

ARMY LISTS

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

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances. Your Army's points value is equal to the total points values of every Stand in your Army, plus those of any upgrades you've purchased for those Stands. The higher the points value, the more lethal the Army you've selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

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

THE WARLORD

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

WARBANDS

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

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

OPTIONAL UPGRADES

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

BATTLEFIELD ROLES

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

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

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

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

SPECIAL RULES AND SUPREMACY ABILITIES

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

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

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

Always Active: This Ability is always considered to be active regardless of whether the **[CHARACTER]** or Regiment is currently on the Battlefield, in Reinforcements or having been destroyed.

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

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

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

ONE HUNDRED KINGDOMS

The Hundred Kingdoms is a diverse Faction - whose many leaders and Nobles all compete for power through elaborate political schemes and strategic alliances. Each individual actor in these schemes depends on their own power structure and resources to do so rather than a more centralized form of power commonly seen in other Factions.

For this reason, the Hundred Kingdoms have **two** kinds of Faction Rules - **Army Rules** and **Sub-Faction Rules**. This will allow you to greatly customize your force to fit your personnel narrative, emphasizing on a single Sub-Faction or exploring intricate and delicate strategic alliances between Characters from different backgrounds.

For ease of reference every Regiment and **[CHARACTER]** has a Battlefield Role corresponding to their Sub-Faction easily identifying what troops work best with what theme.

The Sub-Faction Battlefield Roles are the following: **[IMPERIAL]**, **[THEIST]**, **[FEUDAL]** and **[THE ORDERS]**.

MEMORIES OF THE RED YEARS

A Hundred Kingdoms' Army List cannot include a **[THEIST]** **[CHARACTER]** and a **[THE ORDERS]** **[CHARACTER]** at the same time.

Example: A Theist Priest or Crusading Noble Lord cannot fielded in the same Army as a Priory Commander, Order of the Shield or Order of the Sword Commanders.

DYNASTIC ALLIANCES

When creating your Army List you may select one additional **[CHARACTER]** to be your "**Dynastic Ally**". A "**Dynastic Ally**" must be a different **[CHARACTER]** Entry as the Warlord and cannot share the same Sub-Faction Battlefield Role. A "**Dynastic Ally**" **[CHARACTER]** has access to their Supremacy Ability and Sub-Faction Rule as if they were a Warlord - they do not however count as the Warlord for any other purposes.

You may only activate one Activated Supremacy ability per Supremacy Phase, regardless of how many you have available.

RELENTLESS DRILLS

While a **[VETERAN]** Infantry Regiments in this Army is comprised of 5 or more Stands it counts as having the Inspired Special Rule.

Designer's Note: As you do not "always" count as having the Inspired Special Rule, charging through Hindering Terrain or other abilities might cause your Regiment to lose the Inspired Special Rule

In addition, **non-Light** Infantry Regiments' Command Stands in this Army counts as +X additional Stands for the purposes of Seizing Objective Zones where X is the Resolve bonus they receive based on their Regiment's Size (as described under the Calculating a Regiment's Resolve part of the rulebook page 60).

Designer's Note: As the footprint of a larger Regiment makes it difficult to bring all of its Stands within range of an Objective Zone, Relentless Drills allows for some of that Seizing power to be concentrated on the Regiment's Command Stand.

SUB-FACTION RULES

This Army follows the additional Sub-Faction Rules seen below:

RAPID DEPLOYMENT

If the Army's Warlord has the [IMPERIAL] Sub-Faction Battlefield Role then the Army gains access to this Sub-Faction Special Rule.

[Always Active]: During your Reinforcement Phase, choose up to two Friendly **[IMPERIAL]** Infantry Regiments per Round currently not on the Battlefield and after rolling for Reinforcements, to gain the Vanguard (5) Special Rule.

FAMILY TRADITIONS

If the Army's Warlord has the [FEUDAL] Sub-Faction Battlefield Role then the Army gains access to this Sub-Faction Special Rule.

[Always Active]: All **[FEUDAL]** Regiments in the Warlord's Warband gain the **[VETERAN]** Battlefield Role at no additional cost.

[FEUDAL] Regiments and **[CHARACTER]** Stands in the Army also gain the Dynastic Ally's Sub Faction Battlefield Role.

Example: A [FEUDAL] Noble Lord has a Theist Priest as their Dynastic Ally. This means that Regiments like Household Guard or Household Knights that would otherwise not have access to the [THEIST] Sub-Faction Battlefield Role may now benefit from the synergies integral to the [THEIST] Part of the Faction.

MARCH OF THE FAITHFUL

If the Army's Warlord has the [THEIST] Sub-Faction Battlefield Role then the Army gains access to this Sub-Faction Special Rule.

[Always Active]: **[VETERAN]** **[THEIST]** Regiments in the Army gain the Divine Purpose Special Rule.

In addition, while a Friendly **[THEIST]** Regiment is within 12" of a Friendly **[THEIST]** **[CHARACTER]** it gains the Indomitable (+1) Special Rule.

MARTIAL PROWESS

If the Army's Warlord has the [THE ORDERS] Sub-Faction Battlefield Role then the Army gains access to this Sub-Faction Special Rule.

[Always Active]: **[VETERAN]** **[THE ORDERS]** **Command Stands** and **[THE ORDERS]** **[CHARACTER]**s gain the Flurry Special Rule.

SUPREMACY ABILITIES

Each Sub-Faction grants a different Supremacy Ability should your Warlord belong to it.

COMBAT MANEUVERS

If the Army's Warlord has the [IMPERIAL] Sub-Faction Battlefield Role then the Army gains access to this Supremacy Ability.

[Activated]: Friendly **[VETERAN]** Infantry Regiments may perform a free Reform Action during their Activation and gain the Opportunist Special Rule until the end of the Round.

PROFESSIONAL TROOPS

If the Army's Warlord has the [FEUDAL] Sub-Faction Battlefield Role then the Army gains access to this Supremacy Ability.

[Always Active]: While Friendly **[FEUDAL]** Regiments are within 8" of a Friendly **[FEUDAL]** **[CHARACTER]** they Re-Roll unmodified Rolls of "6" during Clash Actions and when making Defense Rolls.

THE SPIRIT SHINES

If the Army's Warlord has the [THEIST] Sub-Faction Battlefield Role then the Army gains access to this Supremacy Ability.

[Activated]: **One** Theist Priest in the Army may immediately perform one additional out-of-sequence Spellcasting Action. The Spell is automatically successfully resolved as if it had scored the amount of successes required.

In addition, until the end of the Round, when a Friendly **[THEIST]** **[CHARACTER]** successfully casts a Spell Targeting a Friendly **[THEIST]** Regiment, all other Friendly **[THEIST]** Regiments currently on the Battlefield are also Targeted and affected by that Spell.

THE FIRST BLESSING

If the Army's Warlord has the [THE ORDERS] Sub-Faction Battlefield Role then the Army gains access to this Supremacy Ability.

[Activated]: All Friendly **[THE ORDERS]** Regiments add +1 to their Attacks Characteristic and gain the Hardened (+1) Special Rule.

RULES IN A NUTSHELL - WHAT DID I JUST READ?

Starting out and got questions? Here's a quick rundown of how the Hundred Kingdoms rules work and what we just went through the last few pages. These explanations are brief and will help you quickly start playing your first games or answer some questions you may have! Make sure to join our Discord channel and you may always reach out to us at with any questions you may have [here!](#)

WHAT DOES MY ARMY DO?

The Hundred Kingdoms represents humanity's resilience against fantastical creatures and if you didn't have enough being a human in real life you can now be one in a fantasy world too! Oh and you can play full-Knight lists!

Unlike other factions, a Hundred Kingdoms army is made up of smaller forces banding together to combat a larger threat. Each force, or Sub-Faction brings its own set of Sub-Faction rules and related abilities. This unique aspect makes it the only faction that fields two Warlords in battle as Dynastic Allies!

Designer's Note: This also means you get two Supremacy Abilities!

When creating an Army List, you may choose either to play with very well trained and disciplined infantry formations - with additional abilities to reflect said combat experience - or regiments of zealous troops unleashing a mighty crusade of religious fervor!

WHAT TO KEEP IN MIND

When playing Hundred Kingdoms always make sure to remember:

- Remember you have a Warlord AND a Dynastic Ally, this means that you can have two "Always Active" Supremacy abilities going at the same time!
- Make sure to note that your Dynastic Ally also provides their Sub-Faction rules allowing for even greater customization of your force! Make sure to experiment with different combinations!
- As a Hundred Kingdoms player you have a host of different Regiments at your disposal. What you lose in sheer power you gain in specialization. Unless, you're Orders...
- When building lists, you have the flexibility to field armies entirely made out of Infantry or Cavalry and anything in between! If full Cavalry is your style, you can do it!

IMPERIAL OFFICER										90 POINTS
Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	2	2	4	4	3	3	0	Rapid Deployment

SPECIAL RULES Forward Force

Battlefield Drills: At the end of the Round’s Supremacy Phase select up to two target Friendly Infantry Regiments within 12” of this [CHARACTER] Stand can each receive one of the following benefits. This [CHARACTER] Stand may choose a different benefit for each of the two Target Regiments.

- 1) **Brace for Impact:** Target Friendly Regiment gains the Hardened (1) Special Rule until the end of the Round.
- 2) **On Your Feet:** Target Friendly Regiment loses the Broken Status as if it had performed a Rally (or Combat Rally) Action.
- 3) **Point Secure:** Target Friendly Infantry Regiment within range of an Objective Zone gains the Iron Discipline Special Rule until the end of the Round.
- 4) **Aim For the Head:** Target Friendly Infantry Regiment gains the Murderous Volley Draw Event. Currently Attached Character Stands do not receive the Draw Event.

Personal Guard: The Regiment this [CHARACTER] is currently attached to gains the Bodyguard Special Rule.

CHARACTER

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

Battlefield Role: [CHARACTER], [IMPERIAL]

CHARACTER UPGRADES

- Heirlooms:** May have **two** Heirlooms at the indicated points cost.
- Masteries:** The Character Stand may purchase a single Mastery of any category.

WARBAND

This Warband may not contain more than 2 Regiments of Steel Legion.

<i>Mainstay:</i>	<i>Militia</i>	<i>Restricted:</i>	<i>Gilded Legion</i>
	<i>Militia Bowmen</i>		<i>Hunter Cadre</i>
	<i>Imperial Ranger Corps</i>		
	<i>Men-at-Arms</i>		
	<i>Mercenary Crossbowmen</i>		
	<i>Steel Legion</i>		

CHAPTER MAGE										80 POINTS
Type	Class	M	V	C	A	W	R	D	E	
Infantry	-	-	3	1	3	4	2	1	0	

SPECIAL RULES Barrage (4) (18”), Wizard (6)

CHARACTER

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

Battlefield Role: [CHARACTER], [IMPERIAL]

SPELLS

The Chapter Mage must select one of the following Schools at no additional point cost and knows all the Spells from that School.

School of Fire	School of Earth	School of Water	School of Air
<i>Kindle Courage</i>	<i>Earth to Mud</i>	<i>Ninuah's Tears</i>	<i>Seeking Winds</i>
<i>Fire Dart</i>	<i>Stone Spikes</i>	<i>Call Fog</i>	<i>Guide</i>

The Chapter Mage hass access to the following Spells in additon to the School they choose:

- Elemental Vortex*
- Elemental Missile*

CHARACTER UPGRADES

Heirlooms: May purchase a single Heirloom at its indicated points cost.

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

This [CHARACTER] cannot be the Warlord and cannot be selected as a Dynastic Ally.

WARBAND

<i>Mainstay:</i>	<i>Men-at-Arms</i>	<i>Restricted:</i>	<i>None</i>
	<i>Mercenary Crossbowmen</i>		

NOBLE LORD

70 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	4	4	3	3	0	Professional Troops

SPECIAL RULES -

Personal Bodyguard: You may select an Infantry Regiment in this Character's Warband to gain the [VETERAN] Battlefield Role if they do not already have it.

Weapon Arts: May select **two** of the following Weapon Arts, gaining the listed Special Rule(s), representing their weapons or their life's training.

<i>Weapon Master</i>	The Character Stand gains the Cleave (1) Special Rule.
<i>Relentless</i>	The Character Stand gains the Flurry Special Rule.
<i>Duellist</i>	The Character Stand adds +1 to their Clash Characteristic.
<i>Graceful Combatant</i>	The Character Stand adds +2 to its Attacks Characteristic.

CHARACTER

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

Battlefield Role: [CHARACTER], [FEUDAL]

CHARACTER UPGRADES

Heirlooms: May purchase **up to two** Heirlooms at their indicated points cost.

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

WARBAND

<i>Mainstay:</i>	<i>Militia</i>	<i>Restricted:</i>	<i>Mounted Squires</i>
	<i>Militia Bowmen</i>		<i>Longbowmen</i>
	<i>Men-at-Arms</i>		<i>Household Knights</i>
	<i>Mercenary Crossbowmen</i>		
	<i>Household Guard</i>		

MOUNTED NOBLE LORD

120 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Cavalry	-	-	1	3	5	5	3	3	0	Professional Troops

SPECIAL RULES Brutal Impact (2), Impact (3), Shield

Personal Entourage: You may select a Household Knight Regiment in this Character's Warband to gain the [VETERAN] Battlefield Role if they do not already have it.

Weapon Arts: May select up to **one** of the following Weapon Arts, gaining the listed Special Rule(s), representing their weapons or their life's training.

<i>Weapon Master</i>	The Character Stand gains the Cleave (1) Special Rule
<i>Relentless</i>	The Character Stand gains the Flurry Special Rule.
<i>Duellist</i>	The Character Stand adds +1 to their Clash Characteristic.
<i>Tourney Champion</i>	The Character Stand gains the Impact (+2) Special Rule.

CHARACTER

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

Battlefield Role: [CHARACTER], [FEUDAL]

CHARACTER UPGRADES

Heirlooms: May purchase a single Heirloom at its indicated points cost.

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

WARBAND

This Character Stand's Warband may not contain more than two Regiments of Household Knights.

<i>Mainstay:</i>	<i>Militia</i>	<i>Restricted:</i>	<i>Longbowmen</i>
	<i>Militia Bowmen</i>		<i>Household Guard</i>
	<i>Men-at-Arms</i>		
	<i>Mercenary Crossbowmen</i>		
	<i>Mounted Squires</i>		
	<i>Household Knights</i>		

CRUSADING NOBLE LORD

90 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	5	4	4	3	0	The Spirit Shines

SPECIAL RULES Cleave (2), Flurry, Devout

Path of Righteousness: Regiments in this [**CHARACTER**]'s Warband gain the [**THEIST**] Battlefield Role and Indomitable (+1) Special Rule (to a maximum of 2).

Crusading Bulls: May select **one** of the following Crusading Bulls gaining the listed Special Rule(s), representing their oaths and motivations.

<i>To Restore the Faith</i>	While a Friendly Infantry Regiment within 8" of this [CHARACTER] has a Resolve Characteristic of 4 or greater, that Regiment counts as having the Divine Purpose Special Rule.
<i>To Banish the Darkness</i>	The Regiment this [CHARACTER] is currently attached to gains the Oblivious Special Rule.
<i>To Cast Out the Daemon</i>	The Regiment this [CHARACTER] is currently attached to gains the Terrifying (1) Special Rule.

CHARACTER

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

Battlefield Role: [**CHARACTER**], [**THEIST**]

CHARACTER UPGRADES

Heirlooms: May purchase a single Heirloom at its indicated points cost.

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

WARBAND

This Character Stand's Warband may not contain more than two Regiments of Household Guard.

<i>Mainstay:</i>	<i>Crusaders</i>	<i>Restricted:</i>	<i>Household Knights</i>
	<i>Household Guard</i>		<i>Longbowmen</i>
	<i>Militia</i>		
	<i>Militia Bowmen</i>		
	<i>Men-at-Arms</i>		
	<i>Sicarii</i>		

THEIST PRIEST											90 POINTS
Type	Class	M	V	C	A	W	R	D	E	Supremacy	

SPECIAL RULES Cleave (1), Devout, Fearless, Priest (6)

CHARACTER

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

Battlefield Role: [CHARACTER], [THEIST]

SPELLS

The Theist Priest knows all the following Spells at no additional points cost.

<i>Saint's Favor</i>	<i>Divine Sanction</i>
<i>Heavenly Blessing</i>	<i>Holy Fire</i>
<i>Fervor</i>	

CHARACTER UPGRADES

Heirlooms: May purchase a single Heirloom at its indicated points cost.

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

WARBAND

<i>Mainstay:</i>	<i>Crusaders</i>	<i>Restricted:</i>	<i>Archangel</i>
	<i>Militia</i>		
	<i>Militia Bowmen</i>		
	<i>Sicarii</i>		

PRIORITY COMMANDER											120 POINTS
Type	Class	M	V	C	A	W	R	D	E	Supremacy	

PRIORITY COMMANDER											120 POINTS
Type	Class	M	V	C	A	W	R	D	E	Supremacy	

Cavalry	-	-	1	4	6	6	4	4	0	The First Blessing
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- ## CHARACTER

- The Character must belong in one of the following Orders gaining its benefits. Depending on the**

CHARACTER UPGRADES

Heirlooms: May purchase a single Heirloom at its indicated points cost.

WARBAND (CRIMSON TOWER)

<i>Mainstay:</i>	<i>Order of the Crimson Tower</i>	<i>Restricted:</i>	<i>Order of the Ashen Dawn</i>
			<i>Order of the Sealed Temple</i>
			<i>Order of the Sword</i>
			<i>Order of Saint Lazarus</i>

WARRAND (SEALED TEMPLE)

WARD AND (SEALED FEMILE)			
Meistern	Order of the Sacred Trinity	Restricted	Order of the A-hay Dawn

<i>Mainstay:</i>	<i>Order of the Sealed Temple</i>	<i>Restricted:</i>	<i>Order of the Ashen Dawn</i>
			<i>Order of the Crimson Tower</i>
			<i>Order of the Sword</i>
			<i>Order of Saint Lazarus</i>

ERRANT OF THE ORDER OF THE SHIELD

90 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	5	4	4	3	0	The First Blessing

SPECIAL RULES Cleave (2), Shield

Up In Arms!: This [**CHARACTER**] may add one additional Mainstay Regiment in their Warband, ignoring the usual allowance of four Regiments per Warband, to a maximum of five. Infantry Regiments in this [**CHARACTER**]'s Warband gain the [**VETERAN**] Battlefield Role.

Drive for Justice: The Infantry Regiment this [**CHARACTER**] is currently attached to gains the Fearless Special Rule.

Like Gods Among Men [Always Active]: When a Friendly Cavalry [**THE ORDERS**] Regiment successfully completes a Charge against an Enemy Regiment, all Infantry Regiments currently within 8" of that Friendly [**THE ORDERS**] Regiment immediately perform a free, out-of-sequence Rally or Combat Rally Action and gain the Inspired Special Rule until the end of the Round.

CHARACTER

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

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

CHARACTER UPGRADES

Heirlooms: May purchase a single Heirloom at its indicated points cost.

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

WARBAND

This [CHARACTER**] can only be included once per Army List**

<i>Mainstay:</i>	<i>Militia</i>	<i>Restricted:</i>	<i>Order of the Ashen Dawn</i>
	<i>Militia Bowmen</i>		<i>Order of the Crimson Tower</i>
	<i>Men-At-Arms</i>		<i>Order of the Sealed Temple</i>
			<i>Order of the Sword</i>
			<i>Order of Saint Lazarus</i>

CHARACTERS AND CHARACTER UPGRADES

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

Unless otherwise specified, the following restrictions apply for Hundred Kingdom Character Stands:

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

HEIRLOOMS

Each Heirloom may only be included in your Army once.

ARMORS

Armor of Dominion **30 points** **(Infantry Character Only)**

Forged using techniques lost among the ashes of Capitas, these suits of armour were forged blending the faith and sorcery of the Old Dominion. The few that have survived the Fall are considered treasures without equal among the Hundred Kingdoms.

The Regiment this [CHARACTER] is attached to does not suffer penalties to its Defense Characteristic as a result of the Cleave (X), Armor Piercing (X) and Smite Special Rules.

Bakkian Token **20 points**

While their roots are often forgotten, the culture of the Hundred Kingdoms is steeped with references, superstitions and beliefs that have endured since the Old Dominion. Often fashioned after feathers to symbolize his fickle nature, bronze tokens of the trickster god Bakkus are still worn as good luck charms.

This [CHARACTER] gains the Blessed Special Rule.

Mask of Eakides **10 points**

Greatest among the storied heroes of the City States, Eakides of Tauria could not be felled in honorable combat. When a cowardly arrow took his life at the battle of Aella, his death shattered the spirit of his forces. While his body would eventually be recovered through the heroic efforts of his Companions, his panoply was plundered and lost. His masked helm has changed hands countless times since then, a mark of excellence... and doom.

The [VETERAN] Regiment this [CHARACTER] is currently attached to, gains the Indomitable (+1) Special Rule (to a maximum of 2).

WEAPONS

Caledburn **25 points**

The sword of the first Cadeyrn, Arktus the Bear, used to defeat each of the other Breannan Kings in ritual duel. While many claim ownership through distant relations, the sword seems to disappear and resurface time and again, always in the hands of a worthy bearer. Enemy Regiments must Re-Roll successful Defense Rolls against Hits from this [CHARACTER] during Charge, Clash and Volley Actions.

The Flesh Cleaver **15 points**

When Charles Armatellum walked from the Sealed Temple to negotiate peace with the living god of the W'adrhún, he returned with peace, and this axe. Carved from a single piece of obsidian, few are capable of wielding it... fewer still of withstanding it.

This [CHARACTER]'s Clash Attacks ignore the Hardened (X) Special Rule.

Laurean Lance **15 points**

Awarded to the victor of the Klaean Trials, Laurean lances are a very rare sight on the field. Not only must the bearer win a course at the Trials, he must also Turn down the invitation to join the Orders that follows victory. This [CHARACTER] may Re-Roll failed Hit Rolls when performing Impact Attacks and gains the Brutal Impact (+1) Special Rule.

FROM THE VAULT

Standard of Steel

40 points

(Infantry Character Only)

These are the challenge standards issued by the Legion of Steel. To have accepted this challenge, let alone survived, is a feat that gives pause to even the mightiest of opponents.

The [IMPERIAL] Regiment this [CHARACTER] is currently attached to gains the Dread Special Rule. Should the Regiment this [CHARACTER] is attached to has the [VETERAN] Battlefield Role as well, it gains the Unyielding Special Rule.

Regalia of the Empire

35 points

(Infantry Character Only)

The Regalia include a series of items, such as weapons, rods, a staff, clothing, rings, jewels and, of course, the Imperial Crown, composed of eleven smaller crowns. Being temporarily granted any of them means the bearer has secured the favour of the Conclave and acts in the name of the Hollow Throne.

The [FEUDAL] Regiment this [CHARACTER] is currently attached to, gains the Dauntless Special Rule.

Olefant's Roar

30 points

Charles Armatellum's squire was present in all but one of his battles, yet only his nickname, Olefant, is remembered. While not an official part of the Imperial Regalia, Olefant's Roar, the ornate oliphant horn he carried, is kept with them.

The Regiment this [FEUDAL] [CHARACTER] is currently attached to, gains the Glorious Charge Special Rule.

Elysian Fragment

25 points

These mystical fragments are said to be shattered remnants of the Shepard's Palace that crashed onto Capitas during the Fall. If they are brought near one's ear, one can still hear the prayers of the faithful, trapped in the glass. Breaking the gem releases these faint whispers into an overwhelming crescendo of power.

The Character Stand gains the following Draw Event: **Elysian Fragment:** This Draw Event can only be Activated once per Battle. The [THEIST] Regiment this [CHARACTER] is currently attached to gains the Cleave (3) Special Rule until the end of the Round.

Gilded Rampart

25 points

(Infantry Character Only)

It is said that the Empire was forged not by the number of men Charles Armatellum commanded, but by their training and discipline. While all War Colleges carry the same legacy, the Gilded Legion has set a standard above even that. The impact that the handful of commanders that have earned the Gilded Rampart have on their men's drills is evidence enough.

The [VETERAN] Regiment this [CHARACTER] is currently attached to, gains the Oblivious Special Rule.

Mantle of Saint Nicholas

20 points

This simple robe is still stained with the blood of Saint Nicholas, whose murder at the hands of the unpious plunged the Hundred Kingdoms into decades of conflict from which the Tellian Empire rose. Such is its significance and St Nicholas' legacy that even the most jaded atheists are moved in its presence.

The Regiment this [CHARACTER] is currently attached to, gains the Divine Purpose Special Rule.

MASTERIES

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

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

STUDENT OF STRATEGY

Get in Position **30 points**
(**Infantry Character only.**) The Character Stand gains the Forward Force Special Rule.

Seize the Advantage **30 points**
[**Battlefield**]:[**IMPERIAL**] Regiments Activated as a result of an Entourage Activation add +2" to their Charge Distance until the end of their Activation.

Art of War **25 points**
[**Battlefield**]: Once per Round, the Player may forgo their "Draw Command Card" Step and pass play to their Opponent.

PIOUS CONVICTION

Conviction **25 points**
(**Theist Character Only**)
The [**THEIST**] Regiment this [**CHARACTER**] is currently attached to adds +1 to its Resolve Characteristic (to a maximum of 4).

Glimmer of Faith **25 points**
(**Theist Priest Only**)
The [**THEIST**] Regiment this [**CHARACTER**] is currently attached to Re-Rolls failed Resolve Tests.

STUDENT OF WAR

Tip of the Lance **35 points**
The [**VETERAN**] Cavalry Regiment this [**CHARACTER**] is currently attached to gains the Wedge! Special Rule.

Eccentric Fighting Style **25 points**
The Character Stand adds +2 to its Attacks Characteristic and Re-Rolls failed Hit Rolls and successful Defense Rolls.

Front of the Line **20 points**
The [**VETERAN**] Infantry Regiment this [**CHARACTER**] is currently attached to gains the Bravery Special Rule.

STUDENT OF THE ARCANE

Talented **20 points**
(**Chapter Mage Only**) The [**CHARACTER**] may select a second School and gains its Spells.

Protective Glyphs **15 points**
(**Chapter Mage Only**)
[**Always Active**]: Enemy Spellcasters selecting a friendly Regiment within 10" of this [**CHARACTER**] as the Target of their Spellcasting Action, require one additional success in order to successfully cast that Spell.

SPELLS

CHAPTER MAGE

Name	Range	Attunement	Effect
Stone Spikes	10"	3 (Scaling)	Target Friendly Infantry Regiment gains the Pike Formation Special Rule until the end of the Round.
Call Fog	10"	3 (Scaling)	Target Friendly Infantry Regiment counts as Obscured against Enemy Volley Actions until the end of the Round.
Earth to Mud	14"	3 (Scaling)	Target Enemy Regiment may only perform a Charge Action as its first Action. In addition, it may only perform a maximum of 2 Actions during its next Activation.
Kindle Courage	12"	3 (Scaling)	Target Friendly Regiment adds +1 to its Resolve Characteristic until the end of the Round.
Fire Dart	16"	4	Inflicts one Hit per success on Target Enemy Regiment. These Hits have the Armor Piercing (1) Special Rule.
Seeking Winds	12"	3 (Scaling)	Target Friendly Regiment, gains the Aimed Shot Special Rule until the end of the Round.
Guide	12"	3	Target Friendly Regiment, Re-Rolls failed Hit rolls of "6" during a Volley Action until the end of the Round.
Ninuah's Tears	12"	4	Target Infantry Regiment Heals one Wound per success.
Elemental Vortex	12"	4	Target Friendly Regiment, until the end of the Round when an Enemy Spellcaster Targets this Regiment for the purposes of performing a Spellcasting Action, the Spellcaster counts as having rolled two less Successes.
Elemental Missile	12"	-	Target Enemy Regiment suffers 3 Hits. This Spell is automatically cast.

THEIST PRIEST

Name	Range	Attunement	Effect
Divine Sanction	12"	3 (Scaling)	Target Friendly Regiment's Command Stand and any attached [CHARACTER] gains the Cleave (+1) Special Rule until the end of the Round.
Fervour	12"	3	Target Friendly Regiment's Command Stand and any attached [CHARACTER] gains the Flurry Special Rule until the end of the Round.
Heavenly Blessing	Self	3 (Scaling)	The Regiment the [CHARACTER] is currently attached to, gains the Blessed Special Rule until the end of the Round.
Holy Fire	12"	3	Inflicts two Hits per success on Target Enemy Regiment.
Saint's Favour	12"	3	Target Friendly Regiment adds +1 to its Evasion Characteristic (to a maximum of 3) until the end of the Round.

IMPERIAL RANGER CORPS										120 POINTS / +40 PER STAND
Type	Class	M	V	C	A	W	R	D	E	Command Models

Infantry	Light	6	3	1	4	4	2	1	1	Leader
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SPECIAL RULES Fluid Formation, Vanguard (3), Barrage (3) (16")

Advanced Scout Training: Should this Regiment has the [**VETERAN**] Battlefield Role, it always counts as Obscured against Enemy Volley Actions.

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +40 points per Stand.
- You may add the [**VETERAN**] Battlefield Role to this Regiment for +15 points.

Battlefield Role: [**IMPERIAL**]

MERCENARY CROSSBOWMEN										110 POINTS / +35 PER STAND
Type	Class	M	V	C	A	W	R	D	E	Command Models

Infantry	Light	5	2	1	4	4	2	1	0	Leader, Standard Bearer
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SPECIAL RULES Barrage (3) (16", Armor Piercing (1))

Advanced Target Training: Should this Regiment has the [**VETERAN**] Battlefield Role, when its Stands contribute Shots against a Target within Effective Range they add +1 to their Volley Characteristic until the end of that Action.

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +35 points per Stand.
- You may add the [**VETERAN**] Battlefield Role to this Regiment for +15 points.

Battlefield Role: [**IMPERIAL**]

HUNTER CADRE										160 POINTS / +50 PER STAND
Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	2	3	4	4	3	1	2	Leader, Standard Bearer

SPECIAL RULES Barrage (3) (16", Armor Piercing (1)), Cleave (1), Fearless, Fiend Hunter, Flank

REGIMENT

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

Battlefield Role: [VETERAN], [IMPERIAL]

Any Hunter Cadre Regiment may take the following Officer:

Null Mage 20 points

MEN-AT-ARMS										110 POINTS / +30 PER STAND
Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	4	4	2	2	0	Leader, Standard Bearer

SPECIAL RULES Shield, Support (2)

Advanced Infantry Training: Should this Regiment have the [Veteran] Battlefield Role, it gains the Support (+1) Special Rule.

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +30 points per Stand.
- You may add the [VETERAN] Battlefield Role to this Regiment for +10 points.

Battlefield Role: [IMPERIAL], [FEUDAL]

Any Men-At-Arms Regiment may take the following Officer:

Neophyte 20 points

Seasoned Veteran 15 points

GILDED LEGION										160 POINTS / +40 PER STAND
Type	Class	M	V	C	A	W	R	D	E	Command Models

Infantry	Heavy	5	1	3	4	4	4	3	0	Leader, Standard Bearer
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DRAW EVENT Bastion (1)

SPECIAL RULES Cleave (1), Iron Discipline, Support (3)

Pike Formation: Enemy Regiments suffer -3 to their Impact (X) Special Rule (to a minimum of 0) when in contact with this Regiment's front arc. In addition, Enemy Regiments that have performed a successful Charge against this Regiment's front arc do not benefit from the Inspired and Shock Special Rules until the end of the Round.

REGIMENT

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

Battlefield Role: [VETERAN], [IMPERIAL]

Any Gilded Legion Regiment may take the following Officer:

Drillmaster 20 points

STEEL LEGION										160 POINTS / +50 PER STAND
Type	Class	M	V	C	A	W	R	D	E	Command Models

Infantry	Heavy	5	1	3	5	4	3	3	0	Leader, Standard Bearer
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SPECIAL RULES Bravery, Cleave (2), Hardened (1), Oblivious, Support (2)

REGIMENT

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

Battlefield Role: [VETERAN], [IMPERIAL]

Any Steel Legion Regiment may take the following Officer:

Drillmaster 20 points

Longbowmen

140 Points / +40 Per Stand

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

SPECIAL RULES Barrage (3) (22", Arcing Fire, Armor Piercing (1)), Cleave (1)

Advanced Target Training: Should this Regiment has the [VETERAN] Battlefield Role, when its Stands contribute Shots against a Target within Effective Range they add +1 to their Volley Characteristic until the end of that Action.

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +40 points per Stand.
- You may add the [VETERAN] Battlefield Role to this Regiment for +10 points.

Battlefield Role: [FEUDAL]

Militia

100 Points / +30 Per Stand

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

SPECIAL RULES Shield, Support (2)

Advanced Infantry Training: Should this Regiment have the [Veteran] Battlefield Role, it gains the Support (+1) Special Rule.

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +30 points per Stand.
- You may add the [VETERAN] Battlefield Role to this Regiment for +5 points.

Battlefield Role: [FEUDAL], [THEIST]

Any Militia Regiment may take one of the following Officers:

Servite 15 points

Neophyte 10 points

MILITIA BOWMEN											80 POINTS / +25 PER STAND
Type	Class	M	V	C	A	W	R	D	E	Command Models	

Infantry	Light	5	1	1	3	4	2	1	0	Leader, Standard Bearer	
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SPECIAL RULES Barrage (3) (16")

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +25 points per Stand.

Battlefield Role: [FEUDAL], [THEIST]

Any Militia Bowmen Regiment may take one of the following Officers:

Servite 15 points

Neophyte 10 points

MOUNTED SQUIRES											130 POINTS / +40 PER STAND
Type	Class	M	V	C	A	W	R	D	E	Command Models	

Cavalry	Light	9	1	2	4	4	2	2	0	Leader, Standard Bearer	
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SPECIAL RULES Shield, Impact (2), Opportunitsts

Advanced Vanguard Training: Should this Regiment has the [VETERAN] Battlefield Role, when this Regiment becomes the Target of an Enemy Regiment's Volley Action it gains the Tenacious (1) Special Rule until the end of that Action.

REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +40 points per Stand.
- You may add the [VETERAN] Battlefield Role to this Regiment for +10 points.

Battlefield Role: [FEUDAL]

HOUSEHOLD GUARD

150 POINTS / +40 PER STAND

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

SPECIAL RULES Cleave (1), Support (2)

Advanced Infantry Training: Should this Regiment have the [Veteran] Battlefield Role, it gains the Support (+1) Special Rule.

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +40 points per Stand.
- You may add the [VETERAN] Battlefield Role to this Regiment for +10 points.

Battlefield Role: [FEUDAL]

Any Household Guard Regiment may take the following Officer:

Armsmaster 15 points

HOUSEHOLD KNIGHTS

170 POINTS / +55 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	7	1	2	5	4	3	3	0	Leader, Standard Bearer

SPECIAL RULES Brutal Impact (1), Impact (3), Shield

Advanced Cavalry Training: Should this Regiment has the [VETERAN] Battlefield Role then the Regiment adds +1 to its Clash Characteristic.

REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +55 points per Stand.

Battlefield Role: [FEUDAL]

SICARII**160 POINTS / +40 PER STAND**

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

SPECIAL RULES Bodyguard, Cleave (1), Devout, Divine Purpose, Oblivious, Support (2)

REGIMENT

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

Battlefield Role: [VETERAN], [THEIST]

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

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

SPECIAL RULES Devout, Shield, Hardened (1), Support (2)

Should this Regiment has the [VETERAN] Battlefield Role, it gains the Flawless Strikes Special Rule.

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +40 points per Stand.
- You may add the [VETERAN] Battlefield Role to this Regiment for +10 points.

Battlefield Role: [THEIST]

ARCHANGEL

240 POINTS

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	1	3	12	18	4	3	2

SPECIAL RULES Cleave (2), Devout, Divine Purpose, Fearless, Impact (5), Terrifying (1)

The Spirit Glimmers: Friendly Regiments currently within 12" of the Archangel count their Divine Purpose Special Rule as active regardless of whether the Regiment has been the Target of a Theist Priest's Spell or not.

The Archangel must select one of the following Special Rules at no additional cost:

Aspect of the Avenger (Sword): The Archangel gains access to the following Action.

Flames of Vengeance (Out-of-Combat Action): The Archangel immediately performs a Charge Action, with a Charge Distance of 16" ignoring the effects of Hinder Terrain. Should this Charge be completed successfully the Archangel automatically cause 8 Hits with the Smite Special Rule against the Target Enemy Regiment. If the Charge Target is an Objective Marker, it is immediately destroyed. **This Action must be performed as the Regiment's first Action. Once the Action is performed the Regiment's Activation immediately ends.**

Aspect of the Redeemer (Shield & Spear): At the end of the Archangel's Activation all [**THEIST**] Infantry Regiments currently within 8" of the Archangel gain the Regeneration (X) Draw Event until the end of their next Activation where X is half the number of successful Hits caused to an Enemy Regiment (to a maximum of 5) by the Archangel during its Activation (rounded down). In addition the Archangel gains the Shield Special Rule.

REGIMENT

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

Battlefield Role: [**THEIST**]

ORDER OF THE SEALED TEMPLE

200 POINTS / +70 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	8	1	3	4	4	4	3	0	Leader, Standard Bearer

SPECIAL RULES Fluid Formation, Fearless, Impact (4), Shield

REGIMENT

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

Battlefield Role: [**VETERAN**], [**THE ORDERS**]

ORDER OF THE ASHEN DAWN											240 POINTS / +90 PER STAND
Type	Class	M	V	C	A	W	R	D	E	Command Models	
Cavalry	Heavy	7	1	4	5	6	5	4	0	Leader, Standard Bearer	

SPECIAL RULES Blessed, Cleave (1), Fearless, Impact (3)

REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +90 points per Stand.

Battlefield Role: [VETERAN], [THE ORDERS]

ORDER OF THE CRIMSON TOWER											210 POINTS / +70 PER STAND
Type	Class	M	V	C	A	W	R	D	E	Command Models	
Cavalry	Heavy	7	1	3	5	5	4	3	0	Leader, Standard Bearer	

SPECIAL RULES Brutal Impact (2), Fearless, Impact (4), Shield, Terrifying (1), Wedge!

Devastating Charge: Should the Regiment perform a March Action immediately followed by a Charge Action, the Regiment gains the Impact (+1) and Linebreaker Special Rules.

REGIMENT

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

Battlefield Role: [VETERAN], [THE ORDERS]

UPCOMING REGIMENTS AND CHARACTER - PREVIEW

Here are some great sneak peeks! These Army List entries are not available to include in your Army Lists yet, but a great insight on what is to come!

ORDER OF THE SWORD PRIORY COMMANDER										PREVIEW
Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	4	6	5	4	4	2	The First Blessing

WARBAND

Mainstay: *Order of the Sword* *Restricted:* *Order of the Ashen Dawn*
Order of the Sealed Temple
Order of the Crimson Tower
Order of Saint Lazarus

ORDER OF SAINT LAZARUS										PREVIEW
Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	2	6	5	5	2	1	Leader, Standard Bearer

SPECIAL RULES Cleave (1), Fearsome, Support (2)

ORDER OF THE SWORD										PREVIEW
Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	3	4	5	4	3	2	Leader, Standard Bearer

SPECIAL RULES Cleave (1), Counter-Attack, Support (2)

COMMAND MODELS

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

Armsmaster

This Regiment adds +1 to its Clash Characteristic.

Drillmaster

This Regiment adds +1 to its Attacks Characteristic and gains the Vanguard (4) Special Rule.

Neophyte

This Regiment gains the Devout and Fearless Special Rules.

Null Mage

When the Regiment performs a Clash or Volley Action against an Enemy Regiment containing any Stands with the Priest (X) or Wizard (X) Special Rule the Regiment gains the Deadly Shots and Deadly Blades Special Rules until the end of that Action.

Servite

(Only available if the Army includes a [THE ORDERS] [CHARACTER].)

The Regiment adds +1 to both its March and Resolve Characteristics.

Seasoned Veteran

The Regiment gains the Hardened (1) Special Rule.

DRAW EVENTS & SPECIAL RULES

Wedge!: After performing a successful Charge, this Regiment gains the Cleave (+1) Special Rule until the end of the Round.

Divine Purpose: When this Regiment becomes the Target of a Friendly Theist Priest's Spell, during its Activation the Regiment may choose to either add +2" to its first March Action **OR** +2" to its Charge Distance until the end of the Round.