

II CONQUEST FIRST BLOOD



W'ADRHÛN Army List

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

EPIDERMAL KERATIN DEPOSITS

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

MASSIVE FRAME

Enemy Models cannot "Attack Through" a Model with this Special Rule. In addition Models with this Special Rule Re-Roll failed Morale tests of "6".

KEEN HEARING

Character Models count their Command Range as twice its range for the purposes of Commanding Presence.

HYMN OF THE VICTOR

"Sing of my victories and they may inspire yours."

When this Army scores VPs for claiming an Objective and this Army's Character Regiment is in range of that Objective, all Regiments in the Army count as if they are within the Character Regiment's Command Range until the end of the next Round's Victory phase.





CHARACTERS

Matriarch Queen

No Cost

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Heavy	5	1	3	5	4	4	3	1	5

SPECIAL RULES Cleave (1), Massive Frame, Inspiring Presence

Born in Shame: When a Warbred Regiment is within Command Range of this Character Regiment, Enemy Regiments cannot perform a Challenge! Action against the Matriarch Queen.

One Voice: Friendly Regiments Wholly within range of an Objective Zone counts as being within the Command Range of the Matriarch Queen.

Teachings of the Wasteland: Before the game begins choose up to 2 non-Monster, non-Character Regiments in your Army and give them the Flank Special Rule for the duration of the game.

Loyalty: Models in this Character Regiment do not take Morale tests.

CHARACTER

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

- May purchase a single Artefact at the indicated points cost

COMMAND ABILITIES

Each Round the Matriarch Queen may use up to two different Command Abilities:

- **Frenzy [Command]:** Target Friendly Regiment gains the Linebreaker Special Rule until the end of the Regiment's next Action.
- **Pursuit [Command]:** Target Friendly Regiment gains the Opportunist Special Rule until the end of the Regiment's next Action.
- **To the Last Breath [Command]:** Target Friendly Regiment Heals 3 Wounds.

APEX QUEEN (MATRIARCH QUEEN)**500 POINTS**

Apex Predator (Mount)	Class	M	V	C	A	W	R	D	E	CR
Monster Character Regiment	Heavy	8	1	3	10	12	3	3	2	-
Wounded Profile		5	1	3	6	11	4	3	2	-
SPECIAL RULES	Cleave (2), Impact (5), Unstoppable, Deadly Blades, Terrifying (2), Fearless, Fiend Hunter, Icon of Conquest, Apex Master, Indomitable									
WOUNDED	Cleave (2), Impact (3), Unstoppable, Deadly Blades, Terrifying (2), Fearless, Fiend Hunter, Apex Master, Indomitable									

Matriarch Queen (Rider)	Class	M	V	C	A	W	R	D	E	CR
Monster Character Regiment	Heavy	-	1	3	5	-	4	-	-	5
SPECIAL RULES	Cleave (1), Inspiring Presence, Indomitable									

Icon of Conquest: This Model counts as twelve Models for the purpose of Seizing Objectives

Apex Master: The Matriarch Queen and Apex Predator are considered as a single Model with two Characteristic profiles. When the Matriarch Queen Activates (its Command Card is drawn) it performs Character Regiment Actions using its Characteristic Profile. Similarly when the Apex Predator Activates (its Command Card is drawn) it performs Actions using its own Characteristic Profile.

Should the Apex Predator 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 Matriarch Queen all attacks are allocated against the mount (Apex Predator) and are resolved using its Characteristic Profile. The Matriarch Queen cannot separate from the Apex Predator and should the Mount dies then the Matriarch Queen is removed as well

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

One Voice: Friendly Regiments Wholly within range of an Objective counts as being within the Command Range of the Matriarch Queen.

Teachings of the Wasteland: Before the game begins choose up to 2 non-Monster, non-Character Regiments in your Army and give them the Flank Special Rule for the duration of the game.

CHARACTER

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

COMMAND ABILITIES

Each Round the Matriarch Queen may use up to two different Command Abilities:

- **Frenzy [Command]:** Target Friendly Regiment gains the Linebreaker Special Rule until the end of the Regiment's next Action.
- **Pursuit [Command]:** Target Friendly Regiment gains the Opportunist Special Rule until the end of the Regiment's next Action.
- **To the Last Breath [Command]:** Target Friendly **non-Monster** Regiment Heals 3 Wounds.

PREDATOR

NO COST

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Medium	6	3	3	5	5	4	3	1	6

SPECIAL RULES Barrage 4 (15", Armour Piercing 1, Deadly Shots), Fiend Hunter, Massive Frame

Kill Marks: During the game keep a tally of how many Casualty Tokens are removed by Enemy Regiments. For every 8 Casualty Tokens removed, this Army immediately scores 1 VP. If at the end of the game the Enemy Character Model has been removed as a Casualty then this Army scores an additional 1 VP.

Hunting Party: Hunter and Slinger Regiments in this Army gain the Fluid Formation Special Rule.

Violence of Action: All Regiments in this Army gain the Opportunist Special Rule.

No Time to Bleed: When this Character Regiment performs a Disengage Action, it does not receive any Attacks of Opportunity and does not become Broken.

CHARACTER

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

Seasoned Hunters

- May purchase a single Artefact at the indicated points cost

COMMAND ABILITIES

Each Round the Predator may use one Command Ability:

- **If it Bleeds we can Kill it [Command]:** Target Enemy Brute, Cavalry or Monster Regiment becomes "Marked" until the beginning of the Predator'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
- **Way of the Hunt [Command]:** Target Friendly Infantry Regiment gains +2 March until the end of the Regiment's next Activation.

PREDATOR (CAVALRY)

50 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Cavalry Character Regiment	Medium	8	3	3	6	7	4	3	2	6

SPECIAL RULES Barrage 3 (15"), Massive Frame, Brutal Impact (1), Cleave (1), Impact (3)

Pack Leader: Raptor Riders and Hunting Packs in this Army gain the Fluid Formation Special Rule and lose the Feral Special Rule. In addition Raptor Riders and Hunting Pack Models count as three Models for the purposes of Seizing Objectives.

No Time to Bleed: When this Character Regiment performs a Disengage Action, it does not receive any Attacks of Opportunity and does not become Broken.

Rampant Savagery: When this Character Model performs Impact Attacks as part of a Charge Action, if the Impact Attacks result in any number of Casualties this Character Regiment gains the Terrifying (1) Special Rule until the end of its Activation.

Thrill of the Kill: Casualty Tokens generated as a result of Casualties inflicted from this Character Regiment are allocated to this Character Regiment instead. For each Casualty Token on it, the Character Model adds +1 to its Attack Characteristic. If the Character Model removes any amount of Casualty Tokens during the Remove Casualty Tokens step, then it Heals 1 Wound.

CHARACTER

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

Hunting Pack

COMMAND ABILITIES

Each Round the Predator may use one Command Ability:

- **If it Bleeds we can Kill it [Command]:** Target Enemy Brute, Cavalry or Monster Regiment becomes "Marked" until the beginning of the Predator'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.
- **Mark of Conquest [Command]:** Target Friendly Regiment gains +2 to its Charge Distance Rolls, until the end of its next Activation, when Charging an Enemy Regiment within range of an Objective.

SCION OF CONQUEST

NO COST

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Heavy	5	2	3	4	5	4	2	2	6

SPECIAL RULES Priest (4), Cleave (2), Massive Frame, Devout

Sacred Censer: Enemy Models Engaged by this Character Model do not count towards Seizing Objectives.

Resonating Life Force: At the beginning of each Round's Victory Phase before scoring VPs, take note of the number of Casualty Tokens on Friendly Regiments within range of the same Objective as this Character Model. For each Casualty Token, this Character Model counts as one additional Model for the purposes of Seizing that Objective.

Visions of Conquest: Once per game during the Action Phase, before Players have Activated any Regiments, declare to your Opponent that you are using this ability. Until the end of this Round, each time you would draw a card from the Command Stack, instead search your Command Stack and play a Command Card of your choice.

Echoes of Conquest: This Character Regiment 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:

Chosen of Conquest

- May purchase two Artefacts at the indicated points cost.
- The Scion of Conquest has access to the following Incantations

Deafen

Embolden

Disruption

CHIEFTAIN

No Cost

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Medium	5	2	3	5	5	4	3	0	6

SPECIAL RULES Cleave (2) Massive Frame

The Trials: Brave and Blooded Regiments in the Army ignore the first time they become Broken during the game. 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.

Stoic Elders: Veteran Regiments in the Army gain the Oblivious Special Rule

Veteran Champions: Champion Officer Models in the Army lose their Lead by Example [**Command**] ability. Instead Regiments within the Command Range of a Champion Officer Model count as being within the Command Range of the Chieftain Character Model. In addition, Champion Officer Models gain the Flurry Special Rule.

CHARACTER

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

- May purchase a single Artefact at the indicated points cost

COMMAND ABILITIES

Each Round the Chieftain may use one Command Ability:

- **Bellowing Shout [Command]:** Target Enemy non-Character Regiment cannot be targeted by [Command] abilities until the end of the Round.
- **Way of the Hunt [Command]:** Target Friendly Infantry Regiment gains +2 March until the end of the Regiment's next Activation.
- **Fight or be Bound! [Command]:** Target Friendly Brave or Blooded Regiment gain the Linebreaker Special Rule until the end of the Round. However, if at the end of the Regiment's last Action all Models in the Regiment are not within Range of an Objective Zone the Regiment immediately becomes Broken. Should this be the Regiment's first time to be Broken they can benefit from The Trials Special Rule as normal.

THUNDER CHIEFTAIN

75 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Cavalry Character Regiment	Heavy	6	2	3	6	7	3	3	0	6

SPECIAL RULES Brutal Impact (2), Cleave (2), Impact (3), Linebreaker, Massive Frame

Stampede!: At the end of this Regiment's Activation, if Models with this Special Rule are Engaged with any Enemy Regiments, each Model with this Special Rule causes 2 Hits against one Engaged Regiment within Engagement Range. These additional Hits do not benefit from any of the Regiment's Special Rules and Hit automatically.

Ride the Lightning!: When the Thunder Chieftain and Thunder Rider Regiments in this Army perform a Charge Action as their second Action this Activation, they gain the Terrifying (1) Special Rule until the end of the Round.

Thunderstruck: While this Character Regiment is Seizing an Objective, Thunder Riders Regiments in this Army count as one additional Model for the purposes of Seizing the same Objective as this Character Regiment. Furthermore, while this Army is affected by the "Hymns of the Victor" Army Rule, this Character Regiment can resolve one additional [Command] during its Activation.

CHARACTER

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

COMMAND ABILITIES

Each Round the Chieftain may use one Command Ability:

- **Bellowing Shout [Command]:** Target Enemy non-Character Regiment cannot be targeted by [Command] abilities until the end of the Round.
- **Way of the Hunt [Command]:** Models in Target Friendly Infantry Regiment adds +2 to their March Characteristic until the end of the Regiment's next Activation.
- **Fight or be Bound! [Command]:** Target Friendly Brave or Blooded Regiment gain the Linebreaker Special Rule until the end of the Round. However, if at the end of the Regiment's last Action all Models in the Regiment are not within Range of an Objective Zone the Regiment immediately becomes Broken. Should this be the Regiment's first time to be Broken they can benefit from The Trials Special Rule as normal.

WINGLORD PREDATOR**380 POINTS**

Quatl(Mount)	Class	M	V	C	A	W	R	D	E	CR
Monster Character Regiment	Heavy	10	3	2	8	8	3	3	2	-
Wounded Profile		8	3	2	5	8	3	3	2	-
SPECIAL RULES	Fly, Impact (4)									
WOUNDED	Fly, Impact (3)									

Winglord Predator (Rider)	Class	M	V	C	A	W	R	D	E	CR
Monster Character Regiment	Heavy	-	3	3	5	-	-	-	1	6
SPECIAL RULES	Fiend Hunter, Barrage 6 (15"), Armor Piercing (1), Deadly Shot), Quatl Master									

Kill Marks: During the game keep a tally of how many Casualty Tokens are removed by Enemy Regiments. For every 8 Casualty Tokens removed, this Army immediately scores 1VP. If at the end of the game the Enemy Character Model has been removed as a Casualty then this Army scores an additional 1 VP.

Hunting Party: Hunter and Slinger Regiments in this Army gain the Fluid Formation Special Rule.

Violence of Action: All Regiments in this Army gain the Opportunist Special Rule.

No Time to Bleed: This Character Regiment can perform a Disengage Action without receiving Attacks of Opportunity.

Quatl Master: The Winglord Predator and Quatl are considered as a single Model with two Characteristic profiles. When the Winglord Predator Activates (its Command Card is drawn) it performs Character Regiment Actions using its Characteristic Profile. Similarly when the Quatl Activates (its Command Card is drawn) it performs Actions using its own Characteristic Profile. Should the Winglord Predator 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 Winglord Predator all attacks are allocated against the mount (Quatl) and are resolved using its Characteristic Profile. The Winglord Predator cannot separate from the Quatl and should the Mount dies then the Winglord Predator is removed as well.

Hunt Beacon: When this Regiment performs a Volley Action against an Enemy Regiment, that Regiment becomes 'Hunted' until the end of the Round. Whenever a Friendly Regiment performs a Volley Action against the 'Hunted' Regiment, until the end of that Action they gain the Sureshot Special Rule and treat the Regiment's Evasion as 0.

Overhead Shot: This Regiment may select Engaged Enemy Regiments as the Target of their Volley Action.

CHARACTER

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

COMMAND ABILITIES

Each Round the Winglord Predator may use up to two different Command Abilities:

- **If it Bleed we can Kill it [Command]:** Target Enemy Brute, Cavalry or Monster Regiment becomes "Marked" until the beginning of the Predator'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.
- **Way of the Hunt [Command]:** Models in Target Friendly Infantry Regiment adds +2 to their March Characteristic until the end of the Regiment's next Activation.

SCION OF DEATH

50 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Infantry Character Regiment	Heavy	7	1	4	6	5	4	1	3	6

SPECIAL RULES Cleave (1), Deadly Blades, Relentless Blows, Massive Frame

Wardance: At the end of the Regiment's Activation, they may perform a free Disengage Action. The Regiment does not receive any Attacks of Opportunity and does not become Broken.

Cut off the Head: This Regiment gains Flurry and +4 to their Attack Characteristics when Engaging an Enemy's Character Regiment.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase one Artefacts at the indicated points cost.

COMMAND ABILITIES

Each Round the Scion of Death may use up to two different Command Abilities:

- **Birth, the Awakening [Command]:** This Regiment gains +3 to their March Characteristics and gains the Unstoppable Special Rule.
- **Life, The Preserver [Command]:** This Regiment counts as 4 models for the purpose of Seizing Objective Zones.
- **Endurance of the Wasteland [Command]:** This Regiment restores 1 wound and gains the Tenacious Special Rule
- **Death, The Finality [Command]:** This Regiment gains the Flurry Special Rule. In addition, Successful Morale Rolls caused by this Character must be Re-Rolled.

SCION OF WAR

75 POINTS

Type	Class	M	V	C	A	W	R	D	E	CR
Brute Character Regiment	Heavy	5	1	3	6	8	4	3	1	6

SPECIAL RULES Hardened (2), Impact (6), Brutal Impact (2), Massive Frame

Steel Juggernaut: Friendly Warbred and Chosen of War Regiments add +1 to their Defense Characteristic, gain the Fearless Special Rule. Should a Friendly Warbred or Chosen of War 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.

Heavy Momentum (In and Out-of-Combat Action): This Regiment performs a March or Disengage Action. If the next Action performed by this Regiment is a Charge Action, they gain the following benefits until the end of the Round: Gain +4 to the Charge Distance, you may re-roll Impact Attack Hit Rolls.

CHARACTER

- This Character Regiment is comprised of 1 Model.
- May purchase one Artefacts at the indicated points cost.

COMMAND ABILITIES

Each Round the Scion of War may use up to one Command Abilities:

- **Bless with Steel [Command]:** Target Friendly Regiment restores 1 Wound. Additionally, models in this regiment gain +1 to their Defense Characteristic if they have 3 Defense or less, or Hardened +1 if their Defense is 4 or greater.
- **Bless with Agility [Command]:** Target a Friendly Regiment, they gain the following Action until the end of the Round:

Heavy Momentum [In and Out-of-Combat Action]: This Regiment performs a March or Disengage Action. If the next Action performed by this Regiment is a Charge Action, they gain the following benefits until the end of the Round: Gain +4 to the Charge Distance, you may re-roll Impact Attack Hit Rolls.

INCANTATIONS

SCION OF CONQUEST

Name	Range	Attunement	Effect
Deafen	8"	2	Target two non-Character, non-Officer and non-Monster Models, lose their Engagement Range aura until the end of their Regiment's next Activation.
Embolden	12"	3	Target Friendly Regiment in range of an Objective, all Models in that Regiment receive the Hardened (1) Special Rule until the end of its next Activation.
Disruption	12"	3	Enemy Spellcasters attempting to cast an Incantation on Target Friendly Regiment, need one additional success in order for the Incantation to be cast.



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.

ABERRATION

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Aberration	Infantry Officer	Medium	5	2	2	6	4	3	1	2	5	Flurry, Lethal Demise, Massive Frame, Terrifying (2)

CHAMPION

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Champion	Infantry Officer	Medium	5	2	3	4	4	3	3	1	6	Cleave (1), Massive Frame, Hardened (1)

Veteran Warrior: This Officer Model has an Engagement Range of 2.5".

Example to Follow [Command]: Target Friendly Infantry Regiment loses its Broken status.

ARTEFACTS

BANNERS

Scars of Enderark 35 points
Models in this Character Regiment receive +1 Evasion.

Song of Famine 35 points
Character Model in this Regiment gains the following **[Command]** Ability:
Song of Famine [Command]: Target Friendly Infantry Regiment gains the Unstoppable Special Rule. In addition, this Regiment counts as one additional Model for the purposes of Seizing Objectives for each Casualty Token assigned to an Enemy Regiment on the same Objective as this Regiment.

Whisper of Death 30 points
Character Model in this Regiment gains the following **[Command]** Ability:
Whisper of Death [Command]: Target Friendly Regiment gains the Lethal Demise and Cleave (1) Special Rules until the end of its next Activation.

ARMORS

Bone Whistle 35 points
Hunting Pack Regiments in this Army lose the Feral Special Rule.

Heartsblood Draught 25 points
The Character Model gains +2 Wounds

WEAPONS

Kiss of the Dilosaur 25 points
Successful Defense Rolls caused by this Character must be Re-Rolled.

War's Stare 25 points
Character Model gains +1 Attack and the Cleave (+1) Special Rule

The Hidden Fang 15 points
The Character gains the Quicksilver Strike Special Rule and Parry Special Rule.

TALISMANS

Dreamcatcher 30 points
Character Model in this Regiment gains the following **[Command]** Ability:
Wind's Children [Command]: Target Friendly Regiment may perform a free additional Disengage Action during its next Activation without becoming Broken and without provoking any Attacks of Opportunity.

Essence of the Phonopteryx 25 points
The Character increases their Spells' Range by 6" (Spells with a Range of "Self" are unaffected). In addition, if the Effects indicate a Range, the Character increases their Spells' Effects by 6".

Primordial Splinter 25 points
When this Character casts a Spell, they add 1 Dice to their Spellcasting attempt and are unaffected by Enemy Interference.

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.

SCARRED VETERANS

35 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	1	3	2	3	3	2	1	Cleave (1), Shield, Massive Frame, A Lifetime of War

SEASONED HUNTERS

30 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	3	2	1	2	2	1	1	Massive Frame, Fiend Hunter, Barrage (1, Range 12", Armor Piercing (1), Deadly Shot)

HUNTING PACK

60 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Cavalry	*	1	2	5	3	3	1	2	Opportunist, Oblivious

CHOSEN OF CONQUEST

35 POINTS PER MODEL

Type	M	V	C	A	W	R	D	E	Special Rules
Infantry	*	1	3	3	2	4	3	1	Cleave (1), Massive Frame



REGIMENTS

BRAVES

90 POINTS / +15 PER MODEL

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

SPECIAL RULES Shield, Massive Frame

REGIMENT

- 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 Braves Regiment may include ONE of the Officers presented below:

Champion 30 points

BLOODED

125 POINTS / +20 PER MODEL

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

SPECIAL RULES Massive Frame

REGIMENT

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

Any Blooded Regiment may include ONE of the Officers presented below:

Aberration 30 points *Champion* 30 points

HUNTERS**120 POINTS / +20 PER MODEL**

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

SPECIAL RULES Barrage 1 (12", Armour Piercing 1, Deadly Shots), Massive Frame**REGIMENT**

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

SLINGERS**130 POINTS / +20 PER MODEL**

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

SPECIAL RULES Barrage 2 (15", Torrential Fire), Massive Frame**REGIMENT**

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

WARBRED**150 POINTS / +130 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	1	2	5	7	3	2	1	-

SPECIAL RULES Cleave (2), Relentless Blows, Massive Frame, Impact (3)**REGIMENT**

- This Regiment is comprised of 1 Model
- You may add additional Models for +130 points per Model to a maximum of 3.

HUNTING PACK**70 POINTS / +60 PER MODEL**

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

SPECIAL RULES Feral, Opportunist, Oblivious**Bottom of the Food Chain:** Models in this Regiment do not benefit from the pidermal Keratin Deposits Faction Special Rule.**REGIMENT**

- This Regiment is comprised of 1 Model
- You may add additional Models for +60points per Model to a maximum of 3.

RAPTOR RIDERS**120 POINTS / +90 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Light	8	2	3	5	4	3	2	2	-

SPECIAL RULES Barrage 2 (8", Armour Piercing 1), Cleave (1), Massive Frame, Throwing Weapons**REGIMENT**

- This Regiment is comprised of 1 Model
- You may add additional Models for +90points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.

APEX PREDATOR**440 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	8	1	3	10	9	4	3	2	-
Wounded Profile		6	1	4	6	9	4	2	2	-

SPECIAL RULES Cleave (2), Deadly Blades, Unstoppable, Terrifying (2), Fearless, Fiend Hunter, Brutal Impact (2), Impact (5), Icon of Conquest, Tamed Beast**WOUNDED** Cleave (2), Deadly Blades, Unstoppable, Terrifying (2), Fearless, Fiend Hunter, Brutal Impact (2), Impact (3), Tamed Beast**Icon of Conquest:** This Model counts as twelve Models for the purpose of Seizing Objectives**Tamed Beast:** This Model does not benefit from the Epidermal Keratin Deposit Special Rule.**REGIMENT**

- This Regiment is comprised of 1 Model.

VETERANS**140 POINTS / +35 PER MODEL**

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

SPECIAL RULES Cleave (1), Shield, Massive Frame**A Lifetime of War:** When Models in this Army benefit from the Hymn of the Victor Special Rule, this Regiment also gains the Flurry Special Rule for as long as Hymns of the Victor is active.**REGIMENT**

- 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.

Any Blooded Regiment may include ONE of the Officers presented below:*Champion* 40 points**CHOSEN OF CONQUEST****170 POINTS / +45 PER MODEL**

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

SPECIAL RULES Cleave (1), Massive Frame**Chant of Conquest:** This Regiment may perform three Actions each Round rather than the usual two.**REGIMENT**

- 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 6 Models, one of the Models is upgraded to a Standard Bearer for free.

THUNDER RIDERS**120 POINTS / +110 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Heavy	6	1	3	5	5	3	3	0	-

SPECIAL RULES Brutal Impact (2), Impact (3), Linebreaker, Unstoppable

Stampede!: At the end of this Regiment's Activation, if Models with this Special Rule are Engaged with any Enemy Regiments, each Model with this Special Rule causes 2 Hits against one Engaged Regiment within Engagement Range. These additional Hits do not benefit from any of the Regiment's Special Rules and Hit automatically.

REGIMENT

- This Regiment is comprised of 1 Model
- You may add additional Models for +110points per Model to a maximum of 3.
- If the Regiment numbers 2 or more Models, one of the Models is upgraded to a Leader for free.

CHOSEN OF DEATH**190 POINTS / +55 PER MODEL**

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

SPECIAL RULES Deadly Blades, Relentless Blows, Counter-Attack

Wardance: At the end of the Regiment's Activation, they may perform a free Disengage Action. The Regiment does not receive any Attacks of Opportunity and does not become Broken. Treat the Regiment's March Characteristic during this Disengage Action as 3.

Battle Trance: At the end of this Regiment's Clash Action, it may remove up to 3 Casualty Tokens from an Enemy Regiment within Engagement Range. For each Casualty Token removed, they gain the following benefits until the end of their next Activation. You may only choose one of the benefits listed below.

- 1 Casualty Token - **Sound of Blood Rushing:** This Regiment gains the Flurry Special Rule.
- 2 Casualty Token - **Death Comes For Us All:** Models in this Regiment gain +1 attack.
- 3 Casualty Token - **One With Death:** This Regiment may perform an Additional Action this Activation.

REGIMENT

- This Regiment is comprised of 4 Models including a Leader
- You may add additional Models for +55 points per Model to a maximum of 12.

QUATL**350 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Monster	Heavy	10	3	2	8	8	3	3	2	-
Wounded Profile		8	3	2	5	8	3	3	2	-

SPECIAL RULES Fly, Barrage (6, 8", Armor Piercing (2), Deadly Shot), Impact (4)

WOUNDED Barrage (6, 8", Armor Piercing (2), Deadly Shot), Impact (3)

Hunt Beacon: When this Regiment performs a Volley Action against an Enemy Regiment, that Regiment becomes 'Hunted' until the end of the Round. Whenever a Friendly Regiment performs a Volley Action against the 'Hunted' Regiment, until the end of that Action they gain the Sureshot Special Rule and treat the Regiment's Evasion as 0.

Overhead Shot: This Regiment may select Engaged Enemy Regiments as the Target of their Volley Action.

REGIMENT

- This Regiment is comprised of 1 Model.

CHOSEN OF WAR**190 POINTS / +130 PER MODEL**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	5	1	3	6	6	3	2	0	-

SPECIAL RULES Cleave (1), Shield, Hardened (1), Impact (3), Brutal Impact (1), Overrun, Massive Frame, Fluid Formation

REGIMENT

- This Regiment is comprised of 1 Model
- You may add additional Models for +130 points per Model to a maximum of 3.