

CONQUEST
FIRST BLOOD

THE
HUNDRED
KINGDOMS



Para
Bellum
GAMES





“What were once myths and legends are now pieces on the chessboard and the villains of our childhood’s tales are now players in the game. We must not lose who we are. But we must still play the game by rules we’ve never played it before.”

– King Fredrik of Brandengrad

With Spires and Dweghom Holds scattered in their lands, pressured by the constant aggression of Nord raids and riven by centuries of internecine warfare, the Hundred Kingdoms are militarized to an unprecedented degree. The feudal system that underpinned the old society is buckling under the assault of an increasingly complex trade-based economy and an ever-increasing demand for manpower. A new class of professional soldiers has risen, men and women who fight not for land or obligation but for simple gold. While these men-at-arms are covering the demand for manpower across the Hundred Kingdoms, they also represent a significant destabilizing force. Power is starting to shift away from the traditional landowning aristocracy and into the hands of their rulers, who hold the rights of taxation and can use that coin to purchase the manpower they need to keep their recalcitrant vassals under control.

To this volatile mix, one must add the growing assertiveness of the Faith. Their extensive holdings, and alliances with the Nobility, are allowing them to circumvent the old covenants and field a military force through proxies. As long-disused muscles are being flexed, the ancient animosity between faiths is coming to the fore, with the Theist and Deist dogmas marshaling their power and supporters, getting ready to take their arguments from the religious Councils and onto the battlefield.

Standing against this rising tide are the Orders, warriors without peers whose prowess verges on the supernatural, a mantle and burden inherited from the shattered Legion that birthed them. Bound by their common cause to protect mankind from a hostile world, the Orders are split along ideological lines on how best to do this. Ranging from the fanatical devotion of the Order of the Sword to the calculated interventions of the Order of the Sealed Temple, the Orders are the strongest check to the rising power and aggression of the Church and the all-too-numerous local rulers.

WHAT IS AN ARMY BOOK?



An Army Book serves as your Faction specific Rules companion for Conquest: First Blood. This Book along with the Conquest: First Blood Rulebook will provide you everything you need to Muster and Play your Warband.

This Army Book is divided into the following sections:

- **Army Rules:** Special Rules that affect your entire Warband. These Army Rules define your Faction's playstyle and identify what Battlefield Roles are found within the Army.
- **Warband Composition:** The Slots that each type of Warrior in your Warband fills, the Rules for how many of each Slot can be selected and the maximum number of Warriors per Regiment allowed are determined by the Total Points of your Battle. The Rules for how to Muster your Warband can be found in the Conquest: First Blood Rulebook.
- **Warrior Profiles:** Includes the Points Cost, Characteristics, Special Rules, and Options for each type of Warrior in your Warband.
- **Upgrades:** Artefacts, trinkets, mutations, and anything in between! Upgrades are used to customize the Characters in your Warband.



ARMY RULES



HUNDRED KINGDOMS: The Warriors of the Hundred Kingdoms are drawn from many different backgrounds. To represent this, Warriors will have a particular Battlefield Role of either [FEUDAL], [IMPERIAL], [ORDERS], or [THEIST].

DYNASTIC ALLIANCE: When Mustering your Warband, choose one of the Following Battlefield Roles: [ORDERS], [IMPERIAL], or [THEIST]

All [FEUDAL] Warriors gain the chosen Battlefield Role.

MEMORIES OF THE RED YEARS: Friendly [ORDERS] Warriors may never benefit from the Command Abilities or Spells from a Friendly [THEIST CHARACTER]. Friendly [THEIST] Warriors may never benefit from Command Abilities issued from a Friendly [ORDERS CHARACTER].

STRENGTH OF MEN: Hundred Kingdoms [CHARACTER]s may perform a single Command Ability as an Action during their Activation. *A [CHARACTER] may have multiple Command Abilities Active at once!*

HONORED HERALDRY: Whenever a Friendly Standard Bearer is Slain, you may replace another Warrior within 1" from the same Regiment with the Standard Bearer. A Leader cannot be replaced by this Special Rule.



THE HUNDRED KINGDOMS WARBAND



Each Warlord, Hero, Regiment, and Monster in your Warband possess their own corresponding Profile. These include their Characteristics, Points Cost, Battlefield Roles, and Options for Upgrades, Command Models, and Additional Warriors.

All Profiles are categorized into Slots, which represent the Warrior's role, rarity, and how readily available they are to include in your Warband. Each Warlord, Hero, Regiment or Monster may only be included in your Warband once regardless of their Slot.

Many Warlords have a Retinue listed in their profile; drawn from their most trusted and loyal Warriors. When included in your Warband, the Retinue Regiment becomes a Mainstay instead of a Restricted.

The Points total of your Warband determines the maximum number of selections for each Slot. and how many Warriors may be included within each Regiment.

The Rules for Mustering your Warband can be found in the Main Rulebook.

WARLORDS & (RETINUES):

- Noble Lord (Household Guard)
- Crusading Noble Lord (Crusaders)
- Imperial Officer (Steel Legion)
- Mounted Noble Lord (Household Knights)
- Mounted Priory Commander (As per Order)
- Theist Priest (Sicarii)
- Chapter Mage (Mercenary Crossbowmen)
- Errant of the Order of the Shield

MAINSTAY REGIMENTS:

- Men at arms
- Longbowmen
- Mounted Squires
- Militia
- Militia Bowmen

MONSTERS:

- Archangel
- Trebuchet

HEROES:

- Errant of the Order of the Shield
- Armsmaster
- Chapter Mage
- Drillmaster
- Neophyte
- Null Mage
- Servite
- Seasoned Veteran

RESTRICTED REGIMENTS:

- Household Guard
- Mercenary Crossbowmen
- Imperial Ranger Corps
- Hunter Cadre
- Steel Legion
- Gilded Legion
- Crusaders
- Sicarii
- Household Knights
- Order of the Sealed Temple
- Order of the Crimson Tower
- Order of the Ashen Dawn





NOBLE LORD

[FEUDAL], [INFANTRY], [CHARACTER]

WARLORD

100 Points

RETINUE: Household Guard

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	3	3	4	4	3	3	2	6

SPECIAL RULES: Flawless Strikes, Parry, Best of Men

Observing the history of the Hundred Kingdoms and their nobles, it is perhaps no surprise that the vast majority of their houses have strong military traditions. When the Long Winter receded and humanity ventured far from the shores of the Bitter Sea, the Orders were stretched too thin to control the nobility. Soon, the paradigm of 'might is right' resurfaced among both aspiring and established rulers.

To command swords became a matter of survival, to command them effectively promised a long rule and Conquest. While the legitimacy of the Divine Right of Kings offered by the Theist Church has swayed many, the old nobility knows that power flows from the edge of the blade.

UNIQUE SPECIAL RULES:

BEST OF MEN: When this [CHARACTER] slays an Enemy during a Clash Action, all Friendly Warriors within Command Range immediately Rally.

COMMAND ABILITIES:

DIG YOUR HEELS: Friendly [FEUDAL] Warriors within Command Range gain the **Bastion** Special Rule.

PRESS THE ATTACK: Friendly [FEUDAL] Warriors within Command Range gain the **Opportunist** Special Rule.



CRUSADER LORD

[THEIST], [INFANTRY], [CHARACTER]

WARLORD

110 Points

RETINUE: Crusaders

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	2	3	3	4	4	3	1	6

SPECIAL RULES: Cleave 2, Unyielding, Overwhelm, Faith and Fury, Theos Vult

The reasons a Noble Lord might take up the mantle of a crusade are many and varied, ranging from the practical to the spiritual, but the end results are often the same: a loyal noble in charge of an armed host at the disposal of the church to wield against its sanctioned enemies without infringing upon the ancient laws that still bind the church.

These warriors take up the mantle of the devout and strike fear into the hearts of their foe who know no action is forbidden to them in pursuit of the Churches enemies.

UNIQUE SPECIAL RULES:

FAITH AND FURY: Friendly [THEIST] Warriors in Command Range gain the Fearsome Special Rule.

THEOS VULT: (Draw Event) If Engaged with an Enemy, this Warrior may Move up to half of their March Characteristic. (rounding up)

COMMAND ABILITIES:

INVIOLEABLE CONVICTION: Friendly [THEIST] Warriors in Command Range gain the Indomitable Special Rule.

RIGHTEOUS CONQUERORS: Friendly [THEIST] Warriors in Command Range gain the Impact +1 Special Rule.



MOUNTED NOBLE LORD

[FEUDAL], [CAVALRY], [CHARACTER]

WARLORD

120 Points

RETINUE: Household Knights

SIZE: 3

M	V	C	A	W	R	D	E	CR
8	2	3	3	5	3	3	1	6

SPECIAL RULES: Impact 2, Brutal, Shield, Wedge

No matter how old and established a noble house is in the hundred kingdoms, none have forgotten the wise adage: "Power flows from the edge of the blade." As a result, all houses, no matter how humble or imposing, can always count on noble scions trained in the art of war to lead their troops. These Noble Lords are trained from youth in the arts of swordsmanship and mounted combat, the wealthiest amongst them even attending the proud War Colleges in Argem.

Whatever the specifics, few question that many a noble's right to command does not derive simply from the blood coursing through their veins. The prestigious martial tradition of the Hundred Kingdoms demands leaders whose men believe in, whose training and experience foster confidence and whose skill demands admiration. A Noble Lord who issues orders can reasonably expect his men to storm the battlement, one that leads from the front knows his men would brave the gates of hell.

UNIQUE SPECIAL RULES:

WEDGE: Friendly [FEUDAL CAVALRY] within Command Range may Re-Roll Impact Hits of '6'.

COMMAND ABILITIES:

VALIANT CHARGE: After this [CHARACTER] Charges, this [CHARACTER] may immediately perform a free Clash Action. A Warrior may not perform the same Action multiple times in a single Activation.

TO VICTORY!: Friendly [FEUDAL] Warriors within Command Range are Inspired!



IMPERIAL OFFICER

[IMPERIAL], [INFANTRY], [CHARACTER]

WARLORD

90 Points

RETINUE: Steel Legion

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	2	2	3	3	3	3	0	7

SPECIAL RULES: Practiced Manoeuvres, Redoubled Efforts

Today the War Colleges represent one of the only sources of higher education in the Hundred Kingdoms. Wealthy and influential parents face only three real choices: the War Colleges, the Church Schools or an apprenticeship. The War Colleges remain by far the most popular choice.

UNIQUE SPECIAL RULES:

PRACTICED MANOEUVRES: Friendly [IMPERIAL] Warriors within Command Range may Move through other Friendly [IMPERIAL] Warriors during their Activation, but must not end a Move on top of another Warrior.

REDOUBLED EFFORTS: (Out of Combat Action) Target Friendly [IMPERIAL] Warrior within Command Range immediately performs a Clash Action.

COMMAND ABILITIES:

COMBINED ARMS: Friendly [IMPERIAL INFANTRY] Warriors within Command Range gain the **Phalanx** Special Rule.

HOLD YOUR GROUND!: Friendly [IMPERIAL] Warriors within Command Range gain the **Tenacious** Special Rule.

ON MY MARK: Friendly [IMPERIAL] Warriors within Command Range gain the **Rapid Volley** Special Rule.



PRIORY COMMANDER

[ORDERS], [CAVALRY], [CHARACTER]

WARLORD

140 Points

RETINUE: As per Order

SIZE: 3

M	V	C	A	W	R	D	E	CR
7	2	3	4	6	4	4	2	6

SPECIAL RULES: Impact 2, Cleave 1, Honor thy Order

All of the Orders have adopted a loosely decentralized model of operations for their forces. This is in large part due to the conflicting nature of their goals, but also closely tied to the idealism of their cause and the zeal with which they pursue it.

Most Orders forces are concentrated in small groups called cloisters that usually operate from a single fortified monastery or abbey. A priory Commander is the greatest amongst his peers, elected by them to lead them in combat and represent their interests at the round table of Argem.

OPTIONS:

When mustering your Warband, the Priory Commander must select one of the Orders below:

Order of the Crimson Tower: This [CHARACTER] gains the **Brutal**, **Fearless**, and **Casus Belli** Special Rules. This Warlord gains Order of the Crimson Tower as their Retinue.

Order of the Sealed Temple: This [CHARACTER] gains the **Flawless Strikes**, **Overrun**, and the **Peerless Precision** Special Rules. This Warlord gains Order of Sealed Temple as their Retinue.

COMMAND ABILITIES:

REFORM!: Friendly [ORDERS CAVALRY] within Command Range gain the **Elusive** Special Rule.

BELlicosus: Friendly [Orders Cavalry] within Command Range gain the **Trample** Special Rule.

PRIORY COMMANDER



UNIQUE SPECIAL RULES:

HONOR THY ORDER: While participating in a Duel, this [CHARACTER] gains +1 Clash.

Order of the Crimson Tower only

CASUS BELLI: While Wounded, this Warrior gains the Terrifying Special Rule.

Order of the Sealed Temple only

PEERLESS PRECISION: When performing this Warrior's Impact Hits, Hits may only be Blocked by Rolls below their result. Hit Rolls of '1' cannot be Blocked!





CHAPTER MAGE

[IMPERIAL], [INFANTRY], [CHARACTER], [SPELLCASTER]

WARLORD OR HERO

80 Points

RETINUE: Mercenary Crossbowmen

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	2	2	1	3	2	1	2	5

SPECIAL RULES: Spellcaster 3, Sorcerous Conduit

The Chapter Mages of the Hundred Kingdoms have long been a powerful political tool, their magics more suited to the civilized environment of the court rooms and balls, than the raw elemental puissance demanded on the battlefield.

The stories of temperamental and impulsive Pyromancers, distracted and impatient Aeolomancers or plodding, obsessive Geomancers is not a cultural cliché: their esoteric obsessions and proclivities are manifestations of their own imbalanced souls, and isolate them from mundane society, almost invariably turning them into pariahs or recluses.

UNIQUE SPECIAL RULES:

SORCEROUS CONDUIT: This [SPELLCASTER] may Re-Roll results of '6' when Rolling for Attunement.

SPELLS:

ELEMENTAL BOLT

Essence: 1

Type: Unique Volley Action

This [SPELLCASTER] performs a Volley Action with the Barrage 2 (12") and Torrential Fire Special Rules.

WARDING GLYPHS

Essence: 2

Type: Command Ability

All Friendly Warriors within Command Range gain the Pavise Special Rule.

ENCHANT:

Essence: 1

Type: Incantation

During a Friendly Warrior's Clash or Volley Action, they may immediately Re-Roll a single Attack. This Spell may be used after resolving the Primary Roll, but before resolving the Secondary Roll. *Reminder, you may never Re-Roll a Re-Roll!*



THEIST PRIEST

[THEIST], [INFANTRY], [CHARACTER], [SPELLCASTER]

WARLORD

95 Points

RETINUE: Sicarii

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	3	2	3	4	2	0	6

SPECIAL RULES: Blessed, Spellcaster 3, Cleave 1, Martyrdom

Adopting religious symbols into their military banners, these noble houses have taken up the cause of the Theist Church, or at least use religion as a stepping stone to further their own goals.

Their motivation matters little to the paeneticum, and the leadership of the Theist Church has been very quick to respond to this new trend, ordaining large numbers of young nobles, thus creating strong bonds with their families. More importantly, however, it founded a series of new ordinariates, led by bishops, responsible for the pastoral care of military troops.

Who needs to confess more than a soldier who kills, who needs their spirits strengthened more than those who face the horrors of battle and do they not have the right to have their last rites read to them?

UNIQUE SPECIAL RULES:

MARTYRDOM: When a Friendly [THEIST] Warrior is Slain within Command Range, this [SPELLCASTER] gains 1 Essence.

SPELLS:

DIVINE STRENGTH

Essence: 2

Type: Command Ability

Friendly [THEIST] Warriors within Command Range gain the Cleave +1 Special Rule.

CONSECRATE

Essence: 2

Type: Unique Clash Action

All Enemies within Engagement Range suffer 2 Hits. Enemy [SPELLCASTER]s suffer 3 Hits instead.

HOLY FERVOR

Essence: 1

Type: Incantation

Before a Friendly Warrior within Command Range performs a Clash Action, they gain +1 Attack.



ERRANT OF THE ORDER OF THE SHIELD

[ORDERS], [INFANTRY], [CHARACTER]

WARLORD OR HERO

90 Points

SIZE: 2

M	V	C	A	W	R	D	E	CR
6	2	3	3	3	3	2	2	5

SPECIAL RULES: Shield, Cleave 1, Bravery,
Judge not the Innocent

During the early reign of the Hundred Kingdoms, the Order of the Shield took it upon itself to protect man from its most dangerous predators.

Eschewing the combat formations of their predecessors, the Order of the Shield traveled the lands alone and sought to alleviate suffering where they could. The Emperor elevated their Order to the rank of Imperial Magistrates, allowing the Errant Knights of the Shield to work as judge, jury and executioner against all but the most powerful of noble houses.

This did not endear them to the nobility, and when the last Emperor died one of their first moves was to seek out and destroy any members of this ancient order. Today they are few and far in between but continue their thankless task of protecting the citizens and peasants of the 100 Kingdoms against all those who would prey upon them, especially the nobility itself.

UNIQUE SPECIAL RULES:

JUDGE NOT THE INNOCENT: Friendly Militia and Militia Bowmen within Command Range gain the Bravery Special Rule.

COMMAND ABILITIES:

JURY: This [CHARACTER] gains +1 Defense and the Tenacious Special Rule.

EXECUTIONER: This [CHARACTER] gains the Cleave +2 Special Rule.



ARMSMASTER

[FEUDAL], [INFANTRY], [CHARACTER]

HERO

75 Points

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	3	3	3	3	3	0	5

SPECIAL RULES: Flurry, Bodyguard,
Defense of Lord and Liege

A Noble Lord on foot, surrounded by his loyal Household Guard, is a force to be reckoned with. A trained Noble Lord on foot, surrounded by his loyal Household Guard as they are led by his loyal Arms Master is something to behold.

UNIQUE SPECIAL RULES:

DEFENSE OF LORD AND LIEGE: (Draw Event) Place this Warrior within 1" of another Engaged Friendly [CHARACTER] within Command Range. The Armsmaster must be of the same Elevation as the Friendly [CHARACTER] before and after being Placed.

COMMAND ABILITIES:

TO ARMS!: Friendly [FEUDAL] Warriors within Command Range gain the Flurry Special Rule.



DRILLMASTER

[IMPERIAL], [INFANTRY], [CHARACTER]

HERO

70 Points

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	2	2	3	2	3	0	5

SPECIAL RULES: Cleave 1, Double Time

The training regime of the Steel Legion is as legendary as the unit itself. Those who have failed it speak with the harshest words to describe it, recounting drills and abuses, both physical and mental, and pressure that are hard to believe.

Be such claims true or not, one thing is certain: every single man and woman of the Steel Legion has gone through it and their effectiveness on the field is undeniable, while their performance under the harshest of circumstances unfaltering.

While the worth of each of the Legionnaires is unquestioned, an observant eye can see the source of their performance; for in the presence of their Drillmasters, the Legion's fervor and aggression is unstoppable. After all, it only makes sense for one to perform better when someone screams at one's ear during combat, asking what one's major malfunction is.

UNIQUE SPECIAL RULES:

DOUBLE TIME: (Out of Combat Action) Friendly [IMPERIAL] Warriors within Command Range may immediately Move up to half of their March Characteristic. (rounding up)

COMMAND ABILITIES:

COMBAT DRILLS: Friendly [IMPERIAL] Warriors within Command Range gain the Relentless Blows Special Rule.



NEOPHYTE

[THEIST], [INFANTRY], [CHARACTER], [SPELLCASTER]

HERO

45 Points

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	1	1	2	3	1	0	4

SPECIAL RULES: Fearless, Spellcaster 2, Pious Oration,
But a Humble Servant

Modest, humble and absolutely terrified a Neophyte really has no place on the battlefield... but devout warriors of the Hundred Kingdoms are often accompanied by one nonetheless. Capable of providing final rites and shriving the troops of their sins, the presence of a neophyte does little for the battle effectiveness of the troop, but does mark them as devout in the eyes of their general and gods.

UNIQUE SPECIAL RULES:

PIOUS ORATION: Friendly [THEIST] Warriors within Command Range gain the Fearless Special Rule.

BUT A HUMBLE SERVANT: This [CHARACTER] cannot perform or be the Target of the Duel Command Ability.

SPELLS:

TEST OF FAITH

Essence: 1

Type: Incantation

When a Friendly [THEIST] Warrior Fails a Resolve Test, they may Re-Roll the result.

INTERCESSION

Essence: 1

Type: Unique Action

Target Friendly Warrior Heals 1. If the Target is [THEIST], they also Rally.



SERVITE

[ORDERS], [INFANTRY], [CHARACTER]

HERO

40 Points

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	1	1	2	2	1	0	6

SPECIAL RULES: Vanguard, Ever Vigilant,
But a Humble Servant

A simple functionary of the ancillary branch of the vaunted Order of the Sealed Temple, the humble Servite has probably done more work on improving the lot of the common peasant of the Hundred Kingdoms than a hundred nobles. By ensuring that their militia is well shod and fed a commander of the hundred kingdoms ensures they are where they need to be when they need to be.

UNIQUE SPECIAL RULES:

EVER VIGILANT: During the Deployment Phase when Revealing Command Cards, a single [FEUDAL INFANTRY] Regiment may gain the Vanguard Special Rule.

BUT A HUMBLE SERVANT: This [CHARACTER] cannot perform or be the Target of the Duel Command Ability.

COMMAND ABILITIES:

WELL REGULATED: Friendly Militia and Militia Bowmen within Command Range gain +1 Clash.



NULL MAGE

[IMPERIAL], [INFANTRY], [CHARACTER], [SPELLCASTER]

HERO

80 Points

SIZE: 2

M	V	C	A	W	R	D	E	CR
6	2	2	2	2	3	1	2	5

SPECIAL RULES: Spellcaster 2, Fearless, Nullify, Hunter's Quarry, Barrage 2 (12"), Armor Piercing 2

Null Mages are gifted in each of the four elements. While no human could hope to reach the pinnacle of power that a Dweghom Sorcerer could muster, it is a known truism that it is easier to destroy than create. Given his access to all of the elements it is almost trivially easy for a Null Mage to dispel the efforts of even the most powerful mage, allowing the Hunter Cadre that hired him to finish the job safely and efficiently.

UNIQUE SPECIAL RULES:

NULLIFY: Enemy [SPELLCASTER]s within Command Range increase all Essence costs of their Spells by 1.

HUNTER'S QUARRY: At the start of the first Supremacy Phase if you have any Warriors with this Special Rule, select a Command Card belonging to your opponent. All Warriors within this Special Rule may Re-Roll a single Die when performing Clash and Volley Actions Targeting Warriors of the chosen Enemy Command Card. Your Warband may only have a single Active Quarry

SPELLS:

NOWHERE TO HIDE

Essence: 2

Type: Incantation Essence: 2

Before a Friendly [IMPERIAL] Warrior within Command Range performs a Volley Action, they gain the Sureshot Special Rule.

WITCH HUNT

Essence: 2

Type: Command Ability

This [CHARACTER] gains the Deadly Blades and Deadly Shot Special Rules.



SEASONED VETERAN

[FEUDAL], [INFANTRY], [CHARACTER]

HERO

55 Points

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	3	2	3	3	2	0	5

SPECIAL RULES: Cleave 1, Shield, Grizzled

A society as militarized as the Hundred Kingdoms is bound to have countless veteran arms men roaming the lands. The Orders and the Office of the Imperial Household have exerted tremendous effort to mitigate the destabilizing influence they could be to society, encouraging them to retire to border communities where they are hired to train the militia on Imperial wages subsidized by the Orders.

However, there are always some hard-bitten veterans who cannot seem to stay away from the battlefield. Veterans of countless battles, these seasoned campaigners are invaluable to any Commander, bolstering his front line and leading the men by example.

UNIQUE SPECIAL RULES:

GRIZZLED: After an Enemy performs a Clash Action Targeting this [CHARACTER]; if this Warrior suffered no Wounds, the Enemy may immediately be Broken! and Driven Back.

COMMAND ABILITIES:

SHOW 'EM WHAT YOU'RE MADE OF!: Friendly [FEUDAL] Warriors within Command Range gain the Counter-Attack Special Rule.



MEN AT ARMS

[FEUDAL], [INFANTRY]

MAINSTAY REGIMENT

80/20 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	2	2	1	2	2	0	4

SPECIAL RULES: Shield

- OPTIONS: Leader 15 Points
 Standard Bearer..... 10 Points
 Additional Warrior..... 20 Points

Freed from the need to work and protect their land, Men-at-Arms were able to focus exclusively on their martial pursuits, allowing them to march on extended campaigns and travel in search of employment, ensuring that sufficient trained men were available to all commanders with the coin to spend in securing their services.



MILITIA

[FEUDAL], [INFANTRY]

MAINSTAY REGIMENT

60/10 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	1	1	1	2	1	0	3

SPECIAL RULES: Shield, Support

- OPTIONS: Leader 10 Points
 Standard Bearer..... 10 Points
 Additional Warrior..... 10 Points

The Militia Act has been one of the most stabilizing and far reaching reforms ever implemented in the Hundred Kingdoms, curbing the power of the noble lords, while helping the population defend itself against outside threats. This holds doubly true in the old imperial province of Braeonia, where the peasantry has mastered the use of the longbow.



MILITIA BOWMEN

[FEUDAL], [INFANTRY]

MAINSTAY REGIMENT

75/15 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	1	1	1	1	1	0	3

SPECIAL RULES: Barrage 1 (12")

- OPTIONS: Leader 10 Points
 Standard Bearer..... 10 Points
 Additional Warrior..... 15 Points

The Militia Act has been one of the most stabilizing and far reaching reforms ever implemented in the Hundred Kingdoms, curbing the power of the noble lords, while helping the population defend itself against outside threats. This holds doubly true in the old imperial province of Braeonia, where the peasantry has mastered the use of the longbow.



LONGBOWMEN

[FEUDAL], [INFANTRY]

MAINSTAY REGIMENT

100/30 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
6	2	1	1	1	2	1	1	4

SPECIAL RULES: Cleave 1, Barrage 1 (14"), Armor Piercing 1

- OPTIONS: Leader15 Points
 Standard Bearer.....10 Points
 Additional Warrior.....30 Points

The cornerstone to many a commander's battleplan, the longbowmen of the Hundred Kingdoms are a tremendous addition to any force. Providing a withering amount of long ranged firepower, these troops fulfill a vital role in the Hundred Kingdoms war machine. Note this product is a dual Kit that allows players to create either the Longbowmen or the Hunter Cadre troop type.



MOUNTED SQUIRES

[FEUDAL], [CAVALRY]

MAINSTAY REGIMENT

45/40 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
9	1	2	2	3	2	2	1	3

SPECIAL RULES: Shield, Impact 1, Elusive

- OPTIONS: Leader20 Points
 Standard Bearer..... 15 Points
 Additional Warrior.....40 Points

Trained in the arts of combat almost from childhood, squires are a potent force on the field even if they lack the panoply of a full knight. Often the youngest sons of landed nobles or wealthy burghers, their arms and equipment are a cut above what one would expect.

Many noble houses have taken to fielding their squires in battle, rewarding them generously for their efforts calculating that their breeding, education, and training are far more valuable and dependable than the simple mercenary motivation of a man at arms.



HOUSEHOLD GUARD

[FEUDAL], [INFANTRY]

RESTRICTED REGIMENT

110/30 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	2	1	1	2	3	0	4

SPECIAL RULES: Cleave 2, Support, Bodyguard

- OPTIONS: Leader20 Points
 Standard Bearer..... 15 Points
 Additional Warrior.....30 Points

Recruiting the best men their money can buy, the Household's Guard is often an eclectic mix of veterans, washed out Legionnaires, foreign mercenaries and the younger progeny of lesser nobility with few alternative prospects. An Arms Master is often employed by the Noble Houses to keep these powerful and difficult men in check. These hard-bitten warriors are fiercer, tougher and deadlier than any of the men they lead and implicitly trusted by the Noble Houses that employ them, as they often serve as bodyguards, champions and executioners.



GILDED LEGION

[IMPERIAL], [INFANTRY]

RESTRICTED REGIMENT

130/40 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	3	1	1	3	3	0	5

SPECIAL RULES: Flawless Strikes, Support, Bastion

- OPTIONS: Leader25 Points
 Standard Bearer..... 20 Points
 Additional Warrior.....40 Points

The Gilded Legion could have had a reputation and a history at least as storied as that of the Steel Legion, as both trace their origins to the first professional forces Charles Armatellum established in his bid for Empire.

Their position, however, as guardians of the Imperial Mint, their attendant duties as the protectors of the Imperial tax collectors and the controversial past of their legion, have served to forever overshadow their accomplishments. Note this product is a dual kit that allows players to create either the Gilded Legion or the Household Guard troop type.



STEEL LEGION

[IMPERIAL], [INFANTRY]

RESTRICTED REGIMENT

145/40 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	2	1	1	3	3	0	5

SPECIAL RULES: Iron Discipline, Cleave 3, Bravery

- OPTIONS: Leader25 Points
 Standard Bearer..... 20 Points
 Additional Warrior.....40 Points

The Steel Legion is one of the oldest fighting forces in the Tellian Empire. Taking its name from the storied legions of the old Dominion and tracing its origins to the very first professional armies the Emperor fielded, only the Orders can claim a more storied or glorious past.



MERCENARY CROSSBOWMEN

[IMPERIAL], [INFANTRY]

RESTRICTED REGIMENT

120/35 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	2	1	1	1	2	2	0	4

SPECIAL RULES: Barrage 1 (12"), Armor Piercing 2

- OPTIONS: Leader 15 Points
 Standard Bearer..... 10 Points
 Additional Warrior..... 35 Points

The crossbow represents a significant technological improvement over the bow and longbow. While some could argue that the longbows increased range and rate of fire outclass the crossbow, mastery of that massive weapon requires years, while a man can learn to competently care for and use a crossbow in a matter of days.



IMPERIAL RANGER CORPS

[IMPERIAL], [INFANTRY]

RESTRICTED REGIMENT

130/40 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
6	2	1	2	1	2	1	2	5

SPECIAL RULES: Vanguard, Expert Scouts, Barrage 1 (14"), Precise Shot

OPTIONS: Leader15 Points
 Additional Warrior.....40 Points

UNIQUE SPECIAL RULES:
EXPERT SCOUTS: This Warrior gains the **Deft** Special Rule while within Zonal Terrain or while on top of a Vantage Point.

The Imperial Ranger Corps was born in the early years of the Tellian Empire when its expansion gave the Imperial family more lands than it could reasonable and safely manage. A group of expert woodsmen was hired to explore, catalogue, and safeguard these lands.

After the fall of the Empire successive Chamberlains have reinforced and expanded the role of the Imperial Ranges, given their intimate knowledge of not only them Imperial Households lands, but all lands in between making them the fearsome force they are today, equally at home on the field as they are in the woods.



HUNTER CADRE

[IMPERIAL], [INFANTRY]

RESTRICTED REGIMENT

140/45 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
6	2	2	2	1	3	1	2	5

SPECIAL RULES: Fiend Hunter, Fearless, Hunter's Quarry, Barrage 1 (12"), Armor Piercing 2

OPTIONS: Leader 15 Points
 Standard Bearer..... 10 Points
 Additional Warrior..... 45 Points

The Hunter Cadre are bounty hunters, plain and simple. Gifted with the right tools and know-how, they are tasked with hunting down the most dangerous of beasts and spellcasters who would threaten the main battleline of the Hundred Kingdoms force. Their dedicated professionalism has spelt the doom to countless dangerous foes across hundreds of battles.

UNIQUE SPECIAL RULES:

HUNTERS QUARRY: At the start of the first Supremacy Phase, select a Command Card belonging to your opponent. All Warriors within this Special Rule may Re-Roll a single Die when performing Clash and Volley Actions Targeting Warriors of the chosen Enemy Command Card. Your Warband may only have a single Active Quarry.



SICARII

[THEIST], [INFANTRY]

RESTRICTED REGIMENT

115/30 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
6	1	2	2	1	3	1	1	4

SPECIAL RULES: Cleave 1, Deadly Blades, Oblivious, Zealotry

OPTIONS: Leader 15 Points
 Additional Warrior 30 Points

UNIQUE SPECIAL RULES:

ZEALOTRY: This Warrior Gains the Lethal Demise +1 Special Rule while within Command Range of a Friendly [THEIST CHARACTER] or [THEIST MONSTER].

Barred by law from employing men at arms, the Theist Church has turned to the Sicarii to become their main bodyguards and enforcers. The archaic form and wording of this ancient ban was circumvented by the Church arguing that as the Sicarii go into battle unarmored and even more ancient laws allow all peasants to carry 'blades' for hunting or self defense.

Their political clout has allowed them to exploit these technicalities to deploy the Sicarii in numbers, but still deprives them of the ability to employ more conventional forces. Raised since orphans on the Church's creed, the Sicarii are fearsome and devoted warriors, unflinching in the face of death in battle against the enemies of their faith.



CRUSADERS

[THEIST], [INFANTRY]

RESTRICTED REGIMENT

100/25 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	2	2	1	3	2	0	4

SPECIAL RULES: Shield, Unyielding, Overwhelm, Theos Vult

The advent of the Archangels and the machinations of the hierarchy of the Theist Church have finally granted them the spiritual and temporal power to be able to call for a Crusade.

Mobilizing the population and nobility on their behalf, the Theist Church has been able to circumvent the ban on their mustering an army as the forces remain pledged and led by the Crusading Noble Lords, the Crusaders needing little further incentive than the promised heavenly reward to fall upon the enemies of the faith, their faith bolstering their every blow against the wicked and impure.

- OPTIONS: Leader20 Points
 Standard Bearer..... 15 Points
 Additional Warrior.....25 Points

UNIQUE SPECIAL RULES:

THEOS VULT: (Draw Event) If Engaged with an Enemy, this Warrior may Move up to half of their March Characteristic.
 (rounding up)



HOUSEHOLD KNIGHTS

[FEUDAL], [CAVALRY]

RESTRICTED REGIMENT

70/70 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
8	1	2	2	3	2	3	0	4

SPECIAL RULES: Shield, Impact 2, Brutal

- OPTIONS: Leader25 Points
 Standard Bearer..... 20 Points
 Additional Warrior.....70 Points

The massed charge of Household Knights is one of the most powerful weapons at the disposal of a Hundred Kingdoms commander. Hundreds of pounds of obdurate metal and muscle, forged through years of training and experience, they have shattered men, formations, and kingdoms throughout the ages...



ORDER OF THE SEALED TEMPLE

[ORDERS], [CAVALRY]

RESTRICTED REGIMENT

100/110 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
8	1	3	3	4	3	3	0	5

SPECIAL RULES: Shield, Impact 2, Flawless Strikes, Overrun, Peerless Precision

OPTIONS: Leader 30 Points
 Standard Bearer..... 25 Points
 Additional Warrior..... 110 Points

UNIQUE SPECIAL RULES:

PEERLESS PRECISION: When performing this Warrior's Impact Hits, Hits may only be Blocked by Rolls below their result. *Hit Rolls of '1' cannot be Blocked!*

Despite its long evolution from an ancient infantry legion into the order of mounted knights the world sees today, the Order of the Sealed Temple has never wavered from its mandate to protect its charges from a hostile world.

More worldly and politically involved than all other Orders, this order has proven equally adept at wielding the velvet glove of wealth and influence or the iron fist of battlefield superiority. On the battlefield these paragons of the chivalric ideal are horsemen without peer, using their speed and maneuverability to deliver powerful charges where the enemy is least prepared.



ORDER OF THE CRIMSON TOWER

[ORDERS], [CAVALRY]

RESTRICTED REGIMENT

115/125 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
7	1	3	3	4	3	4	0	5

SPECIAL RULES: Shield, Impact 2, Brutal, Fearless, Casus Belli

- OPTIONS: Leader 30 Points
 Standard Bearer..... 25 Points
 Additional Warrior..... 125 Points

UNIQUE SPECIAL RULES:

CASUS BELLII: While Wounded, this Warrior gains the Terrifying Special Rule.

The Order of the Crimson Tower has taken upon itself to combat one of the great scourges of mankind: War. They have forsaken the notion of eliminating it entirely, instead focusing on ensuring it causes as little collateral damage as possible.

Incredibly scrupulous in securing employment, they not only demand their employer have a strong Casus Belli (legal reason for war) but demand from their employers that no looting or pillaging take place.

Were they any less effective in combat, these terms would make them incredibly unpopular, but such is their prowess that many lords are willing to forsake the material gains of war in order to secure their service.



ORDER OF THE ASHEN DAWN

[ORDERS], [CAVALRY]

RESTRICTED REGIMENT

150/175 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
7	1	3	4	5	4	4	0	6

SPECIAL RULES: Blessed, Impact 2, Cleave 2, Unstoppable, Glorious Charge

OPTIONS: Leader35 Points
 Standard Bearer..... 30 Points
 Additional Warrior..... 175 Points

UNIQUE SPECIAL RULES:
GLORIOUS CHARGE: After this Warrior Charges, this Warrior gains the Cleave +1 Special Rule and all Friendly Warriors within Command Range immediately Rally.

Exemplars even amongst the superhumanly skilled Orders, the Order of the Ashen Dawn are spoken of in hushed whispers and respectful tones even by those who are unlucky enough to count them as enemies.

Clad in baroque armor of a craftsmanship that has reduced master smiths to tears, these holy warriors are the definitive answer to the monsters and nightmares that plague mankind. They are the final guardians of the Sealed Temple and the keepers of its darkest treasures.



ARCHANGEL

[THEIST], [MONSTER]

MONSTER

335 Points

SIZE: 5

M	V	C	A	W	R	D	E	CR
7	1	5	6	5	5	4	2	6

SPECIAL RULES: Cleave 3, Terrifying, Dauntless, Divine Purpose

Kindled by the faith of the Theist devout, the Archangels of the Theos have descended upon Ea to cleanse the land of the enemies of the Theist Church.

Boundless faith given form and definition by the shattered places of worship that their followers have sacrificed, these beings are relentless foes of any who would oppose the church.

Their mere presence on the battlefield elevates the faith of the devout to terrifying heights, enabling them to perform feats of faith and valour no foe has recourse against.

OPTIONS:

When Mustering your Warband, the Archangel must select one of the Aspects below:

Aspect of the Avenger: This [MONSTER] gains the Impact 2, Cleave +1, Smite, and Avenging Angel Special Rules.

Aspect of the Redeemer: This [MONSTER] gains the Regeneration, Aura of Death 1, Shield, and Requiem Special Rules.

UNIQUE SPECIAL RULES:

DIVINE PURPOSE: Friendly [THEIST] Warriors within Command Range gain the Dauntless Special Rule.

Aspect of the Avenger Only

AVENGING ANGEL: Against Wounds caused by this [MONSTER]'s Impact Special Rule, Enemies must Re-Roll successful Resolve Tests.

Aspect of the Redeemer Only

REQUIEM: When an Enemy within Command Range Slays a Friendly [THEIST] Warrior, that Enemy must take a single Resolve Test; If Failed, they become Broken!

ARCHANGEL

INJURED

[THEIST], [MONSTER]

SIZE: 5

M	V	C	A	W	R	D	E	CR
6	1	4	5	5	4	3	3	6

SPECIAL RULES: Cleave 2, Blessed, Terrifying, Dauntless, Divine Purpose

OPTIONS:

When Mustering your Warband, the Archangel must select one of the Aspects below:

Aspect of the Avenger: This [MONSTER] gains the Impact 2, Cleave +1, Smite, and Avenging Angel Special Rules.

Aspect of the Redeemer: This [MONSTER] gains the Regeneration, Aura of Death 1, Shield, and Requiem Special Rules.

UNIQUE SPECIAL RULES:

DIVINE PURPOSE: Friendly [THEIST] Warriors within Command Range gain the Dauntless Special Rule.

Aspect of the Avenger Only

AVENGING ANGEL: Against Wounds caused by this [MONSTER]'s Impact Special Rule, Enemies must Re-Roll successful Resolve Tests.

Aspect of the Redeemer Only

REQUIEM: When an Enemy within Command Range Slays a Friendly [THEIST] Warrior, that Enemy must take a single Resolve Test; If Failed, they become Broken!



TREBUCHET

[IMPERIAL]

MONSTER

220 Points

SIZE: 4

M	V	C	A	W	R	D	E	CR
0	0	0	0	7	0	4	0	3

SPECIAL RULES: Iron Discipline, Siege Engine, Emplacement, Ready, Field Engineers, Loose!

Castles and men at arms form the backbone of the feudal might of the Hundred Kingdoms. Well aware of this, the Emperors of the Tellian Empire wished to ensure that the ability to breach fortifications and sweep those men from the battlefield remained unmatched amongst their vassals.

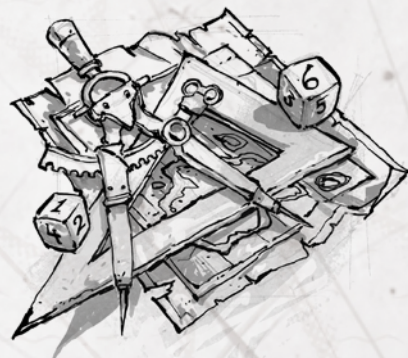
The Imperial Collegia were created to develop these deadly machines of war, something they continue doing at the behest of the Imperial Throne, even when the Emperors of old are long gone.

The monopoly on the advanced principles needed to successfully construct these deadly machines of war is one of the tools the Imperial Chamberlain often employs, allowing chosen allies, even if temporary ones, to wield the awesome might of these power machines against their foes.

UNIQUE SPECIAL RULES (TREBUCHET):

SIEGE ENGINE: When Mustering your Warband, this Warrior is purchased as a Monster and includes 4 Crew that have their own Characteristics and Special Rules. The Trebuchet and its Crew are Activated together using the same Command Card. *Note that this is not a Monster and follows none of the Rules of being one!*

EMPLACEMENT: After Deployment, this Warrior cannot be Moved, Placed, become Broken, Test Resolve, and may not perform any Actions during its Activation.



TREBUCHET CREW

[IMPERIAL], [INFANTRY]

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	1	1	1	1	1	0	3

SPECIAL RULES: Take Cover!, All Hands!

UNIQUE SPECIAL RULES (CREW):

TAKE COVER!: While this Warrior is within 1" of the Trebuchet, Volley Actions Targeting this Warrior are performed against the Trebuchet instead.

ALL HANDS!: During the Command Phase, if the Trebuchet is Wounded you must immediately remove any Friendly Crew within 1" of the Trebuchet from the Battlefield up to the number of Wound Markers on it. For each Crew removed, the Trebuchet Heals 1.

FIRING THE TREBUCHET:

READY: During the Command Phase, the Crew load and prepare the Trebuchet. First select if you are loading the Trebuchet with a Stone, Burning Pitch, or Explosive as its payload. Place the corresponding Marker anywhere on the Battlefield further than 12" away from the Trebuchet. *This Marker is ignored for Movement and Line of Sight.*

FIELD ENGINEERS: (Draw Event) Choose one of the following effects:

Aim: This Round, Warriors suffering Hits from the Loose! Special Rule suffer an additional Hit.

Adjust: You may immediately Place the Marker anywhere wholly within D6" of its current position. Roll then Place the Marker wholly within the Rolled distance.

Rearm: You may immediately replace the chosen payload with another type.

LOOSE!: After all other Command Cards have been Activated (both Friendly and Enemy), the Trebuchet unleashes its payload! This Warrior performs a Unique Volley Action, with its effect determined by the selected payload that was loaded this Round. Remove the Marker after resolving the effect of the payload.

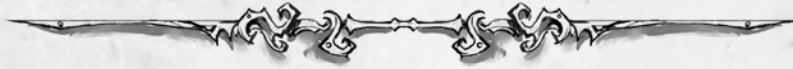
Stone- All Warriors (Friendly and Enemy) within 2" of the Marker suffer 2 Hits with the **Armor Piercing X** Special Rule.

Burning Pitch- All Warriors (Friendly and Enemy) within 3" of the Marker suffer 1 Hit. Warriors that Test Resolve from these Hits suffer -X Resolve.

Explosive- All Warriors (Friendly and Enemy) within 1" of the Marker suffer 3 Hits. All Warriors that suffer Hits are immediately Driven Back until they are X" from the Explosive Marker as if it was an Enemy Warrior.

X is the number of Unengaged Crew within 1" of the Trebuchet.

BESTOWMENTS



UPGRADES: ALL

Each [CHARACTER] in your Warband may purchase a single Upgrade from the lists below. A [CHARACTER] can only purchase Upgrades from the Lists of their corresponding Battlefield Roles. A Warlord may instead purchase 2 Upgrades. A [MONSTER CHARACTER] cannot purchase any Upgrades.

Purebred Steed: 5 points

[CAVALRY] only. This [CHARACTER] gains the **Unstoppable** Special Rule.

Coat of Arms: 10 points

This [CHARACTER] gains the **Shield** Special Rule.

Laurean Lance: 15 points

[CAVALRY] only. After performing a Charge, a single Enemy Hit by this [CHARACTER]'s Impact Hits become Broken! and are Driven Back.

Masterwrought Blade: 20 points

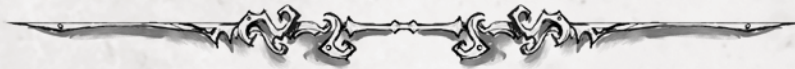
This [CHARACTER] gains the **Cleave +1** Special Rule.

Gifted Swordsman: 10 points

This [CHARACTER] gains the **Quicksilver Strikes** Special Rule.



BESTOWMENTS



UPGRADES: FEUDAL

Unassailable Authority: 20 points

Warlord or Hero only. All Friendly [INFANTRY] and [CAVALRY] Warriors can be affected by this [CHARACTER]'s Command Abilities, regardless of their Battlefield Role.

Huntsman: 20 points

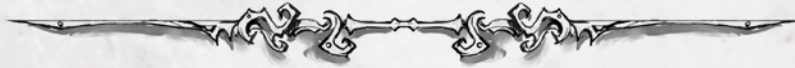
This [CHARACTER] gains the **Barrage 2 (14")**, **Armor Piercing 2**, and **Sureshot** Special Rules.

Campaign Veterans: 25 points

Leader only. While in this [CHARACTER]'s Command Range, Warriors in this Regiment gain the **Hardened** Special Rule.



BESTOWMENTS



UPGRADES: IMPERIAL

Imperial Mandate: 25 points

Friendly [IMPERIAL] Warriors within Command Range gain the **Bodyguard** Special Rule.

Accomplished Collegiate: 20 points

This [CHARACTER] gains +3 Command Range.

Arcane Aptitude: 15 points

[SPELLCASTER] only. This [CHARACTER] gains the **Spellcaster +1** Special Rule.



BESTOWMENTS



UPGRADES: ORDERS

The First Blessing: 15 Points

When a Broken! Friendly [**ORDERS**] Warrior within Command Range Rallies, they immediately Heal 1.

Paragon: 20 points

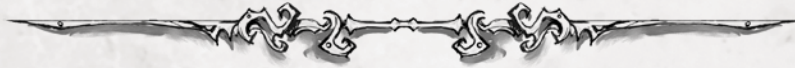
While participating in a Duel, this [**CHARACTER**] gains the **Blessed** Special Rule.

Slayer of Beasts: 10 points

This [**CHARACTER**] gains the **Fiend Hunter** Special Rule.



BESTOWMENTS



UPGRADES: THEIST

Elysian Fragment: 15 points

Warlord or Hero only. Once per Game, this [CHARACTER] may use the following Command Ability:

Sacred Shard: [THEIST] Warriors within Command Range gain the **Smite** Special Rule.

Penitence: 25 Points

Friendly [THEIST] Warriors within Command Range gain the **Bravery** Special Rule.

Fanatical Devotion: 10 points

This [CHARACTER] gains the **Bloodlust** Special Rule.

