

CONQUEST

THE LAST ARGUMENT OF KINGS



SORCERER KINGS

Army List

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.



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.

THE SORCERER KINGS

At the very center of the Sorcerer Kings' continent, the Jaadoghar Kajhaana, lies the Trophaeum Pinnacle, once a modest island in an archipelago, but now a testament to the raw elemental power the Sorcerer Kings unleashed when they raised the entire continental shelf to provide themselves with a kingdom.

Within this volcano lie the four thrones of the Sorcerer Kings themselves: Erme, Who moves the Oceans, Dyelin, Pyre of Gods and Men, Hormus, Who Lays Mountains Low and Alessa, Weaver of Winds and Fates. Despite its awesome size and mind-boggling effort that went into making this mountain a monument worthy of their saviors, the Trophaeum Pinnacle lies mostly empty, its role remaining a more monumental and ceremonial focus to the Sorcerer Kings and their ambitions: to plumb the depths of sorcerous knowledge and climb the heights of power.

The Sorcerer Kings are split into four Courts representing the elements each of the Sorcerer Kings has mastery over. The Court Battlefield Roles are the following: **[COURT OF FIRE]**, **[COURT OF AIR]**, **[COURT OF EARTH]** and **[COURT OF WATER]**. In addition, the words Fire, Air, Earth and Water are used as descriptors for Spells and Rituals connecting them mechanically and thematically to their respective Courts.

Example: Spells/Rituals from the [COURT OF FIRE] are also referred to as "Fire" Spells/Rituals. Therefore, if an ability would mention a Fire Spell/Ritual targeting a [COURT OF FIRE] Regiment then the rule is referring to Spells and Rituals from the [COURT OF FIRE] making them "of the same Court" as the Regiment.

SORCEROUS PATRONAGE

[CHARACTER]s in the Army may take non-Monster **[ELEMENTAL]** Regiments of the same Court as them as Mainstay options in their Warband.

All Infantry **[CHARACTER]**s in this Army may add one additional Rajakur or Dhanur Disciples Regiment to their Warband, ignoring the usual allowance of four Regiments per Warband, to a maximum of five. These Regiments do not need to be the fifth Regiment in the Warband and being a Mainstay can unlock Restricted Regiments as normal.

Finally, all **[MORTAL]** Regiments in the Army gain the same Court Battlefield Role as the **[CHARACTER]** whose Warband they are part of, unless another rule specifies otherwise.

ELEMENTAL MARKERS

Spells, Rituals and Regiment Special Rules from the Courts of Earth and Water calls the Player to place an Earth or Water Marker respectively. The area within 3" of this Water Marker counts as a piece of Zonal Terrain with the Water Terrain Special Rule.

These Markers are represented by placing a single Infantry Base and measuring distances from any point on the base. The Markers cannot be engaged, can be placed under Objective Markers and Regiments may freely move over as well as end their move on them. In a situation where two Sorcerer Kings forces fight one another each Player has their own Markers.

RITUALS

Rituals are powerful and elaborate magical abilities, drawing power from the depths of the Elemental Plains and such require careful preparation before they are unleashed! In addition, they come with their own Command Cards and once prepared can be placed in your Command Stack. When drawn you simply activate their effect!

Friendly non-destroyed Spellcasters provide access to Rituals as per their Army List Entries. At the end of each Round's Supremacy Phase, select one Ritual you currently have access to and place its Command Card face-up next to your Command Stack, this Ritual is now Being Prepared. **The Spellcaster does not need to currently be on the Battlefield.**

If a Ritual is already Being Prepared then you may either keep preparing the current Ritual or select a new one to replace the current one, starting anew. You cannot have more than one Ritual Being Prepared unless another rule specifies otherwise.

If all Spellcasters providing access to a Ritual Being Prepared are destroyed, then the Ritual immediately ceases Being Prepared and is removed from the game.

Throughout the Round, Ritual Markers can be added to the Ritual Being Prepared in the following ways:

- 1) Every time a Spell is cast it adds one Ritual Marker to a Ritual of the same Court currently Being Prepared.
- 2) Regiments with the [ELEMENTAL] Battlefield Role possess Draw Events and Special Rules that add Ritual Markers to Rituals of the same Court, as seen in their Army List Entries.
- 3) Other Rules or Abilities may provide effects that further add Ritual Markers to Rituals Being Prepared.

As soon as a Ritual has as many Ritual Markers on it as its Ritual Threshold, then the Ritual is successfully completed. Remove all Ritual Markers from the Ritual. At the beginning of your next Command Phase, you must place this Command Card in your Command Stack as you would with any other Command Card.

When a Ritual Command Card is revealed from the Command Stack during the "Draw Command Card" step, immediately resolve its effects. Once the Ritual has been resolved, the Ritual is removed from your available pool of Command Cards and must be prepared anew.

ELEMENTAL DISCHARGE

The first time a new Ritual starts Being Prepared each Round, immediately add X Ritual Markers to it, where X is the number of the Round the game is currently in, to a maximum of 5.

E.g. A Ritual that has started Being Prepared during Round 3 would start with 3 Ritual Markers on it etc.

SUPREMACY ABILITIES

Each [**CHARACTER**] grants a different Supremacy Ability if chosen as your Warlord.

MAHARAJAH

Elemental Confluence [Always Active]: Friendly [**ELEMENTAL**] Regiments with the Elemental Conduit Draw Event add one Ritual Marker to any Ritual currently Being Prepared instead of one of the same Court. In addition, when any Ritual is successfully completed you may immediately select any one Ritual you currently have access to, that is of a different Court than the previously Prepared Ritual, to start Being Prepared.

Finally, this [**CHARACTER**] may select one additional Court gaining all its Spells, Rituals and Mainstay Options as per the Sorcerous Patronage Army Special Rule.

SORCERER

Omnipotence [Always Active]: All [**CHARACTER**]s in the Army must select the same Court as the Warlord.

When a Friendly [**CHARACTER**] performs a Spellcasting Action, and the Spell is successfully cast with 4 or more successes, the [**CHARACTER**] may perform a free additional Spellcasting Action once that Spell is resolved. This effect can only be activated once per Activation.

The same [**CHARACTER**] cannot attempt to cast the same Spell more than once per Round. Each Spell can only be cast a maximum of three times each Round.

RAJ

Elemental Dominion [Always Active]: Depending on the Court this Warlord has selected, you gain one of the following effects:

Court of Fire - Friendly [**COURT OF FIRE**] [**ELEMENTALS**] Regiments gain the following Draw Event: **Fan the Flames [DRAW EVENT]:** If the Regiment is "Inflamed" it may choose to lose its "Inflamed" status and gain either the Deadly Blades or Deadly Shot Special Rule.

This Regiment then adds one Ritual Marker to a Ritual of the same Court currently Being Prepared.

Court of Air - Friendly [**COURT OF AIR**] [**ELEMENTALS**] Regiments gain the Opportunist Special Rule.

Court of Water - While Friendly [**COURT OF WATER**] [**ELEMENTALS**] Regiments are within 3" of a Water Marker they count having all of its Stands in Obscuring Zonal Terrain.

Court of Earth - Friendly [**COURT OF EARTH**] [**ELEMENTALS**] gain the Regeneration (2) Draw Event.



MAHARAJAH

120 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	2	3	5	5	4	3	2	Elemental Confluence

SPECIAL RULES Wizard (8)

CHARACTER

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

The Maharajah must select one of the following Courts at no additional point cost, and knows all Spells and Rituals from that Court. This [CHARACTER] gains the same Battlefield Role as the Court they have selected.

- Court of Fire
- Court of Earth
- Court of Air
- Court of Water

Battlefield Role: [CHARACTER]

CHARACTER UPGRADES

Patron's Gift: May purchase a single Patron's Gift at the indicated point cost.

Masteries: May purchase a single Mastery from any category

WARBAND

Mainstay: *Rajakur,
Mahabharati
Initiates, Dhanur
Disciples, Ghols*

Restricted: *Efreet Flamecasters, Efreet Sword Dancers,
Rakshasa Bakasura, Rakshasa Ravanar,
Steelheart Djinn, Windborne Djinn,
Trinavarta Chandavat, Trinavarta Sabhagrih,
Eternal Eidolons, Eternal Oppressors
Mahut, Marid Lancers, Marid Sahar, Marid Lord,
Mahabharati Sorcerer Saints,*

SORCERER

90 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	3	2	4	4	3	2	2	Omnipotence

SPECIAL RULES Barrage (3) (14"), Wizard (7)

CHARACTER

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

The Sorcerer must select one of the following Courts at no additional point cost, and knows all Spells and Rituals from that Court. This [CHARACTER] gains the same Battlefield Role as the Court they have selected.

- Court of Fire
- Court of Earth
- Court of Air
- Court of Water

Battlefield Role: [CHARACTER]

CHARACTER UPGRADES

Patron's Gift: May purchase a single Patron's Gift at the indicated point cost.

Masteries: May purchase a single Mastery from any category

WARBAND

Mainstay: *Rajakur,
Mahabharati
Initiates, Dhanur
Disciples, Ghols*

Restricted:

*Efreet Flamecasters, Efreet Sword Dancers,
Rakshasa Bakasura, Rakshasa Ravanar,
Steelheart Djinn, Windborne Djinn,
Trinavarta Chandavat, Trinavarta Sabhagrih,
Eternal Eidolons, Eternal Oppressors
Mahut, Marid Lancers, Marid Sahar, Marid Lord,
Mahabharati Sorcerer Saints,*

RAJ

100 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	2	3	5	4	4	3	2	Elemental Dominion

SPECIAL RULES Flurry, Wizard (7)

CHARACTER

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

The Raj must select one of the following Courts at no additional point cost, and knows all Spells and Rituals from that Court. This [CHARACTER] gains the same Battlefield Role as the Court they have selected.

- Court of Fire
- Court of Earth
- Court of Air
- Court of Water

Battlefield Role: [CHARACTER]

CHARACTER UPGRADES

Patron's Gift: May purchase a single Patron's Gift at the indicated point cost.

Masteries: May purchase a single Mastery from any category

WARBAND

Mainstay: *Rajakur,
Mahabharati
Initiates, Dhanur
Disciples, Ghols*

Restricted: *Efreet Flamecasters, Efreet Sword Dancers,
Rakshasa Bakasura, Rakshasa Ravanar,
Steelheart Djinn, Windborne Djinn,
Trinavarta Chandavat, Trinavarta Sabhagrih,
Eternal Eidolons, Eternal Oppressors
Mahut, Marid Lancers, Marid Sahar, Marid Lord,
Mahabharati Sorcerer Saints,*

MAHABHARATI SARDAR

120 POINTS

Type	Class	M	V	C	A	W	R	D	E
Infantry	-	-	2	3	5	4	3	3	1

SPECIAL RULES Cleave (1), Flawless Strikes, Forward Force

Elemental Assault [Draw Event]: The [CHARACTER] may immediately remove 3 Ritual Markers from a Ritual that is currently Being Prepared, to have Target Friendly [MORTAL] or [MAHABHARATI] Regiment within 12" to gain either the Untouchable or Relentless Blows Special Rule.

Sorcerous Blessing: During a Round in which the Mahabharati Sardar has removed Ritual Markers from a Ritual that is currently Being Prepared, the Regiment the [CHARACTER] is currently attached to gains the Cleave (+1) and Fearless Special Rules until the end of the Round.

CHARACTER

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

Battlefield Role: [CHARACTER], [MAHABHARATI]

CHARACTER UPGRADES

Patron's Gift: May purchase a single Patron's Gift at the indicated point cost.

Masteries: May purchase a single Mastery from any category

WARBAND

This [CHARACTER] cannot be the Warlord and gains the same Battlefield Role as the Court of your Warlord. This [CHARACTER]'s Warband cannot include Elemental Regiments as a result of the Sorcerous Patronage Army Special Rule.

Mainstay:	<i>Rajakur, Dhanur</i>	Restricted:	<i>Mahabharati Sorcerer Saints</i>
	<i>Disciples,</i>		<i>Mahut</i>
	<i>Mahabharati</i>		
	<i>Initiates,</i>		

This Army List entry is an updated, reimagined version of the character previously known as the "Sardar." The model remains unchanged, and you may continue to use the "Sardar" Command Card to activate the character. As we expand the Sorcerer Kings' roster we will enrich the Mortals and Mahabharati part of the Faction providing the opportunity to explore Mortal and Mahabharati only lists.



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.

PATRON'S GIFTS

Each Patron's Gift may only be included in your Army once.

BANNERS

Banner of Elemental Dominion 25 points

Weaved with fibers that are infused with the essence of the elemental domains, this great tapestry depicts the deified heraldries of the Sorcerer Kings – beings of god-like power, whose combined magical knowledge is the substance of legends. Those of elemental origin easily succumb to the banner's domineering aura, which compels them to follow the commands of their sorcerous masters.

All Friendly [ELEMENTAL] Regiments within 12" of this [CHARACTER] gain the Unstoppable Special Rule.

Priym Khanjar

15 points

This ornate dagger originates from the order of the Mahabarati – an enigmatic force that once policed the Sorcerer Kings and protected them from corruption. The blade seems to have a mind of its own, imbuing its wielder with the skills of a master killer and making them especially proficient at using it.

The [CHARACTER] gains adds +2 to their Attacks Characteristic and gains the Flawless Strikes Special Rule.

WEAPONS

Dancing Scimitar 20 points

The arcane weapon-smiths of the Sorcerer Kings relentlessly work and conduct research towards forging the perfect weapon. The Dancing Scimitar is one such experimental creation: the blade is magically tethered to a Djinn within the domain of fire, with the weapon mirroring the entity's murderous move-set across battlefields in the material world.

The [CHARACTER] gains the following Draw Event:
Dancing Scimitar: Target Enemy Regiment or Objective Marker within 12", suffers 3 automatic Hits with the Armor Piercing (2) Special Rule. These Hits do not cause Morale Tests.

ARCANE

Niyantran

20 points

This sorcerous pact is one of control, allowing its user to directly infiltrate and dominate the minds of lesser beings. As such, those that call upon Niyantran are able to maintain an unnatural connection with their subordinates and underlings – exerting their wills as masters with the utmost efficiency and deriving greater strategic value from their maneuvers.

While the Regiment this [CHARACTER] Stand is currently attached to is not Broken, Friendly Regiments within 12" of this Character Stand may use this [CHARACTER]'s Resolve Characteristic instead of their own.



Jadoo Kavach

20 points

This powerful rune was created through the combined effort of all four Sorcerer Kings, enveloping the one that wields it in an aura of pure elemental energy. That very same aura can magnify the magical abilities of any individual that utilizes the Jadoo Kavach, creating an arcane prismatic effect that enhances and propagates sorcerous power to one's allies and surroundings.

All Friendly Spellcasters within 10" of this [CHARACTER] can Re-Roll Spellcasting dice of "6". These Re-Rolls can only be used in one Spellcasting Action per Activation.

Shu'laat

10 points

This great spear contains a-thousand-and-one blessings, inscribed upon its wooden shaft via powerful spells – with lettering so small that magical means are required to read the engraved texts. The wielder of the spear can draw power from the numerous boons contained across the famed weapon, experiencing increased might and good fortune as a result.

When this [CHARACTER] successfully casts a Spell, you may add one additional Ritual Marker to the Ritual Being Prepared. The [CHARACTER] cannot add more than one additional Ritual Marker during a single Activation.

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. Each Mastery can only be purchased once, unless stated otherwise. There are three categories for Masteries: Combat, Arcane and Sorcerous Patrons.

SORCEROUS PATRONS

A Character that has selected a Mastery from this Category may purchase an additional Mastery from a different category.

Recorder of all Deeds **35 points**
Warlord only. [Always Active]: [MORTAL] Regiments in the Army gain the Vanguard (3) and Bravery Special Rule.

Prince of the Setting Moon **30 points**
Warlord only. [Always Active]: At the beginning of each Round's Victory Phase, while this Character Stand is on the Battlefield, Friendly [Mortals] Regiments within range of an Objective Zone Heal 3 Wounds.

Vizier of the Morning Star **30 points**
Warlord only. At the end of each Round's Supremacy Phase, all Friendly Regiments of the same Court as this [Character] immediately lose the Broken status.

ARCANE

Elemental Feedback **20 points**
The first time this [CHARACTER] successfully casts a Spell1 during its Activation, for each 2 successes, the Regiment this [CHARACTER] is currently attached to immediately Heals for 2 Wounds.

Bound to the Elements **15 points**
(Wizard Only) The [CHARACTER] adds +2 to its Wounds and Attacks Characteristics and gains the Impact (3) Special Rule. This [CHARACTER] must be attached to a Regiment of the same Court and changes its Type to match the Regiment it is attached to.

COMBAT

Best Money can Buy **20 points**
The Infantry Regiment this Character Stand is currently attached to gains the Hardened (+1) Special Rule.

Favored of Hormus **15 points**
(Maharajah and Sorcerer from the Court of Earth only). The Character Stand gains the Rider Special Rule and must choose to ride a Mahut in their Warband. The Mahut Regiment loses its Barrage (X) Special Rule and gains the Terrifying (1) Special Rule.

In addition, Friendly Regiments within 3" of this Regiment count as being within range of an Earth Marker.

Elemental Projection **15 points**
This [CHARACTER] increases the Range of all its Spells by 3" (Spells with a Range of "Self" are unaffected)



COURT SPELLBOOKS

COURT OF FIRE SPELLS

"Inflamed" is a status that when applied, Regiments like ones with the Fire Elemental Special Rule may interact with to gain access to powerful abilities!

Name	Range	Attunement	Effect
Burn to Cinders	12"	4	Inflicts one Hit per success on Target Enemy Regiment. The Target Regiment becomes "Inflamed" until the end of the Round.
Cauterize	12"	3	Target Enemy Regiment, including currently attached Character Stands, cannot be Healed until the end of the Round and becomes "Inflamed" until the end of the Round.
Ignite	12"	3	Target Enemy "Inflamed" Regiment immediately suffers 5 Hits and immediately loses its "Inflamed" Status. These Hits do not cause Morale Tests. Other Regiments within 6" of the Target Regiment immediately become "Inflamed" until the end of the Round.
Searing Sandstorm	Self	3	Until the end of the Round, when this Friendly [COURT OF FIRE] Regiment becomes the Target of an Enemy Regiment's Volley Action it gains the Tenacious (1) Special Rule until the end of that Action and becomes "Inflamed" until the end of the Round.
Molten Blades	12"	3	Target Friendly [COURT OF FIRE] Regiment gains the Cleave (1) and Deadly Blades Special Rules until the end of the Round and becomes "Inflamed" until the end of the Round.
Wreathed in Fire	12"	3	Target Friendly [COURT OF FIRE] Regiment gains the Untouchable Special Rule until the end of the Round and becomes "Inflamed" until the end of the Round.

COURT OF AIR SPELLS

Name	Range	Attunement	Effect
Lifting Winds	12"	4	Target Friendly [COURT OF AIR] Regiment adds +2" to the Regiment's March Distance for the first March Action it performs during its Activation until the end of the Round.
Lightning Bolt	12"	3	Inflicts one Hit per success on Target Enemy Regiment. In addition, if the Target Regiment is in contact with a [COURT OF AIR] Regiment, it suffers an additional amount of Hits equal to its current Defense Characteristic, including all Special Rules.
Homing Winds	12"	3 (Scaling)	Target Friendly [COURT OF AIR] Regiment Re-Rolls all failed Hit Rolls when performing a Volley Action until the end of the Round.
Air Step	12"	3 (Scaling)	Target Friendly [COURT OF AIR] Regiment not in contact with an Enemy Regiment, immediately performs a free out-of-sequence Reform Action.
Cyclone	12"	3	Inflicts one Hit per success on Target Enemy Regiment. During the Victory Phase of this Round, If the Target Regiment is in contact with a [COURT OF AIR] Regiment, it counts as 0 Stands for the purpose of Seizing Objective Zones.
Wind Kissed Blades	12"	3	Target Friendly [COURT OF AIR] Regiment gains the Counter-Attack and Parry Special Rules until the end of the Round.

COURT OF WATER SPELLS

Name	Range	Attunement	Effect
Blood to Water	12"	3	Inflicts one Hit per success on Target Enemy Regiment. In addition, if the Target Regiment is in contact with a [COURT OF WATER] Regiment it suffers an additional amount of Hits equal to its current Resolve Characteristic, including all Special Rules.
Lammelar Flow	12"	3	Target Friendly [COURT OF WATER] Regiment gains the Aimed Shot Special Rule until the end of the Round.
Swirling Embrace	12"	3	Target Friendly [COURT OF WATER] Regiment gains the Untouchable Special Rule.
Induced Hypoxia	12"	3	Target Enemy Regiment must use the lowest unmodified Resolve Characteristic in the Regiment until the end of the Round.
Flowing Stride	12"	3	Target Friendly [COURT OF WATER] Regiment ignores the effects of Hindering Terrain until the end of the Round.
Water to Blood	12"	3	Target Friendly [MORTAL] Regiment Heals 5 Wounds.

COURT OF EARTH SPELLS

Name	Range	Attunement	Effect
Sunder (the Land)	12"	3	This Spell requires 3 successes to be successfully cast. Target Objective Zone counts as a piece of Hindering Terrain in addition to it being an Objective Zone until the end of the Round.
Stabilize (the Pattern)	12"	3	Until the end of the Round, Friendly [ELEMENTAL] Regiments within 8" of this Character do not suffer the effects of Aura of Death (X) and Decay (X) Special Rules.
Overwhelm (the Form)	12"	3 (Scaling)	Target [COURT OF EARTH] [ELEMENTAL] Regiment gains the Trample (+2) Special Rule.
Reinforce (the Pattern)	12"	3 (Scaling)	Target Friendly [COURT OF EARTH] Regiment. Until the end of the Round the Regiment cannot perform a Charge or Reform Action and does not suffer Hits from the Impact (X) and Trample (X) Special Rule.
Hurl (the Earth)	12"	3	Target Enemy Regiment suffers 4 Hits with the Armor Piercing (1) Special Rule.
Reincarnate (the Self)	12"	4	Target Regiment Heals 3 Wounds.

RITUALS

Once a Ritual has been resolved, you may Draw your next Command Card, if it belongs to a Regiment of the same Court as that Ritual, you may Activate it immediately. Otherwise place the Command Card on top of your Command Stack.

COURT OF FIRE RITUALS

Name	Ritual Threshold	Effect
Intrusive Thoughts	7	Until the end of the Round, all Friendly [COURT OF FIRE] Regiments gain the Relentless Blows Special Rule. If the Regiment already had the Special Rule its effects activate on all Hit Rolls of "1" and "2" instead of just "1".
Conflagration	7	All "Inflamed" Enemy Regiment on the Battlefield suffers 3 Hits. These Hits do not cause Morale Tests.
		Should a Friendly [COURT OF FIRE] [ELEMENTAL] Regiment Activate during the Player's next "Draw Command Card" Step then until the end of the Round the Regiment gains the Inspired and Aimed Shots Special Rules and should the Regiment come in contact with an Enemy Regiment during its Activation, the Enemy Regiment immediately becomes "Inflamed" until the end of the Round.
Fiery Dominion	7	All Friendly [COURT OF FIRE] Regiments gain the Fire Elemental Special Rule until the end of the Round. Regiments that already had the Fire Elemental Special Rule immediately Heal 4 Wounds and become "Inflamed" until the end of the Round.

COURT OF AIR RITUALS

Name	Ritual Threshold	Effect
Far Sight	7	Immediately re-arrange all Command Cards in your Command Stack. You may then draw and Activate your next Command Card. Should that next Command Card belong to a [COURT OF AIR] Regiment, it may perform a free Charge or Take Aim Action as its first Action.
Sayf	7	Target Friendly [ELEMENTAL] [COURT OF AIR] Regiment gains the Fly Special Rule until the end of the Round. In addition, all [COURT OF AIR] Regiments in the Army gain the Air Elemental Special Rule until the end of the Round.
Spiteful Winds	7	Target Enemy Regiment on the Battlefield suffers 2+X Hits where X is equal to the Target Regiment's Defense Characteristic. These Hits do not cause Morale Tests. In addition, all other Enemy Regiments within 8" of the Target Enemy Regiment suffer 2 Hits. These Hits do not cause Morale Tests.

COURT OF WATER RITUALS

Once a Water Ritual has been successfully completed you may immediately select one other Court of Water Ritual you currently have access to to start Being Prepared.

Name	Ritual Threshold	Effect
Call forth the Deep	6	Nominate a point on the Battlefield (even one beneath a Regiment) and place a Water Marker. The area within 3" of this Water Marker counts as a piece of Zonal Terrain with the Water Terrain Special Rule. The Terrain feature remains until the end of the Battle. Only one Water Marker may be on the battlefield as a result of this Ritual. Should there already be a Water Marker on the Battlefield then remove the previously placed Water Marker before resolving the Ritual's effect.
Violent Geyser	7	Target Enemy Regiment on the Battlefield currently within a piece of Water Terrain suffers 6 Hits with the Armor Piercing (1) Special Rule. These Hits do not cause Morale Tests. In addition, until the end of the Round, Enemy Regiments currently within a piece of Water Terrain Re-Roll Successful Morale Tests of "1". You may then immediately move a Water Marker up to 6".
Soothing Tides	6	Target Water Marker on the Battlefield. Until the end of the Round the area within 6" of it counts as a piece of Zonal Terrain with the Water Terrain Special Rule instead of the usual 3". Friendly [COURT OF WATER] Regiments currently within a piece of Water Terrain immediately Heal 4 Wounds. You may then immediately move a Water Marker up to 6".

COURT OF EARTH RITUALS

Name	Ritual Threshold	Effect
Gifts of the Earth	7	Nominate a point on the Battlefield (even one beneath a Regiment) and place an Earth Marker. While within 3" of an Earth Marker Friendly [COURT OF EARTH] Regiments have the Regeneration (2) Special Rule. The Earth Marker remains until the end of the Battle. Only one Earth Marker may be on the battlefield at any given time. Should there already be an Earth Marker on the Battlefield then remove the previously placed Earth Marker before resolving this effect.
Earthquake	7	Enemy Regiment within Target piece of Zonal Terrain and while within 3" of an Earth Marker suffers 6 Hits and may not Heal until the end of the Round. These Hits do not cause Morale Tests. You may then immediately move the Earth Marker up to 6".
Kiss of the Earth	7	Target Friendly non-Monster Regiment that is currently composed of 2 or less Stands. It is immediately destroyed. Its Stands are not removed from the Battlefield, instead they remain as an Obscuring, Traversable, Hindering piece of Zonal Terrain. Should there already be a piece of Zonal Terrain on the Battlefield created by this Ritual then remove it before resolving the Ritual's effect. The Regiment counts as having been destroyed by your Opponent.

MAHABHARATI INITIATES**160 POINTS / +50 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, Standard Bearer

DRAW EVENT Elemental Conduit**SPECIAL RULES** Cleave (1), Linebreaker, Wizard (1)

Eminence: When this Regiment becomes the Target of an Enemy Spellcaster's Spellcasting Action it adds +2 to its Evasion Characteristic and counts as +5 Stands for the purposes of Scaling until the end of that Spellcasting Action.

Gifted Mortals: When a Friendly [**CHARACTER**] selects this Regiment as the Target of a Spell, the Spell is automatically successfully resolved as if it had scored the amount of successes required.

In addition, This Regiment counts as belonging to the same Court as this Army's Warlord gaining the relevant Battlefield Role. Should the Army Warlord belong to more than one Court then they belong to all the same Courts as well.

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: [**MORTALS**], [**MAHABHARATI**]**MAHABHARATI SORCERER SAINTS****230 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Heavy	7	1	3	7	5	4	3	2	Leader

SPECIAL RULES Cleave (1), Impact (3), Vanguard (3), Terrifying (1), Untouchable

Gifted Mortals: When a Friendly [**CHARACTER**] selects this Regiment as the Target of a Spell, the Spell is automatically successfully resolved as if it had scored the amount of successes required.

In addition, This Regiment counts as belonging to the same Court as this Army's Warlord gaining the relevant Battlefield Role. Should the Army Warlord belong to more than one Court then they belong to all the same Courts as well.

Elemental Prowess [DRAW EVENT]: The Regiment may immediately remove 3 Ritual Markers from a Ritual that is currently Being Prepared, to have Target Friendly [**ELEMENTAL**] Regiment within 12" immediately Heal 4 Wounds. Should it remove 2 additional Ritual Markers, this Regiment also gains the Blessed Special Rule until the end of its next Activation.

REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- This Regiment does not get additional Stands.

Battlefield Role: [**ELEMENTAL**], [**MAHABHARATI**]

DHANUR DISCIPLES

140 POINTS / +40 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	2	1	4	4	3	2	0	Leader, Standard Bearer

SPECIAL RULES Barrage (5) (18"), Arcing Fire

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: [MORTALS]

RAJAKUR

120 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 Hardened (1), Shield, Bodyguard

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: [MORTALS]

GHOLS

110 POINTS / +30 PER STAND

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

DRAW EVENTS Elemental Conduit

SPECIAL RULES Unstoppable, Vanguard (4)

Denizens of the Upper Planes: This Regiment counts as belonging to the same Court as this Army's Warlord gaining the relevant Battlefield Role. Should the Army Warlord belong to more than one Court then during Army List building each Regiment must choose which of the Warlord's Courts to belong to instead.

REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +30 points per Stand.

Battlefield Role: [ELEMENTAL]

EFREET FLAMECASTERS

170 POINTS / +50 PER STAND

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

DRAW EVENT Elemental Conduit

SPECIAL RULES Barrage (5) (14"), Impact (3)

Infernal Branding: While this Regiment is "Inflamed" or declares a Volley Action against an "Inflamed" Enemy Regiment, the Regiment gains the Rapid Volley Special Rule until the end of that Action.

Fire Elemental: While this Regiment is "Inflamed" or declares a Charge Action against an "Inflamed" Enemy Regiment, it gains the Juggernaut Special Rule until the end of the Round. Regiments with this Special Rule may add to their Charge Distance despite the Juggernaut Special Rule.

REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +50 points per Stand.

Battlefield Role: [ELEMENTAL], [COURT OF FIRE]

EFREET SWORD DANCERS

170 POINTS / +50 PER STAND

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

DRAW EVENT Elemental Conduit

SPECIAL RULES Impact (3), Relentless Blows

Fire Elemental: While this Regiment is “Inflamed” or declares a Charge Action against an “Inflamed” Enemy Regiment, it gains the Juggernaut Special Rule until the end of the Round. Regiments with this Special Rule may add to their Charge Distance despite the Juggernaut Special Rule.

REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +50 points per Stand.

Battlefield Role: [ELEMENTAL], [COURT OF FIRE]

RAKSHASA BAKASURA

250 POINTS

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	1	3	15	16	4	3	1

DRAW EVENT Elemental Conduit

SPECIAL RULES Aura of Death (6), Cleave (1), Impact (5), Terrifying (1), Fearless

Arrogance: This Regiment adds +3” to its Charge Distance when performing a Charge Action against an Enemy Regiment with a [CHARACTER] currently attached to it. Furthermore, this Regiment can perform a free Duel Action during its Activation as if it was a Character Stand. Should the Enemy Character Stand refuse the Duel, this Regiment gains the Flurry Special Rule and until the end of the Round.

Last Word: Upon this Regiment being destroyed, Target Enemy Regiment within 8” of a Friendly Character Stand or Regiment with the Wizard (X) Special Rule. Target Regiment suffers 8 automatic Hits. These Hits are inflicted against the Enemy Regiment’s flank. Wounds resulting from these Hits do not cause Morale Tests.

Fire Elemental: While this Regiment is “Inflamed” or declares a Charge Action against an “Inflamed” Enemy Regiment, it gains the Juggernaut Special Rule until the end of the Round. Regiments with this Special Rule may add to their Charge Distance despite the Juggernaut Special Rule.

REGIMENT

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

Battlefield Role: [ELEMENTAL], [COURT OF FIRE]

RAKSHASA RAVANAR

220 POINTS

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	1	3	12	16	4	3	1

DRAW EVENT Elemental Conduit

SPECIAL RULES Aura of Death (6), Cleave (2), Fearless, Fiend Hunter, Impact (5), Terrifying (1)

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

Last Word: Upon this Regiment being destroyed, Target Enemy Regiment within 8" of a Friendly Character Stand or Regiment with the Wizard (X) Special Rule. Target Regiment suffers 8 automatic Hits. These Hits are inflicted against the Enemy Regiment's flank. Wounds resulting from these Hits do not cause Morale Tests.

Fire Elemental: While this Regiment is "Inflamed" or declares a Charge Action against an "Inflamed" Enemy Regiment, it gains the Juggernaut Special Rule until the end of the Round. Regiments with this Special Rule may add to their Charge Distance despite the Juggernaut Special Rule.

REGIMENT

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

Battlefield Role: [ELEMENTAL], [COURT OF FIRE]

STEELHEART DJINN

170 POINTS / +60 PER STAND

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

DRAW EVENT Elemental Conduit

SPECIAL RULES Cleave (2), Impact (3)

On Soaring Winds [Out-of-Combat Action and Combat Action]: This Regiment immediately performs a March Action, ignoring all intervening Regiments, [CHARACTER]s and/or pieces of Terrain. The Regiment must be placed in a legal position at the end of this movement and not overlap with any other Regiment's Stands. This effect can be used even if the Regiment is currently Engaged with an Enemy Regiment(s). Whilst performing this move, the Regiment may move sideways or backwards without having to halve its March Characteristic. This move counts as a March for the purposes of triggering the Air Elemental Special Rule.

Air Elemental: A Reinforcement Line set by this Regiment cannot be pushed back by Enemy Regiments. During an Activation where the Regiment performs a March Action, the Regiment adds +1 to its Evasion Characteristic (to a maximum of 3) until the end of the Round.

REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +60 points per Stand.

Battlefield Role: [ELEMENTAL], [COURT OF AIR]

WINDBORNE DJINN**180 POINTS / +70 PER STAND**

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

DRAW EVENT Elemental Conduit**SPECIAL RULES** Barrage (3) (18", Armor Piercing (1)), Impact (3)

Air Elemental: A Reinforcement Line set by this Regiment cannot be pushed back by Enemy Regiments. During an Activation where the Regiment performs a March Action, the Regiment adds +1 to its Evasion Characteristic (to a maximum of 3) until the end of the Round.

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: [ELEMENTAL], [COURT OF AIR]**TRINAVARTA SABHAGRIH****230 POINTS**

Type	Class	M	V	C	A	W	R	D	E
Monster	Medium	8	1	3	14	16	4	3	3

DRAW EVENT Elemental Conduit**SPECIAL RULES** Loose Formation, Unstoppable, Fly, Relentless Blows

Elemental Tether: Friendly [COURT OF AIR] Spellcasters may Target the Trinavarta Sabhagrih or other Friendly Regiments within 8" of it regardless of the Spell's Range or the Spellcaster's Line of Sight.

Fury of the Tempest: If a [COURT OF AIR] Ritual Command Card was activated during the previous "Draw Command Step," this Regiment's Relentless Blows Special Rule activates on each Hit Roll of "1" and "2" instead of just "1".

Air Elemental: A Reinforcement Line set by this Regiment cannot be pushed back by Enemy Regiments. During an Activation where the Regiment performs a March Action, the Regiment adds +1 to its Evasion Characteristic (to a maximum of 3) until the end of the Round.

REGIMENT

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

Battlefield Role: [ELEMENTAL], [COURT OF AIR]

TRINAVARTA CHANDAVAT

240 POINTS

Type	Class	M	V	C	A	W	R	D	E
Monster	Medium	8	2	2	10	17	4	3	2

DRAW EVENT Elemental Conduit

SPECIAL RULES Aimed Shot, Barrage (10) (12", Torrential Fire), Loose Formation, Fly, Wizard (7)

Eye of the Storm: The Regiment may perform a Volley Action while in contact with an Enemy Regiment, but must target the Enemy Regiment(s) it is in contact with.

In addition, if a Court of Air Ritual Command Card was activated during the previous "Draw Command Step", the Trinavarta Chandavat may perform a free Volley or free Spellcasting Action during its Activation.

Air Elemental: A Reinforcement Line set by this Regiment cannot be pushed back by Enemy Regiments. During an Activation where the Regiment performs a March Action, the Regiment adds +1 to its Evasion Characteristic (to a maximum of 3) until the end of the Round.

The Trinavarta Chandavat has access to the Lifting Winds and Lightning Bolt Court of Air Spells and may perform a Spellcasting Action during its Activation as if it were a [CHARACTER].

REGIMENT

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

Battlefield Role: [ELEMENTAL], [COURT OF AIR]

ETERNAL EIDOLONS

200 POINTS / +60 PER STAND

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

DRAW EVENT Elemental Conduit

SPECIAL RULES Impact (3), Vanguard (3), Terrifying (1), Dread

Rejuvenation: At the start of this Regiment's Activation, if a Court of Earth Ritual Command Card was Activated during the previous "Draw Command Step", this Regiment Heals 4 Wounds.

Earth Elemental: While the Regiment is within 3" of an Earth Marker the Regiment gains the Untouchable Special Rule.

REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +60 points per Stand.

Battlefield Role: [ELEMENTAL], [COURT OF EARTH]

ETERNAL OPPRESSORS

200 POINTS / +60 PER STAND

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

DRAW EVENT Elemental Conduit

SPECIAL RULES Impact (3), Vanguard (3), Terrifying (1), Dread, Unstoppable

Heralds of the Destroyer: If a Court of Earth Ritual Command Card was Activated during the previous "Draw Command Step", this Regiment adds +2 to their Attacks Characteristic.

Earth Elemental: While the Regiment is within 3" of an Earth Marker the Regiment gains the Untouchable Special Rule.

REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +60 points per Stand.

Battlefield Role: [ELEMENTAL], [COURT OF EARTH]

MAHUT

240 POINTS

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	6	2	2	10	20	3	3	2

DRAW EVENT Elemental Conduit

SPECIAL RULES Barrage (10) (20"), Brutal Impact (2), Cleave (1), Hardened (1), Impact (5), Linebreaker, Oblivious, Trample (5), Dread

The Regiment has access to the following Action

Gilded Statue (Out-of-Combat Action): Nominate a point on the Battlefield within 10" of this Regiment (even one beneath a Regiment) and place an Earth Marker. The Earth Marker remains until the end of the Battle.

Only one Earth Marker may be on the battlefield at any given time. Should there already be an Earth Marker on the Battlefield then remove the previously placed Earth Marker before resolving this effect.

Earth Elemental: While the Regiment is within 3" of an Earth Marker the Regiment gains the Untouchable Special Rule.

The Mahut may perform a free Volley Action during its Activation, and may perform a Volley Action while in contact with an Enemy Regiment, but must target the Enemy Regiment(s) it is in contact with. A Mahut may not perform more than one Volley Action during its Activation.

REGIMENT

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

Battlefield Role: [ELEMENTAL], [COURT OF EARTH]

MARID LANCERS

190 POINTS / +60 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	7	1	3	5	5	3	3	1	Leader

DRAW EVENT Elemental Conduit

SPECIAL RULES Fluid Formation, Brutal Impact (1), Impact (3), Vanguard (3)

Tidal Wave: If a Court of Water Ritual Command Card was activated during the previous "Draw Command Step", this Regiment gains access to the following Action until the end of its Activation. (**Out-of-Combat Action**) This Action cannot be performed after a March Action during the same Activation. The Regiment immediately performs a Charge Action, ignoring the effects of Hindering Terrain. The Regiment gains the Brutal Impact (2) and Impact (+2) Special Rules until the end of its Activation.

Water Elemental: This Regiment does not suffer the negative effects of being within a piece of Water Zonal Terrain, instead it Re-Rolls failed Hit Rolls of "6".

REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +60 points per Stand.

Battlefield Role: [ELEMENTAL], [COURT OF WATER]

MARID SAHAR

170 POINTS / +60 PER STAND

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

DRAW EVENT Elemental Conduit

SPECIAL RULES Barrage (4) (12"), Fluid Formation, Wizard (5)

The Regiment gains access to the "Blood to Water" Spell and may perform one free Spellcasting Action during its Activation.

Aqueous Branding: Until the end of the Round, if an Enemy Regiment was the Target of a Spellcasting Action from this Regiment, Friendly Spellcasters Targeting that Enemy Regiment with a Spell from the Court of Water count as having rolled one additional success to cast that Spell.

Water Elemental: This Regiment does not suffer the negative effects of being within a piece of Water Zonal Terrain, instead it Re-Rolls failed Hit Rolls of "6".

REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +60 points per Stand.

Battlefield Role: [ELEMENTAL], [COURT OF WATER]

MARID LORD

210 POINTS

Type	Class	M	V	C	A	W	R	D	E
Monster	Medium	7	2	3	11	17	4	3	1

DRAW EVENT Elemental Conduit

SPECIAL RULES Cleave (1), Flurry, Impact (6)

The Regiment has access to the following Action

Bringer of the Deluge (Out-of-Combat Action): Nominate a point on the Battlefield within 10" of this Regiment (even one beneath a Regiment) and place a Water Marker. The area within 3" of this Water Marker counts as a piece of Zonal Terrain with the Water Terrain Special Rule. The Terrain feature remains until the end of Battle. Only one Water Marker may be on the battlefield as a result of this ability. Should there already be a Water Marker on the Battlefield then remove the previously placed Water Marker before resolving this effect.

Tidal Wave: If a Court of Water Ritual Command Card was activated during the previous "Draw Command Step", this Regiment gains access to the following Action until the end of its Activation. **(Out-of-Combat Action)** The Regiment immediately performs a Charge Action, ignoring the effects of Hindering Terrain. The Regiment gains the Brutal Impact (2) and Impact (+2) Special Rules until the end of its Activation.

Water Elemental: This Regiment does not suffer the negative effects of being within a piece of Water Zonal Terrain, instead it Re-Rolls failed Hit Rolls of "6".

REGIMENT

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

Battlefield Role: [ELEMENTAL], [COURT OF WATER]

DRAW EVENTS & SPECIAL RULES

Elemental Conduit [Draw Event]: This Draw Event can **also** be used during a Round in which the Regiment is arriving from Reinforcements. This Regiment adds one Ritual Marker to a Ritual of the same Court currently Being Prepared.

RULES IN A NUTSHELL!

Just starting out and got questions? Here's a quick rundown of how the Sorcerer Kings rules work! 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 rules@para-bellum.com with any questions you may have.

WHAT ARE RITUALS?

Rituals are powerful magical abilities that require a certain amount of preparation before they can be unleashed. Each Ritual comes with its own Command Card and, once prepared, can be placed into your Command Stack. When drawn, you simply activate its effect!

All of your Spellcasters belong to a **Court**—or possibly more than one. Each Court grants access to its associated Spells and Rituals. You may use these Rituals as long as the Character who possesses them hasn't been destroyed. Even if the Character hasn't entered the battlefield yet, the Rituals remain accessible. You only lose access to them if the Character is destroyed.

At the end of each **Supremacy Phase**, you select a single Ritual you have access to and begin Preparing it. If you're already preparing one, you may exchange it for another.

From that point on, you must accumulate Ritual Markers to complete the preparation.

Don't worry—this is simple! As a rule of thumb: *every time you perform actions aligned with the Ritual's Court, add a Ritual Marker to it.*

Cast a Spell from that Court? Add a Ritual Marker.

Activate an Elemental from that Court? Add a Ritual Marker (thanks to Elemental Conduit).

Once you've gathered Ritual Markers equal to the Ritual's Threshold, the Ritual is successfully prepared and will be added to your Command Stack at the start of the next Round.

Then it's as simple as drawing the card and unleashing arcane devastation!

WHAT TO KEEP IN MIND

When playing Sorcerer Kings always make sure to:

- Sorcerer Kings' mastery of the arcane arts revolves around depth rather than breadth. Most lists benefit from focusing on a single Court, though occasionally branching into a second can be worthwhile.
- Don't forget about Elemental Conduit! Each time you activate an **[ELEMENTAL]**, you may add a Ritual Marker to the Ritual you're currently preparing.
- When building your Command Stack, try placing Regiments after Rituals of the same Court. This allows you to activate them immediately—and some even gain powerful bonuses as a result!