not affect a Regiment's Clash

Characteristic during Impact Attacks The +1 to the Clash Characteristic from the Inspired Special Rule is always added in after all other Clash modifying rules have been applied.

Irregular: This Regiment does not affect Friendly and Enemy Reinforcement Lines. A Stand without this Special Rule may not join this Regiment.

Iron Discipline: When this Regiment is Engaged or suffers Wounds from the Sides or Rear, it does not lose the Support (X) Special Rule and does not Re-Roll successful Morale Tests.

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

Lethal Demise (X): When an Enemy Regiment currently in contact with this Regiment causes a Stand with this Special Rule to be destroyed, the Enemy Regiment suffers X Hits where X is equal to the Special Rule's X value.

These Hits do not benefit from any other Special Rules and are resolved against the Enemy Regiment's front arc. Wounds resulting from these Hits do not trigger Morale Tests and do not trigger Lethal Demise.

Linebreaker: A Stand with this Special Rule ignores the Shield Special Rule and Bastion (X) Draw Event, when performing a Clash or Duel Action, or when resolving Impact Attacks.

Loose Formation: When a Stand performs a Volley Action against a Regiment with this Special Rule it halves the X value in its Barrage (X) Special Rule (rounding up) to a minimum of 1.

In addition, Spells will only inflict half their number of Hits (rounding up) against a Stand with this Special Rule. This Special Rule does not stack with Obscuring Terrain. Furthermore, a Regiment with this Special Rule cannot inflict Impact Attacks.

Oblivious: Regiments with this Special Rule receive only 1 Wound for every 2 failed Morale Tests, rounding up. [CHARACTER]s do not benefit from this Special Rule during Duels unless they have this Special Rule.

Opportunists: A Stand with this Special Rule may

re-roll failed Hit Rolls when performing a Clash or Volley Action against an Enemy Regiment's Flank or Rear Arc.

Overrun: At the end of this Regiment's Charge Action, if the Enemy Regiment in contact is Broken, this Regiment may perform its Impact Attacks again. A Regiment with this Special Rule may perform up to two Charge Actions during a single Activation. The Regiment's Activation still comes to an end if it fails a Charge Roll.

Parry: Enemy Stands engaged with a Stand with this Special Rule cannot Re-Roll failed Hit Rolls. [CHARACTER]s cannot Re-Roll failed Hit Rolls against another [CHARACTER] with this Special Rule.

Phalanx: This Regiment counts its Defense and Resolve Characteristics as 1 point higher against all Hits originating from its front Arc. Furthermore, this Regiment cannot perform the Inspire Action.

The Regiment's Charge Distance is always its March value +3" and it cannot Occupy Garrison Terrain. [CHARACTER]s in this Regiment do not benefit from this Special Rule when participating in Duels.

Precise Shot: When a Stand with this Special Rule performs a Volley Action, all Hit Rolls of "1" count the Target's Defense as "0" for that Attack. Additional Hits generated by other Special Rules do not benefit from this Special Rule.

Priest (X): This Regiment or [CHARACTER] can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level (see page 80). If the Regiment or [CHARACTER] does not have any Spells available, then it only counts toward Enemy Interference.

Quicksilver Strike: A [CHARACTER] with this Special Rule resolves all of its Attacks first during a Duel Action. If both [CHARACTER]s in the Duel Action have this Special Rule, the Attacks are resolved simultaneously.

Rapid Volley: When a Stand with this Special Rule performs a Volley Action, each Hit Roll of "1" causes an additional automatic Hit on the Target. This additional Hit does not benefit from any Special Rules that trigger during the Roll To Hit Step. Attacks from

[**CHARACTER**]s do not benefit from this Special Rule.

Relentless Blows: When a Stand with this Special Rule performs a Clash or Duel Action, each Hit Roll of “1” causes an additional automatic Hit on the Target. This additional Hit does not benefit from any Special Rules that trigger during the “Roll to Hit” step.

Rider: This [**CHARACTER**] is not physically represented by a separate Stand, and must be attached to a Monster Regiment in its Warband. The Regiment counts as being composed of two Stands, a Monster and a [**CHARACTER**]. The [**CHARACTER**] uses the Monster Stand for the purposes of measuring distances and drawing Line of Sight using the Monster Regiment's Size. The Regiment Marches based on the Monster Regiment's March Characteristic as opposed to the lowest March Characteristic value in the Regiment.

The Character Model must be physically represented on the Monster Regiment it is attached to (e.g. Hellbringer Sorcerer model or Apex Queen). The [**CHARACTER**] is still considered to be attached to the Regiment even without a Stand and therefore can be involved in Duel Actions.

Furthermore, the [**CHARACTER**] is considered to be in contact with any Enemy Stands the Monster Regiment is in contact with.

Shield: Stands in this Regiment, including [**CHARACTER**]s, count their Defense Characteristic as 1 point higher against all Hits originating from the Regiment's front Arc. [**CHARACTER**]s do not benefit from this Special Rule during Duels unless they have this Special Rule. A Regiment cannot make use of this Special Rule when Occupying Garrison Terrain.

Shock: When this Regiment performs a successful Charge, Stands in the Regiment with this Special Rule add +1 to their Clash Characteristic until the end of the Round.

Smite: Enemies that suffer hits from a stand with this Special Rule during Clash or Duel actions may not use their Defense characteristic when making Defense rolls.

Support (X): This Regiment's Stands contribute X Supporting Attacks during a Clash Action instead of 1. “While a Regiment is Engaged by enemy Regiments in its Flank or Rear, they lose the Support X Special Rule.

Sureshot: This Regiment does not suffer the negative effects of targeting an Enemy Regiment within Obscuring Terrain and/or drawing Line of Sight through Obscuring Terrain.

Tenacious (X): Whenever this Regiment makes a Defense Roll, treat X failed results as successes where X is the value of this Special Rule. [**CHARACTER**]s do not benefit from this Special Rule during Duels unless they have this Special Rule.

Terrifying (X): Regiments in contact with Stands with this Special Rule reduce their Resolve Characteristic by X, where X is the value in the Terrifying (X) Special Rule, for the purposes of making Morale Tests against Wounds taken from that Regiment.

Torrential Fire: When a Stand with this Special Rule performs a Volley Action against an Enemy Regiment within Effective Range, every two successful Hit Rolls (rounding up) cause an additional automatic Hit on the Target. These additional shots do not benefit from this Special Rule.

Trample (X): At the end of this Regiment's Activation, choose one Enemy Regiment in contact with this Regiment's front arc. Stands in the Regiment with this Special Rule cause X additional Hits where X is equal to the Stand's Trample (X) value. These additional Hits do not benefit from any of the Regiment's Special Rules and Hit automatically. Wounds resulting from these Hits do not trigger Morale Tests.

This Special Rule does not trigger at the end of a [**CHARACTER**]s Activation. Hits from this Special Rule can inflict Wounds to Objective Markers as if this Regiment was performing a Clash Action against it.

Unstoppable: This Regiment may Re-Roll failed Charge Rolls.



Untouchable: This Regiment Re-Rolls failed Defense Rolls of "6". [**CHARACTER**]s do not benefit from this Special Rule during Duels unless they have this Special Rule.

Unyielding: Enemy Regiments cannot Seize an Objective Zone that Stands in this Regiment are in range of. This Special Rule is not active if this Regiment is currently Broken.

Vanguard (X): When a Regiment with this Special Rule enters the Battlefield from Reinforcements, add +X to its March Characteristic for the first March Action this Activation.

Weapon Platform: Stands in this Regiment count their Flank Arcs as their Front Arc for the purposes of determining Line of Sight and Checking for Obstruction when performing a Volley Action.

Wizard (X): This Regiment or [**CHARACTER**] can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level (see page 80). If the Regiment or [**CHARACTER**] does not have any Spells available, then it only counts toward Enemy Interference.



CHAPTER TWELVE



FIGHTING A BATTLE

IN THIS SECTION YOU WILL
FIND BATTLE SCENARIOS TO
ADD AN EXTRA LEVEL OF
STRATEGY TO YOUR GAMES.
COMPLETE THE OBJECTIVES
TO ENSURE VICTORY OVER
YOUR OPPONENT!



No two battles are the same. Reinforcement Zones, Objectives – even the composition of the Armies themselves – 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, there are also additional Scenarios on the Tournament page of the Para-Bellum Games website, but you should feel free to invent your own!



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 of 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]**s and Regiments, all of which are selected from a single Faction's Army List. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one **[CHARACTER]** to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each **[CHARACTER]** 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]** 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. Depending on the **[CHARACTER]** it is chosen for, it will also count as a Mainstay or a Restricted choice. Each **[CHARACTER]**'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 Warband. 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]**s 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] or Regiment for which the upgrade was purchased.

SET UP THE BATTLEFIELD

Terrain is an important part of Conquest: TLAOK, as your forces interact with their environment either by taking cover in dense forests or garrisoning vantage points. Each table's Terrain pieces should be pre-arranged before the battle begins and will not move or change throughout the game.

Terrain follows all normal rules found in Chapter 10 of the rulebook and may be set up according to the following rules:

- No piece of Terrain is placed on top of an Objective Zone or Objective Marker.
- No piece of Terrain is within 9" of another Terrain piece.
- No piece of Terrain should have a footprint larger than 9"x6".
- Smaller Terrain pieces can be grouped together to form a single Terrain piece. This combination of Terrain pieces should not create a footprint larger than 9"x6". *E.g. A ruined hamlet can be combined with a few pieces of broken wall to create a larger ruined structure.*
- Can only include up to 2 pieces of Garrison Terrain on each Battlefield.
- The Battlefield should contain about 6 pieces of Terrain but no more than 8.

ASSIGN CHARACTERS STANDS

Each [CHARACTER] in your Army must join a Regiment before the first Reinforcement Phase begins. The best way to do this is to set up your entire Army beside the Battlefield, with your [CHARACTER]s already in the Regiments in their Warbands that they'll be fighting from at the start of the battle.

REINFORCEMENTS

Regiments are not deployed at the start of the Battle. They are held to one side, and arrive later in the Battle, as described on pages 20 and 30.

Note that if a Regiment is held back as Reinforcements, so is the [CHARACTER] that has been attached to it. The [CHARACTER]'s Class has no effect on when the Regiment the [CHARACTER] has joined will come onto the battlefield from Reinforcements.

SECONDARY OBJECTIVES

Battles are primarily decided by Seizing Territory and destroying the opposition. However, as the fight goes on, opportunities unfold for one side or the other to claim an advantage. These are referred to as Secondary Objectives.

Each Faction has its own deck of Secondary Objective cards, representing the goals it considers pivotal to victory. While some Secondary Objective decks share some common cards, no two Faction decks are exactly the same. A player who adheres closely to the martial and ideological goals of the warriors under their command is that much more likely to achieve victory!

DRAWING SECONDARY OBJECTIVES

Shuffle your Secondary Objective deck and draw the top five cards. Your opponent does the same. Discard two cards of your choosing – this allows you to have some control over the style of objectives your Army will be pursuing during the battle. Keep your cards hidden from your opponent during the course of the game.



SCORING SECONDARY OBJECTIVES

Each Secondary Objective card gives you the conditions required for completing it. Once you have completed a Secondary Objective, make a note of the Round number it was completed on, on your Army List. Note that some decks contain multiples of the same card. You cannot achieve the same Secondary Objective card more than once per Round.

FIGHT THE BATTLE

With all the preliminaries complete, it's time to battle!

The Game Length heading will tell you how many Rounds to play, and the Victory Points heading gives you the information you need to know when you've won a mighty triumph, or cravenly plunged into the depths of defeat.

Players can ask to see their Opponent's list as well as scan any Command Card currently on table at any time. A player cannot ask their Opponent to scan a card that is currently in the Command Stack and instead must use the Army Builder, Faction Army List or their Opponent's Army List to reference that Regiment's rules.

When Activating a Regiment, make sure to leave its Command Card close to the Regiment, in a way that does not disrupt play, as a reminder that the Regiment has been Activated and to be easily accessible by both players in case they want to scan the card.

EARNING VICTORY POINTS

Battlefield dominance is determined from Round to Round. At the end of each Round, consult the Victory Conditions to work out how many Victory Points you've scored that Round – your opponent does the same. Keep a running total of the Victory Points as the game goes on. Once the battle is finished, these will be used to determine the winner!

SEIZING TERRITORY

Victory Points are often earned for Seizing Territory – battlefield quarters, center of the battlefield, Objective Zones, etc. The Player with the most Stands capable of Seizing **and** more total Stands in range of an Objective Zone, Seizes that Objective Zone.

Light Stands count as 0 Stands for the purposes of Seizing Territory. They do count however towards the total number of Stands in range of an Objective Zone. If a rule would make a Light count as X additional Stands towards Seizing Objective Zones then these Stands will be able to count towards the number of Stands capable of Seizing.

Medium and Heavy Stands count as 1 Stand for the purposes of Seizing Territory. Monster Stands count as 3 Stands for the purposes of Seizing Territory.

Should Stands lose their ability to Seize Objective Zones they still count towards the total number of Stands in range of an Objective Zone.

Finally, when a Stand is under the effects of an ability that allows it to “always Seize an Objective Zone” or “a Regiment counts as Seizing” an Objective Zone they are in range of, then the Player in control of that Regiment counts as Seizing that Objective Zone regardless of other Stands present in range of it.

Only **one** Player may be Seizing an Objective Zone at any given time.

DETERMINE THE VICTOR

Obviously, if your forces are wiped out, or you choose to concede, victory goes to your opponent. Otherwise, each Scenario has its own unique conditions for scoring points and securing victory which you will have to follow to come out victorious.



SCENARIO ONE

HEAD TO HEAD

Player 2 Reinforcement Zone

48"



48"

Player 1 Reinforcement Zone

FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

This scenario is played on a 4' x4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defense values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

DEPLOYMENT

Both players roll off.

The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

GAME LENGTH

Play continues for 10 Rounds, or until one side has scored 8 points, been eliminated or conceded.

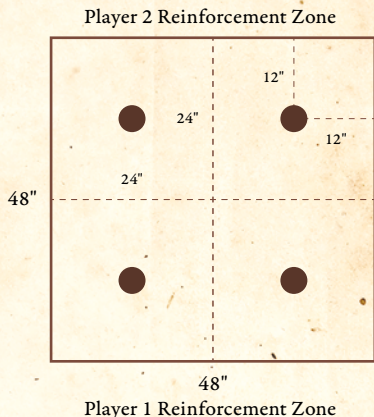
VICTORY POINTS

At the end of each Round, you score points for the following:

- 1 Victory Point for each enemy Command Card removed from play.
- 2 Victory Points for killing the enemy Warlord. (Stacks with secondary objective).
- 1 Victory Point for each Secondary Objective Completed.

SCENARIO TWO

BREAKTHROUGH



FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

This scenario is played on a 4'x4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defense values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

Objective Zones 6" in diameter are placed in the center of each of the 4 quarters of the Table. The Objective on the half of the table closest to your Reinforcement zone are considered Friendly. The Objectives on the opposite side of the table are considered to be enemy.

DEPLOYMENT

Both players roll off.

The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

GAME LENGTH

Play continues for 10 Rounds, or until one side has scored 5 points, been eliminated or conceded.

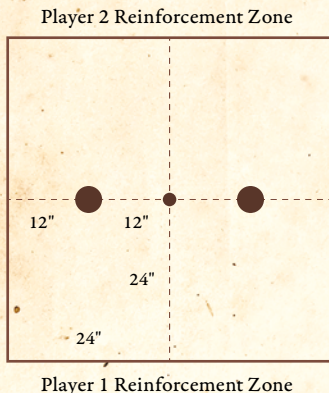
VICTORY POINTS

At the end of each Round, you score points for the following:

- 1 Victory Point for Securing a friendly Objective Zone (regardless of how many).
- 2 Victory Points for each Secured enemy Objective Zone.
- 1 Victory Point for each Secondary Objective completed.

SCENARIO THREE

MAELSTROM



FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

This scenario is played on a 4' x 4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defense values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

One Objective Zone 3" in diameter is placed in the center of the table.

Two 6" diameter Objective Zones are placed 12" away from the central objective and 24" away from each player's zone.

DEPLOYMENT

Both players roll off.

The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

All Regiments are held back as Reinforcements.

GAME LENGTH

Play continues for 10 Rounds, or until one side has scored 8 points, been eliminated or conceded.

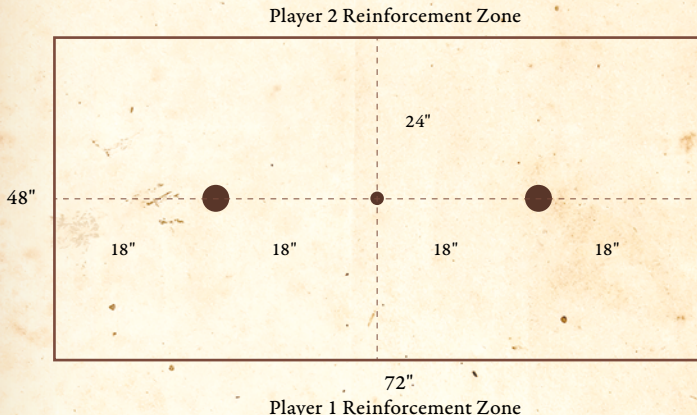
VICTORY CONDITIONS

At the end of each Round, you score points for the following:

- 1 Victory Point for securing the 3" diameter Objective Zone Marker.
- 2 Victory Points for securing each 6" diameter Objective Zone Markers.
- 1 Victory Point for securing each Secondary Objective.

SCENARIO FOUR

PINCER ATTACK



FORCES

You and your opponent each choose an army, using the Army Lists.

BATTLEFIELD

This scenario is played on a 6' x 4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defense values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

An Objective Zone 6" in diameter is placed in the center of the Table exactly 36" from the sides and 24" from the Player's Reinforcement Zone. Two Objective Zone Markers 12" in diameter are each placed 18" from the sides and 24" from each Player's Reinforcement Zone.

DEPLOYMENT

Both players roll off. The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

GAME LENGTH

Play continues for 10 Rounds, or until one side has scored 8 points, been eliminated or conceded.

VICTORY CONDITIONS

At the end of each Round, you score points for the following:

- 1 Victory Point for securing the 6" diameter Objective Zone Marker.
- 2 Victory Points for securing each 12" diameter Objective Zone Marker.
- 1 Victory Point for securing each Secondary Objective.

