

CONQUEST  
FIRST BLOOD

# RULES UPDATE & CHANGELOG

JUNE 2026



# UPDATE OVERVIEW



Hello First Blood Conquerors! As the new First Blood is still quite, well, *new...* The goal of this initial update is to clean up wording, clarify unclear text, and fix any unintended interactions; all while implementing any quality of life improvements along the way. This applies to Army Books, Dynamic Scenarios, and the Rulebook. The focus of this first patch was not on 'balance', but there are a handful of changes to points and effects on some obvious outliers and some specific tweaks to make some options more attractive. The next update will be much more focused on adjustments to address balance; both internally and externally. We hope you find the changes here make your battles more fun!

Also included with this update are the additions of the following new regiments and monsters:

## SORCERER KINGS-

- Marid Apsara (*Monster*)
- Marid Shaytan (*Monster*)
- Marid Lancers (*Restricted Cavalry Regiment*)

## WEAVER COURTS-

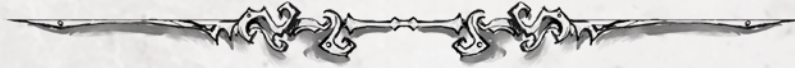
- Fianna Cavalry (*Mainstay Cavalry Regiment*)
- Wyrd Knights (*Restricted Cavalry Regiment*)

## YORONI-

- Oni Kishin Kiba (*Restricted Cavalry Regiment*)
- Oni Kishin Raiu (*Restricted Cavalry Regiment*)

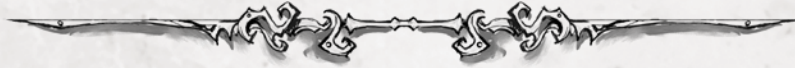


# RULEBOOK



- Clarified Status Duration.
- Declining a Duel causes your character to lose all current command abilities and disallows them from performing any this phase!
- Clarified the Press Forward Command Ability.
- Command Cards cannot be activated if there are no Warriors of the corresponding type on the Battlefield.
- Clarified multi-Based Warriors Charging. (only the 'front' base must travel in a straight line)
- Obscured Warriors Roll an additional Block die, now benefitting Warriors using Evasion as well! Blessed only affects Attacks and Blocks. (no longer works on Hits from Impact, Aura of Death, or Lethal Demise)
- Updated Unique Action wording.
- Clarified Resolve Tests and negative modifiers from Overkill. (suffering Wounds beyond your total)
- Specified that Raised Warriors can Activate as normal.
- Blessed- Can no longer Reroll Hits, only Attack and Block Rolls.
- Flank- Wording update.
- Indomitable- Wording update to reflect Overkill modifiers.
- Sureshot- Wording update to clarify intent.
- Vanguard- After being revealed can now Place Card anywhere within 9", remaining further away than 6" from all Enemies and Enemy Cards.
- Warbands of 1,001-1,500 points can now include 1-2 Warlords.

# DYNAMIC SCENARIOS



Dynamic Scenerios have been adjusted to deliver a more fair and dynamic experience. Missions have been reassessed to allow for more consistent scoring options, several Territories have been replaced with entirely new ones to curb the advantage of pushing out your opponent by placing a card in the centerfield; and lastly, all Encounters now provide another scoring element and have been updated or replaced to be consistent with these changes. Wording has also been ajusted throughtout the document to be more clear and intuitive.

## MISSIONS-

- Ransack: new layout and the player seizing more artefacts each round scores 1 VP.
- Desecration: new layout to reduce the number of triple neutral battlefield targets.
- Proving Grounds: new layout, only a single artefact is Placed on the center of the Battlefield. The other 2 are placed in the hands of a Friendly Warrior chosen by each player!
- Raze: Critical Sites are no longer locked behind destroying the Battlefield Target, however when destroyed the Critical Site beneath them are worth an additional VP each Round.

## TERRITORIES-

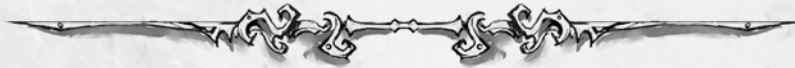
- Adjusted to create more no man's land and to lessen the impact of first card placement.
- Divide and Conquer: new layout.
- Spearhead: Reimagined and renamed to "Encircle the Foe".

## ENCOUNTERS-

- Entirely reimagined to all provide additional VP, creating more paths to Victory!



# ARMY BOOKS



**100K-** *Adding missing information for a Spell on the Neophyte.*

- Neophyte: Intercession now Targets a Friendly Warrior within Command Range

**NORDS-** *Lowering the speed of Mortals to be more in line with other factions. Raiders were overshadowing other Regiment options, plus the reduction in speed just means they get to hurl throwing axes more often!*

- Raiders: reduced to March 5.
- Steel Chosen: reduced to March 5.
- Bow Chosen: reduced to March 5.
- Shield Biter: reduced to March 5.
- Blooded: increase CR to 5.
- Ulfhednar: points reduced to 115/25 per additional.
- Fenr Beastpack: points reduced to 65/60 per additional.

**DWEGHOM-** *As the Raegh is the leader of a Hold, they deserve a 3rd Command Ability! Pike Initiates are getting a little extra movement as well, as they are not encumbered by huge shields.*

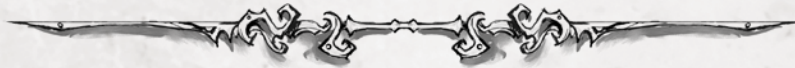
- Initiates (with Spear): Increase March to 5.
- Hold Raegh: Added new Command Ability.

**HOLD PARAGON:** Friendly [INFANTRY] Warriors within Command Range are Inspired!

- Hold Raegh- Slain Bigger: Monsters can no longer decline a Duel called by the Raegh!
- Lost Ancestor: points reduced to 150.
- Flame Berserkers: points reduced to 115/30 per additional.



# ARMY BOOKS



**WADRHUN-** *Scion of Conquest added as a Hero option, plus various wording tweaks. Hunters now can keep pace with a predator or stalk prey all their own with the Vanguard Special Rule.*

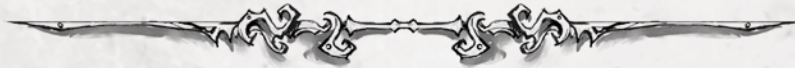
- Hunters: Gain the Vanguard Special Rule.
- UPGRADE- Seasoned Hunter: now affects all Friendly Warriors within Command Range.
- Scion of Conquest: New Hero option.
- Warbred: Points reduced to 100/110 per additional.
- Thunder Riders: Points reduced to 120/130 per additional.

**SORCERER KINGS-** *Streamlining confluence generation through the Mysticism Army Rule, tweaking the Raj's Special Rules to allow better spell synergy, giving elementals some ethereal flavor and utility.*

- ARMY RULE- Mysticism: At the start of the Command Phase, gain 1 Confluence for each Friendly **[SPELLCASTER]** or **[MONSTER]** on the Battlefield.
- NEW ARMY RULE- Walk between Worlds: Friendly **[ELEMENTAL]** Warriors ignores the effects of the following type of Terrain corresponding with their Court Battlefield Role:
  - [AIR]**- Hindering
  - [EARTH]**- Broken Ground
  - [FIRE]**- Dangerous Terrain
  - [WATER]**- Water
- Marid Sahar: points reduced to 85/100 per additional.
- Steelheart Djinn: points reduced to 75/90 per additional.



# ARMY BOOKS



**WEAVER COURTS-** *Gemred Knight Hoarfrost reworked to better suit their role. The Taosidhe gets a retinue in the form of the new Wyrd Knights! Various Character point reductions.*

- UPGRADE Lorg Mor: now must Place raised Warrior within CR of another Warrior in the Regiment. (instead of this Character's)
- Gemred Knights: Hoarfrost now grants Hardened during Winter.
- Rhun Sidhe: Bloomshot now only inflicts 1 Hit if the targeted Marker is a Seed. (2 if Bloom)
- Taosidhe: add Wyrd Knights as Retinue.
- Taosidhe: reduce points to 120.
- Seanches Sidhe: reduce points 115.
- Mhor Sidhe: reduce points 105.
- Rhun Sidhe: reduce points 110.

**YORONI-** *The Geisha Dance of Discord granted-teleportation is now an Action; still potent and a great utility spell, just not as game defining as before. Various wording updates as well.*

- Jorogumo Geisha: Dance of Discord now grants [**MU**] Warriors to be Placed within CR as their Action instead of a Draw Event.
- UPGRADE- Honored Sashimono: points increased to 15. If this [**CHARACTER**] is Activated with their Ideal they may immediately perform a Duel!

**Old Dominion and Spires received some clarification with wording tweaks.**

**The City States were left unchanged. For now...perhaps the Mechanists are preparing for something...**

