

CONQUEST

FIRST BLOOD

QUICK-START GUIDE



CONQUEST FIRST BLOOD

INTRODUCTION

In *Conquest: First Blood*, you command a powerful Warband made up of Warriors from across the world of Eä. This Quick Start Guide introduces you to *First Blood* and teaches you how to play step by step, whether you are an experienced wargamer or new to the hobby. It will guide you through everything you need to play your first game.

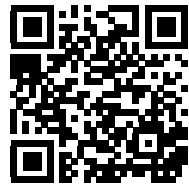
Games of *First Blood* are played using Scenarios, dynamically crafted missions that define the objective, set the context, and determine what victory looks like for both players. These Scenarios can be accessed by scanning the QR code at the back of this Quick Start Guide or through the Rules & FAQ section of our website.

This Quick Start guide culminates in an epic Scenario battle between two Warbands (see Page 14)! So, grab a friend, some beautiful 3D Conquest Terrain and prepare for... **“A Clash of Warbands”!**



This Quickstart also comes in video format - just scan the QR!

You can also find the complete First Blood Rulebook and Scenarios here



Please note you will need to download the **Conquest Companion App** and **create your Living World account** for all your Army List Building and Rules Referencing needs! All Conquest kits include a License Code that unlocks all app features and rules access permanently!



YOUR WARBAND



The Miniatures in your Warband are called **Warriors**. Each Warlord and Regiment has their own Command Card, which you'll use to deploy your Warriors and track if they have acted this Round.

Every Command Card also includes a QR code. **Scan it with the Conquest Companion App to instantly reference that Regiment's full rules.**

The Regiment's Rules!

This is what an **Army List Entry** looks like - whether you're using the Conquest Companion App or online PDFs, this is the format you'll see. Don't worry about what it all means just yet. Everything we cover later will reference the information found here.



SIR FINNEGAN THE THIRD

Feudal, Fishgnome, Cavalry, Character

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

Point Cost: 25 pts
 WARRIORS: 1
 SIZE: 1
 SPECIAL RULES: Impact 1, Bravery

FIGHTING THE BATTLE

Battles in *First Blood* are played over 6 Rounds. Each Round is divided into 4 distinct Phases shown below. This section will walk you through how to Play each Phase and what options you have to utilise.

I. THE SUPREMACY PHASE

Roll-off to see who will act first this Round! - Both Players Roll a single Die. Whoever Rolls lower is the **Supremacy Player** and will Act first this Round. If the result is a draw, whoever has less Victory Points chooses who will be the Supremacy Player. If tied, Re-roll until a winner is decided!

Rolling Low is Good in *First Blood*!

II. THE COMMAND PHASE

What is a Character? - Characters are mighty Warriors with the [CHARACTER] Role under their name. This will be your Warlord and any Regiment Leaders in your Warband.

Characters and Command Abilities! - The Supremacy Player will perform a single Command Ability with each of their Characters. Then the other Player does the same. A Command Ability lasts until the end of the Round.

What's a Command Ability? - Command Abilities are powerful Orders used by Characters, they affect Warriors while they are within the Character's **Command Range (CR)** as seen in their Army List Entry. Remember, each Character can only use one Command Ability!

Basic Command Abilities for all Characters!

I. Press Forward: *Get your Warriors into the fray with haste!* Friendly Warriors within Command Range Move their total March Value when performing multiple March Actions.

II. Rallying Cry: *Turn the tide of battle, and take the fight to the enemy!* All Broken Friendly Warriors within Command Range immediately Rally! Also, Friendly Warriors may Re-roll the Die when performing Rally Actions (see Page 11).

III. Duel: *A decisive duel to the death.* Choose an Enemy Character within Command Range. The Enemy Character may either Accept or Decline the Duel.

If Declined, the Enemy Character becomes Broken.

If Accepted, Place your Character within 1" of the Enemy. Other Warriors don't interfere with the Duel.

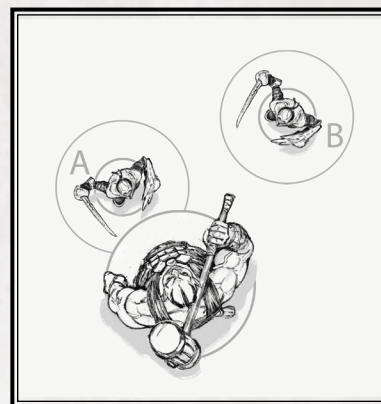
A Duel lasts until the End of this Round or until the Characters are no longer within 1" of each other.

IV. Unique Command Abilities: Your Warlord will have Unique Command Abilities listed in their Profile that can be performed instead.

III. THE ACTION PHASE

Activate your Warriors and Perform Actions - Players will take turns choosing a single Command Card that has not Activated this Round, flip it over, and perform Actions with its Warriors. The **Supremacy Player** chooses a single Command Card and Activates all Warriors of that type, one at a time.

What is an Activation? When you choose to use a Warrior during this Phase it is called an Activation. During an Activation a Warrior can perform 2 Actions.



Engagement Range: Warriors project a 1" area around them called the **Engagement Range**.

While a Warrior is within an Enemy's Engagement Range they are Engaged; which dictates what Actions they can perform during their Activation.

Warriors may freely Move within Enemy Engagement Ranges, but cannot leave them.

- Engaged Warriors only perform **Combat Actions**.
- Unengaged Warriors only perform **Out of Combat Actions**.
- Each Action may only be performed once per Round, except for March.

Action Phase Summary

- 1) Choose a Command Card that has not been Activated this Round.
- 2) Choose a single Warrior from the Command Card.
- 3) Choose to Resolve any (Draw Event) Special Rules the Warrior has.
- 4) Perform 2 Actions with this Warrior.
- 5) Repeat steps 2-4 until all Warriors from the Command Card have been Activated.

IV. THE VICTORY PHASE

Players check to see if they draw closer to Victory... Players remove any Slain Command Cards and Players calculate any Victory Points determined by the Scenario. If all Warriors of a Command Card are Slain, remove the Command Card from the Battle.

To Victory! Refer to the Scenario being played and mark down any Victory Points earned this Round.

Round Overview

I. Supremacy Phase - Roll-off to see who will Act first this Round! Both Players Roll a single Die. Whoever Rolls lower is the Supremacy Player and will Act first this Round!

II. Command Phase - Perform Command Abilities with your Characters! The Supremacy Player will perform a Single Command Ability with each of their Characters. Then the other player does the same.

III. Action Phase - Activate your Warriors and perform Actions. The Supremacy Player chooses a single Command Card and Activates all Warriors of that type, one at a time. Then the other player does the same. Both players keep alternating until all Command Cards have been Activated.

IV. Victory Phase - Players check to see if they draw closer to Victory... Players remove any Slain Command Cards and Players calculate any Victory Points determined by the Scenario.

MOVEMENT ACTIONS

The following Actions allow Warriors to navigate the Battlefield. Measure from the Model's base and move in a straight line. A Warrior may move in any direction and may divide its total distance between multiple directions.

A Warrior may not move through other Warriors, Friendly or Enemy. When the move is complete, no part of its base may be farther than the allowed Move distance. Warriors may enter and move within Enemy Engagement Ranges, but may only leave if a rule specifically allows it.

MARCH - OUT OF COMBAT ACTION

Allows your Warrior to maneuver the Battlefield quickly, providing offensive bonus if you travel directly into the Enemy with a powerful charge!

This Warrior Moves up to its **March (M)** Characteristic.

Once per Activation, if this Warrior Moves in a singular straight line into an Enemy's Engagement Range, it is considered a **Charge** and this Warrior becomes **Inspired** (see next page). This is when Special Rules like Impact, Brutal, and Flank take effect!

Unlike other Actions, March may be performed multiple times during an Activation. If Marching more than once, Warriors only Move half the distance.

REPOSITION - COMBAT ACTION

This Warrior Moves up to half its **March (M)** Characteristic (rounding up) and may leave Engagement Ranges. When leaving Enemy Engagement Ranges, they become Broken (as seen on Page 11).



MELEE ACTIONS

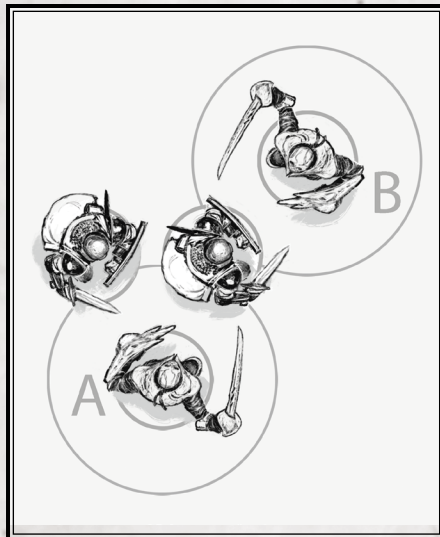
INSPIRE - COMBAT ACTION

Increases the Warrior's offensive power to enhance an ensuing Clash!

Inspired!: This Warrior gains +1 Attack until the end of its Activation.

CLASH - COMBAT ACTION

Attack an Enemy Warrior! - Choose an Enemy within Engagement Range and follow the Attack Sequence (as seen on Page 10). A Warrior may divide their Attacks freely amongst Enemies within Engagement Range. Resolve Attacks directed at each Enemy Warrior separately.



Outnumbered: During a Clash Action, if the Target Enemy is Engaged by other friendly Warriors who are not Engaged with different Enemies, they provide assistance.

The number of Friendly Warriors needed to Outnumber an Enemy depends on the Target's Role.

If the Target is:

Infantry - 1 Assisting Warrior

Brute/Cavalry - 2 Assisting Warriors.

If the Enemy is Outnumbered, **Roll an Additional Attack Die against the Enemy.**

In the above diagram - Vanguard Clone A attempts to Assist Vanguard Clone B. However, as Vanguard Clone A is Engaged by another Enemy Warrior it cannot provide Assistance.

SHOOTING ACTIONS

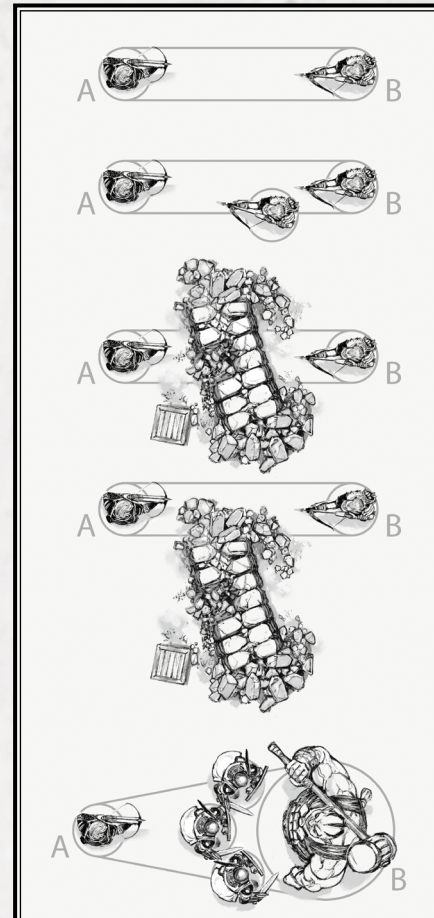
TAKE AIM - OUT OF COMBAT ACTION

Steadies this Warrior's aim for an ensuing Volley

Aimed: This Warrior gains +1 to their Barrage (X) Special Rule until the end of its Activation.

VOLLEY - OUT OF COMBAT ACTION

Attacks the Enemy at Range! - When performing a Volley Action, first we must determine what Enemy Warriors can be Targeted as follows:



1) Select a Target

Choose an Enemy within this Warrior's Barrage Range. Range is listed in parentheses next to a Warrior's Barrage (X) Special Rule. Draw a Line the width of this Warrior's Base to the Width of the Target's Base, this is the Warrior's **Line of Sight**.

2) Any Warriors in the Way?

When determining the Target of Volley Actions, if any part of the Line of Sight is impeded by another Warrior of at least equal Size of the Target, then they cannot be Targeted as the shot would be intervened by an ally or a more pressing Enemy!

3) Is the Target Obscured?

When performing Volley Actions, if any part of the Line of Sight is impeded by Terrain of at least half the Size of the Target, then the Target Warrior gains +1 Defense during that Volley Action.

4) Roll Attacks!

You are now ready to unleash your Volley! Follow the Attack Sequence on Page 10.

THE ATTACK SEQUENCE

When performing both Clash Actions and Volley Actions, Attacking is resolved in the same way.

Roll Dice equal to...

- this Warrior's **Attacks (A)** if a Clash Action.
- this Warrior's **Barrage (X)** if a Volley Action.

The Attacker then takes the Dice with the lowest results up to their...

- **Clash (C)** if a Clash Action.
- **Volley (V)** if a Volley Action.
- These Dice are Hits directed against the Enemy.
- Results of '6' are always failures and are discarded!

The Defender then attempts to Block. Rolling dice equal to either their Defense or Evasion Characteristic. *Whichever is highest!*

The Defender then compares their results to the Attacker's Hits. Each Block dice result can negate a Hit that is the same number or higher as seen in the diagram below. For each Hit not Blocked, the Target suffers a Wound; use a marker to track Wounds on each Warrior appropriately.



4 Attacks are Rolled.

The Attacking Warrior is Clash 2, so the best 2 results turn into Hits.



Epic Fail!
Attacks and Hits of '6'
always miss.

The Defender Rolls to Block and compares results.

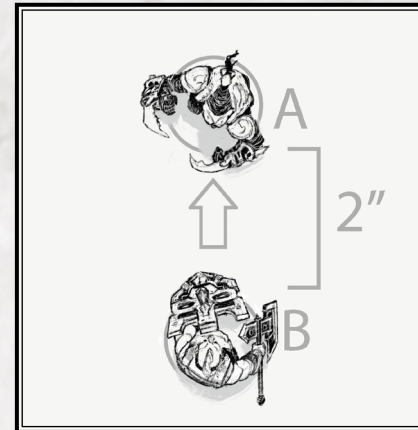


The 3 is Blocked, but the '1' goes through inflicting a Wound!

Testing Resolve - *A Warrior's will to keep fighting!*: If a Warrior accumulates Wound Markers equal to their **Wounds (W)** Characteristic, they must immediately test their Resolve. Roll a single Die and compare it to the Warrior's **Resolve (R)**. If the result is equal to or below they Pass but left Broken with 1 Wound remaining; If the result is above they are **Slain** and Removed from the Battlefield.

If a Warrior accumulates Wound markers excess of their Wounds Characteristic, they suffer -1 to their Resolve during the Test for each additional Wound suffered. If the Resolve Test is Passed, remove Wound markers until they are left with 1 Wound remaining.

DRIVEN BACK



If a Warrior causes an Enemy within Engagement Range to be Broken, the Broken Warrior is immediately Driven Back.

The Enemy is Moved directly away from the Warrior that caused them to be Broken until they are 2" apart or they contact another Warrior or Impassable Terrain.

A Driven Back Warrior may leave Enemy Engagement Ranges!

BROKEN

Be it by injury, exhaustion, or terror, this Warrior has lost impetus and must regain their courage!

This Warrior suffers the following effects until they Rally or are Slain

- Automatically fails all Resolve Tests.
- Will be Slain if they suffer enough Wounds!
- May only perform the Rally or Combat Rally Actions.
- Is ignored when determining Outnumbering.
- Cannot perform Command Abilities.
- Any Command Abilities currently Active immediately end.
- Cannot cast Spells.

Broken and Rallying

A Broken Warrior must spend their next Action to Rally. They immediately lose their Broken Status. If they are Engaged with Enemies, they must then Roll a Die; if it is greater than their Resolve (R) they Rally, but their Activation immediately ends. Otherwise they continue their Activation as normal.

ADDITIONAL RULES

Spellcasters: A Spellcaster is a Warrior with the Spellcaster Special Rule. During each Command Phase, each Spellcaster Rolls for Attunement to gain Essence, which is used to cast powerful Spells. Each Spellcaster keeps track of their own Essence Pool. All Essence is lost at the end of the Round.

Spellcaster Attunement: If your Character has the Spellcaster Special Rule, Roll 6 Dice. For each result equal to or lower than their Spellcaster level, they gain an Essence which are used to cast powerful Spells! A Spellcaster can both Roll Attunement and perform a Command Ability. All Essence is lost at the end of the Round.

Spell Types

Each Spell is categorized into one of the following types.

Command Ability: These Spells are performed during the Command Phase. They are Command Abilities that cost Essence to use. A Character may only perform a Command Ability Spell if they have enough Essence to spend.

Unique Actions: Performed during a Spellcaster's Activation, a Spellcaster may spend Essence to gain access to an alternate or sorcerous version of an Action.

Incantations: The most flexible type of Spell. They may be used whenever their conditions are met, often outside the Spellcaster's own Activation. *Even during Enemy Actions!* When used, the Spellcaster spends the indicated Essence Cost and the effect lasts during that Action.

Command Models: Your Warband may include Warriors that are either Leaders or Standard Bearers.

Leader: This Warrior gains +1 to their Wounds Characteristic as well as the Character Role. A Leader's Command Abilities that affect Friendly Warriors can only affect Warriors from their own Command Card.

Standard Bearers: All Friendly Warriors within the Command Range of any Standard Bearers may Re-roll all Resolve tests of '6'.

Terrain: The Terrain you can find in Warband and 3D Terrain Sets follow the Rules below. Terrain Rules presented here are simplified for this quickstart experience.



Barricade - Size 1: Provides +1 Defense from Enemy Volley Actions while behind a Barricade as per the Obscuring Rules in the Volley Section. Warriors can freely Move across a Barricade.

Ruin - Size 2: Warriors cannot move through or on top of Ruins. Infantry Warriors may Move through the doorways of Ruins.



A CLASH OF WARBANDS

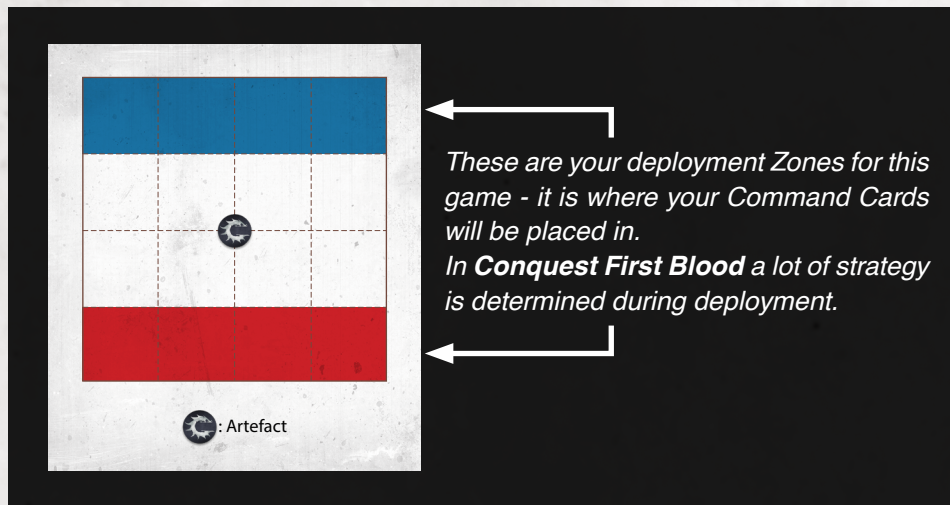
Clear a 48" x 48" area to set up your battlefield. Arrange the terrain from your *First Blood* Warband or Battle Ready Terrain 3D Kits in any way that feels fair and looks great to both players.

Place a single token in the center of the battlefield to represent "**The Artefact**", the object over which this glorious battle will take place! Warriors may freely move over the Artefact.

Roll-off: Both players then Roll a single die to see who will deploy their first Command Card. The player with the lowest result selects a side and goes first. If Drawn, Re-roll until a winner is decided.

Deploy your Forces: Both players have a Deployment Zone - the area where their forces are set up at the start of the game. In the diagram below, these are shown as blue and red zones, each measuring 48" x 12".

Starting with the Player that won the Roll-off, Players will alternate placing a single Command Card face-down wholly within their Deployment Zone.



Reveal your Warriors: Starting with the Player that won the Roll-off, Players will alternate revealing a single Command Card and Placing all Warriors of that type wholly within 3" of the Command Card - as seen in the diagram.

Warriors may be Placed beyond their Deployment Zone but cannot be Placed upon another Command Card. Continue until all Command Cards have been Revealed and all Warriors Placed.

Begin the Battle! Players start the First Round and Roll for Supremacy. You can always go back and Reference the Round Overview on Page 6 if you need a quick reminder!

How to Win: Slay the Enemy and hold the center! The Player that has more Victory Points (VP) after 6 Rounds is Victorious.

During each Victory Phase Players will earn Victory Points as follows.

- Score 1 VP for each Enemy Command Card Slain this Round.
- Score 1 VP if the Enemy Warlord was Slain this Round.
- The Player with the Warrior closest to the Artefact Scores 1 VP.

NEXT STEPS

Your journey has just begun! At the back of this Quick Start Guide, you'll find helpful QR codes linking you to everything you need, from the Conquest Companion App to complete rules, campaigns, and new scenarios.

If you're starting with a **First Blood** Warband set, you'll also receive a Faction Welcome Guide packed with exciting options to expand your Warband!

Be sure to create a Living World account and enter the License Code included in every Conquest kit to unlock your full experience!



Welcome to the Conquest Community!

We have many FREE resources for Conquest Community members. Please use the links below to develop new game skills and improve your gamer quality of life!



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Find the Complete First Blood Rules and Scenarios here



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