

II CONQUEST FIRST BLOOD II



DWEGHOM Army List



ARMY LISTS

THE RULES THAT FOLLOW WILL SHOW YOU HOW THE MODELS AND WARBANDS INTERACT WITH EACH OTHER AND THE ENVIRONMENT. THESE CHAPTERS WILL TEACH YOU HOW TO ACTIVATE YOUR WARBANDS, HOW TO MOVE THEM AS WELL AS HOW TO ENGAGE IN COMBAT WITH THEM.

No two battles are the same. Deployment zones, objectives – even Army composition itself – can vary wildly. To represent this, we use a selection of Scenarios, each of which alters the form and scope of the battle. This rulebook includes four Scenarios, but you should feel free to invent your own!



ARMY LISTS

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

POINTS VALUES

Every Model in a game of Conquest First Blood! has a points value, representing its overall worth and prowess on the Battlefield. Models with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances.

Your Army's points value is equal to the total points values of every Model in your Army, plus those of any upgrades you have purchased for those Models. The higher the points values, the larger in terms of numbers and power the Army you have selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of about 800 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing stopping you from choosing a larger or smaller size for your confrontation, as long as you and your opponent agree. Indeed, smaller games of 300 or 400 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of three types of entities: Character Regiments, Officers and Regular Regiments. Each one of those options is drawn from the Army List of each Faction's respective Army List. You must include one Character Regiment and any number of either Officers or Regular Regiments in your Army, subject to the following rules:

CHARACTER REGIMENTS

Every Army must include only one Character Regiment consisting of a Character Model(s) as described in the Character's section of your Faction's Army List Entry.

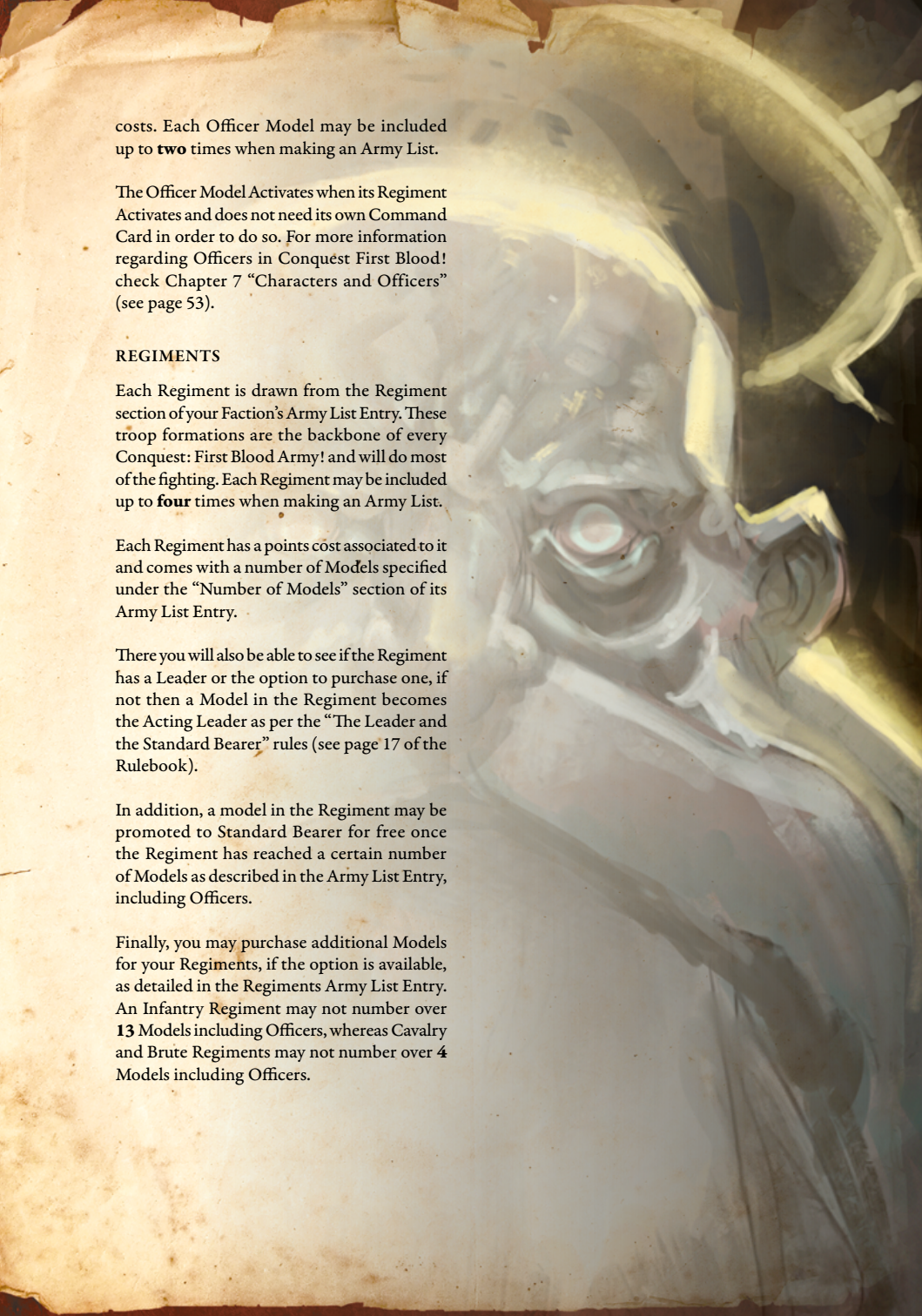
Most Infantry Character Regiments may purchase additional Retinue Models to add to the Character Regiment. These Retinue Models add to the prowess of a Character Regiment and confer unique abilities. You will find more information about Retinue Models under the "Retinues" section of each Army List.

OFFICER MODELS

Officers are upgrades to Regiments conferring unique abilities and add to the combat prowess of that Regiment and other Regiments around them as described in the Officer's section of your Faction's Army List Entry. In addition, Officers have their own Characteristics Profile and can make use of **[Command]** Abilities.

An Officer Model may be added to any Regiment that has access to it. You can see if a Regiment can take an Officer in the Regiment's Army List Entry as well as the Officers' respective point





costs. Each Officer Model may be included up to **two** times when making an Army List.

The Officer Model Activates when its Regiment Activates and does not need its own Command Card in order to do so. For more information regarding Officers in Conquest First Blood! check Chapter 7 “Characters and Officers” (see page 53).

REGIMENTS

Each Regiment is drawn from the Regiment section of your Faction’s Army List Entry. These troop formations are the backbone of every Conquest: First Blood Army! and will do most of the fighting. Each Regiment may be included up to **four** times when making an Army List.

Each Regiment has a points cost associated to it and comes with a number of Models specified under the “Number of Models” section of its Army List Entry.

There you will also be able to see if the Regiment has a Leader or the option to purchase one, if not then a Model in the Regiment becomes the Acting Leader as per the “The Leader and the Standard Bearer” rules (see page 17 of the Rulebook).

In addition, a model in the Regiment may be promoted to Standard Bearer for free once the Regiment has reached a certain number of Models as described in the Army List Entry, including Officers.

Finally, you may purchase additional Models for your Regiments, if the option is available, as detailed in the Regiments Army List Entry. An Infantry Regiment may not number over **13** Models including Officers, whereas Cavalry and Brute Regiments may not number over **4** Models including Officers.

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

AWAKENED

When a Friendly Dweghom Regiment successfully performed one of the following Heroic Feats they become Awakened until the end of the game.

The Heroic Feats are the following:

- This Regiment destroys an Enemy Regiment during a turn in which the Regiment performs a Charge Action or a Volley Action.
- This Regiment suffers no Wounds during a Clash Action.
- This Regiment Destroys a Character or Officer Model.
- This Regiment Destroys an Enemy Monster Regiment

Once per game, a Friendly Awakened Regiment may perform the following Special Action based on their Battlefield roles as a free action. After resolving this Special Action, the Regiment's activation immediately ends.

[CLANS]

For-the-Clans! (In and Out-of-Combat Action): This Regiment performs a Clash or Volley Action. This Action may be performed even if they already performed a Clash or Volley Action during this Activation.

[TEMPERED]

Elemental Resilience (In and Out-of-Combat Action) This Regiment Heals 4 wounds regardless of Casualty Tokens or Restore 1 model regardless of Casualty Tokens.

[ARDENT]

Fanaticism (In and Out-of-Combat Action) This Regiment may perform a Charge or March Action this action does not suffer the penalty for taking a second or more March Action for the Round

RELENTLESS AGGRESSION

When a Regiment in this Army removes any Casualty Tokens during the Removing Casualty Tokens step of a Round, the Leader or Acting Leader Model adds +1 to its Attack Characteristic for each Casualty Token removed until the end of the Regiment's Activation. This number may not exceed +3.

BATTLEFIELD ROLES

Regiments in the Dweghom army will have a Battlefield roles within their entry. This Battlefield roles interacts with certain Special Rules or Abilities in the Dweghom Army.





CHARACTERS

HOLD RAEGH

No Cost

Type	Class	M	V	C	A	W	R	D	E	CR	Battlefield Role
Infantry Character Regiment	Heavy	5	1	4	5	5	5	4	0	6	[CLAN]

SPECIAL RULES Cleave 1, Pursuit of Aghm, Fiend Hunter, Mnemancer's Apprentice, Stubborn Determination, The Mnemancers Will Want to See This

The Mnemancers Will Want to See This: When this Character Regiment is in range of an Objective Zone, all other Friendly Models with the Clan Battlefield roles in this Army counts as two Models for the purposes of Seizing that same Objective Zone. This rule only applies as long as the Models are currently Seizing the same Objective as the Hold Raegh.

CHARACTER

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

- May purchase a single Relic at the indicated points cost

COMMAND ABILITIES

Each Round the Hold Raegh may use one Command Ability:

- **Pillars of Stone [Command]:** Target friendly Regiment with the "Shield" Special Rule, gains the Hardened (1) Special Rule until the end of Round.
- **Not the Largest we have Slain [Command]:** Target Enemy Brute, Cavalry or Monster Regiment becomes "Marked" until the beginning of the Hold Raegh's next Activation. When a friendly Regiment inflicts Wounds on a "Marked" Enemy Regiment, that Regiment takes Morale Tests with a -1 to their Resolve Characteristic.
- **Resilience [Command]:** Target a Friendly Regiment. Ignore the first time they become Broken during this round. Should the Regiments become Broken they immediately count as having performed a free-additional, out-of-sequence Rally/Combat Rally Action at the end of the Action in which they became Broken. This Rally/Combat Rally Action does not make the Regiment count as having Activated this Round. The first time this targets a Friendly Regiment with the Clans Battlefield roles this Round, you may target a second Regiment.

BERGONT RAEGH (HOLD RAEGH)**460 POINTS**

Ironclad Drake Mount	Class	M	V	C	A	W	R	D	E	CR	Battlefield Role
Monster Character Regiment	Heavy	7	1	3	12	10	4	3	1	-	
Wounded Profile		4	1	2	7	10	3	2	1	-	
SPECIAL RULES	Cleave (2), Impact (7), Brutal Impact (2), Unstoppable, Clad in Iron										
WOUNDED	Cleave (2), Impact (4), Hardened (1), Unstoppable										

Hold Raegh (Rider)	Class	M	V	C	A	W	R	D	E	CR	[CLAN]
Monster Character Regiment	Heavy	-	1	3	5	-	4	-	-	7	
SPECIAL RULES	Cleave (1), Pursuit of Aghm, Fiend Hunter, Bergont Raegh, Mnemancer's Apprentice, Aghm is Eternal, Primordial Incantation of War, Clad in Iron										

Bergont Raegh: The Hold Raegh and Ironclad Drake are considered as a single Model with two Characteristic Profiles. When the Hold Raegh Activates (its Command Card is drawn) it performs Character Regiment Actions using its Characteristic Profile.

Similarly when the Ironclad Drake Activates (its Command Card is drawn) it performs Actions using its own Characteristic Profile. Should the Ironclad Drake perform a Volley or Clash Action, then both the Rider and the Mount may perform that Action using their respective Characteristic Profiles. When attacking the Hold Raegh all attacks are allocated against the mount (Ironclad Drake) and are resolved using its Characteristic Profile.

The Hold Raegh cannot separate from the Ironclad Drake and should the Mount die then the Hold Raegh is removed as well.

Mnemancer's Apprentice: If your Army includes at least one Hold Raegh, an Infantry Regiment may include a Mnemancer's Apprentice as an Officer for 20 points.

Aghm is Eternal: When a Friendly Regiment in this Army gains the benefits of the "Relentless Aggression" Faction Special Rule, all Models in that Regiment also gain the Flurry Special Rule.

Primordial Incarnation of War: While a the Leader or Acting Leader of a Friendly Regiment is within the Command Range of this Model, and that Friendly Regiment is Engaged or Engaging an Enemy Regiment, all Model's in that Friendly Regiment count as one additional Model for the purpose of Seizing an Objective.

Clad in Iron: Every time this Model suffers a Wound as a result of a failed Defense Roll, roll a die. On a Roll of "1" ignore that Wound.

CHARACTER

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

COMMAND ABILITIES

Each Round the Hold Raegh may use one Command Ability:

- **Pillars of Stone [Command]:** Target friendly Regiment with the "Shield" Special Rule, gains the Hardened (1) Special Rule until the end of Round.
- **Not the Largest we have Slain [Command]:** Target Enemy Brute, Cavalry or Monster Regiment becomes "Marked" until the beginning of the Hold Raegh's next Activation. When a friendly Regiment inflicts Wounds on a "Marked" Enemy Regiment, that Regiment takes Morale Tests with a -1 to their Resolve Characteristic.

TEMPERED SORCERER

NO COST

Type	Class	M	V	C	A	W	R	D	E	CR	Battlefield Role
Infantry Character Regiment	Light	5	3	2	3	5	4	2	0	6	[TEMPERED]

SPECIAL RULES Infernal Guardians, Fire and Ruin, Elemental Puissance, Wizard (6), Pursuit of Aghm, Barrage 6 (15", Precise Shot, Armor Piercing (1))

Infernal Guardians: Inferno Automata Models in this Army count as three Models for the purpose of Seizing an Objective. In addition Inferno Automata Models lose the Feral Special Rule.

Fire and Ruin: Fireforged Models in this Army, Re-Roll failed Hit Rolls of "6".

Elemental Puissance: This Character Model may perform two Spellcasting Actions per Activation. The Character Regiment may not cast the same Incantation more than once per Activation. In addition This Character Regiment may perform three Actions each Round rather than the usual two.

CHARACTER

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

Veteran Hold Thanes

Fireforged

- May have a single Relic at the indicated points cost.
- The Tempered Sorcerer must select one of the following Schools at no additional point cost, and knows all Spells from that School.

Fire School

Coruscation

A Fiery End

Firewall

Magma School

Magmatic Seep

Pyroclast

Eruption

Earth School

Broken Ground

Roots of Stone

Rock Shaping



HELLBRINGER SORCERER (TEMPERED SORCERER)

380 POINTS

Hellbringer Drake (Mount)	Class	M	V	C	A	W	R	D	E	CR	Battlefield Role
Monster Character Regiment	Heavy	8	2	3	8	8	3	3	2	-	[TEMPERED]
Wounded Profile		4	1	3	5	7	3	3	1	-	

DRAW EVENTS Overcharge

WOUNDED Overcharge

SPECIAL RULES Cleave (1), Barrage 8 (15", Armour Piercing (1)), Impact (4)

WOUNDED Cleave (1), Impact (3), Barrage (8, 15", Armor Piercing (1))

Tempered Sorcerer (Rider)	Class	M	V	C	A	W	R	D	E	CR
Monster Character Regiment	Heavy	-	3	2	3	-	4	-	-	6
SPECIAL RULES	Wizard (6), Barrage 4 (15", Armor Piercing 1, Precise Shots)									

Rider: The Tempered Sorcerer and Hellbringer Drake are considered as a single Model with two Characteristic profiles. When the Tempered Sorcerer Activates (its Command Card is drawn) it performs Character Regiment Actions using its Characteristic Profile. Similarly when the Hellbringer Drake Activates (its Command Card is drawn) it performs Actions using its own Characteristic Profile.

Should the Hellbringer Drake performs a Volley or Clash Action, then both the Rider and the Mount may perform that Action using their respective Characteristic Profiles. When attacking the Hellbringer Sorcerer all attacks are allocated against the Mount (Hellbringer Drake) and are resolved using its Characteristic Profile. The Tempered Sorcerer cannot separate from the Hellbringer Drake and should the Mount dies then the Tempered Sorcerer is removed as well.

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

Elemental Puissance: This Character Model may perform two Spellcasting Actions per Activation. The Character Model may not cast the same Incantation more than once per Activation. In addition This Character Regiment may perform three Actions each Round rather than the usual two.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase a single Relic at the indicated points cost
- The Tempered Sorcerer must select one of the following Schools at no additional point cost, and knows all Spells from that School.

Fire School

Coruscation
A Fiery End
Firewall

Magma School

Magmatic Seep
Pyroclast
Eruption

Earth School

Broken Ground
Roots of Stone
Rock Shaping

ARDENT KERAWEGH

No Cost

Type	Class	M	V	C	A	W	R	D	E	CR	Battlefield Role
Infantry Character Regiment	Medium	5	1	3	5	5	4	3	0	7	[ARDENT]

SPECIAL RULES Priest (5), Pursuit of Aghm, Devout, Flurry, Righteous Assault, Flaming Oratory, The Aghms of the Fallen

Righteous Assault: All Infantry Regiments in this Army gain +1 March to their first March Action each Activation for the first 2 Rounds of the game.

Flaming Oratory: All Friendly Regiments with the Ardent Battlefield roles within this Character Model's Command Range gains the Tenacious Special Rule. Furthermore, when successfully casting an Incantation on a Friendly Regiment, Models in that Regiment adds +2 to its March Characteristic in addition to the Incantation's effect.

The Aghm of the Fallen: When a Friendly Awakened Regiment is Destroyed, choose another Friendly Regiment Within 10" of the Destroyed Regiment. That Regiment is now Awakened.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- The Character Regiment has access to the following Retinue:
Veteran Hold Thanes *Devoted Warden*

- May have a single Relic at the indicated points cost.
- The Ardent Kerawegh has access to the following Incantations and may cast two per Activation.

Name	Range	Attunement	Effect
Moaghm Dorh!	8"	3	Target Friendly Regiment adds x to their Charge Distance during their next Charge Action where x is the success. If this incantation targets a Regiment with the Ardent Battlefield roles, add +2 to the success.
Fuelled by the Furnace	8"	3	Target Friendly Regiment gains the Blessed Special Rule If this Incantation targets a Regiment with the Creed Battlefield roles, you may target an additional Regiment.
Fear	10"	3	Target Regiment uses their lowest unmodified Resolve Characteristics until the end of the Round.
Dismay	10"	3	Target Enemy Regiment cannot be the target of a Friendly [Command] Ability until the end of the Round. If this Incantation targets an Enemy Character Regiment or a Regiment with an Officer Model they also loses all [Command] Ability until the end of the Round.

TEMPERED STEELSHAPER

No Cost

Type	Class	M	V	C	A	W	R	D	E	CR	Battlefield Role
Infantry Character Regiment	Medium	5	3	2	4	5	4	4	2	7	[TEMPERED]

SPECIAL RULES Terrifying (2), Aura of Death (4), Final Transformation, Indifferent Towards Life

Final Transformation: This Character Regiment may perform three Actions each Round rather than the usual two

Indifferent Towards Life: This Character Model does not become Provoked as a result of being the target of a Challenge! Action and does not suffer any negative effects for doing so. In addition, this Character Model is always considered as if it has passed any Morale or Resolve Characteristic Test.

Dull Blades (Combat or Out-of-Combat Action): Target one non-Character, non-Officer, non-Monster Models within 10" lose their Engagement Range aura until the end of their Regiment's next Activation. No Line of Sight to the Models is required.

Corrosion (Combat or Out-of-Combat Action): Target Objective Zone this Character Model is in range of. All Regiments in range of this Objective Zone suffer the Decay (6) Special Rule until the end of their next Activation. In addition Models in Regiments with the Decay (X) Special Rule count as zero Models for the purposes of Seizing Objectives

CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase a single Relic at the indicated points cost
- The Character Regiment has access to the following Retinue:

Fireforged

COMMAND ABILITIES

Each Round the Tempered Steelshaper may use up to two different Command Abilities:

- **Temper Blades [Command]:** Target Friendly Regiment Re-Rolls failed Hit Rolls of "6" when performing a Clash Action.
- **Ferric Expansion [Command]:** Target Friendly Monster Regiment, Friendly Infantry Models within its Engagement Range cannot be the Target of a Volley Action.
- **Living Metal [Command]:** Target Friendly Regiment Heals 2 Wounds. If this Targets a Friendly Regiment with the Tempered Battlefield roles, instead Heals 4 Wounds.
- **Oxidize [Command]:** Target Friendly Regiment loses the Decay (X) Special Rule. In addition Models in this Regiment cannot receive the Decay (X) Special Rule until the end of the Regiment's next Activation.

LOST ANCESTOR

75 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR	Battlefield Role
Infantry Character Regiment	Medium	6	1	3	6	8	3	3	0	6	[ARDENT], [TEMPERED]

SPECIAL RULES Aura of Death (2), Hardened (1), Impact (6), Brutal Impact (2), Priest (6), Fearless

Spiritual Guidance: This Character Regiment may perform three Actions each Round rather than the usual two. Furthermore, this Character Regiment counts as six for the purposes of Seizing Objective Zones.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- The Lost Ancestor has access to the following Incantations

Elemental Fury!

Wisdom of the Ancients

COMMAND ABILITIES

Each Round the Lost Ancestor may use up to one Command Ability:

- **Born of Fire and Heat [Command]:** Target a Friendly Regiment. Any Enemy Regiment Engaging this Regiment treats the value of their Aura of Death (X) Special Rule as 0. Until the end of the Round, increase the value of Aura of Death (X) Special Rules in this Character's Command Range by +3.
- **Repel Blow [Command]:** Target a Friendly Regiment. Any Enemy Regiment Engaged with this Regiment treats their value of their Cleave (x) Rule as 0 until the end of the Round. Furthermore, that Regiment gains Cleave (X) where X is the value of that Enemy Regiment's Cleave (X) Special Rule until the end of the Round.

Name	Range	Attunement	Effect
Elemental Fury	8"	3	Target Friendly Model gains +1 to their Attack Characteristics per Success until the end of the Round.
Wisdom of the Ancients	8"	3	Until the end of the Round, each Friendly Regiment in this Character's Command Range ignores the first time it becomes Broken. Should a Friendly Regiment become Broken, they immediately perform a free-additional, out-of-sequence Rally/Combat Rally Action at the end of the Action in which they became Broken. This Rally/Combat Rally Action does not make the Regiment count as having Activated this Round.

INCANTATIONS

FIRE SCHOOL

Name	Range	Attunement	Effect
Coruscation	12"	4	Inflicts one Hit per Success.
Firewall	12"	3	Target Enemy Regiment suffers one Hit per Success. Increase this number by +4 if the Enemy Regiment has Eight or more Models.
A Fiery End	10"	2	Target Enemy Regiment removes a Casualty Token per Success.

MAGMA SCHOOL

Name	Range	Attunement	Effect
Magmatic Seep	8"	4	Choose a Zonal Terrain within range. At the start of the Victory Phase, each Regiment Within the Zonal Terrain suffers X Hits where X is the success. If a Friendly Regiment suffers no Wounds from this Hit, then they become Awakened.
Pyroclast	12"	3	Target Enemy Regiment suffers X Hits where X is the success. Increase X by the amount of Defense Characteristics that the Target Regiment has.
Eruption	16"	3	Target Enemy Regiment suffers 3 Hits. Pick another Enemy Regiment within 8" of that Regiment. That Regiment also suffers 3 Hits.

EARTH SCHOOL

Name	Range	Attunement	Effect
Roots of Stone	8"	4	Target a Friendly Regiment. Until the end of the Round, they cannot suffer any penalties to their March Action.
Broken Ground	12"	3	Target Enemy Regiment suffers one hit per success. Reduce their March Characteristic by 2 until the end of the Round.
Rock Shaping	16"	3	Target Friendly Regiment. Ignore the next X Wounds suffered by a Friendly Regiment until the end of the Round. Increase this X by +1 if the Friendly Regiment has the Tempered Battlefield roles

OFFICERS

The Profiles listed below are for the Officer Models available in this Army List. Each Regiment entry will list which Officer(s) is available to the Regiment and the point cost required to add it to the Army List.

A Regiment can never take more than one Officer, regardless of whether a Regiment has multiple listed as Officer Upgrades and no Officer can be selected more than **twice** per Army.

EXEMPLAR

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Exemplar	Infantry Officer	Medium	5	1	3	4	5	3	3	0	5	Bravery, Cleave (1)

Lead by Example: All Models in the Regiment the Exemplar is part of gain the Bravery Special Rule.

Each Round the Exemplar may use the following Command Ability:

Leader of Dweghom [Command]: Target Friendly Hold Warriors Regiment gain the Indomitable Special Rule until the end of their next Activation as long as there are no Casualty Tokens on it.

FLAMECASTER

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Flamecaster	Infantry Officer	Medium	5	2	2	3	4	3	3	0	5	Barrage 3 (10", Armour Piercing 2)

Each Round the Flamecaster may use the following Command Ability:

Torrents of Fire [Command]: Target Friendly Fireforged Regiment gains the Armor Piercing (+1) Special Rule until the End of its next Activation.

HERALD OF FIRE

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Herald of Fire	Infantry Officer	Medium	5	1	3	4	4	3	3	0	5	Cleave (2), Relentless Blows, Pursuit of Aghm

Grafted in Fire: When this Officer Model declares a Challenge! against a Character Model, that Character Model becomes Provoked as if the Herald of Fire was a Character Model itself.

HERALD OF STONE

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Herald of Stone	Infantry Officer	Medium	5	1	3	3	5	4	3	0	5	Shield, Tenacious

Each Round the Herald of Stone may use the following Command Ability:

Defensive Formation [Command]: Target friendly Regiment with the "Shield" Special Rule, receives +1 Defense until the end of Round.

MNEMANCER APPRENTICE

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Mnemancer Apprentice	Infantry Officer	Medium	5	2	2	3	4	4	3	2	5	Shield, Relentless Blows

Carved in the Annals of Aghm: Every Model in the Mnemancer Apprentice's Regiment counts as **two** Models for the purposes of Seizing Objectives.

HERALD OF MAGMA

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Herald of Magma	Infantry Officer	Medium	5	1	3	5	4	3	3	0	5	Aura of Death (2), Tenacious, Pursuit of Aghm

Enveloped in Flames [Command]: Target Friendly Infantry Regiment gains the Aura of Death (+1) Special Rule until the end of the Round.

RELICS

BANNERS

Shields of the Fallen **25 points**
Regiments within the Character Regiment's Command Range treat Enemy Regiment's Terrifying (X) Special Rule as it was 1 point lower to a minimum of 0.

Mnemancer's Eye **25pts**
This Character Regiment gains the Oblivious Special Rule.

ARMORS

Steel Enhancements **15 points**
The Character Model gains the Hardened (2) Special Rule.

Arena Champion **10 points**
During a Challenge!, this Character Model can Re-Roll all failed Hit Rolls.

Memory of Stone **10 points**
The Character Model gains +1 Wound.

WEAPONS

Draegbhrud **25 points**
The Character Model gains the Cleave (3) Special Rule.

Blade of Ekhidis **25 points**
The Character Model gains the Cleave (+1) Special Rule.

Perfectly Balanced **25 points**
The Character Model gains the Flurry Special Rule.

Flaming Weapon **25 points**
The Character Model gains +1 Clash and the Cleave (1) Special Rule.

Obsidian Grafts **15 points**
The Character Model Re-Rolls failed Defense Rolls.

TALISMANS

Gifted in Fire **30 points**
The Character Model gains +1 Evasion. Once per game, the Character Model may spend one Action to use this Relic. Any Friendly Regiment wholly within this Character Model's Command Range gains the Aura of Death (+1) Special Rule

Remembrance of the Core **20 points**
Once per game, the Character Model may spend one Action to use this Relic. The Character Model and any friendly Regiments wholly within 8" of this Character Model gain the Hardened (1) Special Rule.

The Flame Flickers **15 points**
Once per game, the Character Model may activate this Relic when declaring a Challenge!. The Character Stand gains +2 Evasion until the Challenge! sequence is completed (including the Enemy's out-of-sequence Challenge!).

ARCANE

Invocation of the Shattering **40 points**
Once per game, this Regiment may make an additional Clash Action.

Heart of the Mountain **25 points**
Once per game, the Character Model ignores Enemy Interference and adds 1 to the Attunement value for Spells it casts until the end of the Round.

Memory of Breath **10 points**
The Character Model gains the Aura of Death (3) Special Rule.



RETINUES

These options can be taken by any Infantry Character Regiment, unless stated otherwise as per the Retinues rules (see Conquest First Blood v2.0 Rulebook page 52).

Not every Character Regiment has access to all Retinues. Those allowed will be clearly stated in the relevant entry in the Army List. The March Characteristic and Class of Retinue Models are the same as the Character Model they are the Retinue of.

VETERAN HOLD THANES

40 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	1	3	2	2	3	3	0	Cleave (1), Shield, Hardened (1)

FIREFORGED

35 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	2	2	1	2	3	3	0	Shield, Barrage 1 (10", Armour Piercing (2))

DEVOTED WARDEN

30 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	1	2	1	2	3	3	0	Devout, Flurry, Fearless, Cleave (1), Fanatical Devotion



REGIMENTS

HOLD BALLISTAE

120 POINTS / +20 PER MODEL

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

SPECIAL RULES Shield, Barrage 2 (15", Armour Piercing (1))

REGIMENT

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

Any Hold Ballistae Regiment may include ONE of the Officers presented below:

Herald of Fire 40 points

Herald of Magma 30 points

Herald of Stone 35 points

HOLD WARRIORS

100 POINTS / +20 PER MODEL

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

SPECIAL RULES Shield, Tenacious

REGIMENT

- This Regiment has the [CLANS] Battlefield Role.
- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +15 points per Model to a maximum of 12.
- If the Regiment numbers 12 Models, one of the Models is upgraded to a Standard Bearer for free.

Any Hold Warriors Regiment may include ONE of the Officers presented below:

Herald of Fire 40 points

Herald of Magma 30 points

Exemplar 35 points

Herald of Stone 35 points

INITIATES (SHIELDS)**90 POINTS / +15 PER MODEL**

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

SPECIAL RULES Devout, Shield, Indomitable, Hardened (1)**Implacable:** Enemy Models cannot inflict Impact Attacks against a Model with this Special Rule**REGIMENT**

- This Regiment has the [**ARDENT**] Battlefield Role.
- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +15 points per Model to a maximum of 12.
- If the Regiment numbers 12 Models, one of the Models is upgraded to a Standard Bearer for free.

INITIATES (PIKES)**90 POINTS / +15 PER MODEL**

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

SPECIAL RULES Devout, Support**Pike Formation:** When Models in this Regiment direct their Attacks, as a result of a Clash Action, against an Enemy Regiment Engaged by a Friendly Initiates (Shields) Regiment, then Models in this Regiment Re-Roll failed Hit Rolls and each Model in this Regiment gains +1 to their Attack Characteristics**REGIMENT**

- This Regiment has the [**ARDENT**] Battlefield Role.
- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +15 points per Model to a maximum of 12.
- If the Regiment numbers 12 Models, one of the Models is upgraded to a Standard Bearer for free.

Any Initiates (Pikes) Regiment may include ONE of the Officers presented below:*Herald of Stone* 35 points

FLAME BERSERKERS**120 POINTS / +30 PER MODEL**

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

SPECIAL RULES Aura of Death (3), Flurry, Unstoppable, Feral**REGIMENT**

- This Regiment has the [**ARDENT**] Battlefield Role.
- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +25 points per Model to a maximum of 12.
- If the Regiment numbers 12 Models, one of the Models is upgraded to a Standard Bearer for free.

FIREFORGED**185 POINTS / +45 PER MODEL**

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

SPECIAL RULES Shield, Barrage 1 (10", Armour Piercing (2))

Magmatic Resonance: When this Regiment performs a Volley Action, Increase the Barrage Characteristic by +1 for each other Regiment within 10" of this Regiment with the Tempered Battlefield roles to a maximum of +3. Furthermore, if a Tempered Character has successfully performed an Incantation this Round, this Volley Action may target an Engaged Enemy Regiment.

REGIMENT

- This Regiment has the [**TEMPERED**] Battlefield Role.
- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +35 points per Model to a maximum of 12.
- If the Regiment numbers 12 Models, one of the Models is upgraded to a Standard Bearer for free.

Any Fireforged Regiment may include ONE of the Officers presented below:*Herald of Fire* 45 points*Flamecaster*

40 points

WARDENS**170 POINTS / +40 PER MODEL**

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

SPECIAL RULES Devout, Cleave 1, Flurry, Fearless**REGIMENT**

- This Regiment has the [**ARDENT**] Battlefield Role.
- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +35 points per Model to a maximum of 12.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.

DRAGONSLAYERS**220 POINTS / +55 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Heavy	5	1	4	2	2	4	4	0	Leader

SPECIAL RULES Cleave (3), Fiend Hunter, Hardened (1)

Show 'em How It's Done!: When this Regiment Destroys an Enemy Regiment, Choose another Friendly Regiment within 8". That Regiment is now Awakened.

REGIMENT

- This Regiment has the [**CLANS**] Battlefield Role.
- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +45 points per Model to a maximum of 12.
- If the Regiment numbers 4 Models, one of the Models is upgraded to a Standard Bearer for free.

INFERNO AUTOMATA**110 POINTS / +90 PER MODEL**

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

SPECIAL RULES Aura of Death (X), Feral, Fluid Formation, Fearsome

Burn Bright: This Model's Aura of Death (X) value is equal to the highest remaining Wound Profile in this Regiment.

REGIMENT

- This Regiment has the [**TEMPERED**] Battlefield Role.
- This Regiment is comprised of 1 Model.
- You may add additional Models for +90 points per Model to a maximum of 3.

STEELFORGED**140 POINTS / +110 PER MODEL**

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

DRAW EVENTS Flux - Powered**SPECIAL RULES** Cleave (1), Fearsome, Impact (2)

Flux - Powered [Draw Event]: All Models in the Regiment with this Draw Event gain either +2 Clash or +2 Attacks until end of Round.

REGIMENT

- This Regiment has the [**TEMPERED**] Battlefield Role.
- This Regiment is comprised of 1 Model.
- You may add additional Models for +110 points per Model to a maximum of 3.

HOLD THANES**195 POINTS / +50 PER MODEL**

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

SPECIAL RULES Cleave (1), Shield, Hardened (1)**Hold's Finest:** If your Army contains a Hold Raegh, then Hold Thane Regiments always count as if they are within the Hold Raegh's Command Range.**REGIMENT**

- This Regiment has the [CLANS] Battlefield Role.
- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +40 points per Model to a maximum of 12.
- If the Regiment numbers 8 Models, one of the Models is upgraded to a Standard Bearer for free.

Any Hold Thanes Regiment may include ONE of the Officers presented below:*Herald of Fire* 45 points*Herald of Magma* 30 points*Herald of Stone* 35 points**IRONCLAD DRAKE****400 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	7	1	3	10	12	4	3	1	-
Wounded Profile		4	1	2	7	8	3	2	1	-

SPECIAL RULES Cleave (2), Impact (6), Brutal Impact (2), Unstoppable, Clad in Iron**WOUNDED** Cleave (2), Impact (4), Hardened (1), Unstoppable**Clad in Iron:** Every time this Model suffers a Wound as a result of a failed Defense Roll, roll a die. On a Roll of "1" ignore that Wound.**REGIMENT**

- This Regiment has the [CLANS] Battlefield Role.
- This Regiment is comprised of 1 Model.

HELLBRINGER DRAKE**320 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Medium	6	2	2	6	8	3	3	1	-
Wounded Profile		4	1	3	5	7	3	3	1	

DRAW EVENTS Overcharge**WOUNDED** Overcharge**SPECIAL RULES** Cleave (1), Barrage 8 (15", Armour Piercing (1)), Impact (4)**WOUNDED** Cleave (1), Impact (3), Barrage (8, 15", Armor Piercing (1))**REGIMENT**

- This Regiment has the [**TEMPERED**] Battlefield Role.
- This Regiment is comprised of 1 Model.

MAGMAFORGED**190 POINTS / +40 PER MODEL**

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

SPECIAL RULES Aura of Death (4), Molten Aura, Lethal Demise**Molten Aura:** Enemy Regiment's with any Models within Command Range of this Regiment must Re-Roll Defense Rolls of "1".**REGIMENT**

- This Regiment has the [**TEMPERED**] Battlefield Role.
- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +50 points per Model to a maximum of 12.
- If the Regiment numbers 12 Models, one of the Models is upgraded to a Standard Bearer for free.

STONEFORGED**450 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	6	3	3	12	18	4	3	1	-

SPECIAL RULES Cleave (2), Fearsome, Impact (6), Terrifying (1), Hardened (1), Brutal Impact (2)

Unstable Alloys: If a Special Rule or Ability where to inflict the Decay (X) Special Rule to this Regiment it instead gains the Barrage (X) (12", Armor Piercing (1), Rapid Volley) Special Rules where X is equal to the Decay (X) value until the end of the Round.

Tectonic Slam (In-Combat Action): Target Objective Marker within Engagement Range is immediately destroyed.

Crystalline Matrices: This Regiment can be targeted by a Friendly Tempered Steelshaper Character Model's [Command] Abilities as if they were within the Character Regiment's Command Range.

REGIMENT

- This Regiment has the [TEMPERED] Battlefield Role.
- This Regiment is comprised of 1 Model.

FOUND**140 POINTS / +110 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brutes	Medium	6	3	2	1	4	3	3	0	-

SPECIAL RULES Barrage 1 (20", Armor Piercing (1))

When performing a Volley Action, this Regiment chooses one of the following:

- **Cluster Bombs:** When this Regiment performs a Volley Action, increase each Model's Barrage (X) Special Rule by +3 if this Regiment targets an Enemy Regiment with 8 or less Models. Increase each Model's Barrage Barrage (X) Special Rule by +5 if this Regiment targets an Enemy Regiment with 9 or more Models. In addition, this Regiment ignores the Obscuring Rule.

- **Incendiary Bombs:** When this Regiment performs a Volley Action, increase each Model's Barrage (X) Special Rule by +6. This Action may not benefit from the Take Aim Special Rule.

- **Armor Piercing:** When this Regiment performs a Volley Action, increase each Model's Barrage (X) Special Rule by +2 and gain the Armor Piercing 3 Special Rule instead. Any failed Defense Rolls by the Target Regiment causes it to suffer 2 Wounds instead of 1.

REGIMENT

- This Regiment has the [ARDENT] Battlefield Role.
- This Regiment is comprised of 1 Model.
- You may add additional Models for +110 points per Model to a maximum of 3.

LOST**150 POINTS / +120 PER MODEL**

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

SPECIAL RULES Cleave (2), Impact (3), Terrifying (2), Hardened (1), Fearless, Aura of Death (2)

REGIMENT

- This Regiment has the [**ARDENT**] Battlefield Role.
- This Regiment is comprised of 1 Model.
- You may add additional Models for +120 points per Model to a maximum of 3.